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READ THIS BOOK FIRST!

# DUNGEONS & DRAGONS®

PLAYERS MANUAL



FANTASY ROLE PLAYING GAME



TSR Hobbies, Inc.

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## Preface

This is a game that is fun. It helps you imagine.

*"As you whirl around, your sword ready, the huge, red, fire-breathing dragon swoops toward you with a ROAR!"*

See? Your imagination woke up already. Now imagine: This game may be more fun than any other game you have ever played!

The DUNGEONS & DRAGONS® game is a way for us to imagine together — like watching the same movie, or reading the same book. But *you* can write the stories, without putting a word on paper — just by playing the D&D® game.

You, along with your friends, will create a great fantasy story, you will put it away after each game, and go back to school or work, but — like a book — the adventure will wait. It's better than a book, though; it will keep going as long as you like.

It is nearly the most popular game

ever made. And you will see why, in just a bit.

When you bought some other game or book, did you ever think, "Gee, that's nice, but it's not quite what I thought it would be"? Well, your D&D adventures will be just what you want, because you're the one making them up!

And it's not hard. It takes a little reading and a little thinking, but most of all, it's fun.

It's fun when you discover that nobody loses, and everybody wins!

It's fun when you get good at the game . . . for example, knowing what to expect in a kobold cave, and which dragons are on your side.

And you don't have to put in a coin each time, like many other games. Once you have these rules, you don't need anything else.

There's more, of course, if you want it: exciting adventures to play, miniature figures of monsters and characters, expert rules for more experienced players, and

lots more. But you already have everything you need to start: this package, and your imagination. That will do it.

Ah, yes; it does cost one more thing, which you also have right now — a bit of time. It takes a few minutes to learn the basic rules, and another hour or two to play a full game. You will probably want to spend more time, and might even make it a hobby; millions of people have.

But for now, just sit back and imagine.

*"Your character stands atop a grassy hill . . . the sun glints off your golden hair, rippling in the warm breeze . . . you absent-mindedly rub the gem-studded hilt of your magic sword, and glance over at the dwarf and elf, bickering as usual about how to load the horses . . . the magic-user has memorized her spells, and says she's ready to go . . . a dangerous dungeon entrance gapes at you from the mountain nearby, and inside, a fearsome dragon awaits. Time to get moving . . ."*

Have Fun!

Frank Mentzer  
February, 1983

## How to use this book

You can learn how to play the DUNGEONS & DRAGONS® game by yourself, simply by reading the next sections of this booklet. You don't have to memorize everything as you read; the first two adventures are designed to teach you while you play. If you are ready to learn, begin reading at **Start here**.

The game is usually played in groups of 3 or more people. If you want to learn with others, it's best if one person already knows how to play, and can teach the others. If not, you (or one of the others) may read the first adventure aloud, while everyone follows along, to learn the basics of the game. However, it's better if each person can read the adventures separately.

When you all know how to play characters, read the sections "DUNGEONS & DRAGONS Characters" and "Playing with a Group". One person must also learn how to be a Dungeon Master (or DM) — the person who plays the roles of the Monsters. The other booklet

in this set is the DUNGEON MASTERS RULEBOOK, and explains everything the DM needs to know.

This set gives all the details for playing a DUNGEONS & DRAGONS game. With these rules, your characters can reach the 3rd level of experience. (These and other terms are explained later in this booklet.) Other sets are available, with more magic items and spells, monsters, and rules for bigger and better games.

Set #2 is the D&D® EXPERT Rules, for character levels 4th through 14th. The D&D® COMPANION Rules is Set #3, for characters levels 15th through 25th; and the D&D® MASTERS Set gives the remaining details for character levels 26th through 36th.

Everything in these sets fits together to form a complete system for playing D&D fantasy role playing games. You may use all or part of these rules. They often include several ways of playing and running the game. You may create new rules, monsters, and magic, using these rules as guidelines.

## Acknowledgements

The following individuals have made this work possible through its years of evolution: Dave Arneson, Brian Blume, Dave Cook, Anne C. Gray, Ernie Gyax, E. Gary Gyax, Allen Hammack, Kevin Hendryx, John Eric Holmes, Harold Johnson, Tim Kask, Jeff Key, Rob Kuntz, Alan Lucien, Steve Marsh, Tom Moldvay, Mike Mornard, Jon Pickens, Brian Pitzer, Michael Price, Patrick L. Price, Paul Reiche, Evan Robinson, Gordon Schick, Lawrence Schick, Don Snow, Edward G. Sollers, Garry Spiegle, Stephen D. Sullivan, Ralph Wagner, Jim Ward, Jean Wells, and Bill Wilkerson.

Thanks also to Donald Paterson, for opening my own door to the D&D world, and special thanks to Harold Johnson, who escorted me in.

# DUNGEONS & DRAGONS®

## Players Manual

by Gary Gygax and Dave Arneson

Revised by Frank Mentzer  
Illustrations by Larry Elmore  
and Jeff Easley

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### Dedication

This game has undergone a startling metamorphosis from its earliest forms, written for hobbyists, to the current revision, usable and understandable by nearly anyone. The original flavor and intent has been carefully preserved. With the greatest admiration, respect, and thanks, this edition is dedicated to the president and founder of TSR Hobbies: E. GARY GYGAX.

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### Table of Contents

<b>Learning to play DUNGEONS &amp; DRAGONS® games</b> .....	<b>2</b>
<b>Start here</b>	
What is "role playing"?	
What role will I play?	
Your first adventure.....	<b>3</b>
<b>Your character</b> .....	<b>9</b>
Alignment: How characters and monsters behave	
Now where do you go?	
The character sheet	
Ability scores	
Adjustments .....	<b>10</b>
Saving throws	
Special abilities	
Combat chart	
Magic items .....	<b>11</b>
Normal items	
Other notes	
Money and treasure	
Experience .....	<b>12</b>
<b>Dice</b>	
This is very important. Be sure to read it carefully.	
<b>Solo adventure</b> .....	<b>13</b>
<b>Part 1: Town business</b>	
<b>Part 2: Battles</b> .....	<b>14</b>
More damage	
The monsters	
Combat checklist	
Record keeping	
Getting killed	
Mapping	
<b>Part 3: Into the caves</b> .....	<b>15</b>
After the adventure .....	<b>22</b>
<b>DUNGEONS &amp; DRAGONS® characters</b> .....	<b>23</b>
<b>What comes next?</b>	
<b>Character classes</b>	
Prime requisites	
Saving throws	
<b>Character class: human</b> .....	<b>24</b>
Cleric	
Fighter .....	<b>28</b>
Magic-user .....	<b>37</b>
Thief .....	<b>43</b>
<b>Character class: demi-human</b> .....	<b>45</b>
Dwarf	
Elf .....	<b>46</b>
Halfling .....	<b>47</b>
<b>Making up a new character</b> .....	<b>48</b>
<b>Players are not characters!</b> .....	<b>52</b>
<b>Playing with a group</b> .....	<b>53</b>
<b>How to prepare</b>	
<b>Character alignment</b> .....	<b>55</b>
<b>Adventuring rules</b> .....	<b>56</b>
<b>Encounter rules</b> .....	<b>58</b>
<b>Additional rules</b> .....	<b>59</b>
Missile weapons	
Variable weapon damage .....	<b>60</b>
Combat maneuvers	
Encumbrance .....	<b>61</b>
Retainers .....	<b>62</b>
<b>The world of D&amp;D gaming</b>	
<b>Glossary</b> .....	<b>63</b>

# Learning how to play DUNGEONS & DRAGONS® games

## Start here

A **dungeon** is a group of rooms and corridors in which monsters and treasures can be found. And *you* will find them, as you play the role of a character in a fantasy world. There are many kinds of monsters, but dragons are the biggest and most dangerous — and have the most treasure.

You can start playing this game right now — without learning any rules, and without anyone else to play with! Just start reading, and you will discover the basics of the game in a matter of minutes.

During your first adventure, you will only need one of the dice in the box. The others will be used later, for now all you need is the roundish one with the numbers 1 to 20 on it. Use the crayon to fill in the numbers, and rub off extra wax with a tissue so only the numbers are colored in.

After you do that, get a pencil and paper — and you're ready to start!

Read this booklet just like any book. *Don't* skip around! This edition has been completely revised to introduce the game to you, step by step. While you are reading the next sections, you will learn many things about the game. You do *not* have to memorize everything as you go along.

By the time you have played the **Solo Adventure** (pages 13-22), you will know how to play the basic game. The rest of this booklet gives other details that you will need when playing the game with others.

In group games, one person is the Dungeon Master, and everyone else is a player. The Dungeon Master (or DM, for short) runs the game, while the others play the roles of characters. The other booklet in this set, **DUNGEON MASTERS RULEBOOK**, gives all the information needed for running group games.

## What is "role playing"?

This is a role-playing game. That means that you will be like an actor, imagining that you are someone else, and pretending to be that character. You won't need a stage, though, and you won't need costumes or scripts. You only need to imagine.

This game doesn't have a board, because you won't need one. Besides, no

board could have all the dungeons, dragons, monsters, and characters you will need!

For now, while you are learning, you will play a role in your imagination. Later, when you play the game with others, you will all be playing different roles and talking together as if you were the characters. It will be easy, but first you need to get ready.

## What role will I play?

Imagine: it is another place, another time. The world is much like ours was, long ago, with knights and castles and no science or technology — no electricity, no modern comforts of any kind.

Imagine: dragons are real. Werewolves are real. Monsters of all kinds live in caves and ancient ruins. And magic really works!

Imagine: you are a strong hero, a famous but poor fighter. Day by day you explore the unknown, looking for monsters and treasure. The more you find, the more powerful and famous you become.

## Your character's basic abilities

In the game, we need some way of describing your character, the fighter you will pretend to be. We can say the fighter is "strong, fairly nimble, not too smart" — but we need to describe the character a little better than that.

We call these descriptions **abilities** (Strength, Intelligence, and others). We measure each one with a number, called an "Ability Score." The highest score possible is 18, and the least is 3 (for reasons we'll discuss later).

You are a strong fighter; your *Strength* score is 17, nearly the highest possible!

You are "fairly nimble," which means that you can move swiftly. The name for this ability is *Dexterity*. As a fighter, you don't need a high Dexterity score. Your Dexterity is 11 (which is a little above average).

A fighter often isn't very smart. Your character isn't as smart as you are, but isn't stupid, either. Let's say your *Intelligence* is 9 (which is a little below average).

Now make a note of your Ability Scores. Anywhere in the middle of your sheet of paper, write:

17 Strength  
11 Dexterity  
9 Intelligence

You also need equipment for adventuring. You are carrying a backpack and other items, very similar to what you would carry when camping. Some of these items include food, water, rope, a lantern, and so forth; for now, just assume you have everything you need to survive in the wilderness.

With monsters around, you need protection! You are wearing armor made of links of chain (called chain mail) and a helmet. You own a beautiful sword, and have a dagger tucked into one boot, just in case. You know how to use all of your equipment properly.

If you like, you can give your fighter a name. It doesn't matter whether you are male or female.

All set? Let's go!



## Learning how to play DUNGEONS & DRAGONS® games!

### Your first adventure

Your home town is just a small place with dirt roads. You set off one morning and hike to the nearby hills. There are several caves in the hills, caves where treasures can be found, guarded by monsters. You have heard that a man named Bargle may also be found in these caves. Bargle is a sort of bandit, who has been stealing money, killing people, and terrorizing your town. If you can catch him, you can become a hero!

As you approach the entrance, you look around. It's a nice day, and everything seems peaceful. You know that things aren't usually peaceful in caves where monsters live, and it's usually dark, too. So you get out your lantern and a tinderbox (matches haven't been invented yet, so the box has flint and steel), and carefully light the wick. The flame sputters a bit, but the oil soon burns with a soft glow. With your sword ready, you step into the cave.

It's dark and musty inside. A passage leads inward from the entrance, going deeper into the hill. It looks like the only way to go, so you head in that direction, watching carefully for bats and other nasty creatures.

Suddenly, you see a goblin! He is smaller than you are, and looks like an ugly little man with gray skin. He sees you, gives a scream, waves his sword, and attacks! You dodge his blow, and raise your sword to swing.

If the goblin hadn't attacked right away, you might have tried talking to him; but now you have no choice. You must fight for your life.

### How to hit

In the game, whenever you try to hit a monster there is a chance that you will miss — and, of course, a chance that you will hit. It is very hard for monsters to hit your fighter, because of your fine chain mail armor. The goblin isn't as hard to hit, because his armor is not nearly as good.

To swing at the monster, you must make a Hit Roll. Roll the twenty-sided die. If you roll an 11 or less, your character misses the goblin. If you roll a 12 or higher, you hit! (This number is part of the Combat Rules. You will learn more about it as you continue.)

If you miss, the goblin tries again, but misses. You can swing again; roll again to see if you hit.

If you hit the goblin, he screams and runs away, down the corridor and into the darkness. (Goblins can see in the dark.) You have wounded him.

If you keep missing, keep rolling! The goblin is trying to hit you, but you keep dodging the blows. Remember: if you hit the goblin, he runs away.

### Damage and hit points

In the game, when any creature is *hit* (either monster or character), damage is caused. There is a way of keeping track of damage, called **hit points**.

The number of hit points is the amount of damage that a creature can take before being killed. Hit points can be any number; the more hit points a creature has, the harder it is to kill. We often use an abbreviation for hit points: it is **hp**.

Your fighter starts with 8 hp (hit points) and still has all 8, since the goblin never hit you. He may have hit your armor or shield, but never got through your protection, so these attacks are still called "misses" — they didn't actually damage your character.

### Constitution: Your health

Your fighter is healthy, and can fight a long time without tiring. This ability is measured by another Ability Score, called *Constitution*. Your Constitution is 16, well above average but not perfect.

Your Constitution affects your hit points. If you have a low score, you might only have 2 or 3 hit points. On the other hand, if you had an 18 Constitution, you might have as many as 10 hp, or more!

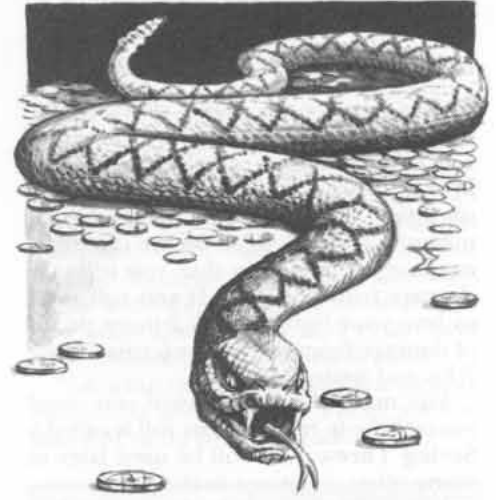
Write your new Ability Score under the others on your sheet.

16 Constitution

Near the top of the page, above the Ability Scores, make a note of your hit points:

Hit Points 8

Now back to your adventure:



You stop for a moment to be sure that you are all right, and then continue down the corridor. There are no side passages, no other way to go.

Ahead, the corridor leads into a wider area, which we will call a "chamber". You carefully approach the chamber, shining your lantern around to see if anything is there. A hiss comes from a corner of the room to your left, and there you see a *huge* rattlesnake, almost ten feet long! Near it, on the floor, are hundreds of gold and silver coins.

Talking to a snake will do no good at all, and you can't just sneak past it. Again, you must fight. For this battle, you will keep track of hit points. The snake has 3 hp. On your sheet of paper, near the bottom, write "Snake 3," leaving some room to keep track of the snake's damage.

This time, you will need to roll an 11 or higher to hit the snake. It's slower and easier to hit than the goblin was. But the snake has a better chance of hitting you than the goblin did, because it's bigger and tougher.

If you hit the snake, cross off the 3 and write a 2 next to it; you have damaged the snake. If you miss, don't do anything.

The snake then bites at you, and hits! At the top of the sheet, cross off the 8 after the words "Hit Points," and write a 7 next to it.

While playing a D&D game by yourself, you should use this method to keep track of your hit points, and the hit points of the monster you meet.

## Learning how to play DUNGEONS & DRAGONS® games!

### Poisoned?

This is a poisonous snake, which can be very dangerous. In the game, there is a way of finding out whether the poison hurt you or not. Roll the twenty-sided die again. If you roll a 12 or higher, that means that you dodged before the snake could inject its poison (but you still take damage from the bite). If you roll an 11 or less, your fighter takes 2 more points of damage from the poison (cross off the 7 hp and write 5).

You made this roll to see if you saved yourself from trouble; this roll is called a **Saving Throw**, and will be used later in many other situations in the game.

Your fighter swings again. Remember, if you roll an 11 or higher, you hit, and can subtract 1 hit point from the snake. If you miss, do nothing.

The snake bites your fighter again! You lose one more hit point, and must make another saving throw; remember, if you roll 12 or higher, you don't lose extra points. If you roll an 11 or less, you lose another 2 hit points from poison damage.

You can now swing again. If the snake still lives, it bites and misses. (In this battle, the snake won't hit any more; in a regular game, it might kill your fighter before you hit it at all!)

The snake will keep attacking, but it will keep missing. Your fighter may have to swing many times, but sooner or later you will kill the snake. Make all the practice rolls you need.

When the snake's hit points become zero, the snake is dead. (If your hit points ever reach zero, you're dead!)

---

You are hurt, but there is nothing you can do about it right now. The damage your fighter has taken can be healed by a few days' rest.

The dead snake is not dangerous, so you get to work. You pick up the many coins and put them in cloth sacks you brought with you. As you are doing this, you notice that, besides the gold, there are three types of silvery coins. Most are silver, but others are more valuable metals called electrum and platinum!

This is a rich treasure; snakes usually have none. The treasure probably belonged to someone else who tried to kill the snake — but failed.

Sometimes treasure could be hidden. Looking carefully around the room, you

find a small gem, a pearl, in one corner. It may be worth 100 gold pieces itself!

After resting a bit to catch your breath, you shine the lantern around, and see another corridor leading further into the darkness. Looking back the way you came, you see the light of day shining in the cave entrance in the distance. It looks tempting, but you remind yourself that you are a courageous fighter, and shouldn't run away just because of a little fighting.

Remember, though, that you are hurt; if you continue on, beware! If you see another snake, or something else that looks as dangerous, you should probably go back. Don't get killed! Live to fight another day; the treasure will wait.

You carefully start down the corridor into the unknown, your lantern held high and sword ready.

The corridor leads to another small cave. As you approach, you hear a voice, and see a light.

You pull the shutters closed on your lantern, so you can hide better, and carefully peek around the corner. To your right, sitting by the cave wall, is a beautiful woman, wearing armor like yours. She has no sword, but has a rod with a metal ball on one end; this is a weapon called a mace. A lit lantern is on the floor next to her. She seems to be meditating or praying.

You decide she might not wish to be disturbed. But as you try to quietly tip-toe past, she looks up and says:

"Greetings, friend! Looking for the goblin? You might — Oh! You are hurt! May I help?" She watches you carefully, in case you are dangerous, but seems to want to help.

You apologize for disturbing her, but you wonder what she knows about the goblin, and — most of all — how she could help you. But wait; she might be an enemy. Keeping your sword ready, you move closer. She stands, and says:

"My name is Aleena. I'm a cleric, an adventurer like yourself. I live in the town nearby, and came here seeking monsters and treasure. Do you know about clerics?"

Stop and imagine what your character would say. Back in town, she might be one of your neighbors, you are not sure, but you don't know about clerics.

After listening to you, she says, "Well, the goblin went that-a-way," and points

toward a corridor leading out of the room. "He came through here so fast I almost didn't see him. You hit him? Good for you! Goblins are nasty."

"Since you don't know about clerics, let me explain. Clerics are trained in fighting like you, but we can also cast spells. I meditate, and the knowledge of spells enters my mind. One of the spells I can cast right now is a curing spell, and you look like you need it!"

Spell casting! You've heard of it, but know nothing about it. You are still cautious, but you watch as the cleric says a few words and touches you lightly on the arm. Magically, your wounds are healed!

On your sheet, cross out your Hit Points and write down 8 — the full amount you started with.

"Feel better?" she asks. "Would you care to sit and rest a bit? I'd like to tell you a few things that you will need to know later." You sit down, happy to rest, but keeping your sword handy in case of trouble. She sits down next to her lantern.

"If you didn't know about clerics, you probably don't know about magic-users. They are adventurers, like you and me, but they study only spells, and rarely fight. They have different spells than we clerics do, and instead of meditating, they learn their spells from books. There are a few magic-users living in town, but not many."



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"If you are attacked by a bad magic-user, you might be able to avoid the magic, but it's harder than avoiding poison. Spells can be helpful, but they can be very dangerous, too.

"By the way, that looked like a snake bite that I cured. That can be very bad, because most poison is deadly; you were lucky that it didn't cause more damage. Some other creatures also have special attacks, like poison. Some can paralyze, and some can even turn you to stone by just looking at you — unless you look away in time. And dragons are the worst! They can breathe fire, acid, or other deadly things. You can never avoid *all* the damage from their breaths, but you can lessen it if you cover up in time.

Your character has different Saving Throws for each of the special attack forms; these will be explained later.

### Sharing adventures

As your fighter talks with the cleric, you get to know each other a little better. She offers to come along, to help in the adventure. Although this means that the treasure should be split between you, it also means that together you can defeat more dangerous monsters, and find more treasure. And two adventurers have a better chance of success than either does alone. You decide that it would be a good idea, and together you set off down the next corridor.

Side by side, you quietly walk down the dark passageway. You see another corridor branching off to the right, about twenty feet ahead. Keeping your lanterns half-shuttered, so you can see what you are doing without attracting much attention, you move up to the corridor and peek around the corner.

Four beast-like humans in tattered clothes are standing in a group about ten feet away, down the side corridor. But they make no noise at all — quiet as the dead. They look like they are waiting for some poor victim to come along.

Before you can speak, the cleric touches your arm, and points back the way you came. The two of you back up a few feet so the creatures won't hear you.

"They're ghouls!" she whispers. "If one hits you, it could paralyze you! Ghouls are undead monsters, very nasty things; neither dead nor alive, but something horribly in between. We clerics have some power over these creatures of darkness. Follow me, and wish for luck."

You move forward again, but with the cleric leading the way. Peeking around the corner, you see the ghouls. Luckily, they don't seem to have heard your whispers. The cleric pulls a necklace out from under her armor, and you see that there is a symbol of one of the town churches on her silver chain. She boldly steps out, holds up the symbol, and says harshly "BEGONE, vile things!"

When she steps out, the ghouls quickly turn to attack. But now, as she thrusts the symbol out, the ghouls pause; and suddenly, in a rush, they scramble away down the side corridor, into the darkness, and all in dead silence.

"Don't bother to chase them," she mutters. "As I said, they can be quite

dangerous, and we should continue on our way. I was lucky to Turn them, and it might not work again."

As you continue down the corridor together, she explains. "We call this 'Turning Undead', you see. Only clerics can do it, and sometimes it doesn't work. Ghouls are only one of many kinds of undead monsters; there are also skeletons, zombies, and much worse. If you had been alone, you could easily have been ambushed, and probably slain.

"Let's hurry, because the Turning only lasts for a few minutes. There are too many of them for us to handle."



You see a door ahead, to the right. This is unusual in caves, and you approach it slowly and quietly. The corridor continues past it, into the darkness.

Together you examine the door. It is made of wood, with heavy iron bands across it; the hinges seem to be on the other side. A large keyhole is below the curved metal handle.

"I don't see anything dangerous," says the cleric, "but then, I don't know much about the traps you sometimes find on doors. It's worth a try." She tries to open it, but the door seems to be locked. "Could you try to force it open?" she asks.

You back up a bit and, with a short run, slam into the door. But try as you might, you can't break it open.

"What a pity!" murmurs Aleena. "There is probably some nice treasure in there, but we can't get to it. We need a thief!"

### Charisma: Your personality

Your fighter gets along fairly well with the cleric; she was friendly right away. This is the effect of another Ability Score: your *Charisma*. Since your fighter is a likeable person, your Charisma score is above average, 14 (remember, 18 is the best possible). If you had a low score, the cleric would have been very cautious, and might not have offered to cure you at all.

### Wisdom, Your common sense

A cleric is very wise. This is another Ability Score, different from intelligence. For example, imagine that you feel wet drops on your arm. Your Intelligence would tell you that it's raining; your *Wisdom* would tell you to go indoors to avoid catching a cold.

Your fighter is *not* very wise; your Wisdom score is 8. The cleric has a Wisdom of 17, but is fairly weak, with a Strength of 9. Each type of adventurer has a different specialty; magic-users, for example, have high Intelligence, but often low Strength.

Put these two Ability Scores on your sheet:

8 Wisdom  
14 Charisma



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Seeing the puzzled look on our face, she explains. "You may think that thieves are bad, but many of them aren't. Thieves are adventurers too; some of them are quite nice folks, really. You do have to keep an eye on your coin purse, but a thief can be very helpful finding traps, opening locks, climbing walls, and doing other things.

"I'm sure we could do better if we had a thief along, and a magic-user could help, too. I usually go adventuring with those types, plus a couple of big fighters like you to handle the rough stuff. Unfortunately, nobody else wanted to come along this time.

You try the door again, but it won't open. So, with a sigh of regret, the two of you continue down the corridor.

The corridor curves to the left, and you see a light ahead. You stop and listen, and hear voices. One sounds like a man, but the other sounds like a goblin.

"Get UP, you wimpy weakling!" growls the man. "Who else did you see, besides this fighter and a cleric!"

"Please, master! Don't hurt!" whimpers the goblin. "Nobody else, nobody. I hurt the fighter real bad. I come to tell you right away!"

The goblin's lies don't seem to fool the human. "Get UP, I say, or I'll turn you into a toad. You probably ran away without even trying. Nobody else, you're sure?"

"Nobody else, master, I swear!"

"Hrmph. They could still mean trouble. Perhaps we can trick them, and kill them without a fight . . ."

Aleena taps your arm once again, and you back up to discuss the situation.

"I recognize that man's voice!" she says. "It's Bargle, one of those bad magic-users. He has probably cast a spell on the goblin to force it to serve him.

"If we go back, we should be safe. Oh! I almost forgot. The ghouls are back there. If Bargle only has one goblin, we should risk this battle, rather than face all those Undead. Besides, he's not ready for us — yet."

Listening carefully, you hear the magic-user and the goblin planning how to trick you and Aleena. The two of you also make plans. The magic-user is the most dangerous, and Aleena will try to fight his spells with hers. Your job is to fight the goblin.

As your return, you hear a spell being cast up ahead. You peek around the cor-

ner, and see a tall bearded human in a black robe standing in a room. A goblin is crouched by one wall, watching. The robed magic-user is moving his hands and saying words you don't understand — and suddenly he disappears!

The goblin crackles with glee, and says "Ah, master, it worked! Nobody can see you now, and what a surprise those nasty people will have. And I'm next! Make me invisible too, master!"

The cleric whispers, "Now! Before they can do any more!" And you charge into the room together.

The goblin jumps up and meets your charge with a swing of its sword. It misses!

The goblin has 2 hit points, and you still need to roll a 12 or better to hit. Roll the die and keep track of the battle in the same way as you did with the snake.

As you battle the goblin, Aleena looks wildly around for the invisible magic-user, waving her mace to and fro in the air. It seems to hit something, and you hear a deep grunt. She keeps waving her mace, but without further success, so she stops and casts a spell. You don't see what her spell does, so you concentrate on fighting.

The goblin hits your fighter for 2 points of damage. (You only do 1 point of damage when you hit, compared to the goblin's 2; but the goblin only has 2 hit points, so it's a fair fight. Roll again to see if you hit the goblin. If you miss, the goblin swings and misses again.

Aleena can't find Bargle, and is starting to look worried. Suddenly, the sound of a spell comes from a far corner of the room! The cleric turns and runs in that direction, waving her mace and shouting. The black-robed magic-user appears in the same corner as the spell noise, with a glowing arrow floating in the air beside him. He points at Aleena; the arrow shoots out, and hits her! She wails and falls with a sigh, collapsing in the middle of the room. The glowing arrow disappears.

If your fighter hasn't slain the goblin yet, roll again. But while you are swinging,

the goblin hits you again, causing 2 more points of damage. Remember to keep track of hit points for both the goblin and your fighter.

If your hit points reach zero, the enemies win this battle. You will not see home again.

If you are still fighting, the magic-user stays back in the corner, thinking about what spell to throw next. Roll again; the goblin keeps missing.

The goblin started the battle with 2 hit points. So the second time you hit the creature, his hit points reach zero, and he shrieks and falls dead on the floor. You have overcome one enemy, but the magic-user remains!

When the goblin falls, the magic-user starts looking worried. Watching you carefully, he starts saying magic words and waving his hands. He's casting a spell at you.

You run at him, hoping for a chance to swing before he can complete the spell. But it's too late — a magical force touches your mind.

Roll the die once again. You must make a Saving Throw against the spell. If you roll a 16 or less, the magic takes effect; read the next section, **Ending #1** for this adventure. If you roll a 17 or higher, your fighter avoids the spell; skip to **Ending #2** on page 8.



## Learning how to play DUNGEONS & DRAGONS® games

### Ending #1: YOU MISS THE SAVING THROW

As you get near the magic-user, a funny feeling comes over you. Why, he doesn't look so bad; in fact, Bargle seems to be a pretty nice guy! You think you used to be friends, but you are not sure just where or when.

"Feeling better?" he asks. "You were overcome with rage for a moment. Are you okay now?"

"Sure," you reply, somewhat confused. "You seem to be okay, Bargle old pal, and I only took a little damage from that goblin. Say, I saw some ghouls back there; we should get moving."

"Indeed?" replies Bargle. "Well, let's pack up the goodies, and move on." Together you collect the treasure: a small bag from the goblin, and a larger one from the cleric. Bargle picks up a black velvet bag, explaining that he dropped it while he was fighting the goblin.

As you get ready to leave, you blurt out "Shouldn't we take the cleric's body back? She helped me out, earlier."

"That would be nice," Bargle replies, "but we're carrying all we can. We all take our risks, here in the dungeon."

Something seems wrong about that. You argue with Bargle a bit, but he convinces you that nothing could be done for her, and bringing her along could slow you down — maybe enough that the ghouls would catch up. So you head off down the corridor, as if the best of friends.

The corridor leads to another room, which is empty. You search it together; nothing can be found. But looking down the next passage, you see a light!

"Bargle!" you exclaim. "Look here!" "Ah, I see," he says. "That must be a way out! We're in good shape now. Lead on, fierce fighter! I shall watch for the ghouls."

You head down the corridor towards the light. Sure enough, it's a side passage, leading out of the hill into the sunlight. As your stomach grumbles, you remember that it's after noon. You missed lunch in all the excitement.

"Shall we head back?" you ask, as you squint out into the daylight, much brighter than your lantern.

"Surely!" he replies. As you head outside, you start to talk about how hungry

you are. Bargle's reply isn't in a language you can understand; you stop and turn, and see him softly chanting a spell, waving his hands at you. Before you can ask what's going on, you begin to feel very sleepy. Everything goes black.

\* \* \*

Something lands on your face, and you start to wake up. Opening your eyes, you see — a leaf, apparently fallen from the tree above you. You are lying by a cave, and it's late afternoon. You can make it back to town if you hurry. But suddenly, you remember what happened — BARGLE! The fight with the goblin, Aleena falling, the strange bad-but-nice feeling about the magic-user — Horrors! You were ENCHANTED! And where is the treasure?

You get up quickly, brushing the leaves off your face and equipment. Perhaps Bargle was afraid to kill you, and just stole all that he could find. Or, more likely, Bargle was scared away by something before he could slit your throat.

Your dagger is missing, and some food, but your sword is in its sheath and your pack is still there. One sack remains, and from the pain in your back, you must have been sleeping on it. It contains some of the coins you found by the snake and the tiny gem. The rest is missing.

You remember what happened to poor Aleena. You should take her back to town; they might be able to help, and even if it's too late, she should get a proper burial. As you prepare to return to the caves, you find that your lamp has gone out, the oil all burned away.

There is still one oil flask in your pack, so you refill the lantern, light it with your tinderbox, and head back into the darkness.

You pass through one empty room, and then find the bodies of the cleric and the goblin in the next. But you see dark, quiet shapes in the darkness beyond; it's the ghouls! Quickly, you put the cleric's body over your shoulder and run for your life.

The ghouls follow, snapping at your heels. You can't move as fast as usual with the weight of the cleric on your shoulder. But you win the desperate race, and get outside once again!

You pause for a moment, out of breath. Looking back, you see the ghouls in the cave — but they don't seem to be

coming out. Then you remember Aleena's words, "creatures of darkness." Maybe they hate the sunlight, and only come outside at night. You'd better hurry, to get back to town before dark.



It's hard to run with the cleric across your shoulder, but you finally get back just as the sun goes down. Once there, you take her body to her church. It's too late to help her, but they can give her a proper burial. They thank you for your kindness, and offer a small bottle as a reward.

"What is it?" you ask.

"It's a magical potion, of course!" he exclaims. "It's a *Potion of Healing*. If you are hurt, you can drink this and be cured, somewhat like our magical curing spells. It's a nice magical treasure; save it for an adventure in your future, in case a cleric you are traveling with runs out of spells. It's the least we can do."

The cleric thanks you again for your help, and you thank them for theirs. You leave the church and head for your home on the other side of town, thinking about your adventure and all you have learned.

Now pretend that you made the Saving Throw, and read the next section to see what might have happened.

If you have already read the next section, skip to the **Winning** section afterward.

## Learning how to play DUNGEONS & DRAGONS® games

### Ending #2: YOU MAKE THE SAVING THROW

Bargle's magic doesn't seem to work! He pauses, surprised, as you swing.

Roll the die. If you roll 8 or higher, you hit. A roll of 7 or less means that you missed. If you can get close to them, magic-users are often easy to hit. They are not very dangerous in a close fight.

If you hit, the magic-user gives a cry and falls, dead. You have won!

If you miss, Bargle screams and runs down the next corridor, into the darkness. You start after him, but then you stop. Who knows what magical powers the man might have, waiting there to trap you? Better to see if Aleena is alive, and rest a bit.

You kneel by the cleric, and gently turn her over. Alas, Bargle's magical spell has taken her life. Mourning the loss of your new-found friend, you decide to take her back to town for a proper burial. You tidy her up while keeping an eye out for monsters and listening carefully in case Bargle comes back; but nothing happens.

The goblin had very little treasure, just a few copper pieces in a small bag. Searching the room, you find another bag, a finer one of black velvet. It must be Bargle's, dropped in the heat of the battle! Opening it, you find several valuable gems and a small bottle. You put the treasure away, planning to examine the bottle later.

Nothing else of value is in the room. You pick up the poor cleric and carry her on one shoulder. Should you continue down the dark corridor, or head back the way you came?

You suddenly see shadowy shapes approaching from the way you came. The ghouls must have returned! Now there is no choice; you must hope that the magic-user ran away, and that a way out lies in that direction. Fighting the ghouls would mean your death.

You stagger under the weight, but manage to run down the corridor, holding your lantern shakily with one finger. You enter a room, but it looks empty. No time to search; you continue onward. As you head into the next corridor, you see light ahead! And as you approach, you see that it's coming from a side passage.



Peering into it, you find that the corridor leads outside, into the midday sun. Carefully, in case Bargle is waiting to ambush you, you walk outside — and all is clear and calm.

You rest a bit, pick up the cleric, and head back to town. Once there, you take her body to her church. It's too late to help her, but they can give her a proper burial. They thank you for your kindness, and offer a favor in return. You remember the strange small bottle in Bargle's bag, and get it out, asking whether they can tell you what it is.

One of the clerics opens the bottle, and sniffs at it. "Why, it seems to be a magical potion!" he exclaims. "Let me see, now, I'm sure I've smelled that before. Ah! I remember. It's a *Potion of Growth!* If you drink it, you will become a giant for a short time, for one to two hours — and can do double normal damage when you hit a monster. Congratulations, it's a nice magical treasure!

It won't spoil; save it for an adventure in your future."

The clerics thank you again for your help, and you thank them for theirs. You leave the church and head for your home on the other side of town, thinking about your adventure and all you have learned.

If you haven't read **Ending #1, "You Miss The Saving Throw"** go back and do that now, pretending that you were enchanted by Bargle's spell.

### Winning

You have just played a D&D game!

This adventure was designed to show you some of the basic parts of the game. You played a fighter, who tried to survive in the dungeon, while finding monsters and treasures. You succeeded — so your character "wins."

Think a moment. Why do we play games? To have fun. Each player "wins" by having fun — so if you had a good time, you win! You can have fun even if your character gets killed — and if that happens, don't worry. You can always make up another one!

Winning a role playing game is like "winning" in real life; it's just succeeding in doing what you wanted to do, and living through it. The fun comes from doing it, not ending it! This is why we say that in this game, everybody wins and nobody loses.

Is this a game or a story, you ask? It's a little of both. As you learn more about it, it will become more and more like a game. You still have many game details to learn, so continue reading.

You have met some monsters, and won the battles. You have found some treasures — not only coins and gems, but a magical potion.

Most important, you have learned how to use your own imagination, while using the rules of the game. Could you see, in your mind, the wicked magic-user Bargle? Or the kind, wise cleric Aleena? Can you imagine the gold and silver scattered on the floor by the huge, deadly rattlesnake — and the fierce battle afterward?

This is another part of the fun in a DUNGEONS & DRAGONS game.

## Alignment: How characters and monsters behave

Take a moment, now, and think about how your character behaved. The fighter was one of the "good guys." You wanted to do the right things; for example, you brought the cleric back home with you. On the other hand, the magic-user and the goblin were the "bad guys." They didn't care whether you lived or died, just what they could get from you — selfish, and nasty besides.

There is a way to describe how your character behaves in the game; it is called **Alignment**. Your fighter's Alignment is called *Lawful*, he tries to protect others and defeat monsters.

Aleena the cleric was also *Lawful*. This is one reason why you became friends. Your Charisma helped when you first met her, but if your Alignments were different, you probably wouldn't have been so friendly to each other.

Bargle, the magic-user, had a different Alignment than yours. He was *Chaotic*, the opposite of *Lawful*. He was selfish, cared only about himself and steals from others. Most people don't like chaotic's. You two wouldn't normally become friends at all (except for the spell he cast, that magically forced you to be his friend for a short time).

Monsters have alignments, too. The goblin and the ghouls were *Chaotic*. But the snake wasn't really bad or good (although it certainly was dangerous). Its Alignment is called *Neutral*. It will fight to protect itself and will help others, if that will help it, but is mostly concerned with surviving. *Neutral* doesn't mean stupid (Alignment has nothing to do with Intelligence); it means a balance, an average between the Law and Chaos. The snake was just a typical animal, trying to stay alive and get something to eat.

Alignment will be explained in more detail later in this booklet, on page 55.

## Now where do you go?

You can have more adventures by yourself! Another adventure has been designed just for your fighter. It starts on page 13. But before you play that adventure, you will need to know a few more details about your fighter, and how to use all the dice.

All the details of your character — your hit points, Ability Scores, Saving

Throws, and so forth — are written down for you on a sheet in the middle of this booklet, along with other details. This description of your character is called a Character Sheet.

Remove the character sheet by carefully folding it along the dotted line and then tearing it along the perforation.

You will find the scores for other character types in the center of this booklet too. These are for when you play with a group. You will have to write the information on copies of the blank character sheet on the back of this book. Do *not* use any of these characters for the Solo Adventure in this booklet.

Use a **pencil** whenever you need to write on a character sheet, not a pen. Many of the notes you will make are temporary, like the amount of money you have, your equipment, and so forth.

Get out the rest of the dice and the crayon. If you have the dice, the crayon, a pencil, and your character sheet, you are ready to learn some more.

## The Character Sheet

Let's look at the whole character sheet, bit by bit.

At the top of the sheet, fill in your name above "Player's Name."

What's your character's name? It could be the same as yours, or you could make one up. Write the name in the place for it, under your own.

Your fighter is one of the "good guys," so your Alignment is *Lawful*. This has already been filled in on your sheet, and shouldn't change. If you want to play a *Neutral* character (or, if you want to take the chance, a *Chaotic* one), you should put the Alignment on the character sheet for that new character.

The **Class** of your character is the type of adventurer you are playing. *Fighter* has already been filled in, because once a Class is chosen, it will never change.

You are just starting, so your Level is 1, or "first" (1st). You will learn more about a character's "level" very soon.

**Armor Class** is a measure of how hard it is for monsters to hit you; abbreviated **AC**. It can be any whole number, 9 or less. The lower the number, the smaller the chances are that you will get hit. Since your fighter is wearing sturdy armor, your Armor Class is 4; write that number in the shield shape.

In the box above the words **Hit Points**, put 8. You should know what that means, from your first adventure. It's a measure of how much damage your fighter can take.

At the top right corner, there is a place for the name of your Dungeon Master. In group games, this is the person who plays the monsters, while you play your character. You don't have one yet, so leave that blank. Later, when you're playing in a group, one person will be the Dungeon Master.

Below that line is a rectangle labeled **Character Sketch or Symbol**. You may wish to draw a picture of your character there, a "character sketch." You may skip this part of the character sheet, if you wish; it won't affect the game, but might help you imagine what your character looks like. Or instead of a sketch, you may want to pick a symbol — something that your character will be connected with. Your symbol could be a bird, or a tree, or anything you wish. For example, if your character's name is Hawk, you may wish to draw a falcon-like bird in this rectangle.

The middle part of the character sheet gives all your Ability Scores and Saving Throws.

## Ability Scores

Let's take a closer look at your character. Your fighter has the following Ability Scores:

17	Strength
9	Intelligence
8	Wisdom
11	Dexterity
16	Constitution
14	Charisma

In the adventure, it said "your Ability Score is . . ." because your starting character was already made up. Later, if you would like to play another character, you can use any of the others included in this booklet. But when you are ready to make up a completely new character, you will roll for your Ability Scores, using the dice. This is explained in more detail on page 48.

Every D&D character has these six Ability Scores (though the numbers are usually different, of course). The numbers are always from 3 to 18, the total of three six-sided dice.

## Your character

### Adjustments

There is a place on the sheet for "adjustments" next to your Ability Scores. If any Ability Score is very high or low, there may be adjustments, which can be good or bad. The adjustments will apply to certain die rolls in the game. An "average" Ability Score is any number from 9 to 12, and has no adjustments.

**Strength:** With a low Strength score, it would be harder to hit monsters, and you would have a "minus" adjustment, a penalty. But your great Strength gives you a bonus, the "plus" adjustment. Your +2 bonus helps you in fighting; it is added to both your Hit Rolls and to the Damage you do. It also helps when you try to perform feats of strength — like breaking open a stuck door, or lifting a huge rock.

The +2 adjustment has already been included in your Hit Rolls for the Solo Adventures in this booklet.

**Intelligence:** Your Intelligence is average so there are no adjustments here. Because of your intelligence, your character can speak two languages. You can speak the same language as all the other humans, which we call "Common."

Your fighter can also speak a code language, called an "Alignment Tongue." This is used to speak privately with someone else of the same Alignment. (In your first adventure, you could have spoken to Aleena the cleric in the Lawful tongue, and Bargle the magic-user wouldn't have understood what you were saying; he speaks Chaotic.) Characters usually don't use their Alignment tongue unless they have to. You can say that you speak "Common" and "Lawful." Near the bottom of the sheet is a place to write the names of your languages.

**Wisdom:** Your Wisdom is 8, just below average, so you have a penalty adjustment of -1. As with your Strength bonus, your Wisdom penalty has been included in the Solo adventure to come.

In group games, you will subtract one from your die roll each time you make a Saving Throw against a magic spell. Aleena the cleric had a bonus against magic spells, because of her high Wisdom, but she had a penalty on her Hit rolls, because of her low Strength score.

**Dexterity:** Your Dexterity is average, so there are no adjustments here. If you were clumsy (with a low Dexterity score), you would have trouble using missile weapons like bow and arrow (which you will learn about later in this booklet). You might also react a little slower than the monsters. But your average score here keeps you even with them.

**Constitution:** Your Constitution score is high, so you get a +2 bonus here. As we explained in the adventure, you have 8 hit points; without your good Constitution, you would only have 6 hit points. If you had a low Constitution score, you might have even less. A higher Constitution score would mean more hit points.

**Charisma:** Your Charisma is also above average, and you get a +1 bonus when meeting and talking to others. Your Charisma will affect their reactions; they will probably like you, and you can probably get your own way a little more often, because of your Charisma bonus.

As with your other bonuses, your Charisma bonus has been accounted for in the Solo Adventure to come.

### Saving Throws

In the first adventure, you made Saving Throws against poison and magic spells. When you try to save yourself from a special attack, you roll the twenty-sided die; if the result is equal to or higher than your number you succeed in avoiding the attack.

There are three other Saving Throws, against Magic Wands (if someone shoots one at you), Paralysis (which would have been used if one of the ghouls had hit you), and Dragon Breath (dragons can be very dangerous, so there weren't any in your first adventure). You will always use a twenty-sided die to roll a Saving Throw.

For most characters, the easiest Saving Throws to make are those against Poison and Magic Wands, and the hardest are those against Dragon Breath and Magic Spells. Saving Throws are explained in more detail in the *Dungeon Masters Rulebook*.

### Special Abilities

Your character does a better job at fighting than any other type of character, but

this is not a "special ability." Most other characters can't fight as well, but have Special Abilities which they need for survival and success. The Special Abilities of each character class are given in the class descriptions (pages 23 - 47).

**EXAMPLES:** Clerics can Turn Undead monsters. Magic-users can cast spells (as can clerics and elves). Thieves can pick locks.

### Combat Chart

You know how to roll when your character wants to hit a monster; this is called a "Hit Roll." You will always use a twenty-sided die for Hit Rolls.

You will not need to use this Combat Chart until you play in a group game. When you read a one-player adventure, the Hit Roll you need will be given. This will include your Strength adjustment as well as the monster's Armor Class.

In group games, you will use a slightly different procedure, using this chart. In the D&D combat system, every creature has an Armor Class, whether it is wearing armor or not. If your roll (including the Strength adjustment) is a number high enough to match or beat the number listed under the target's Armor Class, you will hit the target, and can then roll Damage. This will be explained in more detail later.

### TURN THE SHEET OVER

We are done with the hardest parts, but there are a few more things to come. Be very careful when you get to "Money" and "Experience."



## Magic Items

Whenever you find a magic item, write it down here. This includes the magic potion you found in your first adventure! In this box, write *Potion of Healing* — the magic item you found in Ending #1. (Since you probably missed the Saving Throw against Bargle's spell, we will use that ending for your character's adventure. You will need the *Potion of Healing* in your next adventure.)

## Normal Items

This is where you list the equipment that your character has. Copy the following list into the box, and look it over so you know what you are carrying. For now, don't worry about how much the items cost or where they came from.

You have a dagger and other normal equipment again, even though Bargle stole some. We will assume that you kept spare equipment at home — but the list here is all that remains.

### YOUR EQUIPMENT LIST

- 2 Flasks of oil
- 1 Tinderbox
- 1 Rope, 50'
- 1 Leather backpack
- 1 Standard rations (preserved food)
- 1 Waterskin (leather canteen)
- 1 Lantern
- 2 Torches
- 2 Small sacks
- 1 Large sack
- 1 Suit of Chain Mail armor
- 1 Shield
- 1 Dagger
- 1 Sword

## Other Notes

This is a way to help you remember who your character has met, and where you have gone. You should write down "Caves near town; met Bargle, Chaotic magic-user." Make more notes as you play more adventures.

## Money and Treasure

You found many gold and silver pieces when you killed the giant snake, and a few copper pieces when you killed the



goblin. You brought home a little of each, though Bargle stole most of it.

This is where you make a note of the treasure you have, adding to the list for any more treasure you find. We use abbreviations for the types of coin (listed here in order, starting with the most valuable):

- platinum pieces = pp
- gold pieces = gp
- electrum pieces = ep
- silver pieces = sp
- copper pieces = cp

These abbreviations are often used, so you should get to know them well. To write down the treasure you found, copy this into the **Money** box on your character sheet:

- pp: 7
- gp: 50
- ep: 20
- sp: 40
- cp: 100
- 1 gem: 100 gp

Total Value: 200 gp

To find the Total value (200 gp), you need to know more about the D&D money system.

Think of copper as pennies, silver as dimes, and gold as dollars. Electrum pieces are like half dollars, but platinum is expensive; one platinum piece is like a five-dollar bill. Study the **Money Conversion Table** on this page.

### MONEY CONVERSION TABLE

100 cp = 1 gp	2 ep = 1 gp
10 sp = 1 gp	5 gp = 1 pp
1 pp = 5 gp = 10 ep = 50 sp = 500 cp	

When you find treasure in an adventure, write it down on a separate piece of paper. At the end of the adventure, add the treasure to your list, and figure out your new total.

In your adventures, look for the most valuable treasure. If you are carrying all you can, you may have to drop some treasure to pick up more valuable coins; drop copper first, of course.

## Your character

### Experience

In the game, your character will become more powerful each time you complete an adventure. The way of measuring this "power" is another number, called **Experience Points**; the abbreviation is **XP**.

When your character started, you had no Experience Points. But in your first adventure, you killed a giant snake and a goblin, and found some treasure. You get Experience Points for each of these things.

For the treasure you found, you get 200 XP (one experience point per gold piece value). For killing the monsters, you get 30 more. That adds up to 230 XP, but it's not your total. You also get a bonus because you are a Fighter and have an above average Strength score. This bonus is +10% of your XP. Since you earned 230, you get 23 bonus points, for a total of 253 XP. In the **Experience** box at the bottom of the page, write "253."

Did you notice that you get a lot of

experience for treasure, and not much for killing monsters? It's better to avoid killing, if you can, by tricking monsters or using magic to calm them down. You can sometimes avoid the risks of combat. But you will have to fight many monsters to get their treasures.

Remember your "Level" at the top of the front of the sheet? That relates to XP (Experience Points) in the following way; if you gain enough experience points your level goes up.

When your Level goes up, you become more powerful. Each time this happens, you will get more Hit Points. Sometimes (but not every time) when your Level goes up, your character will be able to make Saving Throws a little easier, and hit things a little more often. So the more Levels you gain, the longer you can survive, and the more treasures you can collect.

On the line at the bottom of the **Experience** box, write the number "2,000." This is your goal. When you

finally have this many XP, adding up your points from each and every adventure, your character will no longer be Level 1; you will move up in power, to Level 2. This doesn't mean that you lose any XP; you will keep adding more as you get them.

You will probably work your way up to Level 3, 4, 5 and so forth, becoming more powerful each time. And human characters can go all the way to 36th level though this should take hundreds of games. For low level your goal doubles for each Level: 4,000 XP for 3rd Level, 8,000 XP for 4th Level, and so forth.

Now you should know how to use each part of your Character Sheet. If you didn't understand something, **STOP!** Go back and read the details again.

You will have a character sheet for each character you play. It will have all the details you need to play the character properly.



FOUR-SIDED d4



SIX-SIDED d6



EIGHT-SIDED d8



TWELVE-SIDED d12



TWENTY-SIDED d20

### Dice

**This is a very important section  
Be sure to read it carefully.**

When you have several dice, they are just called "dice" — but one is called a "die." Each side of a die is called a "face." Each type of die is named for the number of faces it has. The dice, and the abbreviations for them, are used in every adventure, so you should get to know them well.

Check to be sure your set has all the dice you need:

The four-sided die looks like a pyramid. Try to spin it as you throw it, to be sure of making a fair roll. When it lands, only the *bottom* number on each face is right-side up; this is the result of the "roll." For all the other dice, roll them on a table or flat surface, and the number on *top* is the result of the roll.

The ten-sided die has a zero on one face, which is read as "ten."

The ten-sided die can also be used to find a Percentage (a number from 1 to 100), in the following way. Roll the die once and read the result as the "tens"

number, counting zero as "no tens." Roll a second time for the "ones" number.

If both rolls are "zero", the result is one hundred.

**EXAMPLES:** A roll of 5 followed by a roll of 3 gives a total result of 53. If the 3 were rolled first, the result would be 35. A roll of 0 followed by a roll of 6 gives a total of 06, or simply 6.

Now stop and color in the numbers on all the other dice by rubbing the crayon across the grooves and using a tissue to wipe off the extra wax.

We often use abbreviations for the kinds of dice: a "d," followed by the number of faces. For example: d8 means an eight-sided die.

The roll of a ten-sided die twice, to find a Percentage, is abbreviated "d%," and sometimes called a "Percentage roll" or "Percentage dice."

Whenever a number appears *before* the "d," it means the number of times you need to roll the die. So "2d4" means "roll a four-sided die twice, and add the results," for a total of 2-8. Or, if you have more than one set of dice, you can just

roll two 4-sided dice at once, adding the results normally.

Some examples:

- d% Roll the ten-sided die to find the "tens" number, and again to find the "ones" number.
- 4d8 Roll an eight-sided die four times
- 9d12 Roll the twelve-sided die nine times
- 1d20 Roll the twenty-sided die once

Sometimes you will find a number after the "d" that's not a kind of die; for example, 1d3. In this case, it means that the result should be 1, 2, or 3. To make a "1d3" roll, roll 1d6 and divide by 2 (rounding up), to get a result from one to three.

Using the same principle, you can find the result of 1d2 (1d4 divided by 2) and 1d5 (1d10 divided by 2).

If you have read everything so far —

**YOU ARE READY FOR YOUR NEXT  
ADVENTURE!**

To Start, just turn the page.

In the following one-player adventure, you will explore a dungeon, looking for monsters and treasures. **Part 1** is a shopping trip in town. In **Part 2**, you will learn more about battles. And in **Part 3** you will visit the dungeon. You will often be given choices, and asked to pick one. Each choice gives a number; turn to that number to find the results of your choice. Your adventure will continue from there.

## Part 1: Town Business

You spend a few days in town, letting your wounds heal. Since you found so much treasure on your first adventure, you go shopping for some better armor.

Armorer Baldwick knows you well. He's a jolly fellow, getting a bit gray. You remember snitching apples from the big tree in his yard when you were young and foolish.

"Well, well!" he booms, as you enter his shop. "How have YOU been these days? All grown up now, I see!"

You chat for a few minutes about your younger days, and then you ask if he has any armor that would fit you.

"Why, surely! Let me see, let me see . . ." He pushes his way through racks of armor of all kinds, as you follow closely behind. There are dozens of sets of armor, for people of all sizes, but most of them need repair.

"AHA!" he exclaims, pulling an armload of metal down. "Try this on!"

The armor you are wearing is made of round chain links, all skillfully interwoven to form a covering for most of your body. But this armor is different. Large pieces of well-crafted metal are fastened to chain mail and leather, fashioned into pieces that you could wear.

"Plate mail, of course; just finished it a week or two ago. Want to try it on? I think it'll fit."

You go to a back room and remove your chain mail, and try this heavier armor on for size. Sure enough, it fits, almost as if it were made just for you. The metal plates hang from leather straps and chain mail links, forming a tough protective suit. But it's very heavy, almost twice as heavy as your chain mail.

You come out to show him, and he walks around you, carrying a piece of charcoal and marking the armor here and there for some necessary adjustments.

"Looks good!" he exclaims. "Just a bit here, and a bit there . . . want to trade in that chain mail you had on? Looked to be in pretty good shape . . ."

"Wait a minute!" you reply. "Don't you have anything lighter than this stuff? I'm not going to be able to carry as much treasure if I wear all this metal!"

"Ah, well!" he says, soothingly. "If you want better protection, you have to use this. Unless, of course, you can somehow find magical armor."

Plate mail will improve your Armor Class to AC 2, better than your current AC 4, so it would be nice to have.

"Well, how much?" you ask.

"Well . . . 75 gold pieces as is. Want to trade in that chain mail?" he repeats.

"Oh, I guess so," you reply. "How much?"

"For you, well . . . since you're trying to get started, and since I've known you so long . . . 50 gold pieces, with your trade-in."

You talk with him a bit more, using your Charisma, and bargain him down to a better price.

"Okay, OKAY!" he says finally. "Just 30 gold pieces with the trade-in, and you

promise to come here first the next time you need better armor or more weapons. Agreed!" He stomps off, grumbling, then stops and turns. "You can pick it up Tuesday. Pay the clerk on your way out!"

Subtract 30 gold pieces worth of coins from the Money on your character sheet. You can either subtract it from your gp, or use some coins of lesser value if you understand the Conversion Table. Change the numbers on your sheet to account for your spending, and change your Equipment List. Then turn the sheet over, and change your Armor Class to 2.

You come back to the shop in a few days and pick up your heavy Plate Mail (it's not ready on Tuesday, but you have time to wait). You spend the time looking around for other adventurers — any help would be welcome — but the few you find all just want to relax, have a good time, and heal up from their last adventures.

So, fully equipped but still alone, you set off one morning for the caves near town, remembering to watch out for ghouls.





## Solo adventure

### Part 2: Battles

You are almost ready to enter the "dungeon." But first, you need to learn a little more about battles.

You already know how to swing at a monster:

You roll 1d20 (a twenty-sided die), and compare the result to the Hit roll given in the description. If you rolled that number or higher, you hit the enemy, and roll Damage.

### More Damage!

In your first adventure, each time you hit a monster you did 1 point of damage. However, from now on, you will roll 1d6 (a six-sided die) to see how much damage you do to the creature you are fighting.

You will keep track of the damage in the same way, writing down the starting number and subtracting the damage each time you hit. Just cross off the old number of hit points, and write down the new number.

### The Monsters

Monsters will also be able to do more damage. In your one-player games, you will keep track of their damage on a separate sheet of paper along with your own. In group games, the Dungeon Master keeps track of all the monster details.

Some monsters do 1-6 points of damage, just as you do. But sometimes they do more or less than 1d6. Each time you encounter a monster, the information you need will be given in a box, like this:

GOBLIN: 17	D: 1d6
You: 12	hp: 4

The number after the monster's name is the roll it needs to hit your fighter. "D" is the dice to roll after the monster hits, to find the amount of damage it did to you. The monster's hit points are also given.

In this example, if you roll a 12 or higher, you hit the goblin. You then roll 1d6, the standard amount, and add 2 (for your Strength bonus). You subtract that total from the goblin's 4 hp (as given

above). If the goblin's new total is zero or less, the creature is dead. If the goblin still has any hit points left, it swings at you:

If you roll a 17 or higher for the goblin's attack, he hits you, for 1-6 points of damage as noted in the box above. You roll the six-sided die and subtract the result from your 8 hit points.

### Combat Checklist

A step-by-step list of everything you need to do when fighting a monster is given on the same page as the monster description (the boxed information). Use this checklist for every battle, to be sure you are running each one correctly.

### Record Keeping

Use a piece of scrap paper to keep track of the battles. Whenever you find some treasure, write down the amount and type on the same paper. Experience points will be given at the end of the adventure, but you will need a list of the creatures your fighter conquers. All the points for treasure and experience will be added up at the end of the adventure.

### Getting Killed

If your character is slain by the monsters, that is the end of the adventure. But it's not the end of the game! You can start the fighter over again, pretending that it is a new character.

If you play this adventure a second time, do *not* keep any treasure found before you "got killed!" You should start the character over again, from the beginning.

Remember that you are carrying a magical *Potion of Healing*. If you get hurt, you can drink it, and it will cure all your damage. You can then change your hit points back to 8. You can only drink it once, and then it's gone.

You may drink the potion whenever you wish, but you should wait until you have only 2 or 3 hit points left, if possible. If you drink it in the middle of a battle, you **must** skip your attack (you are drinking, not swinging), and roll only for the monster's attack for that round of combat.

### THINGS TO REMEMBER

1. Keep a record of the monsters killed and treasure found, using a separate piece of paper.
2. Use the Combat Checklist whenever you have a battle.
3. Roll 1d6 each time you hit, to find the amount of damage done.
4. Drink your potion when you are badly hurt.

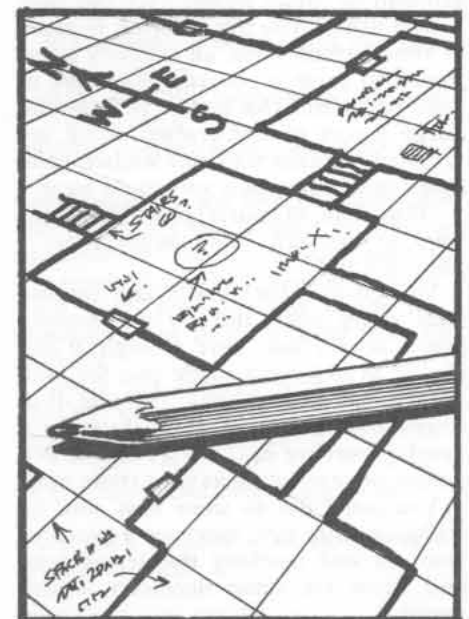
### Mapping

This time, you will make a map of the dungeon so you don't get lost. Maps also help in remembering where the worst monsters were — like the ghouls — so you can avoid them until you feel ready for them.

You will draw your map on a piece of graph paper. Each line one square long will equal 10 feet in the dungeon. Copy each map carefully. Draw an arrow pointing to the top of the paper and label it "North", then draw a line across the arrow and label "East, South, and West." This will help you remember the directions.

As you draw your maps be sure to write notes on it to help you remind you where things are.

If you don't make a map as you go, you will probably get confused.



### Part 3: Into The Caves

Since you explored some of the caves earlier, you find yet another entrance to venture into this time. After finding a suitable cave, you pause to be sure you are ready.

The caves are dark and dreary, as you remember from the last time, so you get out your lantern and light the wick, using your tinderbox. Then, carefully, you step into the first "room."

Tear the sheet of graph paper out of the center of this booklet. Then, starting near the bottom, copy **Entry 1 Map**:

**1** The room you are in is fifty feet square, with 10' wide exits in the middle of the north, south, east, and west walls. The ceiling of the room is 15' up, but the corridors are only 10' tall.

The walls, floor, and ceiling are made of rough rock. There are some cracks and crevices in the rock walls, all very small. Standing in the exact center of the room is a stone statue of a woman in armor. You examine it carefully, and finally even touch it — but it is merely a statue, nothing magical or special.

You have entered this 50' square room by the southern corridor, which leads out to fresh air and sunlight. The other corridors are dark. The light from your lamp helps, but shadows linger in the corners of this large room. Do you want to:

- Stop and Listen? Read 42
- Search the room? Read 57
- Go down a corridor? Read 58

**2** You are back outside! If you want to go back inside, read #1. If you want to quit, stop reading here; your fighter goes back to town. If you killed any monsters or found any treasure, read 88 to find how many Experience Points you have earned. If you want to go shopping for supplies, read 89.

**3** You go south, and leave the caves. You may go home, and end this adventure, or you can go back to the first room. Read 2 for further instructions.

**4** You go south from the strange room. If you have already killed the monsters and taken the treasure from this part of the dungeon, read 23. If not, read 44.

**5** You decide to go back to the statue room. Return to 1.

**6** You go back to the statue room. Read 58.

**7** You turn the corner and follow the passage back to a room. Read 9.

**8** After the turn, the corridor goes 50' west and opens into a room. Read 54 after you add **Entry 8 Map** to yours:

**9** You may go one of three ways. Do you want to:

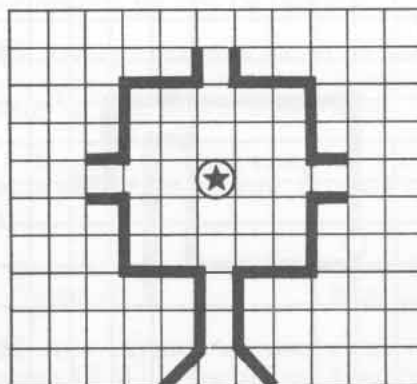
- Go North? Read 21
- Go East? Read 53
- Go back to the Statue room? Read 36

**10** If you have already killed the monsters and taken the treasure from this part of the dungeon, read 9. If not, continue:

The corridor goes 20' north from the room and then turns right. You peek around the corner, and see that the corridor goes 20' and opens into another room. Read 54.

**11** You quietly approach the room, and you don't see anything unusual. But as you step into the room, some giant rats leap out from the corner to your right, and attack! Two of them hit you, for a total of 3 points of damage. You are suddenly in battle, and cannot escape. Read 83.

**12** Talking to the creature doesn't do any good. It attacks, and gets one free swing while you are talking! Read 86, and run the battle normally after giving the monster one free attack.



Entry 1 map

**13** You kill the two skeletons! As each one "dies," its bones collapse in a heap, and the rusty sword drops to the floor with a clang.

You search the area, but find no treasure. However, there is a door in the east wall of the room. Do you want to:

- Go South? Read 62
- Open the door? Read 27

**14** You go west, and come to another room. It has an exit south, leading outside, and another corridor heading west. You don't want to go west, the ghouls are in that direction.

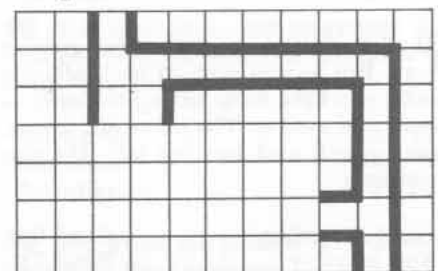
You recognize this room as the entrance for your very first adventure! This is where you hit the goblin, and he ran away. Do you want to:

- Go back East? Read 62
- Go South? Read 3

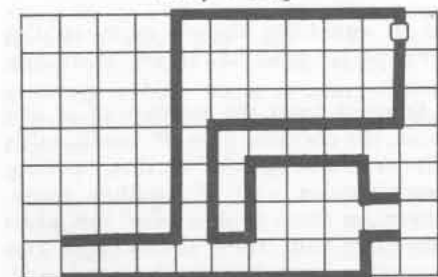
**15** If you have already killed all the monsters in this part of the dungeon, read 61. If not, continue:

The corridor goes north and opens into a room. The area looks like **Entry 15 Map** (add it to your map):

As you peer into the room, you see two skeletons with rusty swords standing about 10' from you, around the corner. Without making a sound, they step forward, grinning horribly, and swing at you. One of them hits, for 2 points of damage. Read 26.



Entry 8 map



Entry 15 map

## Solo adventure

**16** You are leaving the Rust Monster room, heading west. Have you mapped this part of the dungeon yet?

No	Read 28
Yes	Read 62

**17** The corridor goes north 30', and then there is a side passage to the left (west). The main corridor continues another 30' and then turns left. When you get to the side passage, you see that it goes 10' west and opens into a strange room. Read 49.

**18** You carefully enter the room, and see two goblins in a far corner. They have swords, and seem to be expecting you. They attack, and each gets a free swing before you can react. Read 85 and run the battle normally, but give each goblin one free swing to start.

**19** You think that there are goblins up here, so you keep your lantern shuttered and sneak up to peek into the room. You hear soft talking in a language you don't understand.

Peeking around the corner, you see two goblins to your right, at the south end of the room. They seem to be talking about something and don't notice you. Do you want to:

Go back?	Read 32
Talk to them?	Read 50
Attack?	Read 63

**20** You decide to leave the goblins alone. But as you start to back off, the goblin you have been talking to draws its sword and attacks! The other one leaves, going north and turning left. Do you want to:

Fight the goblin?	Read 64
Run away?	Read 73
Keep talking?	Read 51

**21** If you have already explored this area, please read 52. If not, then continue:

Starting from the north wall of this room, the corridor goes 10' north, turns left (west) and goes 10' further, opening into the east wall of another room. There are more goblins here! But when they see you, they shriek and run through a stout door on the north wall, slamming it behind them. The room

looks like **Entry 21 Map** (add it to your map):

You search the room carefully and find one small bag by the door, apparently dropped by one of the goblins. The bag contains 10 sp, 5 gp, and — a key! Now do you want to:

Open the door?	Read 66
Go back?	Read 37

**22** If you have been in this room before, please read 39. Otherwise, continue:

You enter the strange room to investigate. The room is empty and clean, and the only feature is the orange mouth on the far wall, about 8' long. The room looks like **Entry 22 Map** (add it to your map):

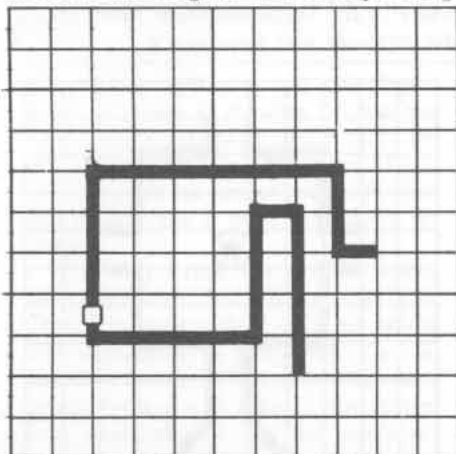
You search the room, listening and looking carefully, but you find nothing. Suddenly, as you are about to leave, the lips of the giant mouth move, and in a big booming bass voice it says, "Surprise! You are here for double-or-nothing! Ready or not, here we go. O-T-T-F-F-S-S. What's next in line? If you solve this riddle, your treasure will double. If you fail, it will all disappear. What is your answer?"

If you try to leave, you find the way blocked by an invisible force. "You *must* answer, y'know!" bellows the mouth.

Think about it, and decide what the answer is. Then read 82.

**23** You go back to the room where the giant rats were and continue through, arriving back at the first room. Read 58.

**24** You suddenly feel different (either more or less weighted down, depending



Entry 21 map

on your answer). Whatever answer you gave, the mouth laughs and says "Come back again some time!" The invisible barrier is gone, and you can leave the room. You cannot find anything more here, nor will the mouth speak to you again.

Read 40.

**25** You decide that the rats look dangerous, and you head back the way you came. The rats don't notice.

Read 58.

**26** You are facing two skeletons. Do you want to:

Talk to them?	Read 30
Turn them?	Read 47
Run away?	Read 72
Fight?	Read 84

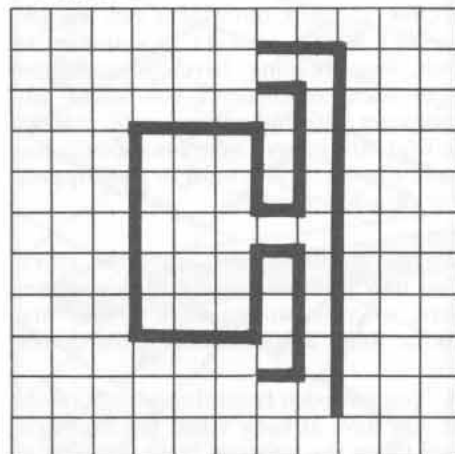
**27** You carefully examine the door, and find nothing strange about it. There is a keyhole in it. Have you found a key?

Yes	Read 80
No	Read 46

**28** The corridor goes only 10' west before connecting to another corridor heading north; the main corridor continues west, into darkness. The north corridor goes 30' and opens into a room. Do you want to:

Go North?	Read 15
Continue West?	Read 14

**29** You go back to the statue room. Read 58.



Entry 22 map

## Solo adventure

**30** The skeletons ignore your chatter, and swing again. One of them hits you, doing 2 more points of damage. Return to 26.

**31** You go north from the strange room. If you have already been through this part of the dungeon, read 7. If not, read 8.

**32** You decide to go back. The goblins don't notice you, and you return to the statue room. Read 58.

**33** You decide to attack the goblins before they can get help. You leap out and block the first goblin's escape, and they both draw swords and attack you. Read 85 and run the battle normally.

**34** As you keep talking to the goblin you see 3 more coming from the north. They look mad. Do you want to:

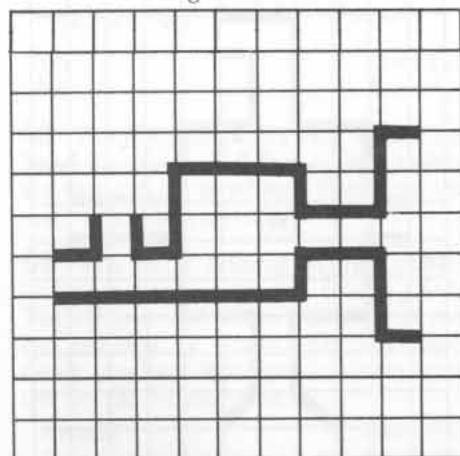
Run away?	Read 73
Fight?	Read 87

**35** Although you try to talk to them, the goblins are ferocious and ready for a fight. One swings and hits you, for 2 points of damage. Do you want to:

Run away?	Read 73
Fight?	Read 87

**36** You decide to go back to the start. Going west from here, the corridor turns south. You follow it back to the statue room. Read 58.

**37** You go back to the room where you first found the goblins. Read 9.



Entry 43 map

**38** You go east down the long corridor, around the corner heading south, and come to the side passage leading into the strange room. Read 49.

**39** The mouth roars, "YOU again?! Go away, pest!" You can't find anything of value here. Read 40.

**40** From here, do you want to:

Go North?	Read 31
Go South?	Read 4

**41** The creature is feasting on rust, and ignores you. You run past it through the room and arrive back at the statue room. Read 58.



**42** You stop and listen, and hear squeaking noises to the east. Go back to 1.

**43** The corridor goes 20' to the west and opens into a room, which looks like  
**Entry 43 Map** (add it to your map):

The room is empty, except for a few small piles of reddish dust. Do you want to:

Go back?	Read 5
Continue?	Read 45

**44** As you approach a room, a giant rat jumps out of the shadows and bites you! You see 2 more giant rats in the room. Take 2 points of damage, and read 83.

**45** You go into the room and look around. There is nothing here but the reddish dust. When you look closely at the dust, however, you realize that it's rust!

You hear a snort, and when you look up, you see a strange looking creature coming into the room from the western corridor. It looks like a giant armadillo with a long tail, and has 2 feathery feelers on the front.

It charges at you! Do you want to:

Talk to it?	Read 12
Run away?	Read 56
Fight?	Read 86

**46** You try to bash the door open without using a key, but without success. The solid door remains securely closed. You eventually give up, passing the scattered skeleton bones as you head out to the main corridor. Read 62.

**47** You try to *Turn* the skeletons like the cleric Aleena Turned the ghouls, but nothing happens. It's a special talent that clerics have, not fighters. Each skeleton swings at you again, but they both miss. Return to 26.

**48** You get back to the Rust Monster room. Did you kill the Rust Monster?

Yes	Read 55
No	Read 67

**49** You may go in and investigate the strange room, or you can go north or south. Do you want to:

Go North?	Read 31
Go South?	Read 4
Investigate?	Read 22

**50** You greet the goblins in your own language, the Common Tongue. They look up, startled, and one growls something in its own language. The other smiles at you, and says "Why, hello there! What can we do for you?" The growling goblin starts heading north, apparently leaving the room. Do you want to:

Keep talking?	Read 69
Attack?	Read 33
Go back?	Read 20

## Solo adventure

**51** You try to keep talking, but the goblin attacks; it misses. You suddenly hear more goblin noises to the north, and see 2 more goblins coming, with their swords out and looking very angry. Do you want to:

Run away?	Read 73
Fight?	Read 87

**52** You go around the corner and look in the room, but nobody is there. There is nothing here to find, so you go back around the corner to the last room you were in. Read 9.

**53** If you have already mapped this of the dungeon, read 38. If not, continue:

The corridor goes 50' east from the room and then turns right, to the south. Peering around the corner, you see that the corridor goes 30' south, and a side passage then opens to the west. When you get to that point, you see that the side passage goes 10' west and opens into another room, with blue walls and a huge orange mouth on the opposite wall.

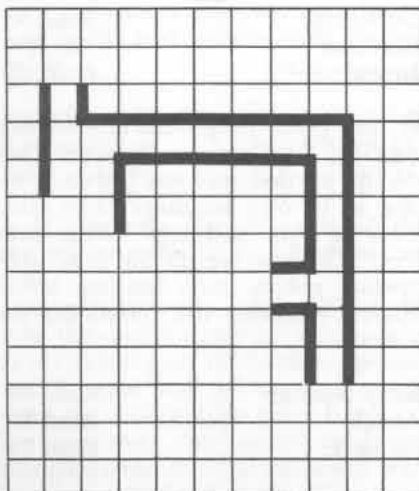
Read 49 after you add **Entry 53 Map** to your map:

**54** The room looks like **Entry 54 Map** (add it to your map):

What are you expecting here? If you didn't find or hear any clues, read 18.

If you found some information about the creatures in this direction, read 19 instead.

**55** You continue through the Rust Monster room, and get back to the statue room. Read 58.



Entry 53 map

**56** As you turn to run away, the monster quickly attacks, and gets in your way. You cannot retreat! Read 86.

**57** You search the room carefully, and you find a small scrap of paper in a niche (small hole) in one wall. Opening it, you discover a note, written in the Common tongue:

RATS EAST  
GOBLINS NORTH  
BEWARE WEST!

You can also see parts of the corridors leading out of the room, which look like **Entry 57 Map**.

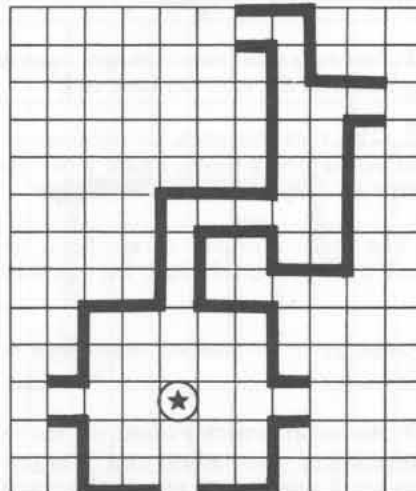
You find nothing else in the room. Return to 1.

**58** From this room, you can go many ways. Do you want to:

Go East?	Read 79
Go West?	Read 43
Go North?	Read 10
Go South?	Read 2

**59** As you approach the room, you hear more squeaks. You wisely shutter your lantern, leaving only a dim reddish glow, and peek into the room. You see three giant rats scurrying around and some scattered treasure nearby. Do you want to:

Go back?	Read 25
Talk to them?	Read 74
Try to scare them?	Read 77
Attack?	Read 68



Entry 54 map

**60** Your armor, shield, sword, and dagger have all been turned to rust by the fearsome Rust Monster! But now that you have no more metal, the creature turns away from you, not interested any more. You can see, now, that it has no teeth or claws, and can't actually hurt you!

You watch as it ambles over to one of the piles of rust, and it starts to eat, ignoring you completely.

Keeping a careful eye on the creature, you look around the room. There are gems here and there, some covered by rust; you collect six of them! Their total value is 300 gp.

Since you are unprotected and unarmed, you go east to the first room and then go outside, heading for town.

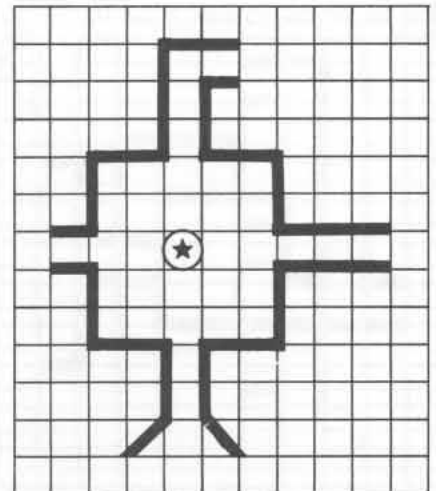
To find how many Experience Points you have earned, read 88. You will also have to go shopping for more armor and weapons. The shopping list is given in 89.

**61** You peer into the skeleton room, and see that nothing has changed. If you already investigated the door, there is nothing more to do here; read 62.

If you want to investigate the door in this room, read 27.

**62** You are at an intersection of the corridor to the north and the east-west corridor. Do you want to:

Go North?	Read 15
Go East?	Read 48
Go West?	Read 14



Entry 57 map

**63** You leap out and attack the goblins! You will get two free swings before they can get their swords out. Read 85, and run the battle normally after taking your 2 free attacks.

**64** You attack the goblin. Your first swing misses, and the goblin misses you. But you see, coming from the north corridor, two more goblins, waving swords and looking very angry. Do you want to:

Keep fighting?	Read 87
Run away?	Read 73

**65** You have won the great goblin fight. Congratulations! It was a tough battle for one lonely fighter. Don't forget that you started the adventure with a *Potion of Healing*, which can cure all your damage if you haven't already used it.

Searching the area, you find 100 sp and 50 gp in small sacks that the goblins were carrying. Their swords look rusty and worthless, and they have nothing else of value. Do you want to:

Go west?	Read 36
Go north?	Read 21
Go east?	Read 53

**66** You try to open the door, but without success. Your key doesn't seem to work. You hear a goblin voice say from the other side, in Common, "Go away! We don't want any!" You may keep trying, if you wish, but the goblins seem to have barred the door.

You must eventually go back, so read 37.

**67** Since you didn't kill the Rust Monster, it's still there, eating rust. Are you dragging a large chest full of coins?

Yes	Read 81
No	Read 41

**68** You jump out and swing at the rats. Read 83, but take 2 free swings before the rats can do anything! Then run the rest of the fight normally.

**69** You keep talking as one goblin leaves, going north and turning left. The other tries to seem friendly, but you can tell that he doesn't like you. Suddenly, you hear more goblin noises from the north. Do you want to:

Attack?	Read 64
Run away?	Read 73
Keep talking?	Read 34

**70** You have slain the horrible Rust Monster! Searching the room, you find 10 gems laying about, some in cracks and crevices, and some in the piles of rust. The total value of the gems is 600 gp! Now do you want to:

Go west?	Read 28
Go back east?	Read 6

**71** You approach the room with caution, listening to the squeaking. But suddenly, three giant rats jump out of the shadows and attack! One of them bites you for 1 point of damage. Read 83.

**72** You turn to run and a skeleton hits you again for 1 more point of damage. If you are still alive, you run south to a corridor, where you can turn east or west. Looking back, you see that the skeletons are not following you. You stop and catch your breath. Read 62

**73** You decide to flee. As you turn to run, you are hit by one goblin's sword for 2 points of damage. (If your hit points reach zero, you are dead unless you can drink the potion; otherwise, continue.) You run back into the first room, and continue through it and out the south passage, toward sunlight.

A group of goblins is running after you, shouting and waving their swords. They stop at the cave entrance, and keep screaming and waving their swords; but there are too many of them. You decide to go home.

This is the end of this adventure. Read 88 to find your Experience Points and treasures. If you wish to buy some supplies, the Equipment List is given in 89.

**74** You try to talk to the rats, but talking doesn't work. You only give yourself away, and they attack! One of them bites you for 1 hit point of damage. Read 83 to run the rest of the battle.

**75** You have defeated the pair of goblins! But before you can look around the room, you hear noises from the north. Three more goblins are coming down the north corridor. They have their swords out and look angry. Do you want to:

Run away?	Read 73
Talk?	Read 35
Fight?	Read 87

**76** You arrive in the rat room; it is empty. Do you want to:

Go north?	Read 17
Go west?	Read 6

**77** You decide to scare the rats. You leap out and scream, waving your sword and flashing the light around. One of the giant rats runs off to the north, but the others attack you! Read 83.

**78** You have won the battle with the giant rats! Searching the room, you find 100 cp and 100 sp scattered in the messy rat lair, and you put them in the sacks that you are carrying. Now do you want to:

Go North?	Read 17
Go West?	Read 6

**79** If you have already been through this part of the dungeon, read 76. Otherwise, continue

The corridor goes 50' east and opens into another room. What are you expecting here, and why? You may have found one or two clues.

If you haven't found or heard any clues, read 11.

If you only found a note that mentioned creatures, read 44.

If you only heard creature sounds, read 71.

If you did both (heard noise and found a note), read 59.



## Solo adventure

**80** You put the key in the lock and turn until you hear it "click." Putting the key away you open the door.

There is a small room behind the door! The area looks like **Entry 80A Map** (add it to your map):

The room is empty except for one large chest by one wall. You walk over to it, and discover that it's made of heavy wood with metal bands around it. It isn't locked (luckily), so you carefully open it. But alas — it's trapped. Make a saving throw vs. Magic Wands! (You need to roll a 13 or higher on 1d20.)

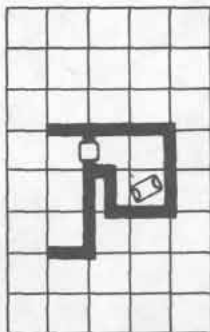
This Saving Throw is used for many things. Generally, it indicates whether you jump out of the path of danger — such as the beam of a magic wand. However, in this case, the danger is a blade, mounted on the edge of the chest and connected to a metal spring. When you open the lid, the blade sweeps out toward you.

If you made the Saving Throw, you jump back as the blade misses you. However, if you missed the Saving Throw, you take 4 points of damage!

If you are struck down to zero hit points or less, you can grab your potion — if you still have it — and drink it before you pass out. It will cure you somewhat, but only back up to 4 hit points. If you don't have the potion left — sorry, but you are dead! (*Special note:* In group games, you will *not* be allowed to do this. Zero hit points indicates death, with no extra time to do anything.)

If the trap kills you, read 90. But if you survived the trap, continue reading.

You look in the chest and see hundreds of coins — 500 cp, 200 sp, and 200 ep. You start to close the chest and drag it out with you. But as you close the lid, you see a peep hole in the north wall, about an inch across. It was blocked by the door as you entered.



Entry 80A map

You look through, and see a short corridor that goes north 20' and turns left. To the east, by the turn, is a large door with two stout bars across it. A goblin is standing by the door, apparently on guard. The area looks like **Entry 80B Map**.

There is a crack in the wall near this peep hole. You suddenly realize that the crack might be the edge of a secret door! This treasure chest must belong to goblins! However, you can't open the secret door, so you drag the chest back out, past the scattered bones of the dead skeletons and south to the main corridor. Read 62.

**81** Oops! As you enter the room, the Rust Monster looks up from its feeding, grunts, and runs toward you. It rushes to the chest you are dragging, and before you can escape, it dissolves the metal bands around the chest. The chest comes apart, coins falling everywhere, and the creature gleefully turns all the coins to rust! Do you want to:

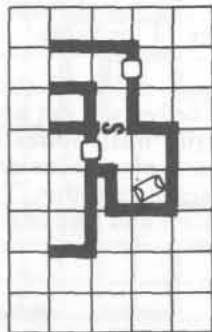
Go East?	Read 29
Go West?	Read 16
Attack the creature?	Read 86

**82** If you guess the answer correctly, you may double the amount of treasure you have. If not, it *all* disappears, and your character is left with none.

The answer is "E." The letters stand for One, Two, Three, four, Five, Six, and Seven. The "next in the series" is Eight!

Now read 24.

**83** You are having a battle with giant rats. Three of them are here, unless you scared one off. The area looks like **Entry 83 Map**.



Entry 80B map

---

GIANT RATS: 17	D: 1d3
You: 10	hp: 2 each

---

Run the battle normally, using the Combat Checklist to be sure that you are doing it correctly. If you don't remember what "1d3" means, read the section on "Dice" again (page 12).

All the rats will fight until dead. If you decide to run away, one rat will bite you as you turn to run (roll for damage). But then, if you are still alive, you can go back to the statue room. If so, read 58.

If you kill all the rats, read 78.

If the rats kill you, read 90.

**84** You are fighting two skeletons.

---

SKELETONS: 16	D: 1d6
You: 10	hp: 4 each

---

Use the checklist to run the battle. The skeletons will fight until slain. If you decide to run away, read 72.

If you kill the skeletons, read 13.

If the skeletons kill you, read 90.

**85** You are fighting two goblins!

---

GOBLINS: 17	D: 1d6
You: 11	hp: 5 each

---

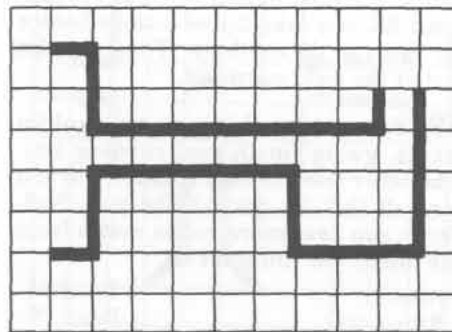
Remember to make *two* rolls for the monsters; each one gets a swing after you make yours.

Use the checklist to be sure that you are running the battle correctly.

If you decide to run away, read 73.

If you kill the goblins, read 75.

If the goblins kill you, read 90.



Entry 83 map

**COMBAT CHECKLIST**

**Player Actions**

1. Make a Hit roll
2. If you hit, roll 1d6 to find the damage done to the monster, adding 2 for your Strength bonus; then:
3. Subtract that damage from the monster's hit points. When its hit points reach zero, the monster is dead.

**Monster Actions**

4. Make Hit Rolls, 1 for each monster (there may be more than one monster attacking at the same time!);
5. For each attack that hits you, roll to find the Damage done to you, using the dice indicated. Then:
6. Subtract that damage from your hit points. If your hit points reach zero, you are dead.

**86** You are fighting the Rust Monster!

RUST MONSTER: 13    D: rust  
 You: 15    hp: 15

Use the checklist to be sure that you are running the battle correctly.

If the rust monster hits you, it does no damage at all. Instead, it makes metal turn to rust! As you run the battle, use the following notes to find the effects of each hit.

If you decide to run away, the monster gets one free attack, but only needs a Hit Roll 9 or better. You can run away after that, but you can only run either east (back to the statue room) or west. If you run east, read 1; if you go west, read 28.

If you kill the rust monster, read 70.

If you have been here before, you might not have some of the items mentioned below. Resume the battle wherever you left off, and remember to keep track of the equipment you have left.

**First Hit:** your shield turns to rust and falls apart. Now the Rust Monster only needs an 11 or better to hit you. Read the "Special Note" below.

**Second Hit:** Your Armor turns to rust. Now the creature only needs a roll of 6 or higher to hit.

**Third Hit:** Your sword turns to rust! You must get out a dagger if you want to continue the fight.

**Fourth Hit:** Your dagger turns to rust! You have no more weapons. Read 60.

*Special Note:* When you lose your armor or shield, you become easier to hit. All monsters you encounter afterward will gain bonuses to their Hit Rolls. If you lose your shield, give them a +1 bonus. If you lose your armor, give them a total bonus of +7 to their Hit Rolls.

Note this special bonus on your scrap paper, and apply it to *all* battles until you get new armor or shield.

**87** You are fighting three goblins!

GOBLINS: 17    D: 1d6  
 You: 11    hp: 5 each

Remember to make *three* rolls for the monsters; each one gets a swing after you take yours.

Use the checklist to be sure that you are running the battle correctly.

If you decide to run away, read 73.

If you kill the goblins, read 65.

If the goblins kill you, read 90.

**88** When you complete this adventure, you get Experience Points. First, add up all the treasure you brought out of the dungeon (ignore anything you lost), and figure out how much it is all worth, in gold pieces. (The explanation of the Money system is on page 10.) You will get 1 XP for each 1 gp worth of treasure you find — in addition to getting the treasure.

After adding up the treasure, find out how much Experience you get for slaying monsters, according to this chart:

Giant Rats	5 each
Goblins	5 each
Skeletons	10 each
Rust Monster	300

Add that total to your treasure total to get the total number of Experience Points awarded for this adventure. To determine your +10% bonus, drop the last number, and add it to the total awarded. Then add the adjusted total XP earned to the current XP on the back of your character sheet, to find your new total overall. To finish up, add the treas-

ure you found to the money you already had.

**EXAMPLE:** Imagine that you killed the Rust Monster and found 6 gems there, with a value of 600 gp. You also killed 3 giant rats, finding 100 cp and 100 sp. Imagine that you have no other notes.

Looking on the conversion chart, you see that 100 cp = 1 gp; 100 sp = 10 gp. Adding that to the gem value, your newly found treasure is worth a total of 611 gp.

For monsters, you get 300 XP for the rust monster, plus 15 XP for the giant rats (5 each). That total is 315. Adding it to the 611 for treasure, your total XP award is 926.

To find your 10% bonus, drop the 6. Add the bonus of 92 to the award of 926, for an adjusted total XP of 1018. Then you add that to your current 523 XP, for a new total XP of 1541 — less than 500 XP from 2nd Level! Lastly, you add the actual treasure — 6 gems (worth 600 gp), 100 cp, and 100 sp — to your treasure list.

That finishes this adventure. You may go to the next adventure, or you may wish to go shopping. If you want to buy something now, read 89.



## Solo adventure

**89** You want to go shopping. Instead of making an adventure out of it (like the beginning of this trip), you may simply imagine that you are visiting the various shops in town, buying whatever you need. The items you may buy — armor, weapons, and other equipment — are listed below, along with their prices.

To make a shopping trip, first write down the items you want, and their prices, on a piece of scrap paper. Then add up the total cost. If you can afford what you want, subtract that total cost from your treasure. Write the items in the "Normal Items" section on the back of the Character Sheet. Be sure to write the new total treasure in the Money box.

### WEAPONS AND EQUIPMENT

Item	Cost (in gp)
<b>Weapons</b>	
Dagger	3
Sword	10
<b>Armor</b>	
Leather Armor	20
Chain Mail Armor	40
Plate Mail Armor	60
Shield	10
<b>Other Equipment</b>	
Backpack, leather	5
Flask of Oil	2
Lantern	10
Mirror (hand-sized, steel)	5
Pole (wood, 10' long)	1
<b>Rations:</b>	
Iron Rations (preserved food for 1 person for 1 week)	15
Standard Rations (unpreserved food for 1 person for 1 week)	5
Rope (50' long)	1
<b>Sacks:</b>	
Small	1
Large	2
Tinder Box (flint, steel, dry wood shavings and twigs)	3
Torches (6)	1
Waterskin (or wineskin)	1
Wine (1 quart)	1

(Note: There are more weapons and equipment available in group adventures. See the complete list in the center of this book.)

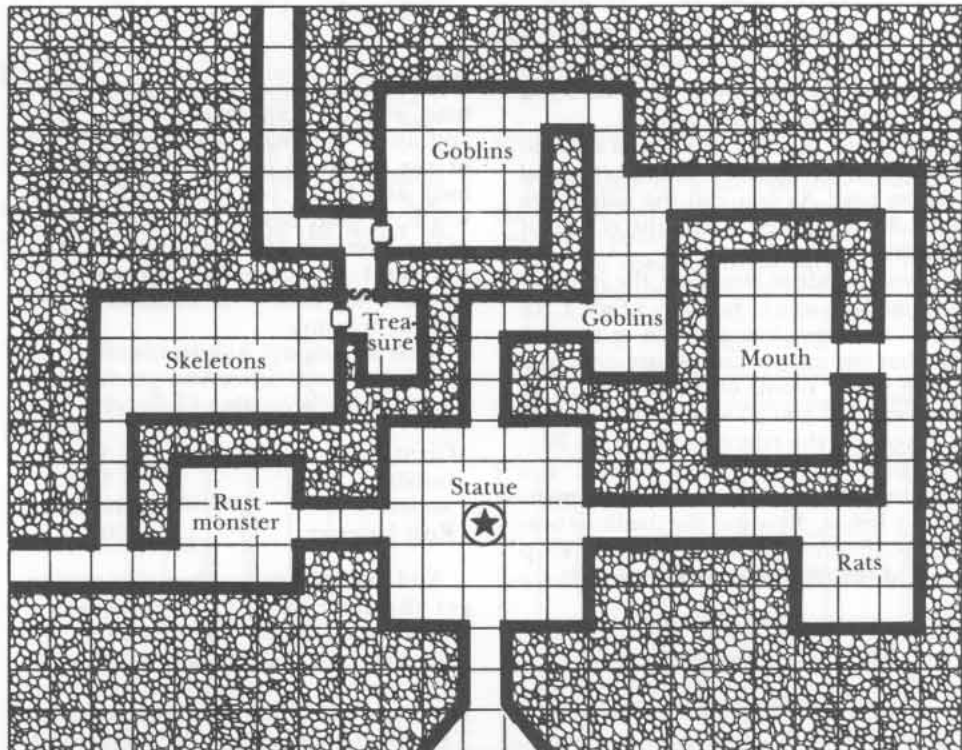
**90** Your character has been lost in the dungeon. Don't be upset; it can happen in any DUNGEONS & DRAGONS game, and often does, through no fault of yours. That is the end of this adventure.

You may start over, if you wish. To do that, be sure *not* to keep any treasure you may have found before you died. The character should have exactly the same equipment, treasure, and hit points as when you started this adventure. In other words, you start over. If you want to do this, read 1.

### After the adventure . . .

A map of the entire dungeon is given here. Check your map against it to see if you made any mistakes.

If you had problems with any part of the dungeon, go back and read the difficult section again. Now that you have learned the basics of the game, you will probably see what went wrong.



Solo adventure map

# DUNGEONS & DRAGONS® Characters

## What comes next?

You have now learned most of the details needed to play a character in DUNGEONS & DRAGONS games. You may now play more Solo Adventures, if you like. Several Solo Adventures are sold separately, including: adventure module **M1, Blizzard Pass** and **M2, Maze of the Riddling Minotaur**.

However, most of the fun of a DUNGEONS & DRAGONS game comes from playing in a group. To play in a group, one person must be the Dungeon Master (or DM). The DM is the person who plays the parts of the monsters and runs the game. A new DM should read the first section of the other booklet in this set, the DUNGEON MASTERS RULEBOOK, before

starting the game. It explains all the information needed, and includes a step-by-step game for everyone to enjoy while learning. But a new DM should *not* try to run a game before looking at that book.

A group game is best with 3-6 players. Each player should know how to play. If there is time, each person should read through this booklet, just as you have. You may also teach someone yourself, by explaining what you have learned, giving them one of the simple characters in this booklet (the Fighter, or Dwarf for example), and helping them during the game.

When you play in a group, you may play your fighter, or you may choose any of the other six characters included in the center of this booklet. Before the game, be sure to read the description of

the Character Class (pages 24-47), even if you are still playing your fighter. Several players can all have the same fighter character, if different names are used. Fighters are always needed. If you have 4-6 people in the group, try to play most of the characters given.

If you have time, read the rest of this booklet to see what other information is given. More details on group games are given on pages 53-58. Some additional rules, to add when you are familiar with playing in a group, are explained on pages 59-62. Don't try to memorize everything, but try to remember the types of things explained. During a game, use the Index on page 64 to locate information you need.

## Character Classes

Most D&D characters will be humans. A human can be a Cleric, Fighter, Magic-User, or Thief. Humans are the most widespread of all intelligent beings.

A character may also be a non-human: a Dwarf, Elf, or Halfling. Each of these classes is also a separate race of beings. They are all commonly known as "Demi-humans," because they seem to be partially human. The demi-human races are all distantly related to the human race.

One sample character for each of the seven classes is included in the center of this booklet. You may play those characters in group games, but before you do, be sure to read the full description of the class.

You may create a new character instead of using those in this booklet. When you do, you will roll dice to determine Ability Scores. If the scores are high enough, the character can be a demi-human; otherwise, the character *must* be human. The rules for creating characters are given on pages 48-52.

## Prime Requisite

Each character class has a specialty. For example, a fighter's specialty is Strength; a cleric's is Wisdom. This specialty is called the Prime Requisite for the class (abbreviated "PR").

If a character's PR score is above average, the character gains a bonus every time Experience Points are earned. See

the Prime Requisite Adjustment Table. If the PR is below average, a penalty is applied.

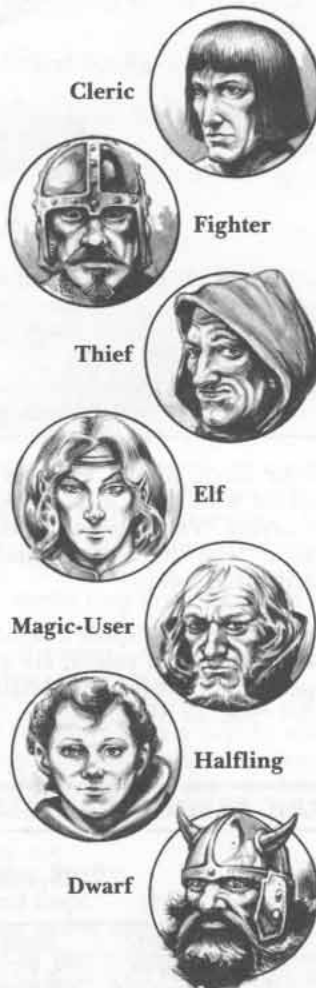
The Prime Requisite for each class is given in each class description. Finding the bonus or penalty is part of the procedure for creating new characters. You will not need it until then.

### PRIME REQUISITE ADJUSTMENT TABLE

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

## Saving Throws

Each character class will have a Saving Throw Table. Copy the numbers onto your character sheet. Your Dungeon Master will tell you when you need them. To make a Saving Throw, roll 1d20. If the result is equal to or greater than the number given your Saving Throw is successful.



## DUNGEONS & DRAGONS® characters (character class — human)

### Cleric

#### Description

A cleric is a human character who is dedicated to serving a great and worthy cause. This cause is usually the cleric's Alignment; for example, a cleric may be dedicated to spreading law and order. A cleric has good fighting skills, and can also learn to cast spells after gaining a Level of Experience. A first level cleric **cannot** cast any spells.

In D&D games, as in real life, people have ethical and theological beliefs. This game does *not* deal with those beliefs. All characters are assumed to have them, and they do not affect the game. They can be assumed, just as eating, resting, and other activities are assumed, and should not become part of the game.

A cleric's spell powers come from the strength of the cleric's beliefs. The cleric sits and meditates, and mystically learns spells. These spells can then be used during an adventure. Most clerical spells are for curing, protection, and gathering information. Cleric spells are different from magic-user spells. Clerics can use *only* their own type of spells.

Your cleric also can fight monsters. A cleric can wear any type of armor, like a fighter, and must be ready for combat at any time. Unlike magic-users, whose spells are often used during battles, a cleric's spells are usually needed *after* battles (such as cures) or for general exploring (such as detecting things).

If your party has enough fighters, your cleric should not need to fight often. But you are equipped for fighting if your combat skill is needed. Watch for ways that your spells can help, whether before, during, or after battles.

#### CLERIC SAVING THROW TABLE

Death Ray or Poison	11
Magic Wands	12
Paralysis or Turn to Stone	14
Dragon Breath	16
Rods, Staves, or Spells	15

#### Explanation of Cleric Experience Table

**XP:** When this number of Experience Points have been earned, the cleric automatically moves up to the next Level of Experience.



**Title:** Your cleric should use this title when talking with other characters. Instead of saying "I'm Clarion, a Second Level cleric," the character should say "I'm Clarion, the Adept."

**Spells:** The number of spells a cleric can cast, and their level of power, are given here. Spells are explained in detail below, under "Special Abilities."

#### CLERIC EXPERIENCE TABLE

XP	Level	Title	No. of Spells/ Spell Level
0	1	Acolyte	None
1500	2	Adept	1 First
3000	3	Priest (or Priestess)	2 First

#### Other Details:

**Prime Requisite:** A cleric's PR is Wisdom. If a cleric has a Wisdom score of 13 or more, the character gains a bonus to Experience Points earned in every adventure.

**Hit Dice:** A six-sided die (1d6) is used to determine a cleric's hit points. A cleric starts with 1-6 hit points (plus Constitution bonus, if any) and gains 1d6 more hit points (plus bonus) with each Level of Experience.

**Armor:** A cleric may wear any kind of armor, and may use a shield.

**Weapons:** A cleric *cannot* use any weapon with a sharp edge; this is forbidden by the cleric's beliefs. A cleric may only use a mace, club, war hammer, or sling.

# DUNGEONS & DRAGONS® characters (character class — human)

## Special Abilities

A cleric has two Special Abilities: Turning Undead monsters and casting Cleric Spells.

### 1. Turning Undead

A cleric has the power to force away certain monsters called the "Undead" (skeletons, zombies, ghouls, wights, and other more powerful types). No other class has any special effect on the Undead. This special ability is called "Turning" the Undead monsters.

When a cleric encounters an Undead monster, the cleric may either attack it normally (with a weapon or spell), or try to Turn it. The cleric cannot both attack and Turn Undead in one round.

When you want your cleric to try to Turn Undead, just tell your Dungeon Master "I'll Turn the Undead."

The Undead monsters are *not* automatically Turned by the cleric. When the encounter occurs, the player must refer to the Cleric Turning Undead Table to find the effect the cleric has.

### Using the Cleric Turning Undead Table:

When the cleric encounters an Undead monster, find the cleric's Level of Experience on the left side of the chart. Then read across to the column under the name of the Undead monster, and apply the results immediately. If the attempt succeeds, one or more of the Undead monsters will retreat, but may soon return.

### Explanation of Results

**7, 9 or 11:** Whenever a number is given, the cleric has a chance to Turn the Undead monsters. The player rolls 2d6 (two six-sided dice). If the total is equal to or greater than the number given, the attempt at Turning Undead is successful. A cleric's chances improve as more Levels of Experience are earned.

**T:** The attempt at Turning the Undead automatically succeeds.

**N:** No Effect. The cleric cannot Turn that type of undead.

CLERIC TURNING UNDEAD TABLE

Cleric's Level	Skeleton	Undead Monster Zombie	Ghoul	Wight
1	7	9	11	N
2	T	7	9	11
3	T	T	7	9

**Success:** If the attempt at Turning Undead succeeds, the Dungeon Master will roll 2d6 to determine the number of Hit Dice of Undead monsters that turn away. You might not Turn all the monsters encountered, but if you succeed in Turning, at least one will be affected. A Turned monster will not touch the cleric and will flee as far from him as possible.

### 2. Clerical Spells

When a cleric reaches the 2nd Level of Experience (having earned 1500 XP or more), the cleric can use spells.

#### Learning Spells:

To learn a spell, the cleric meditates. The memory and details of the spells appear in the cleric's mind. The spells may be cast at any time thereafter. The cleric will remember each spell until it is cast, even if it is not used for days or weeks.

As a player, all you need to do is choose whatever spells you want your character to have. This can *only* be done at the start of an adventure. You may choose any of the spells described hereafter. You may *not* choose any magic-user spells; they are a different type.

A 2nd Level cleric can cast *one* spell per adventure. A 3rd Level cleric can cast *two* spells per adventure.

In more advanced games, adventures may last more than a day. In such cases, a cleric can gain spells each morning, if completely rested. Any and all spells may be changed at this time, if desired.

#### Casting Spells:

In the game, when you want your character to cast a spell, just tell your Dungeon Master. The DM may ask for some details; for example, some spells are cast

at a target, and you must tell the DM what the target is. The player does *not* have to learn any special words. *For example:* "I'm casting a Cure Light Wounds on Ruggin, the dwarf."

When the cleric casts a spell, the memory of that spell is forgotten. Imagine that your cleric's memory is like a blackboard. The knowledge of the spells appear on it, but each spell is erased as it is cast. If your character knows two of the same spells and casts one, the other still remains to be used.

The character *must* be able to gesture and speak normally to cast a spell. While casting a spell, the cleric must stand and concentrate. Spells cannot be cast while the character is walking or running. If the cleric is disturbed while casting a spell, the spell will be ruined, and will still be "erased," just as if it had been cast.

Spells must be cast one at a time. If the character wants to cast more than one (for example, two Cure Light Wounds spells just after a battle), the fastest they can be cast is one each round.

#### Types of Spells:

Some spells have an instant effect. For example, a **Cure Light Wounds** spell instantly cures damage. Other spells may be different; the cleric may cast a spell to gain special abilities for a short time, or give those abilities to a friend. For example, a **Remove Fear** spell helps the recipient (the creature upon whom the spell is cast) to resist fear caused by magical effects or spells.

#### Saving Throws versus spells:

Some spells only have full effect if the victim fails a Saving Throw vs. Spells. If a Saving Throw is allowed, it is mentioned in the spell description.

## DUNGEONS & DRAGONS® characters (character class — human)

### Clerical Spell Explanations:

Each spell has a listed Range, Duration, and Effect.

**Range:** The character should be sure that the target is within range before casting the spell. If the description says "Range: 0," the spell may only be used by the cleric, and cannot be cast on others. If "Range: Touch" is given, the spell can be placed on any creature the cleric touches — including the cleric himself (or herself, as the case may be).

**Duration** is given either in rounds (of 10 seconds each) or turns (of 10 minutes each). If the description says "Duration: Permanent," then the spell has an instant and permanent effect that does not go away after a given duration.

**Effect** of the spell gives either the number of creatures or objects affected, or an area or volume of space. If an area is given, it is measured in square feet (a flat area). If a 3-dimensional volume is affected, it is either a round "ball" with a

given diameter, or a square or rectangular "box" of a given size; both are measured in feet.

### Spell Power:

When a cleric reaches 4th level, more powerful spells can be cast. These are given in the D&D EXPERT Set. The power of a spell is described in a way similar to the power of a character. Spells of the lowest level of power are called "First Level" spells. The D&D EXPERT Set describes spells of the Second, Third, Fourth, and Fifth level. Sixth and Seventh level spells are described in the D&D COMPANION Set.

## Clerical Spell Descriptions

### FIRST LEVEL CLERIC SPELLS

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

\*These spells may be "reversed" (that is, learned and cast with an effect exactly opposite from the original) in the D&D EXPERT Set. A cleric must reach the Fourth Level of Experience before learning how to reverse spell effects.

### Cure Light Wounds\*

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

This spell will either heal damage or remove paralysis. If used to heal, it will cure 2-7 (1d6+1) points of damage. It will *not* heal any damage if used to cure paralysis. The cleric may cast it on himself (or herself) if desired.

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

**EXAMPLE:** Your first fighter started with 8 hit points. You were damaged in the battle with the snake, down to 4 hit points. Aleena cast a **Cure Light Wounds** spell and touched you. She

rolled a 6, curing a total of 7 points of damage, but your hit points returned to 8, the amount you started with. The "extra" 3 points were not counted.

### Detect Evil

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

When this spell is cast, the cleric will see evilly enchanted objects within 120' glow. It will also cause creatures that want to harm the cleric to glow when they are within range. 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.

### Detect Magic

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

When this spell is cast, the cleric will see magical objects, creatures, and places within range glow. It will not last very long, and should be saved until the cleric wants to see if something found during an adventure is, in fact, magical. For example, a door may be held shut magically, or a treasure found might be enchanted; in either case, the magic item, creature, or effect will glow when it is within the effect.

### Light

Range: 120'  
Duration: 12 turns  
Effect: Volume of 30' diameter

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 will move with the object. If cast at a creature's eyes, the creature must make a Saving Throw. If the Saving Throw is failed, the victim will be blinded by the light until the duration ends. A blinded creature may not attack.



## DUNGEONS & DRAGONS® characters (character class — human)

### 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, while the spell lasts.

In addition, "enchanted" creatures cannot even touch the cleric! If a magic weapon is needed to hit a creature, that creature is called "enchanted." However, a creature that can be hit by a silver weapon — a lycanthrope (were-creature), for example — is not an "enchanted" creature. Any creature which is magically summoned or controlled (such as a Charmed character) is also considered to be an "enchanted" creature. The barrier thus completely prevents all attacks from those creatures unless they use missile weapons.

This spell will not affect a **Magic Missile** (magic-user's) spell. If the cleric attacks anything during the spell's duration, the effect changes slightly. "Enchanted" creatures are then able to touch the magic-user, but the Hit roll and Saving Throw adjustments still apply until the spell duration ends.

### Purify Food and Water

Range: 10'  
Duration: Permanent  
Effect: See below

This spell will make spoiled or poisoned food and water safe and usable. It will purify one ration of food (either Iron or Standard rations), or 6 waterskins of water, or enough normal food to feed a dozen people. If cast at mud, the spell will cause the dirt to settle, leaving a pool of pure, clear water. The spell will not affect any living creature.

### Remove Fear\*

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

When the cleric casts this spell and then touches any living creature, the spell will calm the creature and remove any fear. If the creature is running away due to magically created fear, the creature may make another Saving Throw vs. spells, adding a bonus to the roll equal to the cleric's Level of Experience, up to a maximum bonus of +6. If the Saving Throw is successful, the creature may stop running. A roll of 1 will always fail. This Saving Throw, with bonus, may be made even if the fear was so powerful as to allow *no* Saving Throw at first!

**EXAMPLE:** A 3rd Level cleric casting this spell gives a bonus of +3 to the Saving Throw of the creature touched.

### Resist Cold

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

When this spell is cast, all creatures within 30' of the cleric can withstand freezing temperatures without harm. In addition, those affected gain a bonus of +2 to all Saving Throws against cold attacks. Furthermore, 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 will move with the cleric.

**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' of the cleric gain a +2 bonus to their Saving Throws vs. Dragon Breath.



## DUNGEONS & DRAGONS® characters (character class — human)

### Fighter

#### Description

A fighter is a human who studies combat. Fighters usually have greater Strength than other characters. They usually hit monsters more often, and inflict more damage.

In the D&D game, fighters protect the weaker characters. A party of all fighters would probably survive most dungeons, even where magic would be useful. Every group of explorers should have at least one or two fighters.

Strength is needed in many game situations. For example, a door may be stuck, or a huge boulder may block the party's progress; a strong fighter can often solve these problems. Magic might also work, but magic is limited, and a fighter can use strength as often as needed.

Your fighter could probably survive a dungeon adventure when exploring alone. This is why your Solo Adventures have been designed for fighters. The other classes are not as self-sufficient as the fighter. Magic-users and thieves are much weaker, and although clerics can wear any type of armor, they are limited in other ways.

In group adventures, your fighter should stay in front. If there are three or more fighters in the party, one should stay in the back, in case a monster tries to sneak up on you. Whenever a battle occurs, don't be afraid to move in; your character is better equipped for combat than any other type.

When a group is surprised, the monsters may damage the characters before they have a chance to react. Fighters have a better chance at surviving these dangers, since they have more hit points.

A fighter character should know more about the many weapons than other characters. Be sure to read the Combat section, on page 59, to learn how to use both hand-to-hand and missile weapons. Learn the forms of Defensive Movement described in the same section, so you can play your fighter most effectively when those rules are added to your game.

Fighters often look for magical healing potions, since they are usually hurt in battles. Magical weapons are also valuable, adding bonuses to Hit and Damage Rolls.

#### FIGHTER SAVING THROW TABLE

Death Ray or Poison	12
Magic Wands	13
Paralysis or Turn to Stone	14
Dragon Breath	15
Rods, Staves, or Spells	16

#### FIGHTER EXPERIENCE TABLE

XP	Level	Title
0	1	Veteran
2000	2	Warrior
4000	3	Swordmaster



#### Explanation of Fighter Experience Table:

**XP:** When this number of Experience Points have been earned, the fighter automatically moves up to the next Level of Experience.

**Title:** Your fighter should use this title when talking with other characters. Instead of saying "I'm Fleetwood, a Second Level fighter," the character should say "I'm Fleetwood, the Warrior."

#### Other Details:

**Prime Requisite:** A fighter's PR is Strength. If a fighter has a Strength score of 13 or more, the character gains a bonus to Experience Points earned in every adventure.

**Hit Dice:** An eight-sided die (1d8) is used to determine a fighter's hit points. A fighter starts with 1-8 hit points (plus Constitution bonus, if any) and gains 1d8 more hit points (plus bonus) with each Level of Experience.

**Armor:** A fighter may wear any kind of armor, and may use a shield.

**Weapons:** A fighter may use any kind of weapon.

#### Special Abilities:

Fighters need no special abilities to survive and prosper. Their great strength, hit points, strong armor and many weapons make them a powerful character class.

# Creating a new character

## 1. Roll for Ability Scores

## 2. Choose a Class

## 3. Exchange Ability Score points

Your Prime Requisite (and *only* that score) goes up 1 point for each 2 points that another Ability Score goes down.

Constitution and Charisma points can never be exchanged with others.

Dexterity cannot be lowered (but it may be raised if you have a Thief or Halfling character).

No score can be lowered below 9. If it is already 10 or less, it cannot be lowered.

## 4. Roll for Hit Points (see Character Classes)

## 5. Roll for Money (gp = 3d6 x 10)

## 6. Buy equipment: (see Equipment List)

## 7. Figure out your:

- Armor Class
- Character Hit Roll Table
- Saving Throws (see Combat)

## 8. Note adjustments for Ability Scores

## 9. Give your Character a Name and Alignment

## 10. Get ready to play

HUMANS	
Class	Prime Requisite
Fighter	Strength
Magic-User	Intelligence
Cleric	Wisdom
Thief	Dexterity

(No minimum scores for human characters)

DEMI-HUMANS		
Class	Minimum Scores	Prime Requisites
Dwarf	Con 9	Str only
Elf	Int 9	Str + Int
Halfling	Con 9 Dex 9	Str + Dex

# Complete list: weapons and equipment

WEAPONS	
Item	Cost (in gp)
Axes:	
Battle Axe (two-handed)	7
Hand Axe	4
Bows:	
Crossbow Lt. (fires quarrels)	30
Case with 30 quarrels	10
Long Bow	40
Short Bow	25
Quiver with 20 arrows	5
1 silver-tipped arrow	5
Daggers:	
Normal dagger	3
Silver dagger	30
Swords:	
Short Sword	7
Normal Sword	10
Two-Handed Sword	15
Other Weapons:	
*Mace	5
*Club	3
Pole Arm (two-handed)	7
*Sling with 30 Sling Stones	2
Spear	3
*War Hammer	5

\*These weapons may be used by a cleric

ARMOR	
Item	Cost (in gp)
Leather Armor	20
Chain Mail Armor	40
Plate Mail Armor	60
Shield	10

EQUIPMENT	
Item	Cost (in gp)
Backpack	5
Flask of Oil	2
Holy Symbol	25
Holy Water (1 vial)	25
Lantern	10
Mirror (hand-sized, steel)	5
Pole (wood, 10' long)	1
Rations:	
Iron Rations (preserved food for 1 person for 1 week)	15
Standard Rations (unpreserved food for 1 person for 1 week)	5
Rope (50' long)	1
Sacks:	
Small	1
Large	2
Spikes (iron, 12) and small Hammer	3
Thieves' Tools	25
Tinder Box (flint, steel, dry wood shavings and twigs)	3
Torches (6)	1
Waterskin (or wineskin)	1
Wine (1 quart)	1
Wolfsbane (1 bunch)	10

(Note: Items will be added to this list in the D&D EXPERT Set.)



# Character classes

## CLERIC

Hit Dice: 1d6 per level

XP	Level	Title	No. of Spells/ Spell Level
0	1	Acolyte	None
1500	2	Adept	1 First
3000	3	Priest (or Priestess)	2 First

## CLERIC TURNING UNDEAD

Cleric's Level	Undead Monster			
	Skeleton	Zombie	Ghoul	Wight
1	7	9	11	N
2	T	7	9	11
3	T	T	7	9

## FIGHTER

Hit Dice: 1d8 per level

XP	Level	Title
0	1	Veteran
2000	2	Warrior
4000	3	Swordmaster

## MAGIC-USER

Hit Dice: 1d4 per level

XP	Level	Title	No. of Spells/ Spell Level
0	1	Medium	1 First
2500	2	Seer	2 First
5000	3	Conjurer	2 First plus 1 Second

## THIEF

Hit Dice: 1d4 per level

XP	Level	Title
0	1	Apprentice
1200	2	Footpad
2400	3	Robber

## THIEF SPECIAL ABILITY TABLE

Special Ability		Level of Experience		
		1	2	3
Open Locks	(d%)	15	20	25
Find Traps	(d%)	10	15	20
Remove Traps	(d%)	10	15	20
Climb Walls	(d%)	87	88	89
Move Silently	(d%)	20	25	30
Hide in Shadows	(d%)	10	15	20
Pick Pockets	(d%)	20	25	30
Hear Noise	(1d6)	1-2	1-2	1-3

Except for "Hear Noise," each number is the Percentage chance that the thief is successful in using that Special Ability. "Hear Noise" is determined in a similar way, using 1d6.

## DWARF

Hit Dice: 1d8 per level

XP	Level	Title
0	1	Dwarven Veteran
2200	2	Dwarven Warrior
4400	3	Dwarven Swordmaster

Detect traps, sliding walls, sloping corridors, new constructions: 2/6  
Infravision 60'

## ELF

Hit Dice: 1d6 per level

XP	Level	Title	No. of Spells/ Spell Level
0	1	Veteran-Medium	1 First
4000	2	Warrior-Seer	2 First
8000	3	Swordmaster-Conjurer	2 First plus 1 Second

Detect secret or hidden doors: 2/6  
Immune to paralysis from ghouls  
Infravision 60'

## HALFLING

Hit Dice: 1d6 per level

XP	Level	Title
0	1	Halfling Veteran
2000	2	Halfling Warrior
4000	3	Halfling Swordmaster

### Combat Bonuses:

-2 bonus to Armor Class when attacked by creatures larger than man-size

+1 bonus to the Hit Roll when using any missile (see "Additional Rules")

+1 bonus to Individual Initiative

Hide in woodlands 90% success

Hide in dungeon (shadows) 1/3

## ENCUMBERED MOVEMENT RATES TABLE

Encumbrance	Normal Speed (Feet per turn)	Encounter Speed (Feet per round)	Running Speed
	(Feet per round)		
up to 400 cn	120	40	120
401-800 cn	90	30	90
801-1200 cn	60	20	60
1201-1600 cn	30	10	30
1601-2400	15	5	15
2401 and more	0	0	0

Basic Encumbrance: unarmored = 300 cn; armored = 700 cn

A gem is counted as 1 cn, and other treasures (potions, jewelry, and so forth) are counted as 10 cn each.

## CONTAINER VOLUME

Small sack	200 cn
Backpack	400 cn
Large sack	600 cn
Saddle bag	1000 cn

## MULE MOVEMENT/ENCUMBRANCE

Encumbrance	Movement Rate
up to 3000 cn	120'/turn
3001-6000 cn	60'/turn
6001 cn or more	0

# DUNGEONS & DRAGONS® Character Record Sheet

Player's Name \_\_\_\_\_

Dungeon Master \_\_\_\_\_

Character's Name \_\_\_\_\_

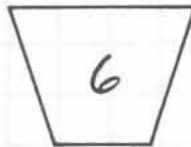
Alignment \_\_\_\_\_

Class \_\_\_\_\_

Level \_\_\_\_\_



Armor  
Class



Hit  
Points



Character Sketch or Symbol

## ABILITIES:

16	STRENGTH	_____
		adjustment
7	INTELLIGENCE	_____
		adjustment
9	WISDOM	_____
		adjustment
13	DEXTERITY	_____
		adjustment
14	CONSTITUTION	_____
		adjustment
8	CHARISMA	_____
		adjustment

## SAVING THROWS:

12	POISON or DEATH RAY
13	MAGIC WAND
14	TURN TO STONE or PARALYSIS
15	DRAGON BREATH
16	SPELLS or MAGIC STAFF

LANGUAGES: \_\_\_\_\_

SPECIAL SKILLS: Spells, Thief's abilities, Cleric's turning, etc.

TARGET AC:	9	8	7	6	5	4	3	2	1	0
HIT ROLL NEEDED	10	11	12	13	14	15	16	17	18	19

**EQUIPMENT CARRIED**

**MAGIC ITEMS**

**NORMAL ITEMS**

**OTHER NOTES including places explored, people & monsters met**

**MONEY and TREASURE**

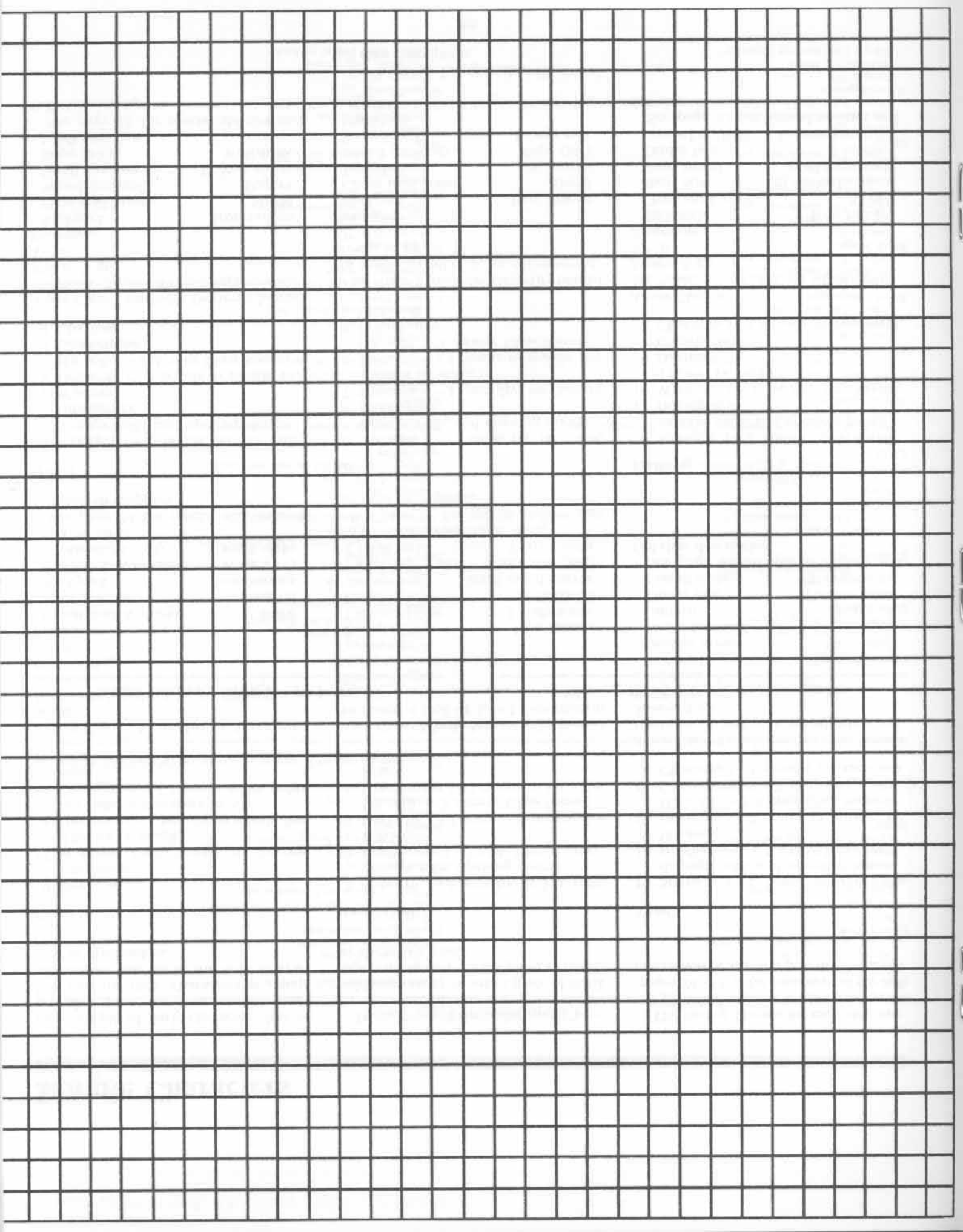
**EXPERIENCE**

**PP:** \_\_\_\_\_ **GEMS:** \_\_\_\_\_  
**GP:** \_\_\_\_\_  
**EP:** \_\_\_\_\_  
**SP:** \_\_\_\_\_  
**CP:** \_\_\_\_\_

**TOTAL VALUE:** \_\_\_\_\_

**BONUS/PENALTY:** \_\_\_\_\_

**Needed for next level:** \_\_\_\_\_



# Sample Characters

One sample of each character class is provided here for your convenience. You may use these characters in group adventures, but *not* in the Solo Adventure in this booklet.

To start one of these characters, copy the information onto a character sheet (sold separately) or onto a piece of blank paper, using your first fighter's character sheet as a guide.

The Saving Throws for each character are given in the character class description (pages 24 – 47). Be sure to read the full description before you play the character!

## Cleric

- 9 Strength
- 11 Intelligence
- 17 Wisdom (+2 bonus to Saving Throws vs. magic)
- 8 Dexterity (-1 penalty to missile fire Hit rolls; +1 penalty to AC)
- 14 Constitution (+1 bonus to hit point rolls)
- 16 Charisma (+1 bonus to reactions)

*Armor Class:* 5 (includes Dexterity penalty)  
*Hit Points:* 6 (roll of 5, +1 Constitution bonus)  
*Money:* 10 gp  
*XP:* 0

*Equipment:*  
 Chain mail & shield                      Mace  
 Holy Symbol                                  1 flask oil  
 Backpack                                      Iron rations  
 6 tinder box torches                      Rope (50')  
 2 waterskins (full)                      2 small sacks  
 2 large sacks  
 See page 24 for special abilities and full class description.

## Dwarf

- 16 Strength (+2 bonus on Hit rolls, damage rolls, and opening doors)
- 7 Intelligence
- 11 Wisdom
- 14 Dexterity (+1 bonus to missile fire Hit rolls, -1 Armor Class bonus)
- 9 Constitution
- 9 Charisma

*Armor Class:* 1 (includes Dexterity bonus)  
*Hit Points:* 6 (roll of 6, no adjustments)  
*Money:* 7 gp  
*XP:* 0

*Equipment:*  
 Backpack                                      Iron rations  
 Plate mail armor                              Shield  
 Sword (normal)                                  Dagger  
 Small hammer                                  12 iron spikes  
 Rope (50')                                      Wolfsbane  
 1 full wineskin  
 See page 45 for special abilities and full class description.

## Magic-User

- 8 Strength (-1 penalty to Hit rolls, damage rolls, opening doors)
- 17 Intelligence (+2 added languages)
- 11 Wisdom
- 16 Dexterity (+2 bonus on missile fire Hit rolls, -2 Armor Class bonus)
- 14 Constitution (+1 bonus to hit point rolls)
- 9 Charisma

*Armor Class:* 7 (includes Dexterity bonus)  
*Hit Points:* 4 (roll of 3, +1 Constitution bonus)  
*Money:* 10 gp  
*XP:* 0

*Equipment:*  
 Backpack                                      Iron rations  
 1 silver dagger                                  1 Holy water  
 Lantern    4 flasks oil  
 Tinder box                                      Small metal mirror  
 1 waterskin (full)                              1 wineskin (full)  
 2 small sacks                                  2 large sacks  
*Spell Book:* Read Magic, Sleep  
 See page 37 for special abilities and full class description.

## Elf

- 16 Strength (+2 bonus on Hit rolls, damage rolls, and opening doors)
- 9 Intelligence
- 7 Wisdom (-1 penalty on Saving Throws vs. magic)
- 14 Dexterity (+1 bonus to missile fire Hit rolls, -1 Armor Class bonus)
- 9 Constitution
- 11 Charisma

*Armor Class:* 3 (includes Dexterity bonus)  
*Hit Points:* 5 (roll of 5, no adjustments)  
*Money:* 10 gp  
*XP:* 0

*Equipment:*  
 Backpack                                      Iron rations  
 Chain mail armor                              Shield  
 Long bow                                      20 arrows  
 Sword (normal)                                  Rope (50')  
 2 small sacks                                  1 large sack  
 Wolfsbane  
*Spell Book:* Read Magic, Charm Person  
 See page 46 for special abilities and full class description.

## Thief

- 16 Strength (+2 bonus on Hit rolls, damage rolls, and opening doors)
- 14 Intelligence (+1 added language)
- 9 Wisdom
- 17 Dexterity (+2 bonus to missile fire Hit rolls, -2 Armor Class bonus)
- 11 Constitution
- 8 Charisma (-1 penalty to reactions)

*Armor Class:* 5 (includes Dexterity bonus)  
*Hit Points:* 4 (roll of 4, no adjustments)  
*Money:* 3 gp  
*XP:* 0

*Equipment:*  
 Backpack                                      Iron rations  
 Leather armor                                  Wolfsbane  
 Sword (normal)                                  Dagger  
 Lantern    3 flasks oil  
 Tinder box                                      Thieves' tools  
 2 small sacks                                  2 large sacks  
 See page 43 for special abilities and full class description.

## Halfling

- 16 Strength (+2 bonus on Hit rolls, damage rolls, and opening doors)
- 11 Intelligence
- 14 Wisdom (+1 bonus on Saving Throws vs. magic)
- 9 Dexterity
- 9 Constitution
- 7 Charisma (-1 penalty to reactions)

*Armor Class:* 4  
*Hit Points:* 5 (roll of 5, no adjustments)  
*Money:* 6 gp  
*XP:* 0

*Equipment:*  
 Backpack                                      Iron rations  
 Chain mail armor                              Shield  
 Short bow                                      20 normal arrows  
 Short sword                                      4 silver arrows  
 Tinder box                                      6 torches  
 1 wineskin (full)                              1 waterskin (full)  
 See page 47 for special abilities and full class description.

## Cleric Spells: First Level

**Cure Light Wounds\***

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

**Detect Evil**

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

**Detect Magic**

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

**Light\***

Range: 120'  
Duration: 12 turns  
Effect: Volume of 30' diameter

**Protection from Evil**

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

**Purify Food and Water**

Range: 10'  
Duration: Permanent  
Effect: 1 ration or 6 waterskins

**Remove Fear\***

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

**Resist Cold**

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

\*Spell may be cast with reverse effects in D&D® EXPERT Rules.

## Magic-User Spells: First Level\*

**Charm Person**

Range: 120'  
Duration: See below  
Effect: One living "person"

**Detect Magic**

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

**Floating Disc**

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

**Hold Portal**

Range: 10'  
Duration: 2-12 (2d6) turns  
Effect: One door, gate, or similar portal

**Light**

Range: 120'  
Duration: 6 turns +1 turn per Level of the magic-user  
Effect: Volume of 30' diameter

**Magic Missile**

Range: 150'  
Duration: 1 turn  
Effect: Creates 1 or more arrows

**Protection from Evil**

Range: 0  
Duration: 6 turns  
Effect: The magic-user only

**Read Languages**

Range: 0  
Duration: 2 turns  
Effect: The magic-user only

**Read Magic**

Range: 0  
Duration: 1 turn  
Effect: The magic-user only

**Shield**

Range: 0  
Duration: 2 turns  
Effect: The magic-user only

**Sleep**

Range: 240'  
Duration: 4-16 (4d4) turns  
Effect: 2-16 Hit Dice of living creatures within a 40' x 40' area

**Ventriiloquism**

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

## Magic-User Spells: Second Level

**Continual Light**

Range: 120'  
Duration: Permanent  
Effect: Volume of 60' diameter

**Detect Evil**

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

**Detect Invisible**

Range: 10' per Level of the magic-user  
Duration: 6 turns  
Effect: The magic-user only

**ESP**

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

**Invisibility**

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

**Knock**

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

**Levitate**

Range: 0  
Duration: 6 turns +1 turn per Level of the magic-user  
Effect: The magic-user only

**Locate Object**

Range: 60' + 10' per Level of the magic-user  
Duration: 2 turns  
Effect: One object within range

**Mirror Image**

Range: 0  
Duration: 6 turns  
Effect: The magic-user only

**Phantasmal Force**

Range: 240'  
Duration: Concentration  
Effect: A volume 20' x 20' x 20'

**Web**

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

**Wizard Lock**

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

# Combat and ability adjustments

## COMBAT SEQUENCE TABLE

- A. Each side rolls for initiative, using 1d6.
- B. The side that wins the initiative acts first:
  1. Morale Check (monsters and non-player characters only)
  2. Movement (using speed per round), including Defensive Maneuvers
  3. Missile fire combat (additional)
    - a. Choose targets
    - b. Make Hit Rolls
    - c. Roll Damage for hits
  4. Magic spells
    - a. Choose targets
    - b. Make Saving Throws if necessary
    - c. Apply results immediately
  5. Hand-to-Hand combat
    - a. Choose targets
    - b. Make Hit Rolls
    - c. Roll Damage for hits
- C. The side that loses the initiative then completes all steps given above.
- D. DM handles all retreating, surrender, and other special results.

## CHARACTER HIT ROLL TABLE

Target's AC	9	8	7	6	5	4	3	2	1	0	-1
Roll	10	11	12	13	14	15	16	17	18	19	20

## ARMOR CLASS

Armor type	Armor Class
No armor	9
Leather	7
Chain Mail	5
Plate Mail	3
Shield	Bonus of 1*

\*A shield subtracts 1 from your Armor Class number. For example, Chain Mail alone is AC 5, but with a shield it drops to AC 4.

## VARIABLE WEAPON DAMAGE

1d4 (1-4) points of damage:	1d6 (1-6) points of damage:
Club	Spear
Dagger	War Hammer
Sling stone	1d8 (1-8) points of damage:
Torch	Sword (normal)
1d6 (1-6) points of damage:	*Battle Axe
*Arrow (long or short bow)	1d10 (1-10) points of damage:
Hand Axe	*Pole Arm
Mace	*Two-Handed Sword
*Quarrel (crossbow)	
Short Sword	

\*This weapon requires two hands for use. Attacker may not use shield and always loses initiative.

## MISSILE FIRE TABLE

Weapon	Maximum Ranges (in feet)		
	Short (+1)	Medium (0)	Long (-1)
Crossbow, (Lt)	60	120	180
Long Bow	70	140	210
Short Bow	50	100	150
Sling	40	80	160
Spear	20	40	60
Oil or Holy Water	10	30	50
Hand Axe or Dagger	10	20	30

Using Missiles: Remember to adjust for:

1. Dexterity
2. Range
3. Cover
4. Magic

## SAVING THROWS

- |                               |                           |
|-------------------------------|---------------------------|
| a. Death Ray or Poison        | d. Dragon Breath          |
| b. Magic Wands                | e. Rods, Staves or Spells |
| c. Paralysis or Turn to Stone |                           |

	a	b	c	d	e
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

## PRIME REQUISITE EXPERIENCE ADJUSTMENT

Prime Requisite	Adjustment to Experience
3-5	-20%
6-8	-10%
9-12	No adjustment
13-15	+5%
16-18	+10%

## ABILITY SCORE BONUSES AND PENALTIES

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

## INTELLIGENCE ADJUSTMENTS

Intelligence Score	Effect
3	Has trouble with speaking, cannot read or write
4-5	Cannot read or write Common
6-8	Can write simple Common words
9-12	No adjustments; can read and write Common and Alignment languages
13-15	+1 Language
16-17	+2 Languages
18	+3 Languages

## CHARISMA ADJUSTMENT

Charisma Score	Reaction adjustment	Retainers	
		Maximum number	Morale
3	-2	1	4
4-5	-1	2	5
6-8	-1	3	6
9-12	No adjustment	4	7
13-15	+1	5	8
16-17	+1	6	9
18	+2	7	10

## HIRING RETAINERS

1. Find NPCs
2. Explain the job, make offer
3. Hire, buy equipment
4. Make retainer sheet

## DUNGEONS & DRAGONS® characters (character class — human)

### Magic-user

#### Description

A magic-user is a human character who studies the powers of magic. Magic-users find spells, put them into books, and study those books to learn the spells. Magic-users have their own spells, entirely different from cleric spells. A magic-user has poor fighting skills, and should avoid combat.

In D&D games, magic is merely a part of the action of the game. The player can imagine how spells would be cast, using various mysterious items, but *no* special items are needed by the player. After the player has learned the effect each spell has in the game, a magic-user is as easy to play as any other character class.

A magic-user concentrates on learning and casting magic spells. A high Intelligence is needed, and the other Ability Scores are often low. However, a high Constitution score will help your magic-user survive longer, because it gives a bonus to hit points — a magic-user's weak point.

Magic-users greatly fear damage. All the other character classes can use armor of some kind, but magic-users can only wear their robes or normal clothes. Thus, they are easy to hit. In addition, they have few hit points. Magic-users start as the weakest characters, but can become the most powerful! Their magic spells can be used for many things — from simple things like opening doors and locks, to impressive and dangerous magical attacks, such as lightning bolts (described in the D&D EXPERT Set).

Your Magic-user should *never* explore dungeons alone; one surprise could kill you. In groups, you should always stay in the middle of the party, protected from attacks. Watch for ways that you can help the battles, by casting spells, but *never* try to fight a monster hand-to-hand. Always carry a dagger, to be ready if you are forced to fight. Be sure to call for help if you get into a battle; other characters can fight the same monster, distracting it and (hopefully) keeping it from attacking you.

Beware of other magic-users! Some spells are designed specially to protect you from attacks, including other magic. When you encounter another magic-user, keep watch. If the enemy starts casting a spell, warn your friends.

As a player, you should study the spell descriptions on the next pages. Your greatest challenge will be keeping the character alive, to gain more Levels of Experience.

#### Explanation of Magic-User Experience Table:

**XP:** When this number of Experience Points have been earned, the magic-user automatically moves up to the next Level of Experience.

**Title:** A magic-user should use this title when talking with other characters. Instead of saying "I'm Felonius, a Second Level magic-user," the character should say "I'm Felonius, the Seer."

**Spells:** The number of spells a magic-user can cast, and their levels of power, are given here. Spells are explained in detail below, under "Special Abilities."

#### Other Details:

**Prime Requisite:** A magic-user's PR is Intelligence. If a magic-user has an Intelligence score of 13 or more, the character gains a bonus to Experience Points earned in every adventure.

**Hit Dice:** A four-sided die (1d4) is used to determine a magic-user's hit points. A magic-user starts with 1-4 hit points (plus Constitution bonus, if any) and gains 1d4 more hit points (plus bonus) with each Level of Experience.

**Armor:** A magic-user may *not* wear any kind of armor, and may not use a shield.

**Weapons:** A magic-user can only use a dagger for a weapon.

### Special Abilities

A magic-user can cast magic spells, as described hereafter.

#### Spell Power:

There are many spells for magic-users to use. The power of a spell is described in a way similar to the power of a character. Spells of the lowest level of power are called "First Level" spells, which can be used by beginning magic-users. Higher level spells are usable by higher level characters. Be careful *not* to confuse your character's Level of Experience with the level of a spell's power.

**MAGIC-USER SAVING  
THROW TABLE**

Death Ray or Poison	13
Magic Wands	14
Paralysis or Turn to Stone	13
Dragon Breath	16
Rods, Staves, or Spells	15

**MAGIC-USER EXPERIENCE TABLE**

XP	Level	Title	No. of Spells/ Spell Level
0	1	Medium	1 First
2500	2	Seer	2 First
5000	3	Conjurer	2 First plus 1 Second



## DUNGEONS & DRAGONS® characters (character class — human)

### Spell Books:

Your Medium (1st Level magic-user) starts with a spell book, containing two First Level spells. Your Dungeon Master will tell you what spells your character starts with. The spell book is a large bulky thing, and cannot be easily carried. A spell book is about 2 feet square, 2-6 inches thick, and weighs at least 20 pounds. It will not fit inside a normal sack of any size, but may be carried in a backpack or saddlebag.

When your character becomes a Seer, you will add another First Level spell to the book; again, your DM will tell you which spell. Upon reaching 3rd Level of Experience, a Second Level spell will be gained. When the 4th Level of Experience is reached, another Second Level spell is added to the book. (Magic-users of levels 4-14 are explained in the D&D EXPERT Set.)

Assume that your character is given these additional spells by a teacher, a powerful magic-user of 7th Level or greater. All magic-users of less than that level must have teachers. These teachers never go on adventures with characters. They will not affect most games.

Different magic-users often have different spells in their books. For example, you might start with the **Read Magic** and **Sleep** spells, and find another magic-user who knows **Read Magic** and **Magic Missile**. But magic-users *never* trade spells, nor do they ever allow anyone (except their teachers) to read their spell books. The risk of losing the book or having it damaged, is too great. If a magic-user's book is lost, the character cannot memorize any spells to cast!

One magical treasure which may be found during an adventure is a magic scroll. Some scrolls contain magic-user spells. If a new spell is found on a scroll, it may be added to the magic-user's book — but this can only be done once for each scroll spell, and uses up the scroll in the process. If the spell is of too high a level to be cast, it cannot be put into the book.

**EXAMPLE:** A Medium finds a scroll of one Second Level spell. The spell cannot be put into a book until the character becomes a Conjuror (3rd Level) and is able to use a Second Level spell.

A spell on a scroll may be saved, to be put into a book at a future time. It may

also be carried during adventures, to be cast as needed. Any magic-user can cast a spell found on a scroll as if it were memorized, regardless of the level of the spell. If the spell is cast, it disappears from the scroll.

You, the player, need only keep a list of which of the many spells are in your character's book. Keep the list on your character sheet, under "Special Abilities." Scrolls are magic items, listed on the back of the character sheet.

### Learning Spells:

To learn a spell, the magic-user must be completely rested. A good night's sleep is enough. The character then gets out the spell book and studies the spells to be used, which takes an hour or less. The character is then ready for adventure, and is able to cast the spell or spells studied.

A Medium can cast *one* spell per adventure. A Seer can cast *two* First Level spells per adventure. A Conjuror can cast 3 spells per adventure, *two* of the First Level of Power and *one* of the Second Level.

In more advanced games, adventures may last more than a day. In such cases, a magic-user can study spells each morning, if completely rested. A mule should be brought along on long adventures, to carry the spell book along with normal equipment. But beware! If the book is lost, the character is in big trouble. If that happens, ask your Dungeon Master what you should do.

Don't confuse the spells memorized with spells in a book! Your magic-user character will eventually have many spells in a spell book, but can still only memorize a few each day.

### Casting Spells:

In the game, when you want your character to cast a spell, just tell your Dungeon Master.

**EXAMPLE:** "I'm casting a Sleep spell at the goblins." The DM may ask for some details; for example, some spells are cast at a target, and you must tell the DM what the target is. The player does *not* have to learn any special words.

When the magic-user casts a spell, the memory of that spell is forgotten. Imag-

ine that the magic-user's memory is like a blackboard. When studying, the character "writes spells on the blackboard," but each spell is "erased" as it is cast. If your character has studied a spell twice and casts one, the other still remains to be used.

**EXAMPLE:** The spell book of Felonius the Seer has two spells in it, Sleep and Shield. Before going on an adventure, he decides to learn Sleep twice (as he can cast two spells per adventure). He casts one in a battle, and still remembers one Sleep spell, to be used later in that adventure.

The character *must* be able to gesture and speak without interruption to cast a spell. While casting a spell, the magic-user must concentrate, and may not move. A spell cannot be cast while the character is walking or running. If the magic-user is disturbed while casting a spell, the spell will be ruined, and will still be "erased," just as if it had been cast.

### Types of Spells:

Most spells have an effect that lasts for a given time. For example, a Magic Missile spell creates a glowing arrow that follows the magic-user around, either until it is shot or until a turn passes (10 minutes). However, some higher level spells may have "instant" duration. A Fire Ball spell creates an explosion which causes damage. The damage remains until cured, but the spell itself only lasts part of a second, much less than a round.



### Saving throws vs. Spells:

Many spells only have full effect if the victim fails a Saving Throw (vs. spells). If a Saving Throw is allowed, it is mentioned in the spell description.

## DUNGEONS & DRAGONS® characters (character class — human)

### Magic-user Spells:

Each spell has a given Range, Duration, and Effect.

**Range:** The character should be sure, before casting the spell, that the target is within range. If the description says "Range: 0," the spell may only be used by the magic-user, and cannot be cast on others. If "Range: Touch" is given, the spell can be placed on any creature the magic-user touches — including the magic-user himself (or herself, as the case may be).

**Duration** is given either in rounds (of 10 seconds each) or turns (of 10 minutes each). If the description says "Duration: Permanent," then the spell has an instant and permanent effect that does not go away after a given duration.

**Effect** of the spell gives either the number of creatures or objects affected, or an area or volume of space. If an area is given, it is measured in square feet (a flat area). If a 3-dimensional volume is affected, it is either a round "ball" with a given diameter, or a square or rectangular "box" of a given size; both are measured in feet.

### Magical Spell Descriptions

#### FIRST LEVEL MAGIC-USER SPELLS

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

#### Charm Person

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

This spell will only affect humans, demi-humans, and certain other creatures. The victim is allowed a Saving Throw vs.

Spells. If the Saving Throw is successful, the spell has no effect. If it is failed, the victim will believe that the magic-user is its "best friend," and will try to defend the magic-user against any threat, whether real or imagined. The victim is "Charmed."

As a general rule, the "persons" affected by this spell are all creatures which look similar to humans in various ways. It will not affect animals, magical creatures (such as living statues), or human-like creatures larger than ogres. You will learn, through trial and error, which monsters can be charmed.

If the magic-user can speak a language that the Charmed victim understands, the magic-user may give orders to the victim. These orders should sound like suggestions, as if "just between friends." These orders will usually be obeyed, but orders that are contrary to the victim's nature (alignment and habits) may be resisted. A victim will refuse to obey if ordered to kill itself.

**EXAMPLE:** After Bargle **Charmed** you, he ordered you to leave the cleric's body behind. You resisted, because that was against your nature. Bargle had to talk you into doing what he wanted. If he had ordered you to go away, you would have resisted that, too; you considered him a friend!

A Charm may last for months. The victim may make another Saving Throw every day, week, or month, depending on its Intelligence. If you are Charmed, your DM will tell you when to make the new Saving Throw.

The Charm is automatically broken if the magic-user attacks the victim, whether by spell or by weapon. The victim will fight normally if attacked by the magic-user's allies.

#### Detect Magic

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

When this spell is cast, the magic-user will see all magical objects, creatures, and places within range glow. This effect will not last very long, and should be saved until the magic-user wants to see if something found during an adventure is, in fact, magical. Example: Shortly

after casting this spell, a magic-user walks into a room containing a door locked by magic, a magical potion laying nearby, and a treasure chest containing a magic wand. All the magic will glow, but only the door and potion will be seen; the light of the glowing wand is hidden by the treasure chest.

#### Floating Disc

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

This spell creates an invisible magical horizontal platform about the size and shape of a small round shield. It can carry up to 5000 cn (500 pounds). It cannot be created in a place occupied by a creature or object. The floating disc is created at the height of the magic-user's waist, and will always remain at that height. It will automatically follow the magic-user, remaining within 6' 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 will disappear, suddenly dropping anything upon it.

#### Hold Portal

Range: 10'  
Duration: 2-12 (2d6) turns  
Effect: One door, gate, or similar portal

This spell will magically hold shut any "portal" — for example, a door or gate. A **Knock** spell will open the **Hold Portal**. Any creature 3 or more hit dice greater than the caster (including characters) may break open a held portal in one round's time, but the portal will relock if allowed to close within the duration of the spell.

**EXAMPLE:** Any 5th level character may break through a **Hold Portal** spell cast by a 2nd level magic-user.

## DUNGEONS & DRAGONS® characters (character class — human)

### Light

Range: 120'  
Duration: 6 turns + 1 turn per Level of the magic-user  
Effect: Volume of 30' diameter

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 will move with the object. If cast at a creature's eyes, the creature must make a Saving Throw. If the Saving Throw is failed, the victim will be blinded by the light until the duration ends. A blinded creature may not attack. If the Saving Throw is successful, the Light appears in the air behind the intended victim.

### Magic Missile

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

A **Magic Missile** is a glowing arrow, created and shot by magic, which inflicts 2-7 (1d6+1) points of damage to any creature it strikes. After the spell is cast, the arrow appears next to the magic-user and hovers there until the magic-user causes it to shoot. When shot, it will automatically hit any visible target. It will move with the magic-user until shot or until the duration ends. The **Magic Missile** actually has no solid form, and cannot be touched. A **Magic Missile** never misses its target and the target is *not* allowed a Saving Throw.

For every 5 levels of experience of the caster, *two* more missiles are created by the same spell. Thus a 6th Level Magic-user may create three missiles. The missiles may be shot at different targets.

### Protection from Evil

Range: 0  
Duration: 6 turns  
Effect: The magic-user only

This spell creates an invisible magical barrier all around the magic-user's body (less than an inch away). All attacks against the magic-user are penalized by -1 to their Hit rolls, and the magic-user gains a +1 bonus to all Saving Throws, while the spell lasts.

In addition, "enchanted" creatures cannot even touch the magic-user! If a

magic weapon is needed to hit a creature, that creature is called "enchanted." However, a creature that can be hit by a silver weapon — a lycanthrope (were-creature), for example — is not an "enchanted" creature. The barrier thus completely prevents all from attacks from those creatures unless they use missile weapons.

This spell will not affect a Magic Missile spell. If the Magic-user attacks anything during the spell's duration, the effect changes slightly. "Enchanted" creatures are then able to touch the magic-user, but the Hit roll and Saving Throw adjustments still apply until the spell duration ends.

### Read Languages

Range: 0  
Duration: 2 turns  
Effect: The magic-user only

This spell will allow the magic-user to read, *not* speak, any unknown languages or codes, including treasure maps, secret symbols, and so forth, until the duration ends.

### Read Magic

Range: 0  
Duration: 1 turn  
Effect: The magic-user only

This spell will allow the magic-user to read, *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 magic-user 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 may read them without using this spell.

### Shield

Range: 0  
Duration: 2 turns  
Effect: The magic-user only

This spell creates a magical barrier all around the magic-user (less than an inch away). It moves with the magic-user. While the duration lasts, the magic-user becomes Armor Class 2 against missiles, and AC 4 against all other attacks.

If a **Magic Missile** is shot at a magic-user protected by this spell, the magic-user may make a Saving Throw vs. Spells (one Saving Throw per missile). If successful, the **Magic Missile** will have no effect.

### Sleep

Range: 240'  
Duration: 4-16 (4d4) turns  
Effect: 2-16 Hit Dice of living creatures within a 40' square area

This spell will put creatures to sleep for up to 16 turns. It will only affect 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 will 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). A sleeping creature may be killed with a single blow of any edged weapon, regardless of its hit points.

Your Dungeon Master will roll to find the total Hit Dice of monsters affected, using 2d8. The victims get **no** Saving Throw.



### Ventriloquism

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

This spell will allow the magic-user to make the sound of his or her voice to come from somewhere else, such as a statue, animal, dark corner, and so forth.

## DUNGEONS & DRAGONS® characters (character class — human)

### Continual Light

Range: 120'  
Duration: Permanent  
Effect: Volume of 60' diameter

This spell creates a globe of light 60' across. It is much brighter than a torch, but not as bright as full daylight. It will continue to glow forever, or until magically removed. It may be cast on an object, just as the first level **light** spell. If cast at a creature's eyes, the victim must make a Saving Throw vs. Spells. If the Saving Throw is failed, the victim is blinded. If the Saving Throw is successful, the globe will still appear, but will remain in the place it was cast, and the intended victim will suffer no ill effects.

### Detect Evil

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

When this spell is cast, the magic-user will see all evilly enchanted objects within 60' glow. It will also cause creatures that want to harm the magic-user to glow when they are within range. 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.

### Invisibility

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

This spell will make 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 magic-user makes an object invisible that is not being carried or worn, it will become visible again when touched by any living creature. An invisible creature will remain 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 will always remain visible.

### SECOND LEVEL MAGIC-USER SPELLS

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

### ESP

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

This spell will allow the magic-user to "hear" thoughts. The magic-user must concentrate in one direction for six rounds (1 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" with this spell. If more than one creature is within range and in the direction concentrated on, the magic-user will "hear" a confused jumble of thoughts. The magic-user may only sort out the jumble by concentrating for an extra six rounds to find a single creature. The **ESP** will not be hampered by any amount of wood or liquid, and will penetrate as much as 2 feet of rock, but a thin coating of lead will block the spell.

### Detect Invisible

Range: 10' per Level of the Magic-user  
Duration: 6 turns  
Effect: The magic-user only

When this spell is cast, the magic-user can see all invisible creatures and objects within range. The range is 10' for each level of the magic-user. For example, a Conjuror can use this spell to see invisible things within 30'.

### Knock

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

This spell will open 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 **Knocked** open). Any locking magic will remain, however, and will take affect once again when the door is closed. This spell will also cause a gate to open, even if stuck, and will cause any treasure chest to open easily. It will also cause a barred door to open, magically forcing the bar to fall to the floor. If a door is locked *and* barred, *both* will be opened.

### Levitate

Range: 0  
Duration: 6 turns + 1 turn per Level of the magic-user  
Effect: The magic-user only

When this spell is cast, the magic-user may move up or down in the air without any support. This spell does *not*, however, allow the magic-user to move from side to side. For example, a magic-user could levitate to a ceiling, and then could move sideways by pushing and pulling. Motion up or down is at the rate of 20' per round. The spell cannot be cast on another person or object. The magic-user may carry a normal amount of weight while levitating, possibly another man-sized creature if not in metal armor. Any creature smaller than man-size can be carried, unless similarly heavily laden.



## DUNGEONS & DRAGONS® characters (character class — human)

### Locate Object

Range: 60' + 10' per Level of the magic-user  
Duration: 2 turns  
Effect: One object within range

For this spell to be effective in finding an object, the magic-user must know exactly what the object looks like. A common type of object, such as a flight of stairs, can also be detected by this spell. The spell will point to the nearest desired object within range, giving the direction but *not* the distance. The range increases as the magic-user gains Levels of experience. For example, a Seer can locate objects up to 80' away; a Conjurer, up to 90'.

### Mirror Image

Range: 0  
Duration: 6 turns  
Effect: The magic-user only

With this spell, the magic-user creates 1-4 (1d4) additional images which look and act exactly the same as the magic-user. The images appear and remain next to the magic-user, moving if the magic-user moves, talking if the magic-user talks, and so forth. The magic-

user need not concentrate; the images will remain until the duration ends, or until hit. The images are not real, and cannot actually do anything. Any successful attack on the magic-user will strike an image instead, which will merely cause that image to disappear (regardless of the actual damage).

### Phantasmal Force

Range: 240'  
Duration: Concentration (see below)  
Effect: A volume 20'x20'x20'

This spell creates or changes appearances within the area affected. The magic-user should create the illusion of something he or she has seen. If not, the DM will give a bonus to Saving Throws against the spell's effects. If the magic-user does not use this spell to attack, the illusion will disappear when touched. If the spell is used to "create" a monster, it will be AC 9 and will disappear when hit. If the spell is used as an attack (a phantasmal magic missile, collapsing wall, etc.), the victim may make a Saving Throw vs. Spells; if successful, the victim is not affected, and realizes that the attack is an illusion. The phantasmal force will remain as long as the magic-user concentrates. If the magic-user

moves, takes any damage, or fails any Saving Throw, the concentration is broken and the phantasm disappears.

This spell *never* inflicts any real damage! Those "killed" by it will merely fall unconscious, those "turned to stone" will be paralyzed, and so forth. The effects wear off in 1-4 (1d4) turns.

### Web

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

This spell creates a mass of sticky strands which 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 2 rounds. A human of average Strength (a score of 9-12) will take 2-8 (2d4) turns to break through the web. Flames (from a torch, for example) will destroy the web in 2 rounds, but all creatures within the web will be burned for 1-6 (1d6) points of damage. Anyone wearing Gauntlets of Ogre Power (a magical treasure) can break free of a web in 4 rounds.

### Wizard Lock

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

This spell is a more powerful version of a **Hold Portal** spell. It will work on any lock, not merely doors, and will last 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 the magic-user casting the **Wizard Lock**, 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 lock will relock when allowed to close (just as the **Hold Portal** spell).



## DUNGEONS & DRAGONS® characters (character class — human)

### Thief

#### Description

A thief is a human who specializes in stealth, lockpicking, trap removing, and other activities. Thieves are the *only* characters that can open locks and find traps without using magic. As the name indicates, however, thieves do steal, though rarely from members of their own groups. Any thief who steals from friends is usually not permitted to adventure with them ever again!

In the D&D game, all thieves belong to an organization (sometimes called a Guild). Every town has a building, called the Guild Hall, where thieves may live and eat (for a price, of course). Every thief learns "The Arts" (a thief's unique skills; see Special Abilities, below) from teachers at the Guild. Thieves are a normal part of D&D life, because of their unique skills, but they are not usually welcome in the better parts of towns.

While adventuring, your thief should avoid danger whenever possible. The thief's job is to use the Special Abilities where needed. A thief's skills can be very useful, as they can be used over and over. For example, a magic-user may use a spell to open a lock, but the spell only works once; a thief may try to open locks whenever desired.

When an encounter occurs, your thief should stay out of the way. You may try to sneak around a monster, either to steal its treasure or to attack it from behind. You should *not* fight hand-to-hand unless you have to. A thief has few hit points, and although some light armor may be worn, it is not much protection.

#### THIEF SAVING THROW TABLE

Death Ray or Poison	13
Magic Wands	14
Paralysis or Turn to Stone	13
Dragon Breath	16
Rods, Staves, or Spells	15

#### THIEF EXPERIENCE TABLE

XP	Level	Title
0	1	Apprentice
1200	2	Footpad
2400	3	Robber

Most thieves have high Dexterity scores. Since this can affect missile fire (see Advanced Combat, page 58), you should learn the rules for missiles, and carry missile weapons. A sword or dagger will be needed in situations where you can't avoid close combat.

Thieves are found in most groups of adventurers. The task of staying alive by sneaking and using your wits, instead of just fighting, can be an exciting game challenge.

#### Explanation of Thief Experience Table:

**XP:** When this number of Experience Points have been earned, the thief automatically moves up to the next Level of Experience.

**Title:** Your thief should use this title when talking with other characters. Instead of saying "I'm Greegan, a Second Level thief," the character should say "I'm Greegan, the Footpad."

#### Other Details:

**Prime Requisite:** A thief's PR is Dexterity. If a thief has a Dexterity score of 13 or more, the character gains a bonus to Experience Points earned in every adventure.

**Hit Dice:** A four-sided die (1d4) is used to determine a thief's hit points. A thief starts with 1-4 hit points (plus Constitution bonus, if any) and gains 1d4 more hit points (plus bonus) with each Level of Experience.

**Armor:** A thief may only wear Leather armor, and may not use a shield.

**Weapons:** A thief may use any missile weapon, and any other weapon usable with one hand (two-handed weapons are prohibited. For more information, see "Advanced Combat," page 58).



## DUNGEONS & DRAGONS® characters (character class — human)

### Special Abilities:

Thieves know how to Open Locks, Find and Remove Traps, Climb Walls, Move Silently, Hide in Shadows, Pick Pockets, and Hear Noise. They also learn the skill of "Backstabbing."

Except for "Hear Noise," each number is the Percentage chance that the thief is successful in using that Special Ability. Your Dungeon Master will roll d%; if the result is equal to or less than the Percentage given, the thief's attempt is successful. "Hear Noise" is determined in a similar way, using 1d6.

### Explanation of Thief Special Abilities:

**OPEN LOCKS** may only be tried once per lock, and only if "Thieves' Tools" are carried. The thief may not try again with that lock until gaining another Level of Experience.

**FIND TRAPS** may also be tried only once per trap. If a trap is found, the thief may attempt to remove it.

**REMOVE TRAPS** may only be tried if a trap is found. It may be tried only once per trap.

**CLIMB WALLS** applies to any steep surfaces, such as sheer cliffs, walls, and so forth. The chances for success are good, but if failed, the thief slips at the halfway point and falls. The DM will roll for success only once for every 100' climbed. If failed, the thief takes 1-6 (1d6) points of damage per 10' fallen. Failure during a 10' climb will inflict 1 point of damage.

**MOVE SILENTLY** will always *seem* successful to the thief. However, the DM will know (based on the Percentage roll) whether the thief's movement is actually heard by nearby enemies, who may then take appropriate action.

**HIDE IN SHADOWS** means that the thief moves into and remains in shadows, also using neutral concealment. Movement is possible while hiding, but not attacking. The attempt will always *seem* successful to the thief, but only the DM will know for sure.

**PICK POCKETS** may be risky. If the DM rolls a number greater than twice the given chance for success, the thief is not only seen by those nearby, but is caught in the act by the intended victim, who may (and often does) react unfavorably.

**EXAMPLE:** An apprentice tries to pick the pocket of a hired fighter (a non-player character, played by the DM). Rolling 1d10 twice (see "Dice," page 12), the DM rolls 41, so the thief is caught in the act. The DM then rolls to determine the reaction of the fighter, who might attack the thief!

**HEAR NOISE** (checked using 1d6) applies both to listening at doors and hearing the footsteps of approaching monsters. However, there is too much noise during battles to hear anything unusual.

### Using thief special abilities

Watch for opportunities to use Special Abilities, and simply tell your Dungeon Master when you want your thief to use one. Be sure you understand how each

one works. The attempt will automatically fail if improperly used. *For Example:* An ogre is charging at the party, so you say "My thief will Hide in Shadows and get out a dagger." The DM replies, "The ogre sees the movement, and heads straight for your thief!"

**Backstabbing:** If a thief can sneak up on a victim, completely unnoticed, the thief may Backstab. If the intended victim sees, hears, or is otherwise warned of the thief's approach, a Backstab may *not* be taken, but the thief may still attack normally.

When Backstabbing, the thief gains a bonus of +4 on the Hit Roll, and if the target is hit, the damage done is *twice* normal.

**EXAMPLE:** An Apprentice is carrying a sword, and sees an ogre approaching the party. The player says "I'll Hide in Shadows." The DM rolls 19 on d%, so the ogre does not see the thief (but the DM does *not* announce that fact). During the battle, the ogre gets turned around, with its back towards the thief. The player says "I'll try to move in for a Backstab!" The DM decides that the ogre doesn't notice the thief's approach (no roll is made; it depends on the situation, and the DM's judgment) and says "The ogre doesn't notice you; roll for a Backstab." The thief player then makes a Hit Roll, adding 4 to it. If the ogre is hit, the player rolls for damage, doubling the result.

When no battle is in progress, a Backstab attempt may require a "Move Silently" check. Your DM will make all the necessary rolls.

THIEF SPECIAL ABILITY TABLE

Special Ability		Level of Experience		
		1	2	3
Open Locks	(d%)	15	20	25
Find Traps	(d%)	10	15	20
Remove Traps	(d%)	10	15	20
Climb Walls	(d%)	87	88	89
Move Silently	(d%)	20	25	30
Hide in Shadows	(d%)	10	15	20
Pick Pockets	(d%)	20	25	30
Hear Noise	(1d6)	1-2	1-2	1-3



## DUNGEONS & DRAGONS® characters (character class — demi-human)

### Dwarf

#### Description

A dwarf is short and stocky, standing about 4' tall and weighing about 150 pounds. Male dwarves have long beards, and females have short beards. Their skin is earth-colored and their hair is dark brown, gray, or black. Stubborn but practical, dwarves are fond of good food and drink. They value craftsmanship, and love gold. Dwarves are sturdy fighters and are resistant to magic, as shown by their Saving Throws. A dwarf character *must* start with a Constitution score of 9 or more.

Although the dwarf class is different from the fighter class in many ways, their tasks are the same. Both fight, and both should use the same strategy in combat. Read the description of the fighter class (page 28) for some tips on combat.

#### Explanation of Dwarf Experience Table:

**XP:** When this number of Experience Points have been earned, the dwarf automatically moves up to the next Level of Experience.

**Title:** Your dwarf should use this title when talking with other characters. Instead of saying "I'm Rolf, a Second Level dwarven fighter," the character should say "I'm Rolf, the Warrior."

#### Other Details:

**Prime Requisite:** A dwarf's PR is Strength. If a dwarf has a Strength score of 13 or more, the character gains a bonus to Experience Points earned in every adventure.

**Minimum Scores:** A dwarf character must have a Constitution score of 9 or greater when first played.

**Hit Dice:** An eight-sided die (1d8) is used to determine a dwarf's hit points. A dwarf starts with 1-8 hit points (plus Constitution bonus, if any) and gains 1d8 more hit points (plus bonus) with each Level of Experience.

**Armor:** A dwarf may wear any kind of armor, and may use a shield.

**Weapons:** A dwarf may use any weapon of small or normal size. Dwarves may *not* use two-handed swords or longbows (short bows and crossbows are permitted).

#### Special Abilities:

A dwarf has special vision, knows several languages, and can detect certain things better than other characters.

**Vision:** Dwarves have Infravision in addition to normal sight and can see 60' in the dark. Infravision is the ability to see heat (and the lack of heat). Normal and magical light makes infravision useless.

With infravision, warm things seem red, and cold things seem blue. For example, an approaching creature could be seen as a red shape, leaving faint reddish footprints. A cold pool of water would seem a deep blue color. Even items or creatures which are the same temperature as the surrounding air (such as a table or a skeleton) can be dimly seen by infravision.

**Languages:** In addition to the languages of all characters — the Common and Alignment tongues, as explained on page 51 — a dwarf can speak dwarf, gnome, goblin, and kobold. The character may have problems reading and writing these languages, however, as explained on the same page.

**Detection:** All dwarves are experts at mining. They can sometimes detect traps, sliding walls, sloping corridors, and new constructions. If your dwarf character wants to search for such things



in an area, tell your Dungeon Master. You have 1 chance in 2 to find them. Your DM will roll 1d6, and a result of 1 or 2 will indicate success *if* there is anything to find. You may check once for each type. You *must* tell your DM if you want to look for anything; the detection is never automatic.

**EXAMPLES:** You say "I'll check this wall to see if it slides." The DM, knowing that it *will* slide, rolls 1d6, and gets a result of 2. The DM says "Yes, it appears to slide."

#### DWARF SAVING THROW TABLE

Death Ray or Poison	8
Magic Wands	9
Paralysis or Turn to Stone	10
Dragon Breath	13
Rods, Staves, or Spells	12

#### DWARF EXPERIENCE TABLE

XP	Level	Title
0	1	Dwarven Veteran
2200	2	Dwarven Warrior
4400	3	Dwarven Swordmaster



## DUNGEONS & DRAGONS® characters (character class — demi-human)

### Elf

#### Description

An elf is slender and graceful, with delicate features and pointed ears. An elf is 5 to 5½ feet tall, and weighs about 120 pounds. Elves are able to use all armor and weapons, and can cast magic-user spells. They can thus be valuable friends (or dangerous opponents), but usually prefer to spend their time feasting and frolicking in woodland glades. They rarely visit the cities of Man. Elves are fascinated by magic and never grow tired of collecting spells and magic items, especially if the items are beautifully crafted. An elf character *must* start with an Intelligence score of 9 or greater.

Elves are similar to both fighters and magic-users. Read the description of the fighter class for some tips on playing a fighter-type character, but remember that your elf does not have as many hit points as a fighter. Be sure your character is either undamaged or only slightly hurt before you enter a battle; otherwise, stay back and help with magic spells, as a magic-user does.

#### Explanation of Elf Experience Table:

**XP:** When this number of Experience Points have been earned, the elf automatically moves up to the next Level of Experience.

**Title:** Your elf should use this title when talking with other characters. Instead of saying "I'm Belrain, a Second Level elf," the character should say "I'm Belrain, the Warrior Seer."

**Spells:** The number of magic-user spells an elf can cast, and their level of power, are given here. Spells are explained below, under "Special Abilities."

**ELF EXPERIENCE TABLE**

XP	Level	Title	No. of Spells/ Spell Level
0	1	Veteran-Medium	1 First
4000	2	Warrior-Seer	2 First
8000	3	Swordmaster-Conjurer	2 First plus 1 Second

#### Other Details:

**Prime Requisite:** Elves have *two* Prime Requisites: Strength and Intelligence. If an elf has a score of 13 or more in *both* Ability Scores, the character gains a 5% bonus to Experience Points earned in every adventure. If the Intelligence score is 16 or greater (along with Strength of 13 or more), the XP bonus is 10%.

**Minimum Scores:** An elf character must have an Intelligence score of 9 or greater when first played.

**Hit Dice:** A six-sided die (1d6) is used to determine an elf's hit points. An elf starts with 1-6 hit points (plus Constitution bonus, if any) and gains 1d6 more hit points (plus bonus) with each Level of Experience.

**Armor:** An elf may wear any kind of armor, and may use a shield.

**Weapons:** An elf may use any weapon.

#### Special Abilities:

An elf has special vision, knows several languages, and can detect certain things better than other characters. Elves can cast magic-user spells, and cannot be paralyzed by ghouls.

**Vision:** Elves have Infravision in addition to normal sight and can see 60' in the dark. Infravision is the ability to see heat (and the lack of heat). Normal and magical light makes infravision useless.

With infravision, warm things seem red, and cold things seem blue. For example, an approaching creature could be seen as a red shape, leaving faint reddish footprints. A cold pool of water would seem a deep blue color. Even

items or creatures which are the same temperature as the surrounding air (such as a table or a skeleton) can be dimly seen by infravision.

**Languages:** In addition to the languages of all characters — the Common and Alignment tongues, as explained on page 51 — an elf can speak elf, gnoll, hobgoblin, and orc.

**Detection:** All elves can find secret and hidden doors better than other characters. If your elf character wants to search for hidden doors in an area, tell your Dungeon Master. The DM will roll 1d6, and a result of 1 or 2 will indicate success if there is a door to be found. You may check once for each door. You *must* tell your DM if you want to look for anything; the detection is never automatic.

**EXAMPLES:** You say "I'll check this wall to see if there are any secret doors here." The DM, knowing that one is there, rolls 1d6, and gets a result of 2. The DM says "Yes, you find a secret door."

**Immunity to Ghoul Paralysis:** All elves are naturally immune to the paralyzing attacks of ghouls. Other types of paralysis, such as from a carrion crawler or gelatinous cube, may affect them.

**Spells:** Elves can use magic-user spells just as magic-users can. Read the descriptions of spell casting, spell books, etc. on pages 39 - 42. Elves must obey all the rules for using magic-user spells (but not the other rules for the magic-user class).

**ELF SAVING THROW TABLE**

Death Ray or Poison	12
Magic Wands	13
Paralysis or Turn to Stone	13
Dragon Breath	15
Rods, Staves, or Spells	15

## DUNGEONS & DRAGONS® characters (character class — demi-human)

### Halfling

#### Description

A halfling is a short demi-human, and looks much like a human child with slightly pointed ears. A halfling stands about 3' tall and weighs about 60 pounds. Halflings rarely have beards. They are outgoing but not unusually brave, seeking treasure as a way to gain the comforts of home, which they so dearly love. Halflings are woodland folk, and usually get along well with elves. They have special abilities in the outdoors. A halfling character *must* start with a score of 9 or greater in *both* Dexterity and Constitution.

Halflings behave similarly to fighters and dwarves. Read the description of the fighter class for some tips on playing your halfling. Remember your special abilities (see below), and use them whenever possible. A halfling's Saving Throws are as good as those of dwarves, and you may survive where others fall to magic or poison attacks.

#### Explanation of Halfling Experience Table:

**XP:** When this number of Experience Points have been earned, the halfling automatically moves up to the next Level of Experience.

**Title:** Your halfling should use this title when talking with other characters. Instead of saying "I'm Touchberry, a Second Level halfling," the character should say "I'm Touchberry, the Warrior."

#### HALFLING SAVING THROW TABLE

Death Ray or Poison	8
Magic Wands	9
Paralysis or Turn to Stone	10
Dragon Breath	13
Rods, Staves, or Spells	12

#### HALFLING EXPERIENCE TABLE

XP	Level	Title
0	1	Halfling Veteran
2000	2	Halfling Warrior
4000	3	Halfling Swordmaster



#### Other Details:

**Prime Requisite:** A halfling has *two* Prime Requisites: Strength and Dexterity. If *either* of these Ability scores is 13 or greater, the character gains a 5% bonus to Experience Points earned in every adventure. If *both* of these scores are 13 or greater, the XP bonus is 10%.

**Minimum Scores:** A halfling character must have a score of 9 or greater in *both* Dexterity and Constitution.

**Hit Dice:** A six-sided die (1d6) is used to determine a halfling's hit points. A halfling starts with 1-6 hit points (plus Constitution bonus, if any) and gains 1d6 more hit points (plus bonus) with each Level of Experience.

**Armor:** A halfling may wear any kind of armor, and may use a shield. However, their armor and shields must be specially made for their small size. Even dwarf-sized armor is too large for them.

**Weapons:** A halfling may use any small sized weapon (such as a dagger, short sword, or short bow). Halflings may *not* use two-handed swords, longbows, battle axes, pole arms, or other large weapons.

#### Special Abilities:

A halfling gains several combat bonuses (some due to their small size) and can hide easily in woodlands.

**Combat:** Halflings often use missile weapons, and are better at dodging the attacks of large creatures than are other characters. All halflings gain the following bonuses when in combat.

- 2 bonus to Armor Class when attacked by creatures larger than man-size;
- + 1 bonus to the Hit Roll when using any missile (see Additional Rules, page 59)
- + 1 bonus to Individual Initiative (optional combat rule, page 59)

**Hiding:** Outdoors, halflings are difficult to spot, having the ability to seemingly vanish into woods or underbrush. In such cover, they can only be detected 10% of the time (the DM will roll). Halflings can even hide in dungeons, though not with as much success. In normal light, if a halfling finds some shadows or cover to hide in (remaining absolutely quiet and not moving), the attempt at hiding will succeed 1/3 of the time. To use this ability, tell your DM. The DM will roll 1d6; a result of 1 or 2 indicates success at hiding, as long as the character does not move or make any noise.

Magical light, such as a cleric's **Light** spell, will ruin the attempt. If the character is carrying any light, it will be impossible to hide.

# DUNGEONS & DRAGONS® characters

## Making up a new character

After you are used to the rules of the game by playing your Fighter, you can try other characters by using the Character Sheets included in this booklet. But remember that they are not usable in the Solo Adventure! That adventure was designed only for your first fighter.

Sooner or later you will want to make up your own new character. Before you start, get a pencil and all the dice. You will also need a blank Character Sheet (or a normal-size piece of paper) to keep track of the details.

If you are using a blank piece of paper, copy the form of the Character Sheet onto it — in other words, allow a space for your name and the character's name at the top left, a place for Class, Level, Armor Class, and Hit Points below that, and so forth.

Your first try at creating a new character will probably take an hour or so. Even when you are used to the procedure, it will still take 10-30 minutes. You should not try to create a character after everyone gets together for a game. All the rolling, adjusting, buying, and so forth should be done beforehand.

Your Dungeon Master will be needed for part of the process, and should watch the creation of the character, including all dice rolls. You should get together with the DM before the game to work out the details. One good method is to have all the players make new characters together, with the Dungeon Master helping.

At the bottom of this page is a list of the steps to take when making a new character; each step is then explained in detail.

### 1. Roll for Ability Scores

Instead of just making up numbers for your Ability Scores, you will roll dice to find each Score. This is done by rolling the six-sided die three times, and adding the results. Or, if you have other six-sided dice, roll 3 dice together.

For example, if you roll 1 each time, then the total score is 3, the least possible. If you roll all sixes, then the total is 18, the highest you can have. You should finish with six numbers, each between 3 and 18, which are your character's Ability Scores. Write the Scores down as you roll them, next to the names of the Abilities.

Now find your highest Ability Score. If it is less than 9, you should roll all the Scores again. You may keep the character if you wish, but he or she probably won't be suitable for dangerous adventuring! However, before you discard the character, ask your Dungeon Master what to do. Your DM might prefer that you play the character you rolled, especially if you are an experienced player.

If two or more Ability Scores are less than 6, the character may have problems later on. This type of character should also be discarded, unless the DM says otherwise.

You can adjust the Ability Scores in step 3 (Exchange Ability Points), but first you must decide what Class your character will be.

### 2. Choose a Class

Each type of character is called a Class. Your first character's Class was Fighter. You know now that there are other kinds of adventurers: clerics, magic-users, and thieves. You could play one of those, or even a character that's not human: you can be a dwarf, an elf, or a short child-sized person called a halfling. Each of these seven adventurer types is a Character Class.



## CREATING A CHARACTER

1. Roll for Ability Scores
2. Choose a Class
3. Exchange Ability Score points (if desired)
4. Roll for Hit Points
5. Roll for Money
6. Buy equipment
7. Figure out your:
  - a. Armor Class
  - b. Hit Roll Chart
  - c. Saving Throws
8. Note adjustments for Ability Scores
9. Give your Character a Name and Alignment
10. Get ready to play

Each Class has a specialty. Fighters are strong, Magic-Users are intelligent, Clerics are wise, and so forth. This specialty is called the Prime Requisite for the Class. For example, Strength is the Prime Requisite for Fighters.

If your character's Prime Requisite is high enough, you will get a bonus on Experience Points. That is why your first Fighter got a bonus: your Strength, the Prime Requisite, was 17. You are allowed to play a Fighter with *any* Strength score, but strong fighters are better at what they do (and get more XP) than weaker ones.

You are not forced to pick a Class on your highest Ability Score — but it helps. If you have two or more high scores, you may wish to consider a non-human character.

Look at the following chart, and compare your highest Ability Scores with the Prime Requisites for the Character Classes. Then, if you are playing a Human character, pick one Class that fits the Ability Scores you rolled.

(Constitution and Charisma affect all the Classes, and are never Prime Requisites.)

Prime Requisite	Class
Strength	Fighter
Intelligence	Magic-User
Wisdom	Cleric
Dexterity	Thief



## Dwarves, Elves, and Halflings

Any human character can be any of the four Human classes, but non-human characters are handled differently. If you wish to play a non-human character, you must have high Ability Scores in certain areas.

Elves have abilities similar to both fighters and magic-users, so they must have good Scores in both Strength and Intelligence. Both of these Ability Scores are Prime Requisites for Elves. Also, if your character has an 8 or less for Intelligence, the character *cannot* be an Elf.

Halflings have some fighting abilities, and must have good Strength and Dexterity. Both of these are Prime Requisites for Halflings. In addition, Halflings are also very healthy. If your character has an 8 or less in Dexterity *or* Constitution, the character *cannot* be a Halfling.

Dwarves are always healthy, too. If your character has an 8 or less in Constitution, the character *cannot* be a dwarf. Dwarves specialize in combat, similar to fighters, so their Prime Requisite is Strength.

If you wish to play a non-human character, you may pick one of these *if* you have rolled the minimum Scores given, *or* if you can exchange ability points (see step 3) to meet the minimum Score(s) for the Class.

Whichever Class you pick, you should read the full description of the Class on pages 23 – 47 before you get to step 6.

### Prime Requisites

If you rolled well and chose well, the Ability Score of your Prime Requisite should be 9 or greater. But it can be fun to play characters with lower scores, too. Imagine a poor dwarf who is perfectly healthy (Constitution 16) but very weak (Strength 5); he does the best he can in combat, but doesn't do much damage. The fun in the game comes from role playing, and this could be a very interesting character to play. Remember that you can always start another character later.

For a very high Prime Requisite Score, your character gets a bonus to XP (Experience Points). At the end of each adventure, when the Dungeon Master gives

out XP, you will add extra points. But if your Prime Requisite is low, you will be penalized, and must subtract XP from the number awarded by the DM.

The amount of XP added or subtracted is given in the following chart:

**EXAMPLES:** If your magic-user has an Intelligence of 14, you get an extra 5 XP for every 100 XP awarded by the DM. If your Fighter has a Strength of 5, you only get 80 XP for every 100 XP awarded.

## 3. Exchange Ability Score Points

At this point, it is possible to raise a Prime Requisite by lowering other Ability Scores. This is like practicing hard to learn your Class, but at the cost of not developing another Ability at the same time. (For example, a Magic-User might study hard and neglect his exercise for a higher Intelligence, and end up with a lower Strength.)

The rules for exchanging Ability Points are:

1. Your Prime Requisite (and *only* that score) goes up 1 point for each 2 points that another Ability Score goes down.
2. Constitution and Charisma points can never be exchanged with others.
3. Dexterity cannot be lowered (but it may be raised if you have a Thief or Halfling character).
4. No score can be lowered below 9. If it is already 10 or less, it cannot be lowered.

**EXAMPLES:** An elf has Intelligence and Strength Scores of 12, and a Wisdom of 13. The player drops the Wisdom score to 11 so 1 can be added to Strength, and then drops the Wisdom again, to 9, and adds 1 to Intelligence. This results in Intelligence and Strength Scores of 13 (good enough for +5% to XP), and an adjusted Wisdom of 9.

A Cleric with Strength and Wisdom of 15 drops the Strength by 6 (to 9) and raises the Wisdom by 3 (to 18).

If you want to exchange any Ability Score points, you must do that *now* — before you go any further in making the character. No exchanges can be made later.

Class	Minimum Scores	Prime Requisites
Dwarf	Constitution	9 Strength only
Elf	Intelligence	9 Strength + Int.
Halfling	Constitution	9 Strength + Dext.
	Dexterity	9

## DUNGEONS & DRAGONS® characters

### 4. Roll for Hit Points

Different Classes have different numbers of hit points. Fighters and Dwarves need many because they take damage in battle. Magic-Users and Thieves have less hit points, and should try to stay out of fights. Other Classes are in between, and can fight if they must, but often avoid it if possible.

Find your character's Class on the chart below, and roll one die to find your starting Hit Points.

Class	Hit Point Dice
Fighter	1d8
Dwarf	1d8
Cleric	1d6
Elf	1d6
Halfling	1d6
Magic-User	1d4
Thief	1d4

Now find your Constitution Score on the Bonuses and Penalties for Ability Scores Table below, and apply the bonus or penalty to the number of hit points you rolled. But whatever the adjustments, your hit points cannot be lowered to zero; you will have at least 1 hit point for each roll.

### 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

(This chart is used for adjustments for most of the Ability Scores, and you will refer to it later.)

You can immediately see the benefit of having a good Constitution score. Your first character, the Fighter with a Constitution of 16, had a +2 bonus to hit points. Therefore, your starting roll for that character would have been a 6 (out of 8 possible), plus a bonus of 2, for a total of 8 hit points. Did you ever get

badly hurt, down to 2 hit points in your adventures? If so, you could have been *dead* — but you were saved by the bonus for your high Constitution!

Each time you gain a Level of experience, you will roll for more Hit Points. And each time you roll, you adjust the roll according to your Constitution score.

### 5. Roll for Money

Your character starts out with no possessions except for normal clothes and a little money, saved up over many years. You will need to go shopping for equipment, but first you must find out how much money you have.

Roll 3d6 (the total of 3 rolls of a six-sided die), and multiply the total by 10. (For example, if you roll 12, the total is 120.) This is the amount of gold pieces that you start with. Write that on the back of your character sheet in the "Money" box.

### 6. Buy equipment

Now you can spend your money on the equipment you need to go adventuring. There is a complete list of equipment in the center of this book.

There are restrictions on what items you are allowed to have, especially on armor and weapons. Before you go shopping, be sure you have read the full description of your Character Class (pages 39 - 47). *For Example*, a Magic-User cannot wear any armor at all, and can only use a dagger for a weapon! It would be a waste of money for this Class to buy a sword or shield; instead, money can be saved or spent on oil, torches, and other items. Thieves, on the other hand, *must* buy Thieves' Tools to be able to Open Locks.

On a piece of scrap paper, write down all the equipment you want to buy and add up the cost. If it's more than you have, you must put something back. When you can pay for your list of equipment, subtract the cost from your money, and write the equipment down on the back of the Character Sheet.

Be careful shopping! You may forget to buy rope, for example, and suddenly find a need for it during an adventure — and if you didn't buy it, you don't have it. But remember also that money can be saved for buying expensive equipment later. Only buy what you need.

### 7. Figure out your Armor Class, Hit Roll chart, and Saving Throws

#### a. Armor Class

#### Armor Type

Your Armor Class is a combination of the type of armor you are wearing, plus any adjustments due to Dexterity. First, find your armor type on the chart below:

ARMOR CLASS	
Armor Type	Armor Class
No armor	9
Leather	7
Chain Mail	5
Plate Mail	3
Shield	Bonus of 1*

\*If you bought a shield, subtract 1 from your Armor Class number. For example, Chain Mail alone is AC 5, but with a shield it drops to AC 4.

#### Dexterity Adjustments to Armor Class

Find your Dexterity Score on the Bonuses and Penalties Table and for every +1 bonus, *subtract* 1 from your Armor Class and for every -1 penalty, *add* 1 to your Armor Class.

**EXAMPLES:** If you are wearing Chain Mail and a shield (AC 4), but have a Dexterity Score of 15 (+1 bonus), your Armor Class number goes *down*, to 3. If you are wearing Plate Mail and shield (AC 2) but have a Dexterity Score of 5 (-2 penalty), your Armor Class goes *up* to 4.

*Remember:* the lower the AC number, the harder you are to hit. A minus (Penalty) to Armor Class actually raises the number, making you easier to hit.

If your AC is even better than zero — for example, with a Dexterity Score of 18 and wearing Plate Mail and Shield — then "minus" numbers are used. In this case, the AC would be "minus one" (-1).

CHARACTER HIT ROLL TABLE

Target's AC	9	8	7	6	5	4	3	2	1	0	-1
Roll	10	11	12	13	14	15	16	17	18	19	20

CHARISMA ADJUSTMENT TABLE

Charisma Score	Reaction adjustment	Retainers	
		Maximum number	Morale
3	-2	1	4
4-5	-1	2	5
6-8	-1	3	6
9-12	No adjustment	4	7
13-15	+1	5	8
16-17	+1	6	9
18	+2	7	10

**b. Hit Roll Chart**

Every starting character has the same chances to hit. You will not change the chart until your character gets at least to 4th level. You may find magic weapons as treasures, which help your chances to hit as well as the damage done.

Copy the numbers below into the boxes at the bottom of the Character Sheet (Hit Roll Needed):

When you try to hit a monster, roll 1d20. Adjust the roll for your Strength, and find the total on the bottom line of the chart. You hit the Armor Class on the chart just above the roll. Announce what Armor Class you hit, and the DM will tell you whether you hit or missed your target. For example, if your total is 15, you say "I hit AC 4." If the target was AC 4 or higher (AC 5, AC 6, etc.), then you have successfully hit.

If your adjusted total is 9 or less, then you miss, whatever the target is. If your adjusted total is 20 or more, then you hit, whatever the target is — as long as it's possible to hit it. (There may indeed be things you can't hit; you will know this is the case if your Dungeon Master says you missed, even with a total of 20 or more.)

The adjustments to the roll are based on your Strength score, according to the "Bonuses and Penalties" chart above. If you have an adjustment, write it down *now*, next to "Strength," and remember to use it each time you make a Hit Roll.

**c. Saving Throws**

Your Saving Throws are based on your Character Class and Level of Experience. However, your Saving Throws will not change until you reach 4th level (or higher, for some Classes). All of your beginning Saving Throws are given in the description of your character's Class.

When making a Saving Throw against

a magic spell, your Wisdom score may cause an adjustment. Find your Wisdom score on the "Bonuses and Penalties" chart, and write the adjustment down on the Character Sheet.

EXAMPLES: A Thief with a Wisdom of 5 needs to roll a 17 or higher to make a Saving Throw against a spell. A Cleric with a Wisdom of 18 only needs a roll of 12 or better.

**8. Note adjustments for Ability Scores**

You should now have most of the adjustments for Ability Scores noted on your Character Sheet. Your Strength, Wisdom, Dexterity, and Constitution bonuses or penalties have been explained in the steps taken so far. You should double-check to be sure they are correct, using the Bonuses and Penalties Table. All of these adjustments (if any) should be written on your Character Sheet in the spaces provided for them, next to the Ability Scores.

Using the chart, fill in the bonus or penalty for your Intelligence Score. The Charisma Score uses a different chart.

**Intelligence**

A character of "average" Intelligence (a score of 9-12) knows 2 languages: the Common tongue and an Alignment tongue. The character can read and write those languages.

If the adjustment is a bonus, this is the number of additional languages the character can read and write. Your Dungeon Master will tell you what languages are available. You must choose your added languages before you play the character in a game.

If the adjustment is a penalty, then the character has trouble either writing or speaking, as given on the Languages Table:

Languages can be important when you are trying to talk to a monster, or talk in private with another character.

**Charisma**

Your Charisma will affect the reactions of others, whether monsters or characters, when you are talking to them (but *not* unless you are talking). If you try to hire retainers (bodyguards, assistants, and so forth), your Charisma will determine the number of them that you can hire, and how loyal they will be. Your Dungeon Master will tell you if any retainers are available, and will play the roles of the retainers you find and (possibly) hire.

Find your Charisma Score on the Charisma Adjustment Table, and note the details on your Character Sheet.

Whenever you are talking to another creature in the game (whether monster or character), tell the Dungeon Master what your Reaction adjustment is. If your Dungeon Master allows the use of Retainers, you will need to give your Maximum number, as well as the Morale score (which is a measure of loyalty and courage). You will *not* need to adjust any of *your* rolls due to Charisma; only the Dungeon Master will need the information.

LANGUAGES TABLE

Intelligence Score	Use of Languages
3	Has trouble with speaking, cannot read or write
4-5	Cannot read or write Common
6-8	Can write simple Common words

## DUNGEONS & DRAGONS® characters

### 9. Give your Character a Name and Alignment

#### Names

Your character may have a normal name, like "Gary" or "Candace," or may have a fantasy name like "Felonius," or just a nickname, like "Eagle-Eyes." Your Dungeon Master might have some hints. For example, if your home town is in a forest, the DM may encourage fantasy names like "Silverglade" or "Whisper-rain."

Choose a name carefully. It should represent the character in some way, or at least be a name you like. If you give a character a silly name, you might regret it later.

#### Alignment

Be sure you understand what Alignment is; it was explained briefly during

your first adventure, and is covered in detail on page 59. Select an Alignment, and write it on your character sheet. Remember that Alignment is the way you actually *want* to play the character,



not just the way the character *should* behave.

The other characters don't need to know what your Alignment is, but they should be able to figure it out by the way you play the character.

### 10. Get ready to play

If your character can cast magic spells you will need to select spells before starting your adventure. Magic-Users get 1 spell to start. Clerics do not get spells until they reach 2nd Level. Magic-User spells are explained on pages 39 – 42, and cleric spells are explained on pages 26 – 27.

Your character will be adventuring with others, so you should talk with the other players to find out something about their characters. Before starting, you should understand how to play in a group. This is explained on the following pages.

### Players are not characters!

It is important to remember that the player and the character are two different persons. The more the two are kept apart, the better your games can be.

The most obvious example of this is the dice rolls you make. All dice rolls are called "game mechanics," as are other details such as Armor Class, Hit Points, and so forth. These things would not be part of a character's knowledge. The characters would talk about armor, health, and attacks, but never about Ability Scores, Hit Rolls, or other parts of the game. Everyone can usually tell whether the players are in the role of the characters or being themselves, handling game mechanics.

If there is any doubt, the player should clarify.

Suppose that a player has a Chaotic character (unusual, but not impossible). The character will act wildly at times, but the player should remain calm while dealing with the others. If the *player* acts Chaotic, the game will become very confusing and less fun.

There are many ways that this can affect the game, especially when a player knows something that the character doesn't. For instance, if a character starts to fight a new, unknown monster,

and the DM says "It hit you; save vs. Poison, please!" then all the players know that the monster is poisonous. But the better players will ignore that information. Their characters don't know about the poison, and shouldn't use that "player information." The characters will probably find out after the battle, when they talk to their wounded friend and discover that the wound "stung, like poison," or is discolored. (All of such descriptions are left to the DM's imagination.)

A question like "What time is it?" could be answered two different ways: in "real time," which any player can find by looking at a clock, and "game time," of which the DM should be aware, but of which the characters might only have a general idea. The DM could reply, "Real time, it's 7:30. Game time, it's past noon, but you are not sure exactly."

When the players remember the difference between themselves and their characters, everyone can have more fun in Role Playing. If a character has low Intelligence and Wisdom scores, for example, and then does something stupid, the player can honestly say "I was playing my character," and others should remember not to get mad at the player. Their characters may indeed get mad at the stupid

character, but it is very important to remember that the player is a different person.

This should not be used as an excuse for bad or selfish play. The DM should watch all the role playing closely to help everyone have the most fun. Since the object of the game is to have fun by playing roles, stupid or weak characters can be as much fun as smart, powerful ones — if the roles are played well.

The Dungeon Master may say, at any time in the game, "You don't know that!" or "You wouldn't think of that." Good players will learn to avoid this type of problem by keeping the character knowledge and player knowledge separate.

# Playing in a group

## How to Prepare

D&D games are the most fun with 2-6 players plus one Dungeon Master. When you get a group together, each of you can pick one of the characters included in this booklet. All the different types are there, and each character is all ready to go, with Ability Scores, hit points, and Alignment. All you have to do is pick the one you want, think of a name, and select some equipment.

**ONE PERSON MUST BE THE DUNGEON MASTER.**

Whoever that is, the person should read the DUNGEON MASTER'S RULEBOOK to see what is involved. This must be done before a group gets together to play.

Remember that everyone will be learning together during your first group games. The DUNGEON MASTER'S RULEBOOK contains step-by-step instructions to help everyone learn, but have patience. A module (separately published adventure) should *not* be used in your first games. The DM should use the dungeon in this set, which contains many hours of entertainment and can be used for two or three games. The "B" series of modules may be used after that.

While you are using that adventure, the Dungeon Master should review the rules. The Additional rules may be added at some point, if desired. More adventures and dungeons may either be created by the DM or purchased from stores. Eventually, your characters will reach 4th Level, and you will want to move on to the D&D EXPERT Set rules.

## Setting Up

When your group gets together to play, everyone should bring what they need, including dice, pencils and paper, and characters (preferably on Character Sheets). Refreshments, if desired, are often brought by everyone, as a game may go on for hours.

A table is normally used. The Dungeon Master sits at one end, with the secret information about the dungeon to be explored. The DM often uses an upright piece of stiff cardboard (called a "shield" or "screen"), to hide the description and maps of the dungeon so they are not accidentally seen by any of the players.

The players sit around the table, away from the DM, where they can all easily

see any maps made during the adventure, the order of the figures (if used), and so forth. To avoid confusion, the table should be kept clear of other items.

During the game, players should be allowed to refer to the PLAYERS MANUAL whenever they wish. They should *not* be allowed to see the DUNGEON MASTER'S RULEBOOK during the game! The mystery and excitement of unknown monsters and magic can be spoiled if someone looks up the details during the game.

If you only have two or three players, the DM may allow the use of a few hired non-player characters, *retainers*. The rules for retainers are given in the DUNGEON MASTER'S RULEBOOK.

## Mapper and Caller

Although each person will be playing the role of a character, the players should also handle the jobs of "Mapping" and "Calling." Any of the players can be the "Mapper" or "Caller," whatever their characters may be.

The **mapper** is the player who draws a map of the dungeon as it's explored. One or more of the characters should be making maps, but one of the players must make the actual game map. The map should be kept out on the table for all to see and refer to. Pencil should always be used in making the map, in case of errors and tricky passages.

Mapping is an important part of imagining where your characters are. Sooner or later, all players should learn to make maps. If you play often, take turns at mapping; it is an important and useful skill to learn.

The **caller** is a player who announces to the Dungeon Master what the group of characters (the Party) is doing. The Caller must check with every player to find out what all the characters are doing, and then tell the DM (quickly and accurately) what they plan to do. The Caller does *not* tell the others what to do; the Caller merely reports what is going on.

The Caller's first job is to find out the "party order" — the way the characters are lined up or grouped during normal travel. The Caller should also report the movements of the group, such as "We'll go northeast through the woods," or "We'll turn right at the next corridor."

Battles are always more complicated, and the DM should then take the time to check with each player, instead of handling it all through the Caller.

You may have games without Callers, if the Dungeon Master is willing to ask each player what each character is doing, and make notes to remember the actions. But it's usually easier and more organized if one player acts as Caller.

## First steps to take

When all the players are together, with characters ready, each player should take a moment to think about the adventure to come. Some of these things apply to players, and some apply to the characters.

**Who** is your character, and who are the other characters? Have you adventured with them before, or not? Are any of them friends — or enemies? Should you keep an eye on any one character? Who can you trust completely?

**Why** are you going? Are the characters just out to explore, or is someone looking for a specific item? Are you out to rescue a prisoner, destroy a famous monster, or some other goal? Games are usually more fun if a specific goal is kept in mind; if nobody is sure just what they want to do, you can waste a lot of time doing nothing.

**Where** are you going? Nearby caves, or a castle, or some other dungeon? Have you bought the equipment you need to explore?

**When** are you going? Do you plan to explore a dungeon at night, when more dangerous creatures could be around? Players: decide when the game will end; it's very easy to play longer than you intended. Set a time for quitting, and stick to it! Remember to leave some time for dividing the treasure found.

**What** are you going to do? Look for big monsters or small ones? Will you run from danger, or face it? What *can* your party do, considering the abilities and special items available amongst the characters?



## Playing in a group

### Treasure

Before the adventure begins, all the players should decide how the treasure will be divided after it is found. This is a very important decision, as characters earn more XP from treasure than from anything else. The method of division is left entirely to the players!

The most common method is described on page 55. You may use it if you wish, or you may make up your own. The method should be chosen before starting, to avoid arguments later.

### Marching Order

You should arrange your characters in a line, either singly or two-by-two, for a "Standard Marching Order." If figures are used, the DM can easily see everyone's position; otherwise, write the Marching Order on a piece of paper for the DM's reference.

You should have at least one Fighter in front, as this is where most of the action takes place. A short person (halfling or dwarf) should also be in front of taller folk. Those behind may still see clearly, and are able to cast spells or shoot arrows over the shorter characters' heads.

Weaker characters (Magic-Users and Thieves, especially) should be in the center of the Marching Order, protected front and rear by Fighters or Clerics. If this is not possible, the characters with the best Armor Class and/or Hit Points should occupy the outer positions.

If you change the Marching Order during the game (if a front Fighter is badly wounded, for example), be sure to correct the figure setup (or the DM's diagram) accordingly.

### Tactics of Play

When you are ready to go, your Dungeon Master will start telling you what the characters see. In beginning games, the characters often start at the dungeon entrance; the DM then describes the entryway, asking questions of the Caller when choices can be made ("Turn right or left?"). All the players should listen carefully to the descriptions, and play the roles of their characters as they react to the situations that develop.

The Marching Order will be used as



the normal positioning of the characters as they proceed down corridors. In empty rooms and after battles, party members usually spread out to search for hidden treasure, but someone should be left to watch for approaching monsters. The DM will keep track of who is doing what, in case a monster appears.

When creatures are encountered, Fighters, Dwarves and Halflings usually move toward the encounter, while Magic-Users move back to avoid attacks, adding their magical powers to the battles where needed. Thieves may also move back, or may try to slip by the encountered creatures if possible. A Thief can help turn the tide of battle by attacking a monster from behind (if the creature doesn't notice the Thief first).

Remember, however, that a clever DM may have monsters arrive at the rear of the party, occasionally when other monsters are at the front. The rear of the party should never be left defenseless. Clerics can often fill the need for a strong guard, as they can wear armor and fight well.

If an encounter is peaceful, those characters with high Charisma Scores should do most of the talking. If they are weak, negotiations should be made from a distance (ten to twenty feet is fine).

When special needs arise, those best equipped to handle them should move to the scene, while the rest of the characters stay in the Marching Order. For example, a Thief should move forward each time a door is found, to search for traps and pick locks. After doing the job, the Thief should move back into position. Thieves normally do not *open* doors, preferring to leave that task to the stronger Fighters in case there is a monster waiting on the other side!

### Ending the Adventure

The end of a D&D game often comes when the party's resources have been used up — for example, when spell casters have used most of their spells, or when several characters are wounded (having lost half of their Hit Points, or more) and have no available magical cures.

Even if all goes well, the game should end 15-30 minutes before the planned stopping time. The remaining time is used by the DM to calculate and award Experience Points, and by the players to divide the treasure.

If characters are still in the dungeon when they decide to end the adventure, they must still find their way out and back home. When they have arrived at a safe location, the adventure ends.

Most Dungeon Masters allow shopping after the adventures, so characters may restock items used (such as oil, torches, and so forth). If this is left for the next game, players might forget to restock, and can find themselves short of supplies while deep in a dungeon.

Players must keep track of items used, and the DM should be strict about supplies. However, everyone should remember that the purpose of the game is to have fun, not bookkeeping. The DM should make allowances for beginners.

Characters who return to a safe place resume their normal day-to-day lives. Beginning players and DMs do not normally deal with this during games. The "town business" that would naturally occur can become an adventure in itself. If the DM has all the details of the Home Town available (either those given in the D&D EXPERT Set or details made up by the DM), town adventures can be very entertaining. They do not normally involve much fighting.

### Dividing the Treasure

The amount of treasure your characters find is decided by the Dungeon Master, who places the treasures and monsters in the dungeons. The DM is also responsible for giving Experience Points to the characters at the end of the adventure.

The division of treasure is usually left to the players, though some DMs have their own rules for it, especially with well-developed fantasy worlds. There are several methods for dividing treasure, as both normal (coins, gems, and jewelry) and magical (potions, wands, etc.) treasures can be found.

As a rule, the division of treasure should *not* be based on the amount of work done by the different characters. Fighters will usually be more active than others, and thieves may have little to do; though the role may be played well, there may be few traps and locks to deal with. But each character risked danger in search of treasure, and each should have done special work as needed; it is not the character's fault if few needs arose.

Beginning players should use the following method for dividing treasure. Other methods are discussed at the end of this booklet. But whatever methods are used, they should be decided upon *before* the party goes on the adventure, to avoid arguments afterwards.

### Magical Treasure

Magical treasures are usually divided first, as the results affect the division of normal treasure.

Each character may pick one item (each) from the magical treasure found. The order in which they choose may either be decided as a group or by random roll. If by random roll, each player rolls 1d20; the player with the highest roll picks first. If there is a tie, everyone rolls again. When all the magic items have been taken, divide the normal treasure.

### Normal Treasure

Count the number of shares to be given, using the following method.

Some magic items are "permanent." A magic sword, for example, is never "used up," but a potion is only good for one use. A potion is called a "temporary" magic item.

If all the characters in a party get a permanent magic item, divide all normal treasure equally, whatever the division of any temporary magic items.

If everyone gets a magic item but one or more of the items are temporary, each character with a permanent item gets  $\frac{1}{2}$  share of normal treasure.

If there are not enough magic items for one to be gained by each character then  $\frac{1}{2}$  share of normal treasure goes to each character with a temporary magic item, but a character with a permanent magic item gets *no* share of normal treasure.

Finally, divide the total normal treasure by the number of shares (adding the number of  $\frac{1}{2}$  shares and full shares according to the instructions above), to find the value of each SHARE. Each character then takes one share,  $\frac{1}{2}$  share, or no share, depending on the distribution of magic items.

This method is fair; those who receive permanent magic items, which can be used in every adventure, get less treasure.

## Character Alignment

Three basic ways of life guide the acts of both player characters and monsters. Each way of life is called an **alignment**. The three alignments are named **Law**, **Chaos**, and **Neutrality**. Each alignment has a language that includes hand signals and other body motions. Player characters always know how to speak their alignment language in addition to any others they may know. If a monster is able to speak, it will also be able to use its alignment language.

Players may choose the alignments they feel will best fit their characters. A player does not have to tell other players what alignment he or she has picked, but **must** tell the DM. Most Lawful characters will reveal their alignment if asked. When picking alignments, the characters should know that Chaotics cannot be trusted, even by other Chaotics. A Chaotic character does not work well with other player characters.

The alignments give guidelines for characters to live by. The characters will try to follow these guidelines, but may not always be successful. If a DM feels that a player is not keeping to a character's chosen alignment, the DM may suggest a change of alignment or give the character a punishment or penalty.

**Law** (or **Lawful**) is the belief that everything should follow an order, and that obeying rules is the natural way of life. Lawful creatures will try to tell the truth, obey laws, and care about all living things. Lawful characters always try to keep their promises. They will try to obey laws as long as such laws are fair and just.

If a choice must be made between the benefit of a group or an individual, a Lawful character will usually choose the group. Sometimes individual freedoms must be given up for the good of the group. Lawful characters and monsters often act in predictable ways. Lawful behavior is usually the same as behavior that could be called "good."

**Chaos** (or **Chaotic**) is the opposite of Law. It is the belief that life is random, and that chance and luck rule the world. Everything happens by accident and nothing can be predicted. Laws are made to be broken, as long as a person can get away with it. It is not important to keep promises, and lying and telling the truth are both useful.

To a Chaotic creature, the individual is the most important of all things. Selfishness is the normal way of life, and the group is not important. Chaotics often act on sudden desires and whims. They cannot be trusted, their behavior is hard to predict. They have strong belief in the power of luck. Chaotic behavior is usually the same as behavior that could be called "evil."

**Neutrality** (or **Neutral**) is the belief that the world is a balance between Law and Chaos. It is important that neither side get too much power and upset this balance. The individual is important, but so is the group; the two sides must work together.

A Neutral character is most interested in personal survival. Such characters believe in their own wits and abilities rather than luck. They tend to return the treatment they receive from others. Neutral characters will join a party if they think it is in their own best interest, but will not be overly helpful unless there is some sort of profit in it. Neutral behavior may be considered "good" or "evil" (or neither), depending on the situation.

## Playing in a group

### Example of Alignment Behavior

**THE SITUATION:** A group of player characters is attacked by a large number of monsters. Escape is not possible unless the monsters are slowed down.

A *Lawful* character will fight to protect the group, whatever the danger. The character will not run away unless the whole group does.

A *Neutral* character will fight to protect the group as long as it is reasonably safe to do so. If the danger gets too great, the charac-

ter will try to save himself (or herself), even at the expense of the party.

A *Chaotic* character might fight the monsters or might run away. The character will not care what happens to the rest of the party.

### Alignment Languages

Each alignment has a secret language of passwords, hand signals, and other body motions. Player characters and intelligent monsters will always know their alignment languages. They will also rec-

ognize when another alignment language is being spoken, but will not understand it. Alignment languages are not written down, nor may they be learned unless a character changes alignment. When this happens, the character forgets the old alignment language and starts using the new one immediately.

Note that playing an alignment does not mean a character must do stupid things. A character should always act as intelligently as the Intelligence score shows, unless there is a reason to act otherwise (such as a magical curse).

## Adventuring Rules

Here are some additional details you will need at some point during your adventures.

### Using Your Equipment

Some of the standard equipment may be new to you. The following items can be used in various handy ways:

**Iron spikes and Hammer:** These can be used to wedge doors open, provide grips for climbing, pry things loose, and so forth.

**Mirror:** Some creatures can turn you to stone with their gaze. If you use a mirror to look around corners, examine empty rooms, and so forth, you might avoid a nasty surprise.

**Rations and Wineskin:** Your character food and drink. Standard rations may become moldy and unusable if you stay in a dungeon overnight, so carry Iron (preserved) rations whenever possible. Standard rations are fine for long trips overland.

**Rope:** This can be tied to an iron spike and used to climb up steep walls. It may also be useful in tying up captured prisoners, pulling doors, open, etc.

**Wolfsbane:** This herb is useful when fighting werewolves and other lycanthropes. You may use it as a weapon — try it and see what happens.

**Wooden Pole:** A character in front of a party may sometimes avoid being surprised if a pole is used to tap on the floor ahead, poke into corners, touch suspicious-looking items, etc.



### Time

Time in D&D games is usually kept track of in *turns* of 10 minutes in “game time.” A turn is not a measure of real time, but is a measure of how much a character can do in the game in a given amount of time.

During encounters and combat, the DM uses *rounds* of 10 seconds of “game time,” instead of turns, and each character can perform only one action during a round — a swing of a sword, a spell, some movement, or other action. A battle normally lasts only a minute or two, but is counted as a full turn because your characters rest afterwards, clean up their equipment, and do other assumed normal actions.

In D&D games, it would take too long for you to describe each action your character takes. Many actions are assumed, and do not need to be talked about — such as eating, resting after and during travel, normal careful behavior, and so forth. The DM should decide how long any action takes.

Time for you, the players, is called “real time” to avoid confusion. A game usually takes 2-3 hours of real time, but may last for days in game time. The DM may say, for example, “you take two hours to walk to the dungeon, and . . .” On the other hand, it may take you half an hour of real time to play a battle that lasts only a few minutes of game time.

### Movement

In D&D games movement is given as the number of feet a character may move in one turn.

A single character moves up to 120' per turn in a dungeon-like setting unless a lot of weight (such as armor) is carried. The movement speed may slow down to as little as 30' per turn, depending on the amount carried. Groups move at the rate of the slowest character. A character wearing heavy armor moves at half the normal rate: 60' per turn.

Though 60' per turn may seem very slow, it includes many assumed actions — mapping, peeking around corners, resting, and so forth.

During encounters, movement is much faster. Characters can move  $\frac{1}{3}$  their movement rate per round, up to 40' per round during battles (20' per round if in armor). In addition, you may run away from creatures, at the even faster rate of 120' (or 60' if armored) per round. However, you may only run for 20 rounds at most (5 minutes) before becoming exhausted. If you are exhausted, you must rest for 3 turns (30 minutes).

If you are forced to fight without rest, the exhausted characters are penalized in combat. Monsters gain a +2 bonus to their Hit Rolls, and you must subtract 2 from all your characters' Hit Rolls and Damage Rolls. (Any successful hit will still inflict at least 1 point of damage.)

### Listening

You should always listen carefully while you are exploring a dungeon; you may hear noises that give clues about what lies ahead. To hear anything, all the characters must stop moving and be very quiet. Armor and weapons clank and rattle when you move, spoiling your attempts at listening.

To listen for noise, simply tell the DM that you are doing so. The DM will roll to see if you hear anything. When listening at closed doors, each character can try *once*. Thieves have better chances than other characters. Undead creatures, like skeletons and ghouls, make no noise at all.

### Light

Most dungeons are dark. Be sure to bring a tinderbox, which contains wood shavings, flint rocks, and a small piece of steel. (No matches or lighters in this medieval world!)

You will also need something to light with your tinderbox. A torch is cheapest, and will burn for 6 turns (1 hour). It cannot easily be "turned off." A lantern is more expensive and uses oil. One flask of oil will burn for 24 turns (4 hours) in a lantern. The lantern must then be refilled, using another flask of oil. A lantern has shutters, which can be closed for temporary darkness, if desired. A torch or lantern shines 30' in all directions.

If you are carrying a light source (a torch or lantern), other creatures will probably see the light as you approach, and will not be surprised.

Remember that you only have two hands. If you are carrying a light source in one hand, then the other hand may hold a weapon or a shield — but *not both*.

Dwarves and elves have Infravision, a special ability which enables them to see 60' in the dark by seeing heat. This means that they can move and fight without light, but it's risky. They cannot see a pit in the floor, for example, unless it is warmer than the air above it. They may also stumble over objects which are the same temperature as the floor, unless they are very careful.

### Doors

You will find two kinds of doors in dungeons, *normal* and *secret* doors.

A **normal door** is made of wood, and often has metal reinforcing strips across it. Some have metal hinges, a ring or

doorknob, and possibly a lock, either a padlock hanging on a latch or a lock inset into the door. Normal doors can often be forced or broken open, but a strong bar of wood mounted on the other side will prevent this.

To open a normal door, just tell your DM that you are doing so. The DM will assume that you are turning the handle, pulling the ring, or pushing on it gently. If it doesn't open, you may tell the DM "I'll force the door." Your character is then using Strength to open it, which may be successful if the door is merely stuck quite (quite common in dungeons). If the door still does not open, it may be locked, barred, or closed magically; or your attempt might have simply been unsuccessful, based on a dice roll. Try again! However, if a door is not opened on the first try at forcing it, any monsters on the other side will *not* be surprised by your party.

A **secret door** does not look like a door. It may simply be a section of wall that can be moved, or may be a small normal door hidden behind a curtain, rug, or some other furnishing. Any character may look for secret doors, but they are usually hard to find. Your DM will roll to see if you succeed, but you must tell the DM that you are searching for one, and where.

**EXAMPLE:** I'll search for secret doors along the east wall of the room."

It takes 10 minutes (1 turn) of searching a 10' x 10' area to find a secret door. Less time will mean automatic failure.

### Traps

Dungeons often contain traps. Old ruins usually have more traps than caves. The most common trap is a hidden trap door, which falls open as a character walks on it, dumping the character into a pit. There could be something in the pit — spikes, deep water, or a monster. Beware!

Many other traps are possible. A chest or treasure may be coated with poison; deadly if touched, but easily removed by rinsing with water. Some poisons are sticky, and can only be removed with wine. A blade trap may be found nearly anywhere, and usually inflicts enough damage to kill a 1st or 2nd level character.

Doors may be trapped on the handles, locks, or surface. Small darts may be

found inside a lock, and may be poisoned for many different effects (paralysis, damage, death, etc.).

If you wish to search for a trap, tell the DM where you are searching, and the DM will roll to see if you find anything. You might have *no* chance to find a small trap, such as the type on a door or treasure. Thieves have a percentage chance at detecting any type of trap. Dwarves have better chances at finding large traps (such as pits) than other characters.

It takes 10 minutes (1 turn) to search for a trap in a small area, such as a 20' square room or a 20' long section of corridor. If less time is spent, no trap will be found.

### Wandering Monsters

You will usually encounter monsters in rooms, rather than corridors. But the DM makes dice rolls to see if any Wandering Monsters come by. This type of creature usually has little or no treasure, and is a dangerous nuisance.

Wandering monsters are often determined by the type of dungeon. For example, caves could contain wandering animals. A castle ruin might contain wandering skeleton guards.

### Miniature Figures

As you try to imagine your characters and the areas they explore, it is helpful to use miniature figures to represent the characters and monsters. Several types of miniature figures are available from toy and hobby shops worldwide, made of metal or plastic and suitable for painting. You should be able to find figures that look very similar to your characters. Official DUNGEONS & DRAGONS® figures are available.

To keep track of the party marching order, line up the miniature figures on the playing table. You may use a large piece of graph paper to draw the rooms and corridors found by the characters, and simply move the figures around on the paper. Several types of more permanent playing surfaces are available in plastic and vinyl, and the rooms drawn on them can be easily erased.

**Scale Movement:** When using miniature figures on a playing surface, a ruler is used to determine distance moved. One inch represents 10 feet. A movement rate of 60' per turn means that the figure moves 6 inches each turn. Spell ranges and other ranges are easily determined when an accurate scale is used.

## Playing in a group

### Encounter Rules

#### Surprise

There is more to an encounter than just walking into a room and seeing a monster. For example, you might have *sneaked up on the creature* — or it might have *sneaked up on you!* You might turn a corner, and be completely surprised to find a monster right there. But if the monster is surprised, too, then you would both stop for a moment and look at each other. The mutual surprise on both sides would cancel out, for no effect except a short delay.

For example, let's look back at your very first encounter — with the goblin. You entered the room, and the goblin screamed and swung his sword at you, but missed. You didn't get to do anything before he had swung, because you were *surprised*.

In the one-player adventure in this booklet, surprise has already been worked out. The description tells you whether you or the monsters — or both! — are surprised.

In group adventures, you roll to see who is surprised, and by how much. A *six-sided die* (1d6) is rolled for each side, and the results are compared in the following way:

You are only surprised if you roll a 1 or a 2; the same applies to the monsters.

If *both sides* are surprised, neither side can move or fight during that round. The mutual surprise cancels out. For the next round, either side might go first, so another roll (on 1d6 again) is used to decide. This is called rolling for *Initiative*, and is described below.

If *one side* surprises the other, the surprised side must wait during the first round, while the other side acts. Those that can act might spend the time attacking, talking, or moving — even running away!

If neither side is surprised, the DM must determine which side acts first in the round, by checking *Initiative*.

#### Initiative

When an encounter begins, you might act first, or the monster might go first.

This is called *Initiative*. If you have the initiative, you get to act first, before the monster.

In all of your group's encounters, you will roll to see who has the initiative. The DM rolls 1d6 for the monsters, and one of the players rolls 1d6 for the characters. It doesn't matter which player rolls. Whoever gets the higher number wins the initiative, and swings first.

When the party has the initiative, the characters may use the time to talk, attack, move (fighters moving to the front, for example), or run away. Some monsters will also have similar choices, but most will either talk or attack. Very few monsters run away before anything happens.

If a monster has more than one attack, it will get *all* of its attacks before yours if it wins the initiative.

If each side rolls the same number, then all the action happens at once; the actions are "simultaneous," and neither side wins the initiative. Attacking characters can try to Hit, but whatever the result, the monsters may also make all of their attacks, even if you kill them with your first attacks!

#### Pursuit and Evasion

If either side decides to run away, the other side *may* chase. Time is measured in rounds for as long as the chase occurs. The side running away is "Evading," and those chasing are in "Pursuit."



You may evade monsters if you can move faster than they can *and* if you know where you are going — so once again, a map becomes important. If the monsters are catching up, try dropping things! Unintelligent monsters may stop to eat food. Intelligent monsters may stop to pick up treasure. In each case, there is a *50% chance* that the monsters will stop or slow down. Your DM will make all the necessary rolls.

#### ORDER OF COMBAT

- A. Each side rolls for initiative, using 1d6.
- B. The side that wins the initiative acts first:
  1. Morale Check (monsters and non-player characters only)
  2. Movement (using speed per round), including Defensive Maneuvers
  3. Missile fire combat (additional)
    - a. Choose targets
    - b. Make Hit Rolls
    - c. Roll Damage for hits
  4. Magic spells
    - a. Choose targets
    - b. Make Saving Throws if necessary
    - c. Apply results immediately
  5. Hand-to-Hand combat
    - a. Choose targets
    - b. Make Hit Rolls
    - c. Roll Damage for hits
- C. The side that loses the initiative then completes all the steps given above.
- D. The DM handles all retreating, surrender, and other special results.

#### Combat Sequence

During a battle, the actions do not all happen at once. Your DM will use a checklist to be sure that the battle is run properly. The list is also given here for your reference.

This Combat Sequence includes several optional rules. If you are not using the rule referred to (such as Missile Fire), simply skip that step.

Repeat steps A through D as needed until the battle is over.

## Additional rules

The following rules should not be used by beginners. They may be added after you have played two or three group games.

### Missile Weapons

You have learned what to do when your character gets into a fight, but so far, you have only used a sword or dagger. These are called "hand-to-hand" or "melee" weapons (pronounced MAY-lay). Other types, called "missile weapons," such as bow and arrows, are handled somewhat differently.

Missile fire is a type of combat used when the enemy is too far away to fight hand-to-hand — in other words, more than 5 feet away. Missile fire can be affected by the distance to the enemy (*Range*), objects that the enemy can hide behind (*Cover*), the attacker's Dexterity Score, and magic adjustments, if any.

Not all missiles are actual weapons. Missile fire rules also apply when a character throws something at a monster, such as oil or holy water.

The various types of Missile fire you can use, and the ranges for them, are listed on the Missile Fire Table:

The first group of weapons are devices that fire missiles; the second group are missiles your character throws by hand.

Whenever your character buys one of these items, you should make a note of the ranges. For example, a Long Bow should be listed as 70-140-210, the longest distances it can shoot in each Range category.

**Device:** A missile fire device is a weapon that fires missiles, such as a bow or crossbow. Devices cannot be used in



hand-to-hand combat, or against targets within 5 feet.

A crossbow is similar to a normal bow (long or short), but is held horizontally and shot by pulling a trigger, which releases the string.

A sling is a leather pocket with long strings; the user holds the strings and puts a stone in the pocket. The stone is thrown by swinging it around and releasing one string at the right time. A sling is the only missile weapon usable by Clerics.

**Thrown Weapons:** A spear, dagger, or hand axe may be either thrown or held. They are good weapons to use when the monsters are nearby, as the character can use any thrown weapon in hand-to-hand combat. If the weapon is not

thrown, Strength bonuses are used *instead* of Dexterity, and no adjustments are made for Range or Cover. A dagger or hand axe may be thrown at an opponent within range. Each spins in the air striking with the blade forward.

A spear is a long shaft of wood or metal with a sharp tip, and can be thrown straight at an opponent. It has the best range of any thrown missile.

**Holy Water:** This is water which has been specially prepared by a Cleric for use against Undead creatures. It can be used by any character. Holy Water must be kept in small, specially prepared glass bottles (known as vials) for it to remain Holy. The effect of one vial of Holy Water on an Undead creature is 1-8 (1d8) points of damage. For it to cause damage, it must successfully strike the target, thus breaking the vial. It may either be thrown (using missile fire rules) or used hand-to-hand (using normal combat rules).

**Oil:** Oil is carried in small bottles (known as Flasks), and is often thrown as missiles. It may also be spread on a floor. In either case, it will be slippery but not dangerous until it is lit by flame.

One flask of oil will make a pool 3' in diameter, which will burn out in one turn if lit. Burning oil will cause 1-8 (1d8) points of damage per round to victims in the flames, including any creature trying to cross a pool of burning oil. Oil thrown at a creature will either miss (forming a pool where it falls) or hit. If it hits, it will drip off in a few rounds; if lit, the victim will take damage for 2 rounds at most.

Oil may be lit with any flame, such as a torch. If a torch is thrown at a creature, another Hit Roll must be made, but the creature's normal AC is not used; the target of any thrown torch is treated as AC 10, regardless of the actual Armor Class of the target (but the roll is adjusted as explained below).

As with Holy Water, oil may be used either as a missile or in hand-to-hand combat.

### Missile Fire Hit Roll Modifications

Missile fire rules are used when the target is 5' away or more. Normal combat rules are used if the target is within 5'. A missile fire device will automatically miss a target within 5' unless the target cannot move.

MISSILE FIRE TABLE

Weapon	Maximum Ranges (in feet)		
	Short (+1)	Medium (0)	Long (-1)
Crossbow (Lt)	60	120	180
Long Bow	70	140	210
Short Bow	50	100	150
Sling	40	80	160
Spear	20	40	60
Oil or Holy Water	10	30	50
Hand Axe or dagger	10	20	30

## Playing in a group

When your character tries to use any type of missile fire, adjust your normal Hit Roll for the following things:

1. Dexterity
2. Range
3. Cover
4. Magic

**1. Dexterity:** Include any bonuses or penalties to your Hit Roll due to high or low Dexterity. You may have an adjustment from -3 to +3, depending on your Dexterity Score (as given in the "Bonuses and Penalties for Ability Scores" chart, on page 50).

**2. Range:** A weapon can only be thrown or shot to the longest distance on the chart. This is called weapon's range. For example, you can't throw a spear any further than 60 feet.

Ask your DM what the range to the target is, in feet. The DM may prefer to give you the general range instead of the exact distance, and may ask you which missile weapon you are using.

If the range is *short*, you add 1 to your Hit Roll. If the distance to the target is between the numbers given for *short* and *medium* ranges, there is no adjustment. If the distance to the target is greater than the number given for *medium* range, but still within the maximum range, you must subtract 1 from your Hit Roll. (The bonus and penalty are noted on the chart, as a reminder.)

Thus, a crossbow can shoot farther than any other weapon, and an axe or dagger can only be thrown at a nearby target.

**3. Cover:** The enemy may be harder to hit because it is hiding behind something; this is called **cover**. Cover could be gained by hiding behind a table or chair, or a tree or boulder outdoors. A *shield does not provide cover*.

If cover is used, your DM should mention that the monster has cover and will apply penalties to your chances to hit. You should always be told if the monster has cover, but you might not know how many penalties apply. These penalties are determined by the DM and range from -1 for partial cover to -4 for full cover.

**4. Magic:** If you are under a magic spell which helps your chances to hit, that

applies here. In your adventures, you may discover magical missiles — arrows, crossbow bolts, and so forth — and bonuses from such magic also apply to your Hit Roll.

### Variable Weapon Damage

Whenever you hit a monster in your adventures so far, your character's weapon inflicted 1-6 (1d6) points of damage. But if we consider the battle realistically, a dagger should do less damage than a sword (for example).

This advanced damage system allows different weapons to inflict different amounts of damage. The damage done by each weapon type is given on the chart below.

Some weapons can only be properly used with two hands. These are noted with an asterisk (\*).

The large amount of damage done by two-handed weapons is balanced by two penalties: the attacker *cannot use a shield*, and *will always lose the initiative*, whatever the roll may be. The lack of a shield will reduce the character's Armor Class while that weapon is being used (unless, of course, no shield was used in the first place).

#### VARIABLE WEAPON DAMAGE TABLE

1d4	(1-4) points of damage: Club Dagger Sling stone Torch
1d6	(1-6) points of damage: *Arrow (long or short bow) Hand Axe Mace *Quarrel (crossbow) Short Sword Spear War Hammer
1d8	(1-8) points of damage: Sword (normal) *Battle Axe
1d10	(1-10) points of damage: *Pole Arm *Two-Handed Sword

\*This weapon requires two hands for use. Attacker may not use shield and always loses initiative.

### Combat Maneuvers

The following special forms of defensive movement are usable by any character in hand-to-hand combat. They may also be used by monsters. If a player wants to use one of these maneuvers, he or she must say so before rolling for initiative. These maneuvers may not be used if not declared before that roll.

If a character is near a battle but is not fighting hand-to-hand, that character may move normally. The movement rate depends on the amount of weight carried, as explained in the section on Encumbrance.

Any monster or character using a maneuver explained hereafter is called the "defender." The opponent is called the "attacker."

#### Fighting Withdrawal

If a defender is engaged in combat and wishes to back up slowly while fighting, the maneuver is called a *Fighting Withdrawal*.

The defender must have room to back up. In crowded situations, those behind the defender will get in the way, preventing the maneuver from succeeding! If room permits, the defender may move at ½ the normal movement rate, or less. The attacker may follow and continue attacking, but the defender may attack in return.

#### Retreat

If a defender wants to back out of a fight at more than ½ the normal movement rate, the maneuver is called a *Retreat*.

The attacker gains a +2 bonus on all Hit Rolls, and the defender's AC is calculated without a shield. The defender may not attack in return.

**EXAMPLE:** Huxley is a fighter, wearing plate mail armor and a shield (AC 2). He opens a door and is attacked by a gargoyle. He has heard that gargoyles can only be hit by magic weapons, and he has only normal ones. At the moment, he is blocking the doorway. He tries to use a fighting withdrawal so other characters can get into the battle.

As he is backing up, the gargoyle wounds him badly. He decides to *retreat*, to survive. The gargoyle attacks him as he runs, gaining a +2 bonus on its chances to hit AC 3 (Huxley's AC without shield).

### Paired Combat

When you begin a battle, both sides roll for initiative. This one roll has applied to everyone on each side.

Your DM may choose, for small battles, to determine initiative for each monster or character instead of the whole group. When this is done, each player rolls for initiative, adjusting the roll by Dexterity bonuses or penalties as given on the following table. The DM will roll for each monster involved in actual combat, adjusting the roll if the monster is very slow or very fast. Most monsters have no adjustments to Paired Combat. One other initiative roll may be needed for other monsters not in hand-to-hand combat, if any, compared to a similar roll for characters not engaged in battle.

#### DEXTERITY ADJUSTMENT TO INITIATIVE (Optional)

Dexterity Score	Initiative Adjustment
3	-2
4-5	-1
6-8	-1
9-12	No Adjustment
13-15	+1
16-17	+1
18	+2

### Encumbrance

There have been no rules in your games thus far dealing with the amount a character can carry. You have been allowed to pick up as much treasure as you can find, and take it home.

This can become silly, if allowed to continue. Your characters may eventually find vast dragon hoards of thousands of coins, weighing hundreds of pounds, and the DM should not permit you to pick it all up and walk out!

Encumbrance is the name for the amount of weight that your character is carrying. The more you carry, the slower you move, according to the following chart. One new abbreviation is used. One coin of treasure, whatever the type (gp, ep, and so forth) weighs about  $\frac{1}{10}$  pound. Since coins are the commonest of treasures, the coin (*not* the pound) becomes the simplest unit of weight. From now on, the weight of all treasures, equipment, and so forth will be measured in *coins*, abbreviated *cn*.

#### Encumbered Movement Rates

"Normal speed" is used when your characters are walking through a dungeon.

"Encounter speed" is used whenever time is kept in rounds, such as during a battle.

"Running speed" is used whenever the party is running away from an encounter. Time is still kept in rounds, rather than turns, and the party must rest afterward. (See Movement, page 56.)

#### Basic Encumbrance

If a character is wearing no armor, or merely leather armor, and carrying the normal equipment taken on an adventure, the basic encumbrance is 300 cn. That type of character can pick up 100 coins and still use the top line of the chart. If more treasure is carried, the rest of the table is used to find the movement rate.

If a character is wearing metal armor, whether Chain Mail or Plate Mail, and carrying other normal equipment, the basic encumbrance is 700 cn. The character moves at 90'/turn, and may pick up 100 coins and still use that line of the chart.

A character carrying more than 2400 cn (240 pounds) cannot move. Something must be dropped or given to other characters.

#### Using Encumbrance

Find the basic encumbrance for your character, as explained above, and write it on the back of your character sheet, under "Equipment." Remember to add to it whenever you pick up any treasure; your DM will tell you how many coins are found. A gem is counted as 1 cn, and other treasures (potions, jewelry, and so forth) are counted as 10 cn each.

A more detailed system of encumbrance, calculating the weight of each piece of equipment, will be given in the D&D EXPERT Set. But remember that the fun of the game comes from role playing, not bookkeeping, and your DM may merely wish to use a simple system for determining encumbrance.

#### Containers

Your character could not possibly carry even a few hundred coins unless they were placed in a sack or backpack. These items will hold:

Small sack	200 cn
Backpack	400 cn
Large sack	600 cn

#### Mules

Saddlebags may also be used if your DM allows mules to be bought. A saddlebag will hold 1000 cn. A mule normally moves at the same rate as a character, 120' per turn, and can carry up to 3000 cn while doing so. A mule can carry 6000 cn at most, which cuts its movement rate in half.

#### SPEED VS. ENCUMBRANCE TABLE

Encumbrance	Normal Speed (Feet per turn)	Encounter Speed (Feet per round)	Running Speed
up to 400 cn	120	40	120
401-800 cn	90	30	90
801-1200 cn	60	20	60
1201-1600 cn	30	10	30
1601-2400	15	5	15
2401 and more	0	0	0

#### MULE ENCUMBERED MOVEMENT RATES

Encumbrance	Normal speed
up to 3000 cn	120'/turn
3001-6000 cn	60'/turn
6001 cn or more	0



## Playing in a group

### Retainers

A retainer is a person hired by a character to help on an adventure. Retainers are sometimes called "hirelings." Retainers are never characters run by players; the DM always plays the part of any retainers hired. They are called **Non-Player Characters**, or NPCs. All the people in any D&D game other than the characters, are NPCs.

Ask your DM if retainers are permitted in the game. You cannot use retainers if there are plenty of player characters, or **PCs** to do the jobs. In a game with only one or two players, retainers are often used.

If you want to hire a retainer, use the following procedure:

1. Find NPCs interested in working as retainers.
2. Tell them about the job, including the pay you offer, what is expected of them, and how long you intend to keep them.
3. Some NPCs will turn down your offer, but some will probably accept. If you find one that is acceptable, buy all the equipment the NPC will need.
4. Make a "retainer sheet" to be kept with your character sheet. This should be similar to the character information, including the retainer's

name, Class, Level, race, Armor Class, Hit Points, weapons and equipment carried, Money, Experience Points, and any other information you wish to remember.

### Using Retainers

When you check your character to see if you are ready for adventure, check the retainer sheet at the same time. Remember that *you* must buy all the equipment that the retainer needs.

During the adventure, tell your DM whatever you want to tell the retainer; the DM will play the role of the retainer. A retainer will *not* simply do whatever you want, though most reasonable instructions will be obeyed. The retainer might run away from danger, despite your instructions. This is determined by dice rolls made by the DM.

Your retainer does not normally get a share of the treasure found on an adventure. When you hire a retainer, be sure to clearly state the amount you will pay. If you find enough treasure to pay the retainer a bonus, that may make the retainer more loyal. In other words, the well-treated retainer will face greater dangers without running away, and will obey your instructions more often.

When the DM calculates XP at the end of an adventure, the total XP earned by the group is divided by the number of characters. A retainer gets

$\frac{1}{2}$  the normal award, and is treated as  $\frac{1}{2}$  character for the division.

**EXAMPLE:** 550 XP are earned by 5 characters and 1 retainer. Dividing 550 by  $5\frac{1}{2}$  (counting the retainer as  $\frac{1}{2}$  character), the result is 100 XP for each character, and 50 XP ( $\frac{1}{2}$  normal) for the retainer.

You must keep track of the XP for your retainer, using the retainer sheet. A retainer may have a bonus or penalty to the XP awarded, calculated in the same manner as XP for characters (explained in the **DUNGEON MASTER'S RULEBOOK**). In the example above, if the retainer's Prime Requisite score was 8, the retainer would only get 45 XP (a 10% penalty).

Your retainer may quit the job if treated badly. Otherwise, the retainer will stay either until dismissed by your character or until gaining one or more Levels of Experience. For example, if you hire a retainer for 1 month, the retainer will probably leave at the end of that month. But if the retainer is close to gaining a Level, he or she may ask to stay a bit longer. The decision will be up to you.

When your retainer quits, give the retainer sheet to the DM. The DM can use that character, and you may meet the retainer again later, in another game or in another town!

## The World of D&D Gaming

### Finding Other Players

The **DUNGEONS & DRAGONS** game is much more fun when played by groups than when played alone. Show or lend this booklet to a friend, so you can quickly start playing in a group. Each player can learn by playing through the Solo Adventures, just as you did.

You will probably be able to find others who already know how to play. Many of the best belong to the Official **DUNGEONS & DRAGONS** club, called the **ROLE PLAYING GAME ASSOCIATION™** Network.

This is the *only* Official D&D Club, and offers a newsletter, special items, ways to find other players, and many other services, for a small fee — less than the cost of this game!

There are many other ways to find other players. Your local hobby shop may have a bulletin board where Dungeon Masters can post notices of regular games. Your school or library may also have news about other players and DMs.

### Higher Level Characters

The dungeons for your characters to explore are often made up by the Dungeon Master. However, they can also be purchased, ready to play! You can buy pre-made adventures called "Modules," from TSR and some are designed specifically for use with this set of rules. As this is called the "BASIC" set, the modules that go with it are the "B" modules.

When your characters reach the 3rd Level of Experience, you should be al-

most ready for the **D&D EXPERT** Set. It gives more spells, rules for character levels 4th through 14th, and everything you need to improve your games. The modules designed for use with these additional rules are in the "X" series.

The fun continues with the **D&D COMPANION** Set, which covers character levels 15th through 24th.

Eventually you will be ready for the **D&D MASTERS** set, with rules for character Levels 25 and above.

The other modules you may find, with many other letter designations, are *not* designed for these rules. They are for use with the **ADVANCED DUNGEONS & DRAGONS®** game system.

## Other Player Aids

As you can see, there is much more fun waiting for you in the DUNGEONS & DRAGONS game system. And there is even more than games — a whole Hobby awaits!

**Character Sheets:** You will probably want more Character Sheets when you start making up many of your own characters. They are available in a separate pack of 16. Be sure to get D&D® Character Sheets, *not* AD&D sheets, as both are available.

**Dice:** More dice can be purchased in sets, called DRAGON DICE™ random number generators. Each package includes one of each type (four-sided, six-sided, and so forth), plus a crayon to color the numbers with.

**Miniatures:** If you wish, you can purchase toy figures of your characters (and monsters, too). These figures can help you imagine better, because they give you something to look at. Imagine a battle with seven characters, fighting ten monsters! It's hard to imagine exactly what everybody is doing, so we often use figures to help keep track of where everybody is.

If you wish to use miniature figures, be sure to get DUNGEONS & DRAGONS or AD&D miniatures. The other game systems do not use the same characters and monsters. Official figures are available in both plastic and metal.

If you wish to paint your miniatures with realistic colors, Official D&D paints, colors and finishes are also available at better toy and hobby stores worldwide.

## ADVANCED DUNGEONS & DRAGONS® Games

The AD&D® game system is different from the D&D system, which you have now. It is also a fantasy role playing game, but is much harder and more detailed.

There are currently six hardback books of rules for the AD&D system. Since it is so much more complex than the D&D system, with established rules for almost everything, it is often used in large tournaments, where accurate rules are needed.

Remember: you are *not* playing the more complex AD&D games with these rules. You are playing the original DUNGEONS & DRAGONS game!

## Glossary

Here are the definitions of terms most commonly used in D&D® games.

**alignment** — The behavior 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 will do, based on what the other players tell him.

**character level** — see **experience charge** (magical) — The magical energy needed to use a wand once.

**class, character** — The type of character being played.

**coin (or cn)** — A unit of weight.

**concentration** — A character putting all his attention on a single object or action, and being unable to do anything else; any distraction will break 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 a type of die.

**damage** — The die roll to determine how many hit points are lost.

**demi-human** — A human-like creature that is also a character.

**dungeon** — Where characters adventure; often in ruins and underground.

**dungeon level** — This refers to how tough the monsters found there are. The greater the dungeon level the higher the challenge.

**Dungeon Master (DM)** — The referee who creates the dungeon and monsters.

**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.

**encumbrance** — The effect of the weight of equipment and treasure carried by a character.

**ep** — Electrum pieces. There are 2 ep per gold piece.

**evasion** — Fleeing from a monster.

**experience level** — Indicates the power and ability of a character.

**experience points (or) XP** — Awards given to characters representing improved skills through adventuring.

**fighting withdrawal** — Backing up slowly while fighting.

**gp** — Gold piece. The basic unit of money in D&D rules.

**Hit Dice** — The number and type of dice rolled to find how many hit points a character or monster has.

**hit points (or 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** — An ability that lets a creature see in the dark.

**initiative** — A die roll to determine who acts first in combat.

**key** — Information used by the DM that describes what is found in a dungeon and what the dungeon looks like.

**lair** — A monster's home or nest.

**melee** — Combat that occurs when within 5' of each other using hand-to-hand weapons or claws and teeth.

**missile fire** — Attacks using weapons that are shot or thrown from more than 5' away.

**monster level** — A measure of how tough a monster is, usually equal to its Hit Dice.

**morale** — The willingness to face a battle or run away.

**NPC (or non-player character)** — Any character that is played by the DM.

**percentage dice (or d%)** — Roll a d10 twice to get a number between 1 and 100; the first number is read as the tens and the second number is the ones.

**player character (or PC)** — A character that is controlled by a player.

**pp** — Platinum piece. One pp equals 5 gold pieces.

**prime requisites** — The ability most important to a given character class.

**quarrel** — A shaft that is shot from a crossbow (also called a bolt).

**range** — The maximum distance at which an attack may be made or a spell may be cast.

**retainer** — A non-player character adventurer in the employ of a player character.

**saving throw (or saves)** — A character's chance (by dodging, luck, willpower, etc.) to avoid or lessen the harmful effects of certain types of attacks.

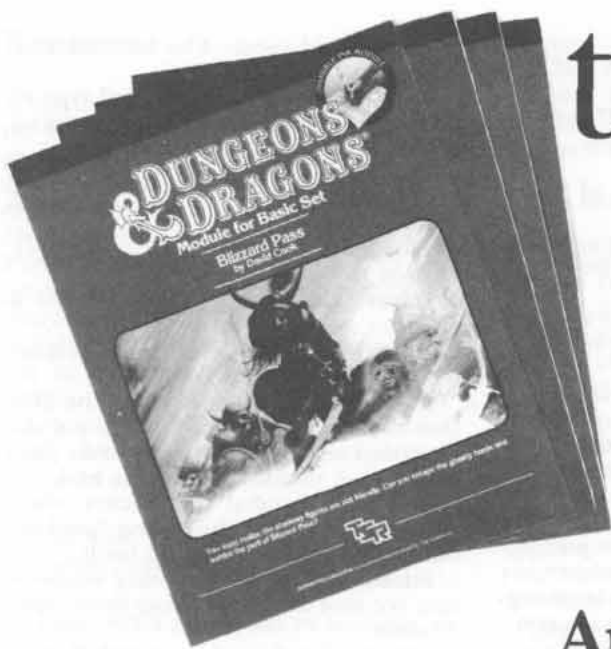
**secret door** — A door that is hidden or disguised as something else, thereby making it hard to find.

**sp** — Silver piece. There are 10 silver pieces to one gold piece.

**spell level** — A measure of the difficulty and power of a spell.

**turn (undead)** — The ability of a cleric to make undead monsters run away by the power of the cleric's faith.

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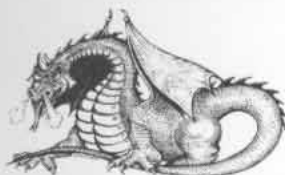


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# DUNGEONS & DRAGONS® Character Record Sheet

Player's Name \_\_\_\_\_ Dungeon Master \_\_\_\_\_  
 Character's Name \_\_\_\_\_ Alignment \_\_\_\_\_  
 Class \_\_\_\_\_ Level \_\_\_\_\_  
 Armor Class \_\_\_\_\_ Hit Points \_\_\_\_\_  
 ABILITIES: STRENGTH \_\_\_\_\_ adjustment \_\_\_\_\_  
 INTELLIGENCE \_\_\_\_\_ adjustment \_\_\_\_\_  
 WISDOM \_\_\_\_\_ adjustment \_\_\_\_\_  
 DEXTERITY \_\_\_\_\_ adjustment \_\_\_\_\_  
 CONSTITUTION \_\_\_\_\_ adjustment \_\_\_\_\_  
 CHARISMA \_\_\_\_\_ adjustment \_\_\_\_\_  
 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. \_\_\_\_\_

TARGET AC:	9	10	11	12	13	14	15	16	17	18	19	0
HIT ROLL NEEDED												

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EQUIPMENT CARRIED MAGIC ITEMS	NORMAL ITEMS
OTHER NOTES including places explored, people & monsters met	
MONEY and TREASURE GEMS:	EXPERIENCE
PP: GP: EP: SP: CP:	BONUS/PENALTY: _____ Needed for next level: _____
TOTAL VALUE:	

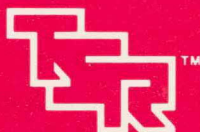
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DUNGEON MASTERS RULEBOOK



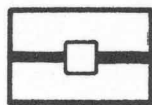
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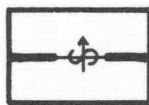
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# KEY



Door



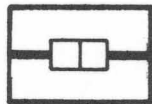
One way  
secret door



Well



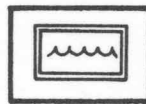
Rock column



Double door



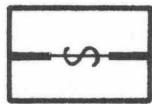
Open pit



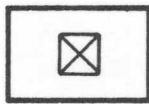
Pool



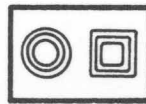
Stalactite



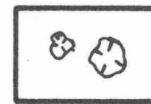
Secret door



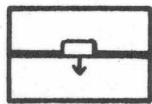
Covered pit



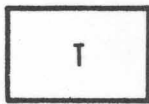
Dais



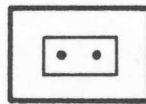
Stalagmite



One way door



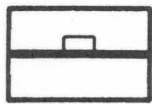
Trap



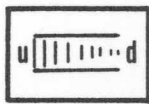
Altar



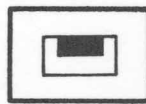
Rubble



False door



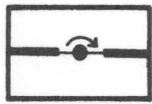
Stairs



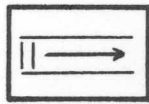
Fireplace



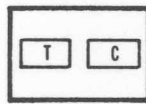
Crevasse



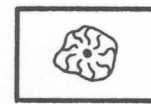
Revolving  
door



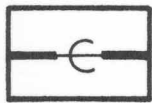
Stairs/  
slide trap



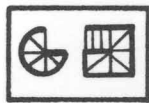
Table, chest



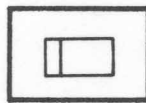
Sinkhole



Concealed  
door



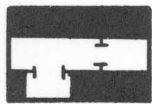
Spiral stairs



Bed



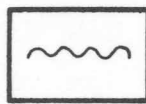
Submerged  
path



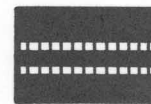
Archway  
door



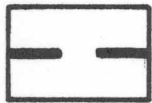
Natural stairs



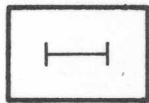
Curtain



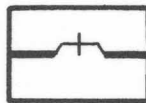
Subterranean  
passage



Open  
doorway



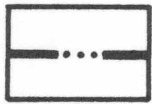
Ladder



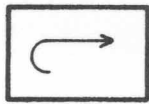
Window



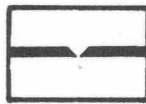
Depression



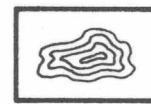
Portcullis  
or bars



Slide



Arrow slit



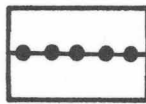
Pool or lake



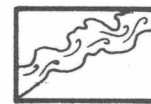
Trap door  
in ceiling



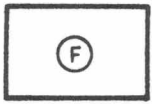
Statue



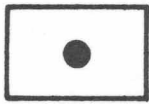
Railing



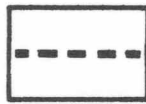
Stream



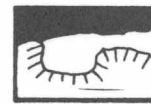
Trap door  
in floor



Pillar



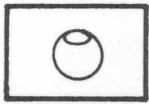
Illusionary  
wall



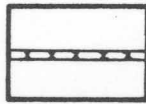
Elevated ledge



Secret  
trap door



Fountain



Rock  
wall



Natural  
chimney

# DUNGEONS & DRAGONS®

## Dungeon Masters Rulebook by Gary Gygax and Dave Arneson

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**Revised by Frank Mentzer**  
Illustrations by Larry Elmore,  
Jim Holloway, and Jeff Easley

### Preface

This booklet will show you how to run a DUNGEONS & DRAGONS® game. It will *NOT* show you how to play the game!

You may play a DUNGEONS & DRAGONS® game either by yourself or with others. If you want to play alone, use the Solo Adventure in the *PLAYER'S MANUAL*.

If you want to play a game with others, one person must first learn *how* to be the DUNGEON MASTER — the person who runs the game — and the others will be the players. You *must* know how to be a player before learning how to be a Dungeon Master. For now, if you only wish to play and not run games, then —

### DO NOT READ THIS BOOKLET.

This booklet contains information for the Dungeon Master. You will have less fun playing if you learn the information *ahead* of time! A big part of the game is the mystery and excitement that comes from not knowing all the answers.

Later, when you are an experienced player, you may wish to look up some details, or even become a Dungeon Master yourself. And when the time comes, everything you need is right here.

If you have not read the *PLAYERS' MANUAL*, you will probably not understand most of this booklet. But if you have played the Solo Adventure, finished reading the rest of the *PLAYERS' MANUAL*, and want to become a Dungeon Master, then — *WELCOME!*

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### Table of Contents

INTRODUCTION..... 2	Effects of Charisma
Terms and Abbreviations	Negotiation
The Most Important Rule	Combat
The Dungeon Master's Job	Hit Chart
The DM's Roles	Saving Throws
Reactions..... 3	Special Attacks
Running the Game	Blindness..... 24
Order of Events charts (3)	Charm
YOUR FIRST GAME..... 4	Energy Drain
Pre-game checklist	Paralysis
Adventure Record Sheet	Poison
Group Adventure	Descriptions
DM Info Charts	Name
Entries #1-#19..... 5	Armor Class
Dungeon Level One..... 8	Hit Dice
Map (L1)..... 13	Move
Notes for the DM..... 8	Attacks
Encounter Key #20-39..... 8	Damage
Dungeon Level Two..... 11	XP Value
Map (L2)..... 13	No. Appearing
General Notes..... 11	Save As
Dungeon Level Three	Morale
Ending an Adventure..... 12	Treasure Type
Gaining Levels	Alignment
XP for monsters	Description
PROCEDURES..... 14	Monster List A-Z..... 25
Alignment Changes	TREASURE..... 40
Arguments	Random Treasures
Charm Person spells	Placed Treasures
Clues	Adjusting Treasure
Complaints..... 15	Treasure Types Chart 1
Creating Characters	Treasure Types Chart 2..... 41
Deities	Other Treasure Types
Demi-Humans (special abilities)	Average Treasure Values
Dice..... 16	Coins
Doors	Gems
Equipment not listed	Jewelry
Evasion and Pursuit	Magic Item Subtables
Higher Level spells..... 17	General Table
Hit Points (low rolls)..... 18	Subtables a-h..... 42
Languages	Explanation of Magic Items
Listening	Identifying Magic Items
Magic-User spells	Types of Magic Items
Mapping..... 19	Using Magic Items
Morale	Charges in Magic Items
Multiple Characters..... 20	Detailed Explanations a-h
New Rules and Items	CREATING DUNGEONS..... 46
Questions	Types of Dungeons
Retainers	Good and Bad Dungeons
Sleep spells..... 21	Step by Step
Thief abilities	List 1-6
Timekeeping	Details 1-6
Transferring characters	Random Stocking..... 47
Turning Undead	Notes & Charts
MONSTERS..... 22	Room Contents
General Notes	Traps
Hit Dice	Specials..... 48
Dungeon Levels	Wandering Monsters..... 48
Monster Levels	Charts 1-3..... INBC
Number of Monsters	REFERENCE CHARTS..... INBC
Reactions	Saving Throw Chart..... INBC
Chart	Monsters' Hit Chart..... INBC
Character Actions..... 23	



# Introduction

Read through this booklet from front to back, just as you did the PLAYERS' MANUAL. A vast wealth of information awaits you!

In your adventures so far, you have met many fearsome monsters — goblins, skeletons, and even a Rust Monster. There are dozens of other monsters described in this booklet.

You have found treasures — coins of all types, gems, and a magical potion. There are dozens of other treasures here.

You have visited a “dungeon” — some caves near a town. There is a new dungeon in this booklet!

You will also learn how to put all these things together, make your *own* dungeons, run games for other players, and probably have more fun than you ever imagined.

## Terms and Abbreviations

Let's review the most commonly used terms in the game; they will often be used in this booklet.

A character being run by a player is simply called a **Player Character**, or “**PC**.” The D&D games you will run are actually stories about the PCs in a fantasy world, and you and your players will make up these stories together. You will play the roles of the **Non-Player Characters** (NPCs) and monsters.

Take a moment to review these terms and abbreviations and become familiar with them:

### Definitions:

**Character:** Any imaginary person (human, dwarf, elf, or halfling) in a D&D game.

**Player:** A person who plays the role of a character in a D&D game.

**Adventurer:** Any character which seeks adventure, daring to face monsters and dangers in search of fame and fortune.

**Class:** The profession of an adventurer.

**Party:** A group of adventurers, gathered to share their talents for the good of all.

**Monster:** Any creature that is not a character.

**Normal Man:** A typical townspeople, who is not an adventurer.

**Treasure:** Any valuable item, usually a coin, gem, piece of jewelry, or magic item.

**Dungeon:** Any place where monsters and treasures can be found (including caves, old ruins, and so forth).

**Dungeon Master:** A person who runs a D&D game, playing the roles of the monsters.

**Non-Player Character:** Any character that is run by the Dungeon Master instead of a Player.

**Level:** A number indicating the power of an adventurer or a spell.

**Alignment:** A term generally describing the behavior of any creature — Lawful, Neutral, or Chaotic.

**Saving Throw:** A creature's chance to save itself from a special attack (magic, poison, etc.).

## Abbreviations

**PC:** Player Character

**NPC:** Non-Player Character (run by the Dungeon Master)

**DM:** Dungeon Master

**Str:** Strength

**Int:** Intelligence

**Wis:** Wisdom

**Dex:** Dexterity

**Con:** Constitution

**Cha:** Charisma

**NA:** Number Appearing

**AC:** Armor Class

**HD:** Hit Dice

**hp:** hit points

**d:** type of dice

**D:** Damage

**MV:** Movement Speed

**#AT:** Number of Attacks

**Save:** Saving Throw Class & Level

**C:** Cleric

**M:** Magic-User

**F:** Fighter

**T:** Thief

**D:** Dwarf

**E:** Elf

**H:** Halfling

**NM:** Normal Man

**ML:** Morale

**AL:** Alignment

**XP:** Experience Points

**cp:** copper pieces

**sp:** silver pieces

**ep:** electrum pieces

**gp:** gold pieces

**pp:** platinum pieces

## The Most Important Rule

There is one rule which applies to everything you will do as a Dungeon Master. It is the most important of *all* the rules! It is simply this:

*BE FAIR.*

A Dungeon Master must not take sides. You will play the roles of the creatures encountered, but do so fairly, without favoring the monsters or the characters. Play the monsters as they would actually behave, at least as you imagine them.

The players are *not* fighting the DM! The characters may be fighting the monsters, but everyone is playing the game to have fun. The players have fun exploring

and earning more powerful characters, and the DM has fun playing the monsters and entertaining players.

For example, it's not fair to change the rules unless everyone agrees to the change. When you add optional rules, apply them evenly to everyone, players *and* monsters. Do not make exceptions; stick to the rules, and be fair.

## The Dungeon Master's Job

A DUNGEONS & DRAGONS game is basically a series of encounters, with other actions (such as movement and problem solving) between them. The dice are often used to find results when choices must be made. All the dice rolls are called “*game mechanics*.” The game consists mostly of role playing, game mechanics, and strategy.

During an Encounter, the players make the Hit rolls, damage rolls, and Saving Throws for their characters. You, the Dungeon Master, make similar rolls for the monsters, plus other rolls to find the monsters' actions (such as reactions and morale).

## The DM's Roles

You will play the roles of all the monsters, townspeople, and other creatures encountered. The best Dungeon Masters are able to play several roles at once — such as when the characters meet another party of adventurers, all played by the DM!

However, your creatures are not as detailed as the PCs, and are easier to play. Their actions are often determined by dice rolls. One rule applies to all the creatures, even though there are many different types: Imagine how the creature feels.

The actions of a creature are often determined by its Alignment or Intelligence. *For example*, an animal is not very smart, and will act very simply — hungry and hostile, neutral and unconcerned, or friendly. More intelligent creatures may be thinking of many different things; food, treasure, home and friends, and so forth.

When an encounter seems likely, think about how the creatures feel, and how they might act. When the encounter begins, you will often roll dice to find the actual reactions of the creatures. The results should be adjusted for the creatures' intelligence, habits, and other details.

Imagine how your creatures will react to these dangerous, greedy characters stomping around the caves! The monsters will try to survive and be happy in their own ways, and will often fight to defend their homes and treasures.

But *remember* — although the monsters may be fighting the characters, *you* are not fighting the players. If you try to entertain them, they will entertain you. Play the roles of the monsters, but forget them when they are slain. Their only purpose, in the long run, is entertainment.

## Reactions

When an encounter begins, you may find the actions of monsters by making Reaction rolls. The results are a guide to playing the monsters' response to the arrival of the characters.

An encountered creature might attack automatically. The ghouls in your first adventure, for example, will always attack anyone entering their area, because the description of this monster says so. Most monsters do *not* always attack, so be sure to read the descriptions carefully.

Many creatures can be friendly or unfriendly, depending on the situation. Their reactions can sometimes be determined by the actions of the characters. If a fighter has a sword out and charges at a goblin, the goblin is not going to think the fighter is friendly! The goblin might attack and might run away, but probably won't try to talk.

More often, however, the characters will wait and "see what the monsters do" before they start anything. Likewise, most monsters will usually wait to see how the characters act! When this type of encounter begins, you should make a Reaction Roll for the monsters, using 2d6. Up to 3 Reaction Rolls may be needed to finish the encounter.

Whenever the characters attack the monsters, **stop** rolling for reactions. The monsters will fight to defend themselves, and might run away (depending on their Morale score, as explained on page 14).

Reaction Rolls are explained in detail on pages 22 – 23. Read that section before starting your first group game.

## Running the Game

During most of a D&D game, the Dungeon Master leaves the decisions to the players. The DM presents the setting — describing what the characters see, offering choices of actions, and so forth. But the course of the game is determined by the actions of the party, as decided by all the players. The DM can almost relax and enjoy the characters' progress as they explore, make maps, solve puzzles, and so forth.

The DM usually deals with the characters as a group, rather than the individuals. However, when an encounter begins, a change occurs. The DM takes a more



active role, becoming more aware of the actions of each character. The players have a more limited choice of actions as they confront a monster or NPC. The DM plays the roles of each of the creatures encountered, and decides their actions while considering those of the characters. Game time passes in "slow motion," as the DM carefully considers the round-by-round action (10 seconds at a time) and announces the results.

An experienced Dungeon Master can play the roles of several monsters at once. It can be very hard to do this fairly, without favoring the monsters or the characters. Just as players should keep "player knowledge" and "character knowledge" separate,

so should the DM keep the "monster knowledge" completely separated from the "DM information." This challenging task is further complicated by the need to keep the game running smoothly at the same time!

The following checklists can be used to make sure that everything is handled smoothly during normal play (ORDER OF EVENTS IN A GAME TURN), during an encounter (ORDER OF EVENTS IN AN ENCOUNTER), and during an encounter that results in combat (ORDER OF EVENTS IN COMBAT). You may concentrate on the roles of the monsters, using these lists as reminders of the necessary game mechanics.

### ORDER OF EVENTS IN AN ENCOUNTER

1. *Number Appearing*: determined by the DM (page 22).
2. *Surprise*: DM rolls 1d6 for each side (monsters and party) (page 58 of the Player's Manual).
3. *Reactions*: DM rolls 2d6 for the monsters' first reactions (page 22).
4. *Results*: If —
  - a. both sides talk, continue reaction rolls, negotiation, etc. as needed.
  - b. one side runs away, the DM handles Evasion and Pursuit (page 16).
  - c. one side attacks, continue with ORDER OF EVENTS IN COMBAT.

### ORDER OF EVENTS IN A GAME TURN

1. *Wandering Monsters*: DM rolls 1d6 (Normally checked every 2 turns)
2. *Actions*: Caller describes all party actions (movement, listening, searching, etc.)
3. *Results*: If —
  - a. a new area is mapped, the DM describes it.
  - b. an encounter occurs, skip to ORDER OF EVENTS IN AN ENCOUNTER.
  - c. something is discovered (secret door, item, etc.), the DM announces the results.
  - d. no encounter occurs, the game turn ends; return to #1.

### ORDER OF EVENTS IN COMBAT

1. *Intentions*: The DM asks each player what the character intends to do in the coming round.
2. *Initiative*: Each side rolls 1d6. The side that wins the initiative acts first.
3. *Actions*, side that wins initiative:
  - a. *Morale checks*, if needed (page 19).
  - b. *Movement* (and optional combat movement, page 56 of the Player's Manual).
  - c. *Missile fire* (page 59 of the Player's Manual).
  - d. *Magic spells and magic items used* (such as wands).
  - e. *Hand-to-hand combat*.
4. *Actions*, side losing initiative; follow steps a through e above.
5. *Results*: If —
  - a. all the monsters are defeated, the combat (and game turn) ends; return to ORDER OF EVENTS IN A GAME TURN.
  - b. one side runs away, the other may pursue, and the fleeing side may attempt to evade (page 16).
  - c. the combat continues; return to the first step in the ORDER OF EVENTS IN COMBAT and repeat all the steps.

# Your first game

The following adventure is designed for use by a beginning Dungeon Master. It will tell you what to say to the players, when and what to roll, and includes page references for additional information.

Before you start, you should look through the rest of this booklet, to see what information is given. One section called "Procedures and Rules" (pages 14 - 21) gives details on handling most situations. Retainers should not be needed if there are 4 or more players, but if you use them, be sure they are properly handled (page 20). The Order of Events checklists will be helpful during the game.

Monsters and treasures are explained afterwards in separate sections. All the details on the monsters and treasures found in this adventure are fully explained here, and you will not need to refer to those sections.

Before you start the game, make sure all the pre-game details have been handled, using the Pre-game Checklist.

## PRE-GAME CHECKLIST

1. Do all the players know how to play? Have they played the Solo Adventure in the PLAYERS' MANUAL?
2. Have you read this book up to this point? Have you looked through the rest of this booklet?
3. Do you and the players know the "Who-Why-What-Where-When" of the adventure?
4. Are all the characters ready to go, including equipment?
5. Have the players chosen a Caller and a Mapper? Do they have a piece of graph paper and a pencil, to map with?

If any answer is "No," stop and fix the problem.

In this adventure, you will find many sections to be read *to* the players. Listen to them while you are reading; they contain information for you, too!

Whenever you find a paragraph that starts with "DM:" it contains information for you *only*. Stop for a minute and read it. The DM Information contains instructions on how to run the coming encounter, or how to handle a new situation.

## Adventure Record Sheet

Using a blank piece of scrap paper, make a list of the details you will need during the adventure. Near the top of the page, write the name of each character, making a list. To the right of each name; write the class of the character. To the right of the class, write the Armor Class of the character.

Ask the Caller for the party's marching order. The characters would normally travel in single file or in pairs. Write the marching order below the character list,

using initials, and note which end is the front to avoid confusion.

The rest of the sheet may be used for keeping track of time, the details of monsters encountered, treasure found, and any other notes you wish to make.

When you are ready, turn the page and start reading, following the instructions given.

## Group Adventure

**Start:** Read the following to the players:

"Many years ago, this part of the Realm of Man was ruled by a magic-user named Gygar, a man of great and mysterious powers. He ruled the lands from his mighty castle Mistamere, located at the foot of the mountains to the north.

"Gygar died after a long and peaceful rule, but no successor was named. Over the years, the unclaimed castle fell into ruins.

"Now, centuries later, the outline of the broken towers can still be seen from the town, ever beckoning to seekers of danger, fame and fortune.

"You have gathered around a dinner table in the Gold Dragon Inn, in the center of town, to discuss your plans. The Inn is busy, filled with ruddy-faced townsfolk and other adventurers, who are eating, drinking, laughing, and having a splendid time.

"You have all heard the tales told by others, tales of monsters lurking within the ruins and guarding rich treasures. None of you have been there, but after an evening of discussion, you decide to try your luck in the castle ruin, and plan to meet at dawn for the short journey.

"One special note: the town rulers have offered a reward of 1,000 gp for the capture of Bargle, the renegade magic-user! The death of Aleena, a well-known cleric, was the 'last straw.' They want to stop this danger once and for all, so keep your eyes open!"

**DM:** Stop a moment and make sure that all the characters are ready to go. Then continue reading:

"It's morning, and you're off to the castle. It lies only 3 miles from town, just a healthy walk past a local farmer's fields. As you follow the dirt road past the farm, you greet the workers tending the crops. It's a lovely summer's day, and all seems peaceful.

"The land owner himself sits atop a wagon, watching his men, and chats with you before you continue onward. He mentions that he has had no prob-

lems with monsters, and if any lurk in the nearby ruins, they stay there 'like respectable monsters should.' Every night, however, he carefully locks up all his animals.

"After bidding him a good day, you continue toward the ruin. As you approach, you see that the walls are jagged and full of small holes, and a few large stone blocks have tumbled to the earth, laying scattered around the ruins.

"A gateway in the center of the front wall stands empty, and the massive outer doors now lay rotting nearby. This gateway seems to be the easiest entrance through the wall. A 10' wide gaping hole is in the wall off to your left, and could be another entrance.

"You do not see any other entrances; the rest of the wall is crumbling, but few wide holes have opened. This outer area has no other interesting features. A sheer cliff, the face of a mountain, rises at the north edge of the ruins."

**DM:** Now read the next section to yourself, and then continue with #1.

## DM Information

Find #1 on the map on this page; that is the location of the characters at this point. They have approached from the south (from the bottom of the map), heading north (towards the top of the page).

Assume that the walk from town took about 1 hour, and that the time is now 8:00 a.m. Note this near the top of your Adventure Record Sheet, and keep track of the passage of game time from now until the adventure ends.

The Hit roll charts and Saving Throws that you will need during the adventure are given here, for your convenience:

## HIT CHART

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

Saving Throws	Monster Saves As:	
	Normal Man	Fighter 1-3 4-6
Poison	14	12 10
Magic Wand	15	13 11
Paralysis	16	14 12
Dragon Breath	17	15 13
Spell	18	16 14

## 1 Read the following:

"The path through the rubble passes the fallen door. As you carefully approach, you notice some slight movement beneath it. You stop, wary of danger.

**DM:** Encourage the players to send someone forward to examine the door. They should do so, to be sure their path will be safe. If they don't investigate now, a hidden monster could surprise the party as they pass by. The following encounter is a "warm-up" for both you and the players to practice playing in a group.

Find out which characters are examining the door closely, and which are keeping watch for other dangers. Then read the following:

"Suddenly, the ground along one edge moves, and a hole appears. There's something under the door!"

**DM:** If the characters closely examining the door, select a fighter or dwarf (if possible), or randomly pick a character, to be the victim of the coming attack. Do not tell the players what you have done!

Ask the players, one by one and starting with the victim you have chosen, what their characters intend to do. Remember what they say, and make notes if you wish. Then read the following:

"You see a large worm-like monster stick its head out of a hole under the door. It has eight long tentacles in a circle around its mouth. It doesn't come all the way out — just far enough to attack you —" (name the victim).

You will need the following details about the monster. Copy them onto your adventure Record Sheet:

### CARRION CRAWLER

Armor Class:	7
Hit Dice:	3 + 1
Move:	120' (40')
Attacks:	8
Damage:	Paralysis
Save as:	Fighter: 2
Morale:	9
Hit points:	10
Align:	Neutral
XP Value:	75

If the monster is put to sleep by a **Sleep** spell, read #2. If the monster is killed, read #3.

The carrion crawler will use all 8 of its tentacles to attack the single victim you have chosen. Tell that player to roll 1d6 for initiative, while you roll 1d6 for the monster. If your roll is higher, make 8 Hit rolls

for the carrion crawler. If the player's roll is higher, allow the party to move or attack first.

Be aware of the actions of the other characters, but do not allow any of them to attack in the first round unless they are next to the victim. If any Missile Fire attacks are desired, tell the players "You must move around for a clear shot, to avoid hitting your friends. You may fire next round."

If any of the carrion crawler's attacks hit, the character must make a Saving Throw vs. Paralysis (one per hit) or be paralyzed. If any Saving Throw is failed, tell the victim "You fall over." Tell the rest of the players that they see the victim fall, but do not say whether the character is alive or dead.

After the first round of combat, ask each player for actions for the coming round. If the first victim is paralyzed, the monster will attack the next closest character. If no characters are nearby, it will crawl out of its hole and attack the nearest.

If more than one character moves in to attack the monster, the 8 attacks will be divided among the two closest opponents. Anyone hit must make a Saving Throw or fall over, paralyzed.

Continue running the battle as long as necessary. The party should be able to kill the carrion crawler fairly easily. Any paralyzed characters will recover in 3 turns (½ hour), unharmed. The party may wait in the outer ruins (this area) while their friends are recovering, or may drag them out to the edge of the fields (an even safer move). Whichever they choose, be sure to keep track of the passage of game time, counting the battle as 1 full turn.

**2** The carrion crawler is put to sleep by a magic-user or elf spell. When it goes to sleep, it merely stops moving, and its tentacles slump to the ground. Any character with a sword or dagger can kill the monster with one blow, and without waking it up. When the monster is killed, read #3.



**3** The carrion crawler is killed. It slumps to the ground, motionless. Read the following:

"Looking at the dead creature, you see that it is about 9' long and has many small legs, like a centipede. You have heard talk of such a creature, back in town. They called it a carrion crawler. You peer into its hole under the door, to see if any others are still hiding there."

**DM:** If the monster climbed out to attack the party, skip to #4. Otherwise, continue:

"You don't see anything moving, but the glint of treasure lies below! However, the body of the monster blocks the opening. Do you want to pull it out of the way?"

**DM:** The huge door is too heavy to be moved, and it would take hours to dig another hole through the rubble. If the characters cooperate, they can grasp the body of the monster and pull it out of the hole. Its tentacles are not dangerous after death, and the creature may easily be pulled out of the hole. Read #4.

## 4 Read the following:

"With the body out of the way, you can clearly see a pile of coins at the bottom of the hole, about 8' down. Do you want to just go in and get it, or does anyone want to search for traps first?"

**DM:** In the future, you should not remind the players about traps. But in this "warm-up encounter," try to help them decide what to do. There are no traps or other unusual features to be found, but the characters should always check.

A skeleton will be found at the bottom of the hole, mostly covered by the treasure. Close inspection will reveal that it is the skeleton of a short man-like creature whose head is similar to a dog's. It does not move, being merely an old skeleton of one of the carrion crawler's past victims. Read the following:

"This looks like the remains of another creature you've heard about, called a kobold. Kobolds act and live much like goblins, but are a different race.

"You carefully gather the treasure, putting it into sacks and dividing it among yourselves to balance the load. The coins are all copper and silver, about a thousand of each, and two gems — garnets — are uncovered near the bottom of the pile. You also find a small leather bag, almost rotted away. It may have belonged to the dead kobold."

**DM:** The garnets are worth 100 gp each. If a dwarf examines them, the value will be discovered; otherwise, they must be identified in town. The bag contains 15 cp and a brass key.

On your Adventure record, under the carrion crawler information, make a note of all the treasure found.

Anyone may take parts of the carrion crawler or kobold skeleton if they wish, but they are useless and have no value. When the players are ready to continue the adventure, read #5.

## Your first game

### 5 Read the following:

"As you gather the treasure, you hear a loud THUMP. You see that the main gateway is closed! Although the huge outer doors lie here, rotting, a pair of inner doors remain. They have been closed; the only entrance is now the 10' wide hole in the wall, off to the left.

"Start mapping. Each square on the graph paper represents an area 10' long. The gateway, now closed, is 40' wide; put that near the bottom of your map, in the center. The wall to the right of the gateway is 130' long. The wall to the left goes 100', then has a 10' wide hole, then continues west another 20'. The entire south wall, counting the gate, is 300' long.

"The wall is about 50' high, and very shaky. Any climbing might pull some blocks loose, and they could kill you if they hit you."

**DM:** Make sure that the mapper has an accurate picture of the area. You may add the path leading to the front gate and the fallen doors if you wish.

Offer the players the following choices of action. If they pick one, turn to the entry number given. If they insist on actions not given in the list, do the best you can.

Examine fallen blocks	6
Peek into holes in wall	7
Go to the closed gateway	8
Enter the gaping hole	9

### 6 Read the following:

"As you prowl around the rubble, you find several large blocks of stone, apparently fallen from the decaying walls. Another kobold skeleton lies under one of the blocks, but no treasure is visible, and the block is too heavy to move."

**DM:** Allow the players to choose from the list of options given in #5. Mark off 1 turn of time for examining the fallen blocks.

### 7 Read the following:

"You carefully move up to the wall, looking for holes to look through, hoping to discover some clue about what lies on the other side. But all of the holes are too high to reach. You cautiously explore a bit more, and find some other holes along the east wall, to the right. Some are near ground level, and you carefully peer through.

"You see a large courtyard inside the wall, and the remains of a castle. The castle ruin is old and cracked, but not as badly as the outer wall, where you are now. Only one story of the castle still stands; the upper parts have crumbled,

and the rubble is scattered throughout the courtyard.

"You see a group of creatures hiding in the shadow of the wall, avoiding the open sunlight. They are kobolds! There seems to be about 10 of them, but you cannot see them clearly enough to determine their exact numbers or their equipment carried."

**DM:** Mark off 1 turn of time for finding the holes and looking through them. Encourage the players to talk about what to do next.

As they talk, tell the mapper to draw the area inside the outer walls, and read the following:

"The outer wall is 10' thick. A pathway leads through the rubble, starting at the gateway and leading 90' north to a pair of doors in the middle of the south wall of the castle ruin. Those doors are 20' wide. The castle wall extends 80' to each side of the doors, east and west. The side walls of the castle are each about 100' long, reaching north to the face of the mountain's rugged cliff."

**DM:** If the party decides to enter the hole in the wall, read #10. If they go to the closed gateway, read #8. Mark off another turn of time for discussion and some movement, back to the outer ruins in front of the wall.

**8 DM:** The party decides to go to the closed doors at the front gate. When they get there, they may try to open the doors, but will have no success. Give them the options listed in #5.

**9 DM:** If the characters did not look through the holes in the wall, roll 1d6. If the result is 1-3, the kobolds gain surprise: In the coming battle, each kobold will get one free missile fire attack before the party can act. If the result is 4-6, no free attacks will occur, but the kobolds will attack anyway. Read #10.

**10 DM:** The kobolds in the courtyard are guards. They have been ordered to not let anyone enter the ruin. Seeing the party, they have closed the front gate, and will hold it shut if the party tries to break in.

These kobold guards are the biggest in their tribe, and have maximum hit points (4 each). They are armed with short bows, arrows, and short swords. Each kobold has 2 quivers of arrows (20 per quiver), so you will not need to keep track of their equipment. A hit from a kobold arrow will inflict 1-6 points of damage, but the short sword attack of these weak creatures causes only 1-4 points of damage. Use the "up to 1 Hit Die" line of the Hit roll as chart, kobolds

are merely 1/2 Hit Die creatures. Each kobold carries a small leather bag containing 3-18 cp, but no other treasure.

A **Sleep** spell cast at the kobolds will automatically put them *all* to sleep. If this occurs, *stop* (regardless of what is happening at the time) and read #16.

Read the following to the players:

"As the kobolds start firing, some of you may take cover behind the boulders in the courtyard. What do you want to do — fire back at them, move in, or what?"

**DM:** Find the planned actions of each character, one by one. If they want to talk about the situation, rounds of time will pass, and the kobolds will keep firing. For each minute of real time the players spend talking, count off one round of game time, and make one round of Hit rolls for the kobolds! Treat any part of a minute as a full round. The characters should take cover before they start talking, and you may remind them of this.

Missile fire is featured in this encounter. The kobolds begin firing as the party enters through the hole in the wall. The battle could result in the following situations:

- The characters respond with missile fire of their own, and do not approach the kobolds. Some characters may take cover behind boulders. If this occurs, read #12.
- One or more characters move towards the monsters, and are fired upon several times. If this occurs, read #13.
- The characters move cautiously towards the kobolds, using boulders for cover. If this occurs, read #14.
- One or more characters remain inside the hole entrance, keeping the attention of the kobolds while the others circle around. If this is done, the kobolds will be busy with missile fire, and the party *may* break in. If this occurs, read #15.
- The characters all go back out, circling around to enter by the gateway. They will still not be able to get in, and must return to the hole in the wall (or go home).

### KOBOLDS

Armor Class:	7
Hit Dice:	1/2
Move:	90' (30')
Attacks:	1 sword or 1 arrow (range 50/100/150)
Damage:	1-4 or 1-6
Save as:	Normal Man
Morale:	6
Hit points:	4 each
Align:	Chaotic
XP value:	5 each

**11 DM:** The party attacks the kobolds hand-to-hand. If possible, each monster will attack a different character. You may choose opponents, or pick targets randomly.

In each round of combat, remember to ask each player for actions, make an initiative roll, and then run the action.

When the first kobold is killed, roll 2d6 to check morale. If the result is 5 or less, the kobolds will try to run away, toward the castle ruin. They are slow creatures, however, and can be caught by anyone not wearing metal armor. If any kobold is caught, they will *all* stop and fight to the death.

If all the kobolds are dead or gone, the encounter ends. Stop keeping track of time in rounds. Count the entire battle as 1 turn of time, and read #18.

**12 DM:** One or more characters start firing missiles at the kobolds. The range is 110'. If a character uses a long bow or crossbow, the range is medium, and no range adjustment is used. The range is long if a short bow is used, for a -1 penalty to each Hit roll. The range is too great for a sling to be used, or if hand-hurled weapons are thrown. Remind the players to keep track of the arrows or quarrels shot! If they run out of missiles, they cannot continue firing.

The kobolds are under cover, and the characters may also take cover. The kobolds will fire at those characters firing back at them. When firing at any target completely under cover, a -4 penalty should be applied to all Hit rolls. Thus, the kobolds need a Hit roll of 20 to hit a character in plate mail armor (since a 20 always hits unless the range is too great). A character needs a Hit roll of 16 (instead of the 12 normally needed to hit AC 7), unless a range or Dexterity adjustment applies.

The kobolds will keep firing until most are dead. When only 3 (or less) kobolds are left alive, the survivors will run for the door to the inner castle ruin. Characters may fire for two rounds while they run. The running kobolds do *not* have cover, and are AC:7. The characters are too far away to catch them. If any survivors get to the door, they will go inside, close and lock the door behind them, and go downstairs to Dungeon Level Two.

**13 DM:** Look at the range of the kobolds' short bows: 50/100/150. The distance between the kobolds and their targets is 101-150 feet, the range is long, and Hit rolls are penalized by -1. At 50' range or less, the range is short, for a +1 bonus to Hit rolls. Any distance in between (51-100 feet) is medium range, with no adjustment.

You must carefully keep track of the exact position of each character during this encounter. As characters move, the missile fire range will change. Characters in metal armor move 20' per round; in leather armor, 30' per round; unarmored, 40' per round.

When the party first enters, the kobolds are hiding behind some rubble next to the path inside the gateway. They are 110' away from the party, so their first missile fire attacks are at long range (-1 penalty on each Hit roll). These attacks may be aimed at any characters, either selected or randomly determined.

During the first round of movement, the approaching characters move into medium range (no range adjustment). All the missile fire is aimed at the approaching characters. The kobolds ignore those characters taking cover.

Carefully keep track of both the positions of the characters and the passing of each round of game time. Remember to roll for initiative each round, to see if the characters move before or after the kobolds fire their arrows.

When any character gets within 20' of the kobolds, all the monsters will drop their bows and draw their swords. They will all attack immediately; read #11.

**14** Read the following:

"You see that the hail of arrows is dangerous, and approach with caution, taking cover behind boulders and moving from rock to rock."

**DM:** Using this strategy, the characters will have cover, but will move at half normal speed. Keep track of the positions of each character, from round to round. Apply a -2 penalty to all the kobolds' Hit rolls when attacking the approaching characters that use this strategy. Read #13 to handle the missile fire, but remember to use

(a) half normal movement rate for characters, and

(b) a -2 penalty to all kobold Hit rolls for missile fire.

**15** Read the following:

"You decide to split up. Someone stays at the hole in the wall, keeping the kobolds' attention, while some of you go back out to circle around to the front gate."

**DM:** Other than using a **Sleep** spell on the kobolds, this is the best possible strategy. The kobolds will keep firing at the characters by the hole in the wall.

Keep track of time! A character in metal armor (moving 20' per round) will take 6 rounds to get to the doors. During this time, the kobolds will all keep firing at their targets by the hole in the wall. If no characters are firing back at them or moving toward them, 3 kobolds will stop firing and hold the doors.

When characters try to break into the front gate, roll 1d6. Modify the result as follows:

Subtract 1, because the doors are locked.

Add the Strength adjustment of the strongest character forcing the door (+1 for 13-15 Strength, etc.).

Add 1 for each additional character helping to force the door, whatever their Strength scores (+1 for 2 characters forcing the doors, +2 for 3 characters, etc.).

Subtract 3 if kobolds are holding the doors closed.

If the adjusted total is 5 or 6, the doors are broken open. If the total is 4 or less, the doors hold fast. Characters may repeat the attempt once per round.

If the doors are broken open, the characters may move in while the kobolds draw their swords. No free attacks are gained by either side. Read #11 to run the hand-to-hand combat.

**16** Read the following:

"As you cast the **Sleep** spell, you see all the kobolds stop and fall over."

**DM:** Stop keeping track of time in rounds; the battle is over. The characters may approach the kobolds or do whatever they wish.

The characters may kill all the sleeping kobolds easily. However, if they keep one or more as prisoners, binding them with ropes, read #17. Otherwise, read #18.

**17** Read the following:

"You tie the kobold securely; you have a prisoner. Do you want to wake him up and talk to him?"

**DM:** If the players do not wake the kobold, read #18. If they wake him, continue:

"The kobold awakens, and looks around in panic. He struggles a bit but finds himself securely tied. In a strange dog-like voice, he growls, 'What do you want?'"

## Your first game

**DM:** Play the role of the kobold prisoner. He will not say anything about the rest of the dungeon, but will reveal that he is one of the guards, placed here to prevent anyone from entering the ruins.

The kobold will offer to give money if the party will let him (and any other surviving kobolds) go. He asks to be untied to show the party where the treasure is. If the party unties him, however, he will run for the door to the ruined castle, and get away!

If the party insists on keeping a rope tied to him, he will lead them to a pile of rubble by the east tower ruin. After digging for a minute, he will pull out a small iron box, which is not locked. The box contains 100 gp and a black gem (onyx, worth 50 gp).

If the characters want to kill the kobold after getting the treasure, remind the lawful characters that they would keep their part of the bargain, and let the kobolds go. If released, the kobolds will all leave peacefully. After thanking the party, they leave by the front gate and run away to hide in the mountains.

When all the kobolds are gone, read #18.

### 18 Read the following:

"You gather the treasure from the kobolds, and find a total of 80 cp in their sacks. You also get 8 quivers of arrows, with 10 in each quiver. Their short swords are not well-made, and are worthless."

**DM:** Now stop the game. Tell the players about each of the possible strategies given in #10. You may either read each section to the players, or play each one, as if it actually happened! If you play them, treat them as practice only. Remember what the characters' hit points and equipment are now, so they can be returned to "normal" after the practice.

When you are ready to continue the game, read #19.

**19 DM:** To run the rest of this adventure, use the following Encounter Key for descriptions of each area of the dungeon. Keep track of the location of the party on your map. When they approach a numbered location, find that number in the key, and read the description.

Remember to keep track of time. The party's movement rate per turn is equal to the movement rate of their slowest character (probably 60' per turn).

Use the Order of Events checklists to be sure you are running each turn and encounter properly. If you have any problems, remind the players that you are still learning, find the explanation of the situation in this booklet, and read it.

## Dungeon Level One

### Notes for the DM

The first level of this dungeon may be used for two or three group games. It was designed using the guidelines given on pages 46 - 47. Treasure is placed according to the frequency given. Of all the rooms,  $\frac{1}{3}$  are empty,  $\frac{1}{3}$  have monsters,  $\frac{1}{6}$  have traps, and  $\frac{1}{6}$  are "Specials."

One room (#27) contains dangerous monsters and a difficult situation, and should not be entered by beginning characters (nor run by an inexperienced DM!). Its doors are specially locked to prevent first level characters from entering. When any character reaches the 2nd level of experience, the room may be entered.

The second level of the dungeon is left for you to fill! A map is given, along with a list of possible monsters. No Wandering Monsters are encountered on Level One, but they should now start appearing occasionally on levels 2 and 3. Dungeon level 3 is left entirely for you to create, and you may add lower levels if you wish.

The characters should be able to leave the dungeon at any time, whenever they need rest and healing. Since the dungeon is near to their home town, they should not have to spend a night inside. Other dungeons may be so far away as to make the return trip to town nearly useless. A brief stay overnight in an unoccupied room may allow spell casters to relearn their spells, curing any badly wounded characters in the morning. A dungeon may thus be easily explored for a few days, or until a full load of treasure is found.

Some standard features of this dungeon (which may be told to the players) are:

All walls, ceilings, and floors are made of stone.

All walls are 10' high (inside).

All areas are dark; characters must carry light sources.

All room descriptions include the following information, in this order:

1. east, measuring north to south, then east to west
2. exits
3. contents

### Encounter Key: Dungeon Level One

#### 20 Entrance:

The path through the rubble leads from the main gate to the doors of the castle ruin. The walls of this castle are still firm,

and this is the only entrance. The doors are not locked, and will open easily.

If anyone climbs the walls outside, they will discover that the first floor of the castle remains intact, but the upper stories have fallen completely apart. The rubble in the area is all that remains.

When the doors open, the characters see the first room inside the castle. Read the following to the players:

"The 20' wide doors open inward, and you see the remains of a bare 30' x 40' room. Empty doorways are in the middle of the east and west walls; the doors are missing. A normal door is in the middle of the north wall. The room contains some trash and rubble, but not enough to conceal a creature."

**DM:** As the party enters the room, sunlight will brighten the area, but the rooms to the sides will remain dark. Ask the characters what their light sources are, and make notes of which characters light torches or lanterns. Everyone does *not* have to have their own light source.

The party should search this area before continuing, but nothing of interest remains.

The party can choose to go north, to the next door, west to room 22, or east to room 23.

#### 21 Wrong way:

**DM:** You should not be reading this to the players. As the party approaches a numbered area on the map, find that number in this Encounter Key and use the information given. There is no #21 on the map. Look carefully at the map, find the party's location, and turn to that number.

#### 22 West hall:

This 30' x 30' room has doorways in the east and west walls. It contains the remains of 3 chairs and 2 small tables. A fireplace is in the middle of the north wall.

If they search carefully, the characters will find 3 old silver teaspoons, worth 10 sp each, and a small bag of dried-up peas.

If they search the fireplace, they will see that the chimney is clogged with old timbers. If they search the chimney, read the following:

"You look up the chimney, poking around to see if anything of value might be hidden there. Suddenly, a shower of rubble comes down on you, and a large dark shape comes flying out!"

## 1 GIANT BAT

Armor Class:	6
Hit Dice:	2
Move:	180' (60')
Attacks:	1 bite
Damage:	1d4
Save As:	Fighter: 1
Morale:	8
Hit points:	9
Align:	Neutral
XP value:	20

The movement rate given is only for flying. The bat flies out and attacks the character disturbing it. If the bat is hit, roll 2d6 to check morale; if the result is 7 or less, the bat will fly off through the west doorway, landing on a chest in room 28. If an 8 or more is rolled, the bat will fight to its death.

One of the pieces of rubble shaken loose by the bat is an onyx gem, worth 50 gp. However, it will not be found unless characters examine the fresh rubble carefully.

### 23 Hallway:

This 30' x 20' area has doorways (without doors) in the east and west walls. Normal wooden doors are in the north and south walls. The room contains some trash but nothing of interest.

### 24 East hall:

This 30' x 30' room has empty doorways in the east and west walls, and the doors are missing. A fireplace is in the north wall, and the room contains the remains of 4 chairs and one small table.

An old pillow stuffed with feathers will be found if the characters search the room. There is also one loose brick inside the chimney of the fireplace. However, the chimney is filled with old fallen timbers. If a character searches the chimney, some timbers fall, and a Saving Throw vs. Wands must be made. If failed, the character takes 2-5 points of damage from falling timbers; if successful, 1 point of damage is still inflicted. The loose brick is automatically found while the chimney is searched. A finely made silver dagger is hidden in a niche behind the loose brick. It is not magical, but may be sold in town for 75 gp.

### 25 Bedroom:

This room is 30' x 40', with two empty doorways in the west wall and one in the east wall. The doors are missing. A large fireplace is in the south wall.

This area was once a fine bedroom, but its once-rich furnishings — the canopy bed, plush chairs, tables and rugs — are now tattered, moldy, and worthless.

Somehow, the moldy bed looks very comfortable. The first two characters to enter the room must each make a Saving Throw vs. Spells! If successful, nothing happens, but if failed, the victim(s) will walk over to the bed, lie down, and take a nap. The victim may sleep for years, but will not age nor need food or drink.

A victim can only be awakened from this magical sleep in one of three ways:

A **Dispel Magic** spell will remove the enchantment (available in town for a price).

A normal pea placed under the mattress will cause the victim to awaken immediately, but with a sore back (-2 on all Hit rolls until a good night's rest is had).

If placed on the bed in room 26, the victim will wake. Tickling the victim (with a feather, for example) has no effect. The room contains nothing else of interest.

### 26 Bedroom:

This room looks exactly the same as room 25, but with two doorways in the east wall and one to the west. The bed is completely harmless, and even helpful. If a sleeping victim of the bed in room 25 is placed on this bed, the victim will wake in 3 minutes, completely unharmed by the experience and refreshed by the nap.

If the victim is tickled while on the bed (with a feather, for example), the entire bed will magically sneeze. This sneeze will cause the mold in the room to fly into the air, and everyone in the room must make a Saving Throw vs. Spells or start sneezing themselves, unable to do anything else! This sneezing lasts for 4 rounds, and attracts the monsters in room 35, which arrive 1 round after the sneezing starts. The monsters and the sleeping victim are not affected by the mold.

This bed may also be used to cure the deadly choking effect of yellow mold (see room 27).

### 27 Dining hall:

Special Note: The doors to this room can only be opened by a character of 2nd Level or greater. You should read this entire encounter description *before* starting to run it. When you are ready, read the following to the players:

"This large 30' x 60' room has five doors, two in the east and west walls and one in the middle of the south wall. A large marble fireplace is in the middle of the north wall.

"A long wood table, 10' wide and 40' long, fills the center of the room. It is surrounded by 12 plain wooden chairs,

5 on each side and one on each end. The end chairs and two chairs on each side are occupied by skeletons, 6 in all. They are all dressed in rags, apparently the remains of fine dinner clothes, for both male and female. They are sitting up, but do not move.

"On the table in front of each chair sits a golden dinner plate, with a dusty glass goblet on each plate and dull silverware to either side. The table is bare wood, with no tablecloth."

**DM:** From any doorway, the party cannot see into the fireplace. There, lurking in the shadows, are two harpies.

## 2 HARPIES

Armor Class:	7
Hit Dice:	3*
Move:	60' (20')
or Flying:	150' (50')
Attacks:	2 claws/1 weapon + special
Damage:	1-4/1-4/1-6 + charm
Save As:	Fighter
Morale:	7
Hit points:	15 each
Align:	Chaotic
XP value:	50 each

These horrible creatures are feared by the kobolds and all other creatures in the area, and are avoided. They, in turn, stay in this room, feasting on the victims who wander in. The skeletons are all that remain of their past meals.

When any door is opened, the harpies start singing a duet. Every character must make a Saving Throw vs. Spells. The song of the harpies is enchanting; if the Saving Throw is failed, the victim is **Charmed** (fully explained on page 23), and hears beautiful music.

If the door is closed immediately, the characters will be able to drag their **Charmed** comrades away from the room. The **Charm** may be removed by a **Dispel Magic** spell (available in town, for 100 gp), or by placing the victim on the bed in room 25 (causing sleep) and then on the bed in room 26 (waking the victim and removing the **Charm**).

If the door is not closed, the victim will walk into the room, circle the table, and continue toward the fireplace. If the Saving Throw is successful, the harpies' song is heard to be screeching noise, and has no effect. Only one Saving Throw must be made for the song of the two harpies.



## Your first game

If a cleric tries to Turn the skeletons, make the rolls normally, but there will be no effect. The skeletons are not animated monsters.

If any character attacks the harpies, the monsters will fly around the room and over the table, avoiding combat as much as possible. They will not land on or disturb the table, however. If cornered by two or more characters, a harpy will fight.

If any character touches a gold plate or climbs onto the table to attack the flying harpies, a terrible thing may occur. The "gold" plates are actually tin, covered with yellow mold!

### YELLOW MOLD

Armor Class:	—
Hit Dice:	1*
Move:	0
Attacks:	Spores
Damage:	1-4 plus special
Save As:	Fighter: 1
Morale:	Not applicable
Hit points:	4 each
Align:	Neutral
XP value:	15 each

These molds are smaller than normal. For each plate touched, roll 1d6; if the result is 1-3, the mold releases a small cloud of spores, catching only the character disturbing the plate. The victim takes 1-4 points of damage and must make a Saving Throw vs. Poison or start choking, unable to do anything else. A choking victim will die in 6 rounds unless taken to, and placed in, the bed in room 26.

Anyone climbing onto the table will disturb 2 plates, which may both produce clouds of spores (roll for each), inflicting 1-4 points for each cloud but only requiring a single Saving Throw.

Yellow mold can only be harmed by fire. The touch of a torch will automatically destroy the mold on one plate, but a roll must be made for each such touch to determine whether a spore cloud is released.

If one harpy is killed, roll 2d6 to check the morale of the other. If the total is 6 or less, it will surrender, offering to give all its treasure to the party in exchange for its freedom. If the party accepts, it will pull a long flat chest out from under the table. The chest is locked, but the harpy has a key. It will open the lock and the chest, and then leave (if the characters permit) by the door in the south wall, continuing outside to flee into the mountains.

If questioned after it surrenders, the harpy will tell of a magic-user who came one day and took charge of the dungeon. This man lives below, on a lower level of the dungeon, and the kobolds serve him.

If the harpies are slain, a search of the room will reveal the harpies' chest. The key

found in the carrion crawler pit will fit the lock! The chest is not trapped.

The harpies' treasure box contains: a few more dinner outfits, all moldy and ragged (worthless), 2,000 sp, 2 pairs of turquoise earrings (value 500 gp per pair), and two potions of healing. In addition, the 12 sets of silverware on the table are worth 5 gp per set. The goblets are only worth 1 gp for all 12, and will probably crack on the journey to town. The tin plates are corroded and worthless.

### 28 Storage:

If the giant bat in room 22 flew away from the party, it will be found here. Read the following to the players:

"This room is 30' x 30', with doorways in the north and east walls; the doors are missing. The room is filled with boxes and crates of many shapes and sizes, and looks like a storage area."

**DM:** All the boxes are covered with a thick layer of dust, and have not been disturbed for a long time. None of the boxes can be moved, opened, or damaged in any way!

If the searching characters tap on any box, a deep voice will come from a larger one in a corner, saying: "Who's there?" Whatever the characters say, it will respond with "Is Bargle with you?" Again, whatever the characters say, it will finish with "Oh — well then, never mind!" It will not speak again.

### 29 Closet:

This small 10' x 30' room has doorways in the south and east walls, but no doors. A dusty old round hatbox is lying on the floor in the northwest corner.

The hatbox is tied with a string. If the string is cut, the hatbox can be opened safely. But if the large bow knot on top of the box is untied, the character untying it must make a Saving Throw vs. Poison or take 1-6 points of damage, from poison placed on the string.

A woman's red hat, now faded and moldy, is in the box. The hat itself is worthless, but if removed from the box, a hatpin will be found beneath it. The hatpin is solid platinum, and worth 100 gp.

### 30 Stairs:

This 20' x 30' room has doorways in the north and east walls, but no doors. A stairway by the south wall leads down to Dungeon Level 2. There is a fireplace in the northwest corner of the room. Lurking on the stairway are 4 kobolds, who are

watching for intruders. They will only be encountered if the party starts down the steps.

### 4 KOBOLDS

Armor Class:	7
Hit Dice:	1/2
Move:	90' (30')
Attacks:	1 sword
Damage:	1-4
Save As:	Normal Man
Morale:	6
Hit points:	3 each
Align:	Chaotic
XP value:	5 each

When encountered, roll 2d6 to find the reactions of the monsters. If friendly, they will warn the characters not to proceed down the steps to the dangerous Second Level of the dungeon. If they Negotiate, they will want payment of at least 10 gp to reveal the same information.

Each kobold has a bag containing 5 cp, and no other treasure or equipment except for their crude short swords.

### 31 Trap room:

This room is 30' x 30', with doorways in the south and east walls (but no doors).

A large log is in the center of the room. One end is on the floor, but the other end is held up by a strong rope, which runs through hooks in the ceiling, wall, and floor. It is tied to a large chest, which is on the floor directly below the upraised log.

If the rope is cut, the log falls, smashing the chest and scattering its contents.

The lid of the chest is not held shut by the rope, and can be opened easily. It is not trapped. Inside the chest are 500 sp, 50 gp, and one citrine gem (value 10 gp).

The kobolds and other monsters in the dungeon have avoided this area, believing it to be a deadly trap. It is harmless unless the rope is cut.

### 32 Statue room:

This room is 20' x 20', with a normal door in the east wall and a doorway (without door) in the west wall.

In the center of the room stands a statue of a short dog-headed man, clad in leather armor and apparently swinging a short sword (a kobold).

If the statue is touched, the center portion of the statue (from chin to waist) spins in a complete circle. The stone sword will hit the character touching the statue unless a Saving Throw vs. Wands is made, but with a penalty of -2 to the roll. If failed, the character is hit for 2-8 points of damage; if successful, the character jumps out of the way in time.

This trap may be made harmless if a small button on the belt buckle of the statue is pushed. This button will not be found, however, except by a thief's search (normal Find Traps roll). Once the button is found, the thief may automatically "remove" the trap by pushing the button; no Remove Traps roll is made.

### 33 Closet:

This small room is 10' x 20', and has only one entrance, the normal door on the east wall. The room contains piles of rags and trash. Hiding in the pile are 4 giant rats, which will attack if the room is entered.

#### 4 GIANT RATS

Armor Class:	7
Hit Dice:	1/2
Move:	120' (40')
Attacks:	1 bite
Damage:	1-3
Save As:	Normal Man
Morale:	8
Hit points:	1 each
Align:	Neutral
XP value:	5 each

The rats will fight to the death, but there is nothing of value in the room.

### 34 Storage:

This 30' x 30' room has doorways in the north and west walls, but no doors. It is identical to room 28, filled with boxes of all shapes and sizes. These boxes, however, can be moved and opened, but they are all empty. All, that is, except for one, a large box at the bottom of one pile. Inside the box is a zombie, which will stand and attack with a sword if the box is opened. It surprises the character opening the box on a roll of 1-4 (on 1d6), gaining one free swing.

#### 1 ZOMBIE

Armor Class:	8
Hit Dice:	2
Move:	90' (30')
Attacks:	1 sword
Damage:	1-8
Save As:	Fighter: 1
Morale:	12
Hit points:	12
Align:	Chaotic
XP value:	20

The zombie will climb out of the box as it attacks. If Turned by a cleric, it will either go to room 35 to join its comrades (if the Turning cleric enters by the west door) or to room 24 (if the cleric enters from the north).

There is nothing of value in this room.

### 35 Closet:

This small 10' x 30' room has doorways in the south and west walls, but no doors. It is piled with trash and rubble. There are 4 zombies hiding in the room (5 if the zombie from room 34 joins them).

#### 4 ZOMBIES

Armor Class:	8
Hit Dice:	2
Move:	90' (30')
Attacks:	1 sword
Damage:	1-8
Save As:	Fighter: 1
Morale:	12
Hit points:	10 each
Align:	Chaotic
XP value:	20 each

These monsters have been waiting for visitors for years. They cannot surprise anyone entering, and will always lose initiative in combat (no roll needed).

If Turned by a cleric, the zombies will either go into room 36 to wait by the stairway (if the cleric Turning them is by the south door) or to room 34 (if the cleric enters by the west door).

If anyone starts sneezing in room 26, they will go there to attack the intruders. If then Turned, they retreat to this room.

A forgotten bracelet (worth 500 gp) lies under the trash in this room, and will be found if the characters search carefully. The zombies' swords are rusty and worthless.

### 36 Stairs:

This 20' x 30' room has doorways in the north and west walls, but no doors. A stairway leads down to Dungeon Level 2. Trash and rubble is scattered about the floor, but nothing of value or interest remains. (If the zombies in room 35 are Turned, they may be found here. If Turned again, they will retreat to room 35 or room 37, depending on the location of the cleric Turning them.)

### 37 Kobolds:

This room is 30' x 30', with doorways in the west and south walls (but no doors). The room contains some trash and rubble.

Standing in the center of the room are 5 kobolds, who are looking around the dungeon to chase off intruders.

#### 5 KOBOLDS

Armor Class:	7
Hit Dice:	1/2
Move:	90' (30')
Attacks:	1 sword
Damage:	1-4
Save As:	Normal Man
Morale:	8
Hit points:	3 each
Align:	Chaotic
XP value:	5 each

### 38 Statue room:

This 20' x 20' room has an empty doorway in the east wall and a normal door in the west wall.

In the center of the room stands a statue of a short dog-headed man, clad in leather armor and apparently swinging a short sword (a kobold). The statue is completely harmless.

### 39 Closet:

This 10' x 30' room has one entrance, the door in the west wall. It contains some trash, but nothing of interest.

## END OF DUNGEON LEVEL 1

## Dungeon Level Two

### General Notes:

The map of this level is given, see inside front cover, but is left for you to fill with monsters and treasures, using the guidelines given on page 47. The following monsters may be included:

1 kobold lair (20-40 with chieftain, divided among 4-10 rooms)

1 Crab Spider lair (avoided by the kobolds)

Beetles and Centipedes  
Rats (Normal and Giant)

Wandering monsters may include:

Kobolds  
Beetles and Centipedes  
Gelatinous Cube  
Undead (skeletons, zombies, ghouls)

## Dungeon Level Three

This area is left entirely for you to design. It should include the lair of Bargle (Chaotic magic-user Level 5-7) and his guards (Charmed ogres), plus his wandering decoys (Living Crystal Statues dressed like Bargle), and possibly some Doppelgangers as well.

You may also include a small tunnel leading to a large cavern, the lair of a small dragon. Such a cavern should have a large exit leading outside in the nearby mountains, and the dragon should *not* be part of the "normal" dungeon. You may make this cavern known to Bargle, and the dragon might be a friend of his. The cavern could provide an escape route for Bargle if the party is conquering the dungeon.

# Ending an adventure

Before any game begins, the DM and players should set a time for the game to end — and stick to it. An adventure might end before that time (if the characters become severely wounded, use up all their spells, are fully loaded with treasure, etc.). They may be allowed to “go home, rest a day or two, and return” if time permits further adventuring.

At the end of an adventure, you announce the total treasure found (and kept) by the party, so the players can divide it. The method of division should have been decided before the adventure began. Some methods are described in the *PLAYERS' MANUAL*, on page 55.

While the players are dividing treasure, you may spend the time calculating the Experience Points earned during the adventure. An electronic pocket calculator is helpful.

You should have records of all the creatures defeated by the party on an adventure Record Sheet. If not, take a few minutes to remember the creatures encountered. If necessary, ask the players to remind you — and remember to keep a record next time.

In each monster description, an “XP value” is given. This is the number of Experience Points to be awarded for each monster of that type. Multiply the XP value by the number of monsters defeated to find the total XP award for that encounter. Note that a captured monster is counted as “conquered” for XP awards, even if released. This does not occur often; the monster must usually surrender (as the result of a morale check) or be magically caught (by a Hold Person or Web spell, for example) for this situation to arise. Monsters that run away are not counted unless they are caught or defeated later.

Add all the XP awards for all the encounters to find the total XP for the adventure. Find the number of shares in the party. NPC retainers count as ½ share for XP division; each character counts as a full share. Finally, divide the total XP by the number of shares to find the XP per share, and announce that total. A retainer will get ½ the amount you announce.

Remind the players to adjust that award for high or low Prime Requisites (+5%, +10%, or a penalty). They may ask you to help calculate it. You should also remind them that they get 1 XP for each 1 gp of treasure. As treasure is divided by the party, without your interference, they must make such calculations themselves. Their bonus or penalty (for high or low PR score) also applies.

## Gaining Levels

If any character gains a level of experience



as a result of the XP earned in an adventure, you should watch the roll made for additional hit points. If the character is a magic-user or elf, you should privately tell the player what additional spell is put into their spell book. If the character is a thief, remind the player to change the Percentage chances for the special abilities (*PLAYERS' MANUAL*, page 44).

A character *cannot* gain more than one level of experience in one adventure. Beware if this occurs; it is a sign that you are giving out far too much treasure. If it does occur, some XP should not be counted! The character's XP total stops just short of the amount needed for the second level of experience that would have been gained.

**EXAMPLE:** A beginning first level fighter (0 XP) finds a gem worth 10,000 gp during an adventure. At the end of the adventure, the fighter has 3,999 XP, and no more — just short of the amount needed for 3rd level. Only one level of experience is gained. The fighter moves up from first level to second level, and rolls 1d8 for additional hit points (modifying the result for Constitution bonus, if any). The extra 6,001 XP (plus any other gained during the adventure) are not counted!

## XP for Monsters

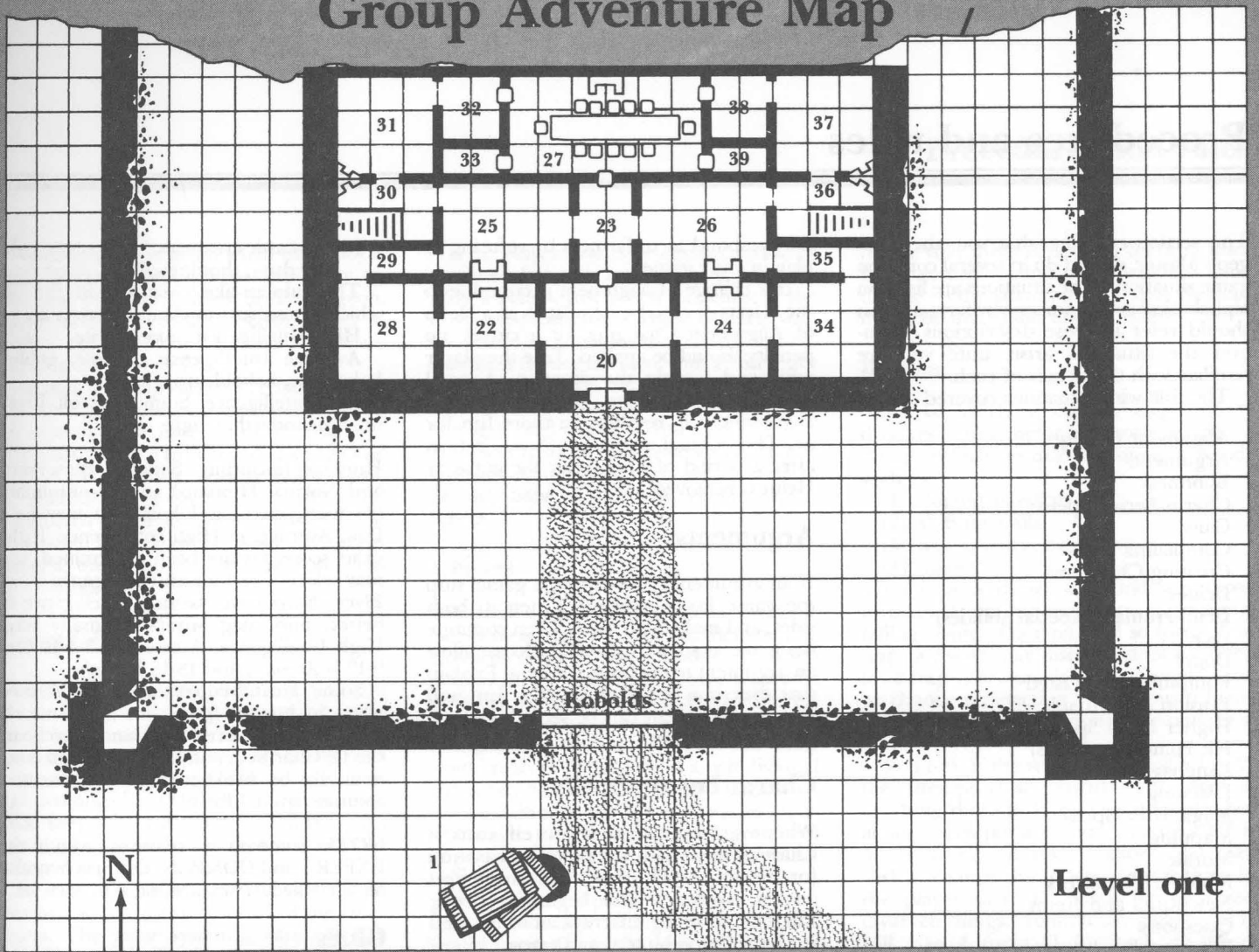
The **Experience Points for Monsters Table** may be used to calculate the XP awards for monsters created by the DM, or for variations of the given monsters. The XP awards in the monster descriptions are calculated using this chart. The *Special Ability* bonus is multiplied by the number of asterisks given with the monster's Hit Dice, and added to the Base XP value.

### EXPERIENCE POINTS FOR MONSTERS

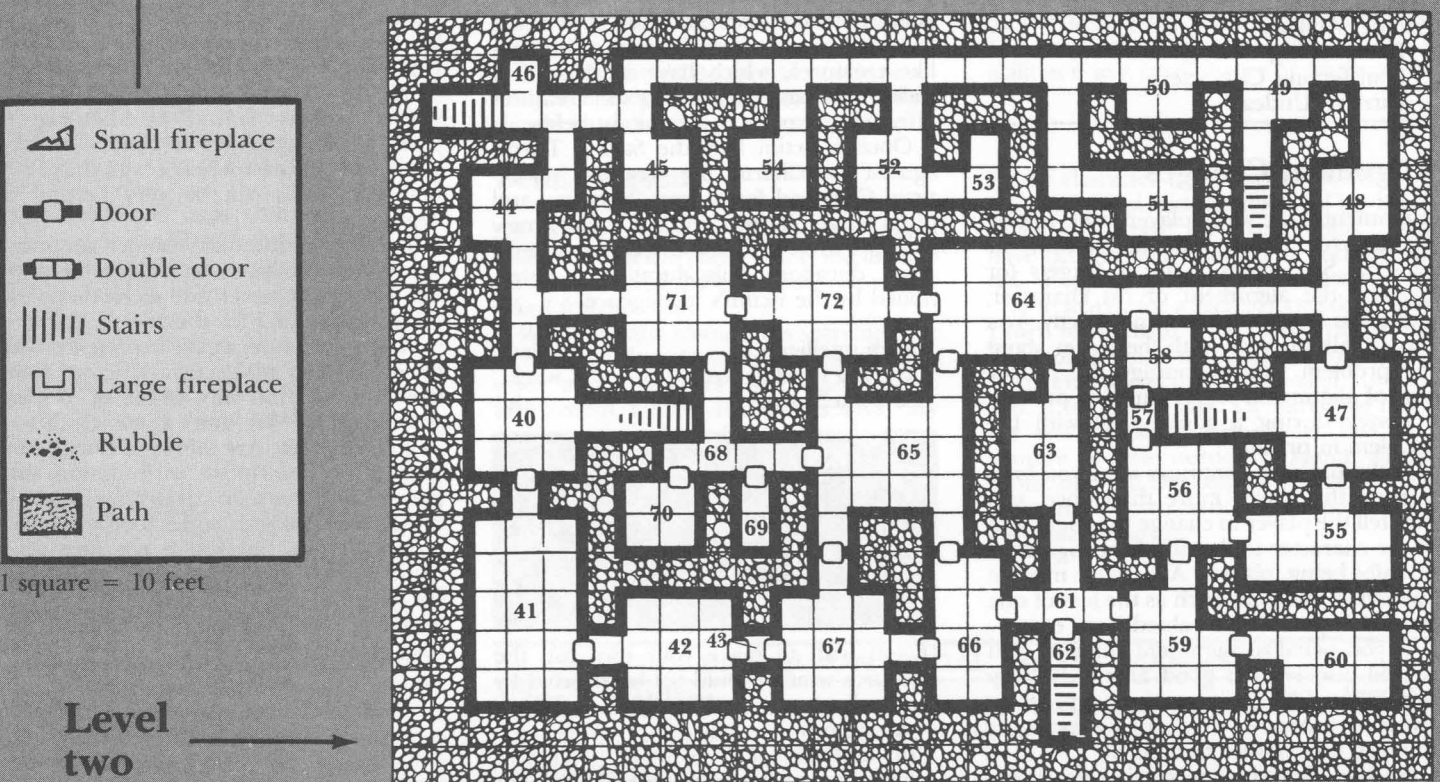
Monster's Hit Dice	Special Base XP value	Ability bonus
up to 1	5	1
1	10	3
1+	15	4
2	20	5
2+	25	10
3	35	15
3+	50	25
4	75	50
4+	125	75
5	175	125
5+	225	175
6	275	225
6+	350	300
7	450	400
8	650	550

# Group Adventure Map

Mountain side



Level one



Level two

- Small fireplace
- Door
- Double door
- Stairs
- Large fireplace
- Rubble
- Path

1 square = 10 feet

# Procedures and rules

This section explains what you, the Dungeon Master, should do in several common game situations. The situations are listed in alphabetical order, for easy reference. You should refer to these descriptions whenever the situations arise, until you are familiar with the details of each.

The following situations covered are:

- Alignment Changes
- Arguments
- Blindness
- Charm Person spells
- Clues
- Complaints
- Creating Characters
- Deities
- Demi-Humans (special abilities)
- Dice
- Doors
- Equipment not Listed
- Evasion and Pursuit
- Higher Level Spells
- Hit Points (Low rolls)
- Languages
- Listening
- Magic-User Spells
- Mapping
- Morale
- Multiple Characters
- New Rules and Items
- Questions
- Retainers
- Sleep spells
- Thief Abilities
- Timekeeping
- Transferring Characters
- Turning Undead

## Alignment Changes

Alignment is the way a player wants to play a character, either Lawful, Neutral, or Chaotic. Sometimes a player forgets (or ignores) the alignment of his character, and plays the adventurer incorrectly. You should talk privately with the player about the problem, and encourage the proper play of alignment. Never threaten or tease a player during a game; deal with the problem in private.

If the problem continues after you have warned the player more than once, you may tell the player to change the alignment of the character to the different alignment actually being played. A penalty may be applied at this time, such as the loss of one level of experience, a valued item, etc.

If you penalize alignment changes, you should also reward good alignment play (for example), by increasing experience awarded, treasures or changing monsters to make them easier to defeat.

Be sure that you are playing the alignments of monsters correctly! The players

may respond to unfairness by refusing to play in your game.

If a change of alignment occurs due to the effects of a magic item (such as a Helm of Alignment Changing, or a curse), no penalty should be applied. Take the player aside and explain the situation. A good player will cooperate, playing the new alignment well, resulting in more fun for all. The original alignment should return after a period of time (after the curse or Helm is removed).

## Arguments

If an argument starts during a game, stop the game for a moment. Listen to both sides, and make a decision. Then continue the game as soon as possible. Do *not* allow an argument to continue for long. Explain that everyone is trying to have fun, and that the argument can be settled *after* the game if necessary.

## Charm Person Spells

Whenever a magic-user or elf casts a **Charm Person** spell, the player will ask you for the effect. This spell will only affect certain creatures. The beginning player will try it on many different monsters, and learn its effects by trial and error.

Generally, the creatures affected by a **Charm Person** spell are those which are "normal" human, demi-human, or human-like creatures, which have some sort of society. You may decide the exact creatures affected, or you may use the list below.

Once a victim fails the Saving Throw against the **Charm**, the creature will remain Charmed for at least 24 hours, and often longer. The victim may make a new Saving Throw to break the **Charm** after a given duration. This duration is determined by the victim's intelligence:

<b>High</b> intelligence:	1 day
<b>Average</b> intelligence:	1 week
<b>Low</b> intelligence:	1 month

**EXAMPLE:** A hobgoblin (average) remains Charmed for at least one week. At the end of that week, you roll another Saving Throw. If successful, the **Charm** is broken; otherwise, the hobgoblin remains Charmed for another week.

If you wish to make your own list, the creatures which should *not* be affected by this spell are

- (a) animals
- (b) undead
- (c) any creatures with 6 or more Hit Dice

- (d) fantastic creatures (such as gargoyle, medusa, thoul, etc.)

The human-like creatures in this set which are subject to Charm Person are:

**High** Intelligence: pixie, sprite.

**Average** Intelligence: gnome, goblin, hobgoblin, kobold, troglodyte.

**Low** Intelligence: bugbear, gnoll, lizard man, neanderthal, ogre, orc.

Humans (including Bandits, Berserkers, and Normal Humans) and demi-humans (dwarves, elves, and halflings) may have Low, Average, or High Intelligence. If the exact score has not been determined, you may select or roll for an Intelligence score. Elves always have Average Intelligence or better, and magic-users normally have High Intelligence. A score of 3-8 is *Low*, 9-12 is *Average*, and 13-18 is *High*.

Some lycanthropes can be Charmed when in human form, but this is nearly useless. Only werewolves and wereboars can be Charmed, and the Charm will automatically be broken when the creature assumes animal form!

**NOTE:** Some other creatures given in the EXPERT and COMPANION Sets may also be Charmed. They are listed in each set.

## Clues

Beginning players often need help in learning to play. When running a game for beginners, the DM should encourage them by saying such things as "Do you want to search for secret doors?" or other suggestions. This should not be continued once the players have experience with the game, but such clues can be very helpful to beginners.

You may wish to allow some "automatic success" situations to encourage the players. Those who never find secret doors will soon stop looking for them.

When the players gain experience with the game, they may start asking questions like "Do we find any traces of passing creatures?" or "We don't know which way to go from here. Are there any clues?" You may offer descriptive information that players will have to determine what it means. *For example*, "some footprints lead off to the left, but you're not sure what made them." Such clues may help to steer the party in the right direction within a dungeon. You may insert clues as part of the room descriptions.

Clues should be given when the party is approaching a deadly area, especially on the first or second level of a dungeon. Clues, such as, awful smells or bones of earlier victims. Extreme danger with no warning is not very fair.

Higher level characters are more accustomed to great dangers, and deeper dungeon levels may indeed contain sudden-death situations. Vague or misleading clues may be provided by treasure maps found or purchased, or by slight hard-to-find indications in the dungeon areas. In general, when the players become more experienced, the clues may become fewer and more subtle.

### Complaints

If a player complains about the way you are handling something in the game, try to listen to the objection. Be reasonable! If the problem can be fixed by changing a procedure, try to work out a reasonable compromise. For example, if a player says "You keep killing characters with poison!", you might try using the optional damage system for poison (page 24).

Be careful not to change rules that could overbalance the game in favor of the characters. The game system is carefully balanced to provide fun for all while challenging the characters.

Some complaints may be caused by greed. It should not be too easy to get treasure or experience; these things should be earned slowly, using the guidelines given. Beware of the "giveaway game"! Your players may quickly become bored with *easy* riches, and their characters will easily overpower most monsters.

If you are not sure how to handle a situation, just tell the players! Everyone has to learn, and learning a game like this can be a slow process. Your players will understand if you explain that you made a mistake. When you admit your mistakes and try to correct them, you and your players will have a better game in the long run.

### Creating Characters

When a newly created character has all low scores, the player should discard it — unless you, the DM, say that it should be kept.

You should allow beginning players to use characters they like! It's hard to have fun playing when you are forced to use a poor character, with no score above 9 or two scores below 6. If the character is reasonable, then the player should keep the character.

If a player wants a certain Class of character but rolls another type, you may allow a switch. Just switch the scores of the Prime Requisite for the desired Class with the Prime Requisite for the rolled Class. *For example*, a fighter is rolled, with 17 Strength and 9 Intelligence, but the player wants to have a magic-user. Just put the 9 in Strength, and the 17 in Intelligence.

Switching more than once should not be allowed. And players are *not* allowed to decide; only a DM may switch Ability Scores.

### Deities

You may choose to add flavor to your games by adding mythological deities. The characters would be followers of such beings, and a cleric could serve a specific deity. However, all such activities are assumed, and should not influence play or change the rules in any way. No deity would react to the actions of any individual character, nor offer any special help.

The deities of the game characters may be similar to the mythological gods and goddesses of days long past. The ancient Greeks, for example, worshipped many gods — Zeus, Apollo, Poseidon, and so forth. According to legend, these gods would grant favors to their worshippers, and that is one way to explain the magic spells a cleric character can cast in the game.

The DM should be careful not to needlessly offend players, and current beliefs should be avoided.

### Demi-Humans

All the demi-human classes have *special abilities*. When the player wants the character to use one of these abilities, you will be asked for the result.

Whenever the character is searching for something, the player must describe the exact area being searched. Each search takes about 1 turn. If a player says "My character is looking for . . ." and names one of the special abilities, roll 1d6. You should *always* roll, whether the item is actually there or not. If you merely reply "You don't find anything," the players will

realize that there is nothing there to find. But if you roll — and possibly say the same things! — the players realize that the item might be there, still undiscovered.

### Dwarves

Because of their mining experience, dwarves can sometimes recognize special dungeon features made of stone or wood, such as

- (1) sloping passages
- (2) shifting walls
- (3) new constructions
- (4) traps

The traps a dwarf can find are those involving large dungeon features, such as a falling ceiling, floor pit, and so forth. The traps a dwarf may discover does *not* refer to *all* traps. *For example*, a dwarf would have no chance at detecting a small dart trap on a chest; this could be detectable only by a thief.

Roll 1d6. If the result of the roll is 1 or 2, the attempt is successful — if there is anything there to find. The attempt takes about 1 turn per area (up to about a 30' x 30' area, or the DM's choice). You may wish to change this to less or more time. If the player says "I'll check for all those dwarven things," remind the player that it will take 4 turns (1 for each of the 4 abilities), and ask the party if they want to do anything while the dwarf is searching. You may change this to 1 turn for all 4 abilities if in a smaller area or single room.

### Elves

An elf character has a special skill at finding secret and hidden doors. This is because elves have very keen sight. They have become more skilled at finding hidden things than are other characters.

The search for a secret door takes about 1 turn for each 10' long section of wall (or floor or ceiling) being searched. An elf discovers a secret door on a roll of 1 or 2 on 1d6. If the player says "I'll search the room for secret doors," figure out the total amount of time needed to search *all* the room, and tell the player. The rest of the party may wish to do other things while the elf is searching.

#### DEMI-HUMAN SPECIAL ABILITY CHANCES

Class	Abilities	Dice	Success
Dwarf	Find new construction, slope, shifting wall, stone trap	1d6	1-2
Elf	Find secret doors	1d6	1-2
Halfling	Hide indoors	1d6	1-2
	Hide outdoors	1d10	1-9

## Procedures and rules

### Halflings

A halfling character has special skills at hiding. This is because of the halfling's small size and ability to "freeze," or hold very still, not moving, for short periods of time. A halfling is also harder to hit when attacked by any creature larger than man-sized.

### Hiding

If a player says "My halfling will hide," you should roll to see if the attempt is successful. If outdoors, roll 1d10. If the result is 1-9, the attempt is successful. Only a roll of 0 (10) will indicate failure to "freeze" properly. The attempt at hiding assumes that the character has crawled into some nearby underbrush, and is *not* merely standing somewhere.

In a dungeon, a halfling may attempt to hide if some cover or shadow is nearby. Cover could be furniture (table, barrel, etc.), a nearby corner or large niche, or even another character (if the other character cooperates and does not move). If a halfling tries to hide within a dungeon, roll 1d6. The attempt is successful if the result is 1 or 2.

A halfling trying to hide will always believe that he has succeeded, but only the DM knows for sure. Failure to hide might be revealed when a monster suddenly attacks. If a monster sees a halfling and approaches the character, you may say "It seems to be coming right at you!" or something similar.

### Dodging

In combat against creatures larger than man-sized, halflings gain a bonus to their Armor Class. Due to their small size and skill at dodging, remember to penalize all attacks from creatures larger than man-size by -1. You may wish to ask the player to remind you each time.

### Dice

The dice included in this set are all you need to play DUNGEONS & DRAGONS® games. Whenever two or more events could occur and a decision is needed, or whenever a variety of results is possible, dice may be used to randomly select a result. Experienced Dungeon Masters may select results instead of rolling dice.

**EXAMPLE:** A character with 3 hit points is hit by a monster with a normal sword (damage 1-8). Death could easily result — through no fault of the player's, merely a random result of the Hit roll. To keep the character alive as long as possible, the DM rolls for

damage — but ignores the result, and announces that 2 points of damage were done. The character retreats and the game continues.

Ranges (low and high numbers, such as 1-6 and 2-20) are given throughout this booklet, most common in the MONSTERS and TREASURES sections. The DM may select any number given in the range for Number Appearing, Damage, and so forth, depending on the situation. The dice to roll for a random result may be easily calculated from the given range. Some guidelines are:

1. If the first number is one, the second gives the type of die to roll. Examples: 1-8 = 1d8. 1-100 = d%.
2. If the first number is two, two dice are (usually) used. If you divide the second number in half, the type of dice is given. Examples: 2-8 = 2d4; 2-12 = 2d6; 2-24 = 2d12.
3. If the first number is more than two, it may indicate the number of dice, by the method given above.
4. If these methods do not identify the type and number of dice, subtract 1 or more from each number. The remainder will be a simple dice range. Examples: The range 3-13 is 1 more than 2-12, so 3-13 = 2d6+1. 5-10 = 1d6+4; 4-10 = 2d4+2.

With a little practice, you will quickly learn the combinations of dice for the given ranges.

### Doors

Doors are common in most dungeons. Many doors are locked, and most doors are stuck. If locked, a door cannot be opened until a thief unlocks it or until a magic-user casts a Knock spell upon it. Any unlocked door can be easily opened by any monster. After a door is opened, it will usually slowly swing shut unless a spike is used to wedge the door open or it is held open.

### Forcing Open Doors

If not locked, a stuck door can be *forced open* by any character. If a player says "I'll open the door," roll 1d6. If the result is 5 or 6, the door is successfully forced open. This roll should be modified by a character's Strength score adjustment, but a roll of 6 should *always* open a stuck door.

The attempt may be made once per round per character. However, if the first attempt fails, any monsters on the other side of the door cannot be surprised, having heard the noise.

### Secret Doors

Any character may search for secret doors. The player must describe the exact area being searched. This takes about 1 turn for each 10' x 10' area searched. If a player says "My character will look for secret doors," roll 1d6. You should *always* roll, whether a secret door is there or not, to keep the players guessing. If there is a secret door and the result is a 1, the secret door has been found. Elves find secret doors with a roll of 1 or 2. Once a secret door has been found and its exact location noted on a map, anyone reading that map can find the secret door later (no roll necessary). A secret or hidden door may *not* be opened until it has been found.

### Special Doors

Some doors may be made to open only in one direction. Such doors may not be forced open from the wrong side, but will open normally if a Knock spell is used (from either side).

### Equipment Not Listed

Beginning players should not be allowed to purchase equipment other than the items given on the list (PLAYERS' MANUAL, page 29) unless you decide otherwise. Allowing "invented" equipment can lead to problems, and should be avoided.

In the D&D EXPERT rules, the players have many more items to choose from, including wagons, horses, boats, and more weapons. But those items should not be allowed until you and the players are ready for them.

### Evasion and Pursuit

Monsters may try to run away from the characters, as determined by a *morale* check (page 19) or the DM's decision. The characters may try to run away from the monsters, a decision left to the players.

When characters are either fleeing or chasing, no mapping is possible. The DM should keep careful 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 the pursuit.

### Monsters Flee

When the monsters first start to run away, ask the characters whether they want to pursue. If the answer is no, the monsters get away. If yes, the chase begins with the monsters 1 round ahead of the party.

## Procedures and rules

Find the monsters' movement rate per round to find the number of feet between the groups at the start of the pursuit.

Next, compare the movement rates of the individual characters. Unarmored characters will move faster than the others. In this case, you should ask the players whether they want their characters to stay with the party or to continue ahead of the rest.

Compare the movement rates of the fastest party members (or, if the party stays together, the rate of the slowest character) to the movement rate of the fleeing monsters. If the monsters are faster, they will get away, unless trapped or stopped in some way. If the characters are faster, they will catch up to the monsters unless the monsters evade. The difference in movement rates is the number of feet the pursuing characters gain, per round, on the fleeing monsters.

The fleeing monsters may stop to fight if they see only one or two characters in pursuit (though the others may arrive shortly thereafter). You may simply decide, based on the situation, or make a reaction roll to determine the monsters' actions.

If the monsters are familiar with the area (have a lair nearby), they may be able to evade the party by rapidly turning corners, closing doors behind them, and so forth. The DM must decide whether the evasion is successful, as determined by the situation.

### Characters Flee

If the party runs away from the monsters, the monsters may decide to pursue them. Make a reaction roll (2d6), adjusting the roll as follows:

- 2 if any monsters have been slain.
- +2 if no monsters have been hit.
- +3 if the monsters are hunting the characters.

No adjustment if any monster has been hit but not slain.

If the adjusted result is 9 or greater, the monsters will pursue. Compare the movement rates of each group. The characters have a one-round "head start," as described under "Monsters Flee."

If the party is faster, they automatically evade the monsters unless they are stopped or trapped (or unless they stop too soon; see Length of Pursuit, below). If the monsters are faster, they will catch the party.

### Delaying Pursuit

The party can slow down pursuing monsters by dropping things which might in-

terest the monsters. Unintelligent monsters may stop to eat dropped food, and intelligent monsters may stop to pick up dropped treasure. If any character drops something which could cause the pursuing monsters to stop, roll 1d6. The monsters will stop, and give up pursuit, if the result is 1, 2, or 3.

Mindless or magical creatures, such as Undead, Living Statues, and so forth, do not stop to pick up anything, and might pursue characters for a very long time.

### Length of Pursuit

If nothing is dropped to cause them to stop, monsters will pursue for any length of time, as determined by further reaction checks. After *each* 5 rounds of pursuit, roll 2d6 and apply the same adjustments for wounds as originally made (-2, 0, or +2). In addition, add +2 if the number of monsters is greater than the number of characters. If the adjusted result is 9 or greater, the monsters will continue to pursue (or search for) the characters. However, monsters will usually give up pursuit after 1-2 hours if the party has not been found, and will rarely continue searching longer than a day (8 hours) unless some valuable item was stolen by the characters.

### Higher Level Spells

The following spells are only for the DM's use when developing NPCs of an experience level higher than 3rd. The spells given are not the only spells of these higher levels. A full list of higher level spells is given in the D&D EXPERT SET. For now, the DM should use these as the only higher level spells available to NPCs.

Higher level spell casters will never go on adventures *with* player characters. They may be encountered as part of an NPC party, but make very dangerous enemies, and should rarely be used.

These spells might also be found on magical scrolls (treasure). The DM should be very careful when allowing this, as lower level characters should not become as powerful as these spells permit.

HIGH LEVEL CLERICS	
Level	Spells
4	2 First level, 1 Second level
5	2 First level, 2 Second level

Second Level Cleric Spells	
1.	Bless*
2.	Hold Person
3.	Silence 15' radius

### Explanation of Second Level Clerical Spells

#### Bless\*

Range: Touch  
Duration: 6 turns  
Effect: All friends within 60'

This spell raises the morale of all friendly creatures in range by +1, and gives a bonus of +1 to all their Hit and Damage rolls. It only affects those not yet in battle.

#### Hold Person

Range: 180'  
Duration: 9 turns  
Effect: 1-4 persons (cleric's choice)

This spell will affect any human, demihuman or human-like creature (such as bugbears, gnolls, gnomes, hobgoblins, kobolds, lizard men, ogres, orcs, pixies or sprites). It will not affect undead nor creatures of 5 Hit Dice or more. The victim(s) must make a Saving Throw vs. Spells or be paralyzed.

This spell may be cast either at a single creature or at a group. If cast at a single creature, that victim must make a Saving Throw vs. Spells with a -2 penalty to the die roll. If cast at a group, it may affect up to 4 creatures, but no penalties apply to the Saving Throws.

#### Silence 15' Radius

Range: 180'  
Duration: 12 turns  
Effect: A spherical volume 30' across

This spell will make the given area totally quiet. Conversation and spells in this area will be prevented for the duration of the spell. This spell does not prevent a person within the area from hearing noises made outside the area. If cast at a creature, the victim must make a Saving Throw vs. Spells, or the silence will move along with the victim! If the Saving Throw is successful, the spell will remain in the area to which it was cast, and the intended victim may move away from it.

### HIGH LEVEL MAGIC-USERS AND ELVES

Level	Spells
4	2 First Level, 2 Second Level
5	2 First Level, 2 Second Level, 1 Third Level
6	2 First Level, 2 Second Level, 2 Third Level

Third Level Magic-user Spells	
1.	Dispel Magic
2.	Fire Ball
3.	Fly



## Procedures and rules

### Dispel Magic

Range: 120'

Duration: permanent

Effect: A volume 20' x 20' x 20'

This spell will automatically destroy other spell effects within the given volume. It cannot affect magic items, but will remove any spell effect created by a magic-user, elf, or cleric of a level equal to lower than the spell caster. It may fail to remove magical effects created by a higher level caster. This chance of failure is 5% per level of difference between the spell casters. A monster's level is its Hit Dice, ignoring any "plusses." For example, a 5th level elf trying to dispel a **Charm Person** cast by a 7th level magic-user has a 10% chance of failure.

### Fire Ball

Range: 240'

Duration: instantaneous

Effect: A spherical volume 40' across

This spell creates a missile of fire which explodes into a ball of fire of 20' radius when it reaches the desired range or strikes a target. The **Fire Ball** inflicts 1-6 (1d6) points of fire damage for each level of the spell caster. Each victim within the area of effect takes full damage unless a Saving Throw vs. Spells is made. Even if the Saving Throw is successful, the victims take half the rolled damage. For example, a **Fire Ball** cast by a 6th level magic-user explodes for 6-36 (6d6) points of damage. If the total roll is 24, all within the area who make their Saving Throws take 12 points of fire damage.

### Fly

Range: Touch

Duration: 1d6 turns +1 turn per level of the spell caster

Effect: Any one living creature

This spell allows the caster (or a person touched) to fly. The spell will permit movement in any direction and at any speed up to 120' per round. It will also allow the person to stop at any point (as a **Levitate** spell). The person the spell is cast on has control over the flying. The exact duration is not known to anyone but the Dungeon Master. For example, a 5th level elf may fly, using this spell, for 6-11 (1d6 + 5) turns.

### Hit Points

A player who rolls a low number of hit points for a beginning character may ask "Can I roll again?"

There are three possible answers. Whatever system you use, apply it to all the players fairly.

- No — all characters must start with the hit points rolled.
- If the result was 1 or 2, roll again. (You might choose not to apply this to magic-users or thieves, who would roll 1-2 more often than others, as they use 1d4.)
- Don't roll — all characters start with *maximum* hit points for their class, plus Constitution bonus, if any. (A fighter or dwarf starts with 8, a thief and magic-user with 4, others with 6 hp.) Roll for hit points normally starting with 2nd level.

### Languages

A human character with Intelligence of 13 or more knows how to speak and write additional languages. You, the DM, must decide what languages are available.

In most D&D games, there are about 20 different languages used by monsters and characters. You may select languages from the List of Common Languages, or you may allow the player to choose. Or if you wish, you can make up more language names if you think they will be used in your games. (It is *not* necessary to actually make up the languages themselves!) For example, if you read the "Monsters" section carefully, you will discover that a Rock Baboon communicates with simple screams, and you may decide to allow this "language" for player characters. Remember that the Undead do not have languages.

#### LIST OF COMMON LANGUAGES

1. Bugbear	11. Harpy
2. Dopeleganger	12. Hobgoblin
3. Dragon	13. Kobold
4. Dwarf	14. Lizard Man
5. Elf	15. Medusa
6. Gargoyle	16. Minotaur
7. Gnome	17. Ogre or Giant
8. Gnome	18. Orc
9. Goblin	19. Pixie
10. Halfling	20. Other human tongue

### Listening

Any character may listen for noises. This occurs most often at doors, but may occur anywhere. When an attempt at listening is made, the area must be quiet to result in any success. At a door by a waterfall, for example, listening is nearly impossible. If the area is quiet, all the characters must also be quiet to have any success. This means that everyone must stop and wait while one or more characters listen, because armor, weapons, and other items make noise when moving.

If any player says "I'll listen for noises," roll 1d6. You should always roll, whether or not there is anything to hear, to keep the players guessing. If the result is a 1 (1-2 for a dwarf, elf or halfling), any noise being made is heard, if conditions permit success.

A 1st or 2nd level thief has the same chances to Hear Noise as a demi-human. As more levels are gained, the thief becomes more expert at hearing noise.

### Giving Magic-Users Spells

When a player starts a magic-user or elf character, the player will ask you what spells the character has in the spell book. The magic-user's teacher is a higher level NPC magic-user, and the spells come from the teacher. The "spell book" assumed in the game can simply be a list of spells kept on the character sheet. You may play the role of the teacher if you wish, but this may also be assumed.

This system for spells allows you, the DM, to keep control of the spells used in the game. For example, you may wish to avoid **Charm Person** spells. You can avoid it simply by not giving it to the characters.

The *first spell* given should *always* be **Read Magic**. This allows the character to read scrolls found, and would be a basic part of the character's training.

The *second spell* given to a beginning magic-user character should be fairly powerful. You should avoid giving Detect Magic, Light, or Protection From Evil as the second spell, as these are nearly the same as the cleric versions (easily acquired by a 2nd or higher level cleric).

You may give any "second spell" to a beginning elf character. The elf's many talents keep that character class balanced with the others, whatever spells are known. The player of an elf can feel useful in many ways; the spell is an additional bonus, not the character's only specialty. A magic-user character is different. The magic-user has only one specialty — spells — and suffers from low hit points, poor Armor Class, and severe weapon restrictions.

For magic-user characters, good "second spells" are Charm Person, Magic Missile, Sleep (all useful attack-type spells), and Shield (a valuable protection).



The Floating Disc, Hold Portal, read Languages, and Ventriloquism spells are useful; however, the player of a beginning magic-user may feel useless in an adventure if “miscellaneous” spells (which includes Read Magic) are the only ones known. These spells make good “third spells,” when the character reaches second level.

You may wish to give one spell to one beginning magic-user and a different spell to another beginner. This increases the number of different spells available to a party. However, be sure to give spells fairly. Try to give one powerful spell to each, to avoid complaints of unfairness.

### Lost Spell Books

If a magic-user or elf character loses a spell book, the character has a big problem. Nobody would allow the character to use a borrowed book, and without a book the character has no spells to memorize! You should always offer some method for the character to find a lost book or gain a new one. This should not be easy; it may involve paying a large sum of money (or an unbreakable promise to pay in the future), a special service or journey, dangerous adventure, or some other method. Remember that the character is heavily penalized by the loss of the book, and the player will probably not have much fun until it is recovered.

### Mapping

Mapping a dungeon is one of the biggest problems for beginning players. You can make it easier by following some simple guidelines:

1. Describe areas clearly and accurately. If you make a mistake, tell the players right away, and make necessary corrections.
2. Use the same terms in descriptions, and try to describe room details (size of the room, exits, creatures, other contents) in the same order each time. If the players become familiar with certain often-used terms, they can map more easily. Some common terms for corridors are:

**Side passage (or Sideroad):** A corridor branches off to one side, but the main corridor continues.

**Four-way Intersection:** Corridors branch off to both sides of the main corridor.

**T-Intersection:** The main corridor ends at an intersection where corridors continue left and right.

3. Set a standard description at the start of the adventure for corridors, rooms, walls, and other typical features. *For example*, if you start by saying “A standard corridor is 10' wide and 10' high,” you can simply say “standard corridor” instead of describing it each time. Standard walls might be “made of stone blocks, each 2' long and 1' tall, mortared on all sides,” and no further wall description is needed unless it differs from the Standard.
4. When you design your own dungeons, use straight corridors and square rooms at first. You may try other shapes and twisty corridors when you and the players are more experienced — but even then, it will still slow down the game.

### Morale (Optional)

Morale is a measure of a creature's courage, loyalty, and high spirits. It is optional in your first games. The beginning Dungeon Master should *not* use Morale until *all* the other game mechanics have been learned. Morale should be added after everyone, both DM and players, has participated in 2 or more group games.

In combat, any creature may try to run away or surrender. A character may do this, but this is the decision of the player. No PC can be forced to surrender or run if the player doesn't want to.

To determine whether an NPC or monster wants to surrender or run away, the DM uses the creature's Morale Score, given with the monster's description. Good Morale (a high score) indicates a willingness to keep fighting; bad Morale (a low score) means that the creature may panic and try to get away from combat. The Morale Score is used when the DM Checks Morale at certain times, by rolling dice.

#### How to Check Morale

When a Morale Check is necessary, the DM rolls 2d6:

If the result is *greater than* the creature's Morale Score, the creatures will try to stop the fight or get away from it.

If the result is *less than or equal to* the Morale Score, the creatures will continue to fight.

#### When to Check Morale

A Morale Check is *not* made for any creature with a Morale Score of 2 or 12. A Morale of 2 means that the creature will not fight. A score of 12 means that the creature will not quit, once it has begun to fight.

For all Morale Scores from 3 to 11, a Morale Check is made twice after Combat begins. For a single creature encountered alone, a Morale Check is made:

1. When the creature is first hit (taking 1 or more hit points of damage)
2. When the creature is reduced to  $\frac{1}{4}$  of its starting hit points (damaged for  $\frac{3}{4}$  or more)
3. Groups of creatures, a Morale Check is made for the entire group:
  1. When the first death on *either* side occurs (either a monster or character)
  2. When half of the monsters are not free to act — killed, magically asleep or controlled, etc.

#### Retainer's Morale

A retainer's morale is determined by the employer's Charisma score, and is *not* checked for every situation occurring in the description above. Instead, a retainer's morale is *only* checked during an adventure if:

1. The employer orders the retainer to endanger himself (or herself) while the party is in less danger; *or* —
2. The retainer is damaged, and down to  $\frac{1}{4}$  of the original hit points or less (damaged for  $\frac{3}{4}$  or more).

#### Adjustments to the Morale Check

The DM may decide to adjust a Morale Check by a penalty of +2 or +1, no adjustment, or a bonus of -1 or -2. *For example*, if the monsters have slain a PC, a Morale Check is made, but with a bonus to the roll; if no monsters have been killed, a -2 bonus is applied, or -1 if they have lost one or more of their group at the same time. If the party is using a lot of magic against the monsters, the Morale may be penalized, due to fear.

#### Results of the Morale Check

If a creature (or creatures) fail to make the Morale Check, it (or they) will try to get away from the battle. This could be a Retreat or Fighting Withdrawal (see the Additional Rules section of the PLAYERS' MANUAL) or, if neither of those is possible, a Surrender. If an intelligent creature Surrenders, it will usually offer treasure (from its lair or friends) as payment for its life.

## Procedures and rules

**Surrender:** Though a creature may offer to surrender, the opponent (whether monster or character!) does *not* have to accept the offer, nor even stop fighting long enough to listen. The DM should play the role of a surrendering monster with care; remember that even non-intelligent creatures will usually act reasonably and run from hopeless battles.

### Multiple Characters

You should *not* allow beginning players to play more than one character at the same time. It can be hard enough to play the role of *one* character; two or more can be very confusing. However, when the players are more experienced, you may consider this as an optional system.

If you have two towns in your fantasy game world, you may allow each player to have a character in each town. This can be more interesting, and allows the players to try different classes.

### New Rules and Items

During the play of the game, a player will eventually try something not explained in these rules.

If a character wants to do something that could be based on an Ability Score, a test of that score could be used. For example, if a huge boulder blocks the corridor and a Fighter says "I'll try to move it," this action is based on Strength. Two ways a DM might decide to handle this are:

1. If the Strength score or less is rolled on 1d20, the attempt succeeds. Penalties for heavier objects are decided by the DM by adding a number to the roll.
2. If the Strength score or less is rolled on 3d6, the attempt succeeds. More or different dice are used for heavier objects (4d6, 5d4, 3d8, 5d6, and so forth).

Be sure to write down any rules you create, and apply them fairly to everyone.

These are only suggestions; you are free to make up any reasonable rules and apply them as needed. However, remember that more rules are given in the D&D EXPERT set, and even more in the COMPANION and MASTERS sets. If you create a rule and then find a different rule for the situation in one of these sets, the rule should be changed to the official one. Just tell the players that there is a change, to be fair to them.

### New Items and Monsters

Experienced Dungeon Masters often make up their own monsters, treasures, spells,

and so forth. This is *not* recommended for beginners. The entire game system is carefully balanced, and a too-powerful item is very hard to get rid of, once it has been put into the game. When you start to include your own creations, make them similar to the things in this book, at first. Magic items usually have charges, monsters and character classes all have strengths and weaknesses, and spells have definite uses, divided between the two types. More items are also given in the EXPERT and COMPANION Sets.

### Questions

If you don't understand how something is done in the game, look carefully for the rules. Many answers can be found by reviewing all the rules after playing a few games.

Some of your remaining questions are answered in the D&D EXPERT Set, which gives rules for outdoor adventuring, NPC specialists (such as Armorer and Spy), and many other situations.

You may also find answers from other more experienced players in your area. Millions of people play D&D games, and you may find others at hobby shops, schools, libraries, and other places.

If you can't find an answer to your questions, you may write to the creators of the DUNGEONS & DRAGONS game. Please enclose a *self-addressed stamped envelope*, and print or type all your questions. Send them to:

D&D BASIC Questions  
TSR Hobbies, Inc.  
P.O. Box 756  
Lake Geneva, WI 53147

### Retainers

Be sure you are familiar with the rules for retainers (PLAYERS' MANUAL, page 62). If there are 3 or more players, no retainers should be needed. However, if only 1 or 2 players are available, many dungeons may be too difficult for their characters alone, and you may allow them to find and hire retainers.

This will only be necessary if there are very few players *and* if the player characters are not powerful enough to do well on their own. Fighter characters can usually do well alone, as can clerics, dwarves, elves, and halflings.

First and foremost — if you want the characters to take one or two retainers, go ahead and do it. Don't worry about the retainer reactions, pay rates, or other details. Assume that a retainer (or more if you wish) has been found, hired for a price (just tell the player the amount), and is

ready to go. Make up a retainer sheet, and start the game.

If you AND THE PLAYERS decide to make the finding and hiring of retainers part of the game, you should be ready for the following situations:

1. The character will search for retainers. You should be ready to describe the "local tavern" in town, or some other location where retainers can be found.
2. Many "Normal Men," unsuited for adventure, would apply for the job. Among them should be one or more 1st level NPCs of the types sought. The details of the Normal Men need not be specified, but you should be ready to describe them generally if the player asks.
3. The details of the NPC hired may be made up, instead of rolled. You can assume that an NPC fighter would have above-average Strength, for example. Personality traits, such as "miserly" or "hates elves") can add flavor to a game, and help make the NPC memorable — and more fun for all.

### Retainer Reactions

When the rate of pay is offered and the job described, you should roll 2d6 to see if the retainer accepts the job. You may adjust the roll by +1 for good pay, or by -1 for a poor offer. Charisma adjustments should also apply.

If the characters are too poor to afford the proper pay of a retainer, you may allow the retainer to accept a half-share of treasure found. With such an offer, add 3 to the following die roll.

#### RETAINER REACTION TABLE

Dice Roll	Retainer Reaction
2	Refuse, insulted*
3-5	Refuse
6-8	Roll again
9-11	Accept
12	Accept, impressed**

\*Insulted: Reactions of other potential retainers in the area are penalized by -1.

\*\*Impressed: Retainer's morale is high, for +1 bonus.

### Retainer Morale

The morale of a retainer is a measure of the NPC's willingness to follow the PC in the face of danger. If the morale score is a high number (good morale), the retainer will stand fast, but if it is a low number (bad morale), the NPC may run away in a dangerous situation. The morale score is

determined by the employing character's Charisma score (PLAYERS' MANUAL, page 51). It may be adjusted due to PC actions, rewards, and so forth. Retainer morale should be checked after each adventure, and may be checked during adventures.

Morale is an optional rule, fully explained on page 19. Retainers should not be used without also using the Morale rules.

## Sleep Spells

Whenever a magic-user or elf casts a sleep spell, the player will ask you for the effect. This powerful spell will affect any "normal" creature with 4+1 Hit Dice or less. There is no Saving Throw against its effects. Undead are not affected, nor are magical or fantastic creatures (such as gargoyle, medusa, etc.).

To randomly determine the number of creatures affected, roll 2d8. The result is the number of Hit Dice affected. Ignore any additions or subtractions to the Hit Dice, and use the first Hit Dice number alone. *For example*, Lizard Men (2+1 Hit Dice each) are treated as 2 Hit Dice creatures. Goblins (1-1 Hit Dice) are treated as 1 Hit Die each.

A victim cannot be "partially asleep." *For example*, the spell is used against 5 Tiger Beetles (3+1 Hit Dice). You roll 14 (on 2d8). Four of the monsters fall asleep, while the fifth attacks the party. The "extra 2 Hit Dice" rolled are not used.

If cast at a mixed group of creatures, the spell will affect the smallest ones first. *Example*: The spell is cast at a group of 3 bugbears (3+1 HD) and 2 ogres (4+1 HD). You roll 12 on 2d8. All three bugbears fall asleep, but the ogres are not affected.

**Optional:** If you wish, you may select the number affected instead of rolling dice. *For example*, you might place 7 Carrion Crawlers (3+1 Hit Dice) in a room and allow a maximum (5) to be affected by this spell, leaving 2 for the party to fight.

## Thief Abilities

All DMs should be familiar with the special abilities of thieves. If you are not, turn to page 44 of the PLAYERS' MANUAL and read the descriptions. Most dungeon designs include several traps for only thieves to (hopefully) find and remove, locks for them to open, and sheer walls for their special climbing skills.

When a player says "My thief character will try to . . ." and names one of these abilities, you must roll to determine the success of the attempt. Hear Noise is checked by rolling 1d6; all the other abilities are checked by rolling Percentage dice (d%).

Ask the player what the Percentage chance is for the skill used. If you keep records of the characters (in addition to the character sheets — such as index cards), be sure that the thief's percentages are in your records. Roll the Percentage dice. If the result is less than or equal to the chance of success given, the attempt succeeds.

A failed attempt will often simply have no result. The thief will know, for example, that the lock has not been opened, that no traps were found, that the wall was not climbed, and so forth. However, a failed attempt at Remove Traps may set off the trap (DM's decision), or may leave it to be triggered when a certain action occurs (opening the chest or door, lifting the item, etc.).

Attempts to Move Silently or Hide in Shadows will always seem successful to the thief. Only the DM knows for sure, based on the result of the roll.

You may decide on any result without rolling. *For example*, if a party is being chased by an unbeatable monster and a locked door stands between them and the exit, you may automatically allow an Open Locks attempt to succeed, to make the game more fun by allowing the party to escape — possibly after fighting the creature for a short time.

## Timekeeping

You should keep a careful record of the time used by characters during an adventure. Many spells have given durations, movement is based on time, and your rolls for Wandering Monsters are based on time. You may simply make notes on the time used during an adventure, or you can create a system (check marks, boxes to cross off, etc.) for keeping track.

## Transferring Characters

A player may come to your game with a character created somewhere else. If this occurs, examine the character sheet carefully. In general, you may allow the character to "transfer" into your game *unless*:

- it is of a higher level than the other characters in the game
- more or better magic items are owned than by other characters
- if the money owned is more than 50% greater than the amount owned by any other character in your game.

Any one of these problems may be corrected, simply by changing the details on the character sheet. But if allowed to remain unchanged, any one of them can ruin your game! If any changes are necessary, you should talk about them with the player, in private, before the game.

## Turning Undead

Whenever a cleric character tries to Turn undead monsters, the player will roll 2d6 and compare the total to the Turn Undead chart (PLAYERS' MANUAL, page 25). If the attempt at Turning the undead is successful, the player will then ask you how many monsters are affected.

To determine the number at random, roll 2d6. The result is the number of Hit Dice of Undead affected. An easy reference chart is given.

**Optional:** You may decide on the number of Undead Turned, without rolling, if desired. *For example*, you may place 15 skeletons in an area, and give the cleric an automatic maximum (12) Turned, leaving 3 for the party to fight.

Undead Monster	Hit Dice each	(Optional) Maximum Turned
Skeleton	1	12
Zombie	2	6
Ghoul	2	6
Wight	3	4
Wraith*	4	3
Mummy*	5+1	2

\*These monsters are explained in the D&D EXPERT Set. They cannot be Turned by low level clerics, but are included here for use with higher level cleric NPCs.

### Higher Level Clerics vs. Undead

Cleric Level	Wight	Wraith	Mummy
3	9	11	—
4	7	9	11
5	T	7	9
6	T	T	7
7	T	T	T

A wraith looks like a shadow which flies, and drains levels as a wight. A mummy does not drain levels.

A monster cannot be "partially Turned." *For example*: A cleric Turns some wights (3 HD each), and your roll is 8 (on 2d6). Two wights (6 Hit Dice) run away; the 2 "extra" Hit Dice are not used.

If an attempt at Turning Undead is successful and more Undead remain, the cleric may Turn them again. Once a failure to Turn occurs, further attempts by that cleric will have no effect.

The Turned monsters will leave the area, but may return. They will stay away for 1-10 rounds (roll or choose a time). After the Turning "wears off," you may decide whether the monsters return, or make a Reaction roll. If the result of the roll is 8 or more, the undead return.

# Monsters

## General Notes

Many types of monsters are listed on the following pages in alphabetical order. Monsters may be friendly or unfriendly, wild or tame, normal animals or fantastic. The DM uses these monsters as the friends and opponents of the player characters.

## Infravision

Many non-human monsters have infravision, in addition to normal sight. Infravision is the ability to see 60' in the dark by seeing heat (and the lack of it). Normal and magical light makes infravision useless. Fire and other heat sources can interfere with infravision, much as a bright flash can interfere with normal vision for a short time.

To infravision, warm things seem red, and cold things seem blue. *For example*, a party of characters hiding in darkness could be seen as 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 which 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 of halfling) in complete darkness cannot hide from a monster with infravision. Some light source must be nearby to interfere with the monster's infravision, while casting shadows in which the character could hide.

## Hit Dice

A monster's size and "toughness" is measured by its hit points. A monster's hit points are determined by rolling *eight-sided dice*. The number of dice used to determine the monster's hit points is called the monster's "Hit Dice."

The more Hit Dice a monster has, the bigger and tougher it is, and the more XP (experience points) it is worth.

**EXAMPLES:** A skeleton has 1 Hit Die; it has 1-8 (1d8) hit points. A Rust Monster has 5 Hit Dice; it has 5-40 (5d8) hit points. A red dragon has 10 Hit Dice; it has 10-80 (10d8) hit points.

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 indicate.

This 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.

**EXAMPLES:** A Fire Beetle has 1+2 Hit Dice; it has 3-10 hit points (1d8+2). A Bugbear has 3+1 Hit Dice; it has 4-25 (3d8+1) hit points. A Goblin has 1-1 Hit Dice; it has 1-7 (1d8-1) hit points. When rolling for a Goblin's hit points, a result of 1 OR 2 would indicate 1 hit point.

## Dungeon Levels

Dungeons are often more than just a few caves. In your first group adventure, the ruins of a castle were explored. The cellar below that floor of the castle is left for you to fill with monsters and treasures. This is called the "second level" of the dungeon.

The least dangerous (easiest) level of a dungeon is always called the "first level" of the dungeon, or "dungeon level one." A dungeon may be any number of levels deep. In general, the deeper you explore in a dungeon, the more dangerous it becomes. Tougher (higher level) monsters are discovered — but the treasures should also be larger. Dungeon levels and designs are explained in more detail on pages 47 - 48.

## Monster Levels

A monster with 1 Hit Die is called a "first level" monster. A monster with 2 Hit Dice is a "second level" monster, and so forth. Any "pluses" are ignored; for example, "2+1" Hit Dice are treated simply as "2" for this purpose.

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 first level monster.

Therefore, most of the Goblins encountered by a party will be found on the first level of a dungeon. Goblins will be encountered less frequently on other levels of a dungeon.

If encountered elsewhere in a dungeon, the difference between the monster's level and the dungeon level is usually no more than 2.

**EXAMPLES:** Goblins have 1-1 Hit Dice. They are most commonly found on the 1st level of a dungeon, but are rarely found any deeper than level three. Bugbears have 3+1 Hit Dice. They are most often found on dungeon level 3, but may be encountered on level 1. They are rarely found lower than dungeon level 5.

## Number of Monsters

The number of monsters normally encountered is given in each monster description as "Number Appearing." These numbers are used when the monster's level is equal to the dungeon level. The Number Appearing should be adjusted if the monster's level is different from the dungeon level on which they are encountered. The following guideline should be used:

If a monster is encountered on an upper (easier) level of the dungeon, the number encountered should be *less* than the number given. *For example:* Gnolls have 2 Hit Dice; they are second level monsters. On dungeon level 2, 1-6 (1d6) should be encountered (the number given in the description). However, on dungeon level one, the number should be less; 1-4 (1d4) might be found.

If a monster is encountered on a lower dungeon level than its Hit Dice, the number appearing should be *more* than the number given. *For example:* On dungeon level three, 2-8 (2d4) gnolls might be encountered. On level 4, 2-12 (2d6) might be encountered — or more.

The DM may change the number appearing as desired. These guidelines are not rules, but are offered to help in creating good, fair dungeons. If low level characters encounter tough monsters on the first and second levels of a dungeon, they might be overpowered. Even using these guidelines, they might encounter dangerous monsters, but in very small numbers. For example, The Number Appearing for Bugbears is 2-8 (2d4). Eight Bugbears can destroy a low-level party; using these guidelines, only 1-3 should be encountered on dungeon level one.

## Reactions

Monsters may have nearly any reaction to the appearance of a party, unless the monster description says otherwise. To find the monsters' reactions, roll 2d6 and find the total on the left side of the Monster Reaction Chart. Use the chart to find the monsters' actions and any further rolls needed.

### MONSTER REACTION CHART

First Roll	Reaction
2	Immediate Attack
3-5	Possible attack, roll again*: 2-8 Attack 9-12 Uncertain, roll again*: 2-5 Attack 6-8 Leave 9-12 Friendly
6-8	Uncertain, roll again*: 2-5 Attack 6-8 Negotiate, roll again*: 2-5 Attack 6-8 Leave 9-12 Friendly 9-12 Friendly
9-11	Possibly friendly, roll again*: 2-5 Uncertain, roll again*: 2-5 Attack 6-8 Leave 9-12 Friendly 6-12 Friendly
12	Immediately Friendly

\*Wait 1 or more rounds, and consider character actions, the speaker's Charisma, and the overall situation before rolling again (as explained below).

## Character Actions

The actions of the PCs may affect the monsters' reactions. The characters may talk (negotiate), or may use hand motions if the creatures don't understand the PC languages. Your Reaction Roll may include an adjustment to account for the actions of the characters. Adjustments from PC actions could be a -2 or -1 penalty, or a +1 or +2 bonus, or no adjustment.

## Effects of Charisma

If the monster or NPC encountered can understand what is said by the PCs, the bonus or penalty due to Charisma is applied to the result, *in addition* to bonuses or penalties due to Character Actions.

**EXAMPLE:** The party meets a Bugbear, and decides to be friendly. One player says "I'll talk to it in Common; I've got a +2 from Charisma" (due to a score of 18). Another says, "I'll try in Goblin, but I've got a -1" (due to a Charisma score of 6). If the monster understood the Common tongue, you would add +2 to the next Reaction Roll; however, the bugbear knows only the Bugbear and Goblin tongues, and the -1 penalty is used.

## Negotiation

Uncertain monsters may try to talk or Negotiate. If they can communicate somehow, through words or hand motions, the monsters may suggest that some sort of agreement be made.

For example, a monster might fear the party, and offer to pay them if they will go away! In exchange for its friendship, a hungry creature might ask for food. (A hungry animal might lick its lips, obviously hungry but apparently not wanting to attack the characters.) A more intelligent monster might want a bribe, threatening to attack unless the characters give it something. This process of making offers and discussing them is called Negotiation.

A Chaotic monster will not necessarily keep its promises! Chaotics are not dependable. There are many Chaotic monsters.

A Neutral monster will usually keep its word, especially if it could be risky to break it. It will do what is best for itself. More monsters are Neutral than either of the other Alignments.

A Lawful monster will always do what it has promised; its word is as good as a written contract. However, there are very few Lawful monsters.

Reactions can make the game much more fun than having fights. With some careful thought, a good DM can keep everyone interested and challenged by the situations that can arise. Remember that no creature

wants to get killed, and if the party looks or acts fierce, many creatures can be scared away or forced to surrender — although large and tough monsters probably won't scare very easily.

You may find more information on the reactions and behavior of animals and other "normal" monsters at your local library.

## Combat

Running a monster in combat is usually easier than running a player character. Hit

rolls and damage rolls are made the same way for both monsters and characters. The Monsters' Hit Table, however, is different. In general, the bigger or tougher the monster, the easier it hits.

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 page 49, for easy reference.

MONSTERS' HIT TABLES

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

## Saving Throws

When a character casts a magic spell at a monster, the creature has a chance to avoid the effects, just as characters do. Similarly, monsters have the same types of Saving Throws as characters — vs. Death Ray or Poison, Magic Wands, and so forth.

Monsters' Saving Throws are found on the Characters' Saving Throw Charts. In every monster description, a Character Class and Level will be given for the DM to find the creature's Saving Throw. This is noted as "Save As: . . ." A full chart is given on page 49, for easy reference.

In general, monsters make Saving Throws as the character type to which they are the most similar. Unintelligent monsters make Saving Throws as if Fighters of a level equal to one-half of their Hit Dice.

**EXAMPLES:** The goblin description gives the note "Save As: Normal Man." To find a Goblin's Saving Throws, look for "Normal Man" on the SAVING THROWS Chart. For a Werewolf: "Save As: Fighter 4"; the creature's Saving Throws are the same as those of a 4th Level fighter.

## Special attacks

Many monsters have Special Attacks, which are mentioned in the descriptions. A character can usually avoid the effects of a Special Attack if a Saving Throw is successfully made (though Energy Drain has no saving throw). Read the following explanations carefully, and refer to this section whenever Special Attacks are used in a game.

**Blindness:** In the Basic game, blindness may result from certain spells or actions, or when fighting in the dark without infravi-

sion. 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**. The rule given is simply "the victim of blindness may not move or attack." However, you may use the following optional system if desired.

A blinded creature may attack, but with a -4 penalty on 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 may move at  $\frac{1}{3}$  normal speed, or up to  $\frac{2}{3}$  normal speed if guided or led.

A character cannot normally attack an invisible opponent. However, if the magic-user spell **Detect Invisible** is used, the caster may guide others, by words or actions, making attacks possible. The characters attacking the invisible creature may be treated as if blinded, using the guidelines given above.

**Charm:** Some monsters can enchant a character so that the character is confused, believing that the monster is a friend. If a character is the victim of a **Charm** attack (from a Harpy, for example) and fails a Saving Throw vs. Spells, the character is immediately Charmed. (Bargle, the magic-user in your first adventure, Charmed your fighter.)

A Charmed character is confused and unable to make decisions. The Charmed character will not attack or harm the Charming monster in any way, and will obey simple commands from the creature if they both understand a language (whether the alignment tongue or some other language). If the Charmed character does not understand the monster's speech, the character will still try to protect the monster from harm. Charmed characters are too confused to use any spells or magic items which require concentration.

# Monsters

If the Charming monster is killed, the Charm effect disappears. (A higher level spell, **Dispel Magic**, can be used to 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 would lose one 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 through normal adventuring and earning the Experience Points all over again.

**EXAMPLE:** An adept with 2800 XP sees a wight, and steps forward in an attempt to Turn it. The attempt fails, and the character is struck by the wight. 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.

In the D&D COMPANION set, a high level cleric spell can restore a Level lost by 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, and 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, spell casting, and so forth) until the paralysis ends. All attacks on a paralyzed creature will *automatically* hit; only a roll for damage is made. Paralysis itself has no permanent effects of any kind. It lasts for 2-8 turns (unless a different number is given in the monster description). The cleric spell **Cure Light Wounds** can be used to remove the paralysis, but 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 will usually die. (In the D&D EXPERT rules, poison can be cured with a magic spell.)

## Poison Damage

**(Optional):** Since “instant death” by poison can swiftly remove the fun of a game, the DM may change the effect of

failure to a number of hit points of damage. The failed Saving Throw may still cause death from damage, but often will not, and the game may continue. A regular system of damage — such as 1, 2, 3, or 4 points *per hit die* of the monsters — is recommended.

## Monster Descriptions

Each entry on the following pages has a description of the monsters, often including notes on their behavior. A list of details is given above each description. These details are called the **statistics** for that monster. They are always given 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 number is based on several things, including the toughness of the creature's skin, its speed or agility, and armor worn (if any). The DM may adjust the AC for special situations. *For example*, a hobgoblin is normally AC 6 (probably wearing leather armor), but may be changed to AC 2 if plate mail armor is somehow found and used by the creature.

**Hit Dice:** This gives the number of *eight-sided dice* (d8) used to find the monster's hit points. Read the full explanation of Hit Dice on page 22 to be sure you understand the term.

If an asterisk (\*) appears next to the Hit Dice number, the monster has a special ability (given in the description). Two or three asterisks may be given, one for each special ability. Special abilities affect the number of XP earned for defeating the monster, as explained on page 12.

**Move:** This gives the movement rate for the monster. The number of feet the monster moves in one 10-minute turn is given first, followed by the movement rate per round (for encounters).

Some monsters have a second movement rate. The first is the rate when 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 which 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. 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 is either 1-6 or, if Variable Weapon Damage is used, deter-

mined by the weapon type.

**No. Appearing (Number Appearing):** The first range of numbers given here shows the number of monsters normally found in a dungeon room. If “0” is given, the creatures are not normally found in a dungeon. The second range (in parentheses) gives the number found outdoors, in wilderness. This is also the suggested number of monsters in a dungeon lair. In the wilderness lair, 5 times this number is suggested. If “(0)” is given, the creatures are not normally found outside of dungeons.

If a monster is found on a dungeon level different from its level (Hit Dice), the Number Appearing should be changed. This is explained fully on page 22, in the “Number of Monsters” section.

**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 given on page 49.

**Morale:** This number is the suggested morale of the monsters. Morale is an optional rule (explained on page 19), which is used in combat to determine whether the monsters run away, surrender, or fight to the death.

**Treasure Type:** To find the treasure guarded by the monsters, compare the letter given here to the letters on the Treasure Types Chart (pages 40-41). Complete instructions for using the chart are given on that page. “Nil” indicates 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:** The Experience Points to be awarded for the defeat of ONE of that type of monster are given here. However, the DM may give more XP for monsters in “tough” encounters, such as an attack on a well-defended lair. See page 12 for more details on XP awards.

**Description:** A general description of the monster's habits is given below the statistics, including 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 at 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 will defend their lairs fiercely.

## Monster List

**Animals, Normal and Giant:** see **Ape, Baboon, Bat, Bear, Boar, Cat, Ferret, Rat, Shrew, or Wolf.**

### Ant, Giant

Armor Class: 3  
 Hit Dice: 4\*  
 Move: 180' (60')  
 Attacks: 1  
 Damage: 2-12  
 No. Appearing: 2-8 (4-24)  
 Save As: Fighter: 2  
 Morale: 7 (and see below)  
 Treasure Type: U (and see below)  
 Alignment: Neutral  
 XP value: 125

Giant ants are black ants about 6' long. They are omnivores, and will devour anything edible which lies in their path (no reaction roll). Once engaged in combat, they will fight to the death, even trying to cross flames to reach their opponents. The nest-lair will always be guarded by 4-24 giant ants. There are legends of giant ants mining gold, and there is a 30% chance that a lair will contain 1-10 thousand gp worth of nuggets.

### Ape, White

Armor Class: 6  
 Hit Dice: 4  
 Move: 120' (40')  
 Attacks: 2 claws  
 Damage: 1-4/1-4  
 No. Appearing: 1-6 (2-8)  
 Save As: Fighter: 2  
 Morale: 7  
 Treasure Type: Nil  
 Alignment: Neutral  
 XP value: 75

White apes have lost their color due to many years of living in caves. They are nocturnal

herbivores, looking for fruits and vegetables at night. If creatures approach their lair, the apes will threaten them. If their threats are ignored, they will attack. They may throw one stone per round for 1d6 points each. White apes are not intelligent and are sometimes kept as pets by Neanderthals (Cavemen).

### Baboon, Rock

Armor Class: 6  
 Hit Dice: 2  
 Move: 120' (40')  
 Attacks: 1 club/1 bite  
 Damage: 1-6/1-3  
 No. Appearing: 2-12 (5-30)  
 Save As: Fighter: 2  
 Morale: 8  
 Treasure Type: U  
 Alignment: Neutral  
 XP value: 20

Rock baboons are larger versions of normal baboons, and are more intelligent. They are omnivores, but prefer meat. They do not make tools or weapons but will pick up bones or branches to use as clubs. Rock baboons form packs, each led by a dominant

male. They are ferocious and have vicious tempers. They do not speak a true language, but use simple screams to communicate warnings and needs.

### Bandit

Armor Class: 6  
 Hit Dice: 1  
 Move: 90' (30')  
 Attacks: 1 weapon  
 Damage: By weapon  
 No. Appearing: 1-8 (3-30)  
 Save As: Thief: 1  
 Morale: 8  
 Treasure Type: (U) A  
 Alignment: Chaotic or Neutral  
 XP value: 10

Bandits are NPC thieves who have joined together for the purpose of robbing others. Bandits will act as normal humans so they can surprise their intended victims. Treasure Type A is only found when bandits are encountered in their wilderness lair. Bandits may have an NPC leader of any human character class, who is one or more levels of experience greater than the bandits.

### Bat

	<i>Giant</i>	<i>Normal</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	1-4
No. Appearing:	1-100 (1-100)	1-10 (1-10)
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, and find their way about by echo-location (a type of radar using hearing and echos to locate objects). Since they have very weak eyes, spells which affect sight (such as Light) do not work on bats. However, a **Silence 15'** **Radius** spell will effectively "blind" a bat.

**Normal Bats:** Normal bats will not attack men but may confuse them by flying around their heads. There must be at least ten bats to confuse one character. Characters who are confused have a -2 penalty on their 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 and may attack a party if extremely hungry. Five percent of all giant bat encounters will be groups of giant vampire bats, far more dangerous creatures (XP value 25). The bite of a giant vampire bat does no extra damage but its victim must make a Saving Throw vs. Paralysis or fall unconscious for 1-10 rounds. This will allow the vampire bat to feed without being disturbed, draining 1-4 points of blood per round. Any victims who die from having their blood drained by a giant vampire bat must make a Saving Throw vs. Spells or become an undead creature 24 hours after death. (If D&D EXPERT rules are used, this may be a vampire.)



# Monsters

## Bear

	<u>Black</u>	<u>Grizzly</u>		<u>Polar</u>	<u>Cave</u>
Armor Class:	6	8	Armor Class:	6	5
Hit Dice:	4	5	Hit Dice:	6	7
Move:	120' (40')	120' (40')	Move:	120' (40')	120' (40')
Attacks:	2 claws/1 bite	2 claws/1 bite	Attacks:	2 claws/1 bite	2 claws/1 bite
Damage:	1-3/1-3/1-6	1-8/1-8/1-10	Damage:	1-6/1-6/1-10	2-8/2-8/2-12
No. Appearing:	1-4 (1-4)	1 (1-4)	No. Appearing:	1 (1-2)	1-2 (1-2)
Save As:	Fighter: 2	Fighter: 4	Save As:	Fighter: 3	Fighter: 4
Morale:	7	10	Morale:	8	9
Treasure Type:	U	U	Treasure Type:	U	V
Alignment:	Neutral	Neutral	Alignment:	Neutral	Neutral
XP value:	75	175	XP value:	275	450

Bears are well-known to all adventurers. If any bear hits one victim with both paws in one round, the bear hugs its victim and inflicts 2-16 points of additional damage in that same round.

**Black bear:** Black bears have black fur and stand about 6' tall. They are omnivores but prefer roots and berries. A black bear will not usually attack unless it is cornered and cannot escape. Adult black bears will fight to the death to protect their young. They have been known to raid camps, seek-

ing 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 9' 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' tall. They live in cold

regions. They usually eat fish, but often attack adventurers. These huge bears are good swimmers, and their wide feet allow them to run across snow without sinking.

**Cave bear:** A cave bear is a type of giant grizzly bear which lives in caves and "lost world" areas. It stands about 15' tall and is the most ferocious of all the bears. Though it is an omnivore, a cave bear prefers fresh meat. It has poor eyesight but a good sense of smell. If hungry, it will follow a track of blood until it has eaten.

## Bee, Giant

Armor Class:	7
Hit Dice:	1/2* (1-4 hp)
Move:	150' (50')
Attacks:	1 sting
Damage:	1-3 + special
No. Appearing:	1-6 (5-30)
Save As:	Fighter: 1
Morale:	9
Treasure Type:	See below
Alignment:	Neutral
XP value:	6

Giant Bees are foot-long giant bees with very nasty tempers. They often attack on sight, and will always attack anyone within 30' of their underground hive. If a giant bee attack hits, the bee dies, but the creature stung must make a Saving Throw vs. Poison or die. The stinger will continue to work its way into the victim, inflicting 1 point of damage per round, unless a round is spent pulling it out.

There will always be at least 10 bees with their queen in or near the hive. At least 4 of these bees will have 1 Hit Die each. The queen bee has 2 Hit Dice and can sting repeatedly without dying. Giant bees make magical honey. If the honey of an entire hive is eaten (about 2 pints), it has an effect like a half-strength potion of healing, curing 1-4 points of damage.

## Beetle, Giant

	<u>Fire</u>	<u>Tiger</u>	<u>Oil</u>
Armor Class:	4	4	3
Hit Dice:	1+2	2*	3+1
Move:	120' (40')	120' (40')	150' (50')
Attacks:	1 bite	1 bite + special	1 bite
Damage:	2-8	1-6 + special	2-12
No. Appearing:	1-8 (2-12)	1-8 (2-12)	1-6 (2-8)
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 2½' 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 10' radius, and will continue to glow for 1-6 days after they are removed.

**Oil Beetle:** Oil beetles are 3' long giant

beetles that sometimes burrow underground. When attacked, an oil beetle squirts an oily fluid at one of its attackers (a Hit Roll is needed; the range is 5'). If the oil hits it raises painful blisters, causing a -2 penalty on the victim'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 will not also cure damage. Oil beetles can also attack with their mandibles (horned jaws).

**Tiger Beetle:** Tiger beetles are 4' long giant beetles with a striped carapace (a shell-like covering) which looks like 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.

## Berserker

Armor Class: 7  
 Hit Dice: 1+1\*  
 Move: 120' (40')  
 Attacks: 1 weapon  
 Damage: By weapon  
 No. Appearing: 1-6 (3-30)  
 Save As: Fighter: 1  
 Morale: 12  
 Treasure Type: (P) B  
 Alignment: Neutral  
 XP value: 19

Berserkers are fighters who go mad in battle. Their reactions are determined normally, but once a battle starts they will always fight to the death — sometimes attacking their comrades in their blind rage. When fighting humans or human-like creatures (such as kobolds, goblins or orcs), they add +2 to their Hit Rolls due to this ferocity. They never retreat, surrender, or take prisoners.

## Boar

Armor Class: 7  
 Hit Dice: 3  
 Move: 90' (30')  
 Attacks: 1 tusk  
 Damage: 2-8  
 No. Appearing: 1-6 (1-6)  
 Save As: Fighter: 2  
 Morale: 9  
 Treasure Type: Nil  
 Alignment: Neutral  
 XP value: 35

Wild boars generally prefer forested areas, but can be found nearly everywhere. They are omnivores, and have extremely bad tempers when disturbed.

## Bugbear

Armor Class: 5  
 Hit Dice: 3+1  
 Move: 90' (30')  
 Attacks: 1 weapon  
 Damage: By weapon + 1  
 No. Appearing: 2-8 (5-20)  
 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 and 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\*  
 Move: 120' (40')  
 Attacks: 8 tentacles  
 Damage: Paralysis  
 No. Appearing: 1-4 (0)  
 Save As: Fighter: 2  
 Morale: 9  
 Treasure Type: B  
 Alignment: Neutral  
 XP value: 75

This scavenger is a 9' long, 3' high many-legged worm. It can move equally well on a floor, wall, or ceiling. Its small mouth is surrounded by 8 tentacles, each 2' long, which can paralyze on a successful hit unless a Saving Throw vs. Paralysis is made. A tentacle hit does no actual damage. Once paralyzed, a victim will be eaten (unless the carrion crawler is being attacked). Unless magically cured, the paralysis will wear off in 2-8 turns. Carrion crawlers are not normally found outside of dungeons.

## Cat, Great

	<u>Mountain Lion</u>	<u>Panther</u>	<u>Lion</u>
Armor Class:	6	4	6
Hit Dice:	3+2	4	5
Move:	150' (50')	210' (70')	150' (50')
Attacks:	2 claws/1 bite	2 claws/1 bite	2 claws/1 bite
Damage:	1-3/1-3/1-6	1-4/1-4/1-8	2-5/2-5/1-10
No. Appearing:	1-4 (1-4)	1-2 (1-6)	1-4 (1-8)
Save as:	Fighter: 2	Fighter: 2	Fighter: 3
Morale:	8	8	9
Treasure Type:	U	U	U
Alignment:	Neutral	Neutral	Neutral
XP value:	50	75	175

	<u>Tiger</u>	<u>Sabre-tooth Tiger</u>
Armor Class:	6	6
Hit Dice:	6	8
Move:	150' (50')	150' (50')
Attacks:	2 claws/1 bite	2 claws/1 bite
Damage:	1-6/1-6/2-12	1-8/1-8/2-16
No. Appearing:	1 (1-3)	1-4 (1-4)
Save As:	Fighter: 3	Fighter: 4
Morale:	9	10
Treasure Type:	U	V
Alignment:	Neutral	Neutral
XP value:	275	650

The "Great Cats" are normally cautious and will 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 will 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, they are very inquisitive, and may follow a party out of curiosity. They will always chase a fleeing prey.

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

**Panther:** Panthers are found on plains,

forests, and open shrub lands. 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 commonly found Great Cats. They prefer cooler climates and wooded lands where their striped bodies offer some degree of camouflage, useful when hunting. 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.

# Monsters

## Centipede, Giant

Armor Class: 9  
 Hit Dice: 1/2 (1-4 hp)  
 Move: 60' (20')  
 Attacks: 1 bite  
 Damage: Poison  
 No. Appearing: 2-8 (1-8)  
 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 does no damage, but the victim must make a Saving Throw vs. Poison or become violently ill for 10 days. Characters who do not make their Saving Throws move at 1/2 speed and will not be able to perform any other physical action.

## Doppelganger

Armor Class: 5  
 Hit Dice: 4\*  
 Move: 90' (30')  
 Attacks: 1  
 Damage: 1-12  
 No. Appearing: 1-6 (1-6)  
 Save As: Fighter: 8\*  
 Morale: 8  
 Treasure Type: E  
 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 7' 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 and they make all Saving Throws as Fighter: 8 due to their highly magical nature. When killed, a doppelganger turns back into its original form.

## Dragon

	<u>White</u>	<u>Black</u>	<u>Green</u>
Armor Class:	3	2	1
Hit Dice:	6**	7**	8**
Move:	90' (30')	90' (30')	90' (30')
Flying:	240' (80')	240' (80')	240' (80')
Attacks:	2 claws/1 bite	2 claws/1 bite	2 claws/1 bite
Damage:	1-4/1-4/2-16	2-5/2-5/2-20	1-6/1-6/3-24
No. Appearing:	1-4 (1-4)	1-4 (1-4)	1-4 (1-4)
Save As:	Fighter: 6	Fighter: 7	Fighter: 8
Morale:	8	8	9
Treasure Type:	H	H	H
Alignment:	Neutral	Chaotic	Chaotic
XP Value:	725	1250	1750
	<u>Blue</u>	<u>Red</u>	<u>Gold</u>
Armor Class:	0	-1	-2
Hit Dice:	9**	10**	11**
Move:	90' (30')	90' (30')	90' (30')
Flying:	240' (80')	240' (80')	240' (80')
Attacks:	2 claws/1 bite	2 claws/1 bite	2 claws/1 bite
Damage:	2-7/2-7/3-30	1-8/1-8/4-32	2-8/2-8/6-36
No. Appearing:	1-4 (1-4)	1-4 (1-4)	1-4 (1-4)
Save As:	Fighter: 9	Fighter: 10	Fighter: 11
Morale:	9	10	10
Treasure Type:	H	H	H
Alignment:	Neutral	Chaotic	Lawful
XP Value:	2300	2300	2700

Type	Where Found	Breath Weapon	Range Length x Width
White	Cold region	Cold	80' x 30'
Black	Swamp, marsh	Acid	60' x 5'
Green	Jungle, forest	Chlorine Gas	50' x 40'
Blue	Desert, plain	Lightning	100' x 5'
Red	Mountain, hill	Fire	90' x 30'
Gold	Anywhere	Fire/Gas	90' x 30'/50' x 40'

Type	Breath Shape	Chance of Talking	Chance of being Asleep	Spells (by level)		
				1	2	3
White	Cone	10%	50%	3	—	—
Black	Line	20%	40%	4	—	—
Green	Cloud	30%	30%	3	3	—
Blue	Line	40%	20%	4	4	—
Red	Cone	50%	10%	3	3	3
Gold	Cone/Cloud	100%	5%	4	4	4

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 color of their scaly hide makes dragons look different, they all have quite a few things in common: they are all hatched from eggs, are carnivores, have Breath

Weapons, have a great love of treasure, and will do everything possible to save their own lives, including surrender. Breath Weapons, treasure, and surrender (subduing a dragon) are all explained in the following description.

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 will 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 will pause and listen to flattery (if no one is attacking it, and if it understands the language of the speaker).

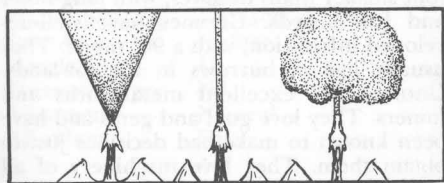
Dragons are extremely powerful monsters and should be used with caution when encountered by low level player characters (such as those found in the D&D BASIC rules). It is recommended that until characters reach the fourth and higher levels of experience (see the D&D EXPERT rules) that only the youngest and smallest dragons be used.

**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 3 times each day. A dragon's first attack is always with its Breath Weapon. The number of points of damage any Breath Weapon does is equal to the number of the dragon's hit points. Any damage done to a dragon will reduce the damage it can do with its Breath Weapon.

After the first Breath attack, a dragon might choose to attack with claws and bite. To determine this randomly, roll 1d6:

1-3: the dragon will use its claw and bite attacks;

4-6: the dragon will breathe again.



**Shape of Breath:** A dragon's Breath Weapon appears as one of three different shapes: cone-shaped, a straight line, or a cloud of gas.

A cone shaped Breath begins at the dragon's mouth (where it is 2' wide) and spreads out until it is 30' wide at its furthest end. For example, the area of effect of a white dragon's Breath is a cone 80' long and 30' wide at its far end.

A line-shaped Breath starts in the dragon's mouth and stretches out toward its victim in a straight line (even downward). Even at its source, a line-shaped Breath is 5' wide.

A cloud-shaped Breath billows forth from the dragon's mouth to form a 50' x 40' cloud, 20' tall, around the dragon's targets directly in front of it.

**Saving Throws:** Each victim within a dragon's Breath must make a Saving Throw. This is always the Saving Throw vs. Breath, even if the breath is similar to another type of attack. If successful, the victim takes only ½ damage from the Breath. Dragons are never affected by the normal or smaller versions of their Breath Weapons, and automatically make their Saving Throws against any attack form which is the same as their Breath Weapon. For example, a red dragon will take no damage from (and usually ignores) burning oil, and will always take only ½ damage from a fire-type magic spell, such as a **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 will be able to talk. Talking dragons are also able to 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 3 first level spells and 3 second level spells, but no third 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, it may be attacked for one round (with a bonus of +2 on all Hit Rolls), during which it will awaken. Combat is handled normally for the second and further rounds.

**Subduing Dragons:** Whenever characters encounter a dragon, they may choose to 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 may not be used to subdue. Attacks and damage are determined normally, but this "subduing damage" is not real damage. The dragon will fight normally until it reaches 0 or less hit points, at which time it will surrender. The 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 but saving its own life.

A subdued dragon will attempt to escape or turn on its captor if given a reasonable chance to do so through the party's actions. 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 will attempt to escape, and may try to kill its captors in the process.

**Age:** The statistics given are for an average-sized dragon of its 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 ¼ to ½ 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, and often appear in the form of a 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 3 Breath Weapon attacks per day (not six). The type of Breath used should be chosen by the DM to fit the situation.

## Dwarf

Armor Class:	4
Hit Dice:	1
Move:	60' (20')
Attacks:	1 weapon
Damage:	By weapon
No. Appearing:	1-6 (5-40)
Save As:	Dwarf: 1
Morale:	8 or 10 (see below)
Treasure Type:	(Q + S) G
Alignment:	Lawful or Neutral
XP value:	10

Dwarves can also appear as NPCs, usually in clan groups or as war or mining expeditions. For every 20 dwarves there will be one leader (level 3-8) who may have magical items. To check for possible magical items, multiply the leader's level by 5. The result is the percentage chance for that leader to own a magical item from any one particular subtable. Roll separately for each type (subtable) of magic treasure. Check all the subtables except the Scroll subtable and the Wand/Rod/Staff subtable. As long as their leader is still alive and fighting with them, dwarven morale is 10 rather than 8. Dwarves hate goblins, and will usually attack them on sight.

# Monsters

## Elf

Armor Class: 5  
Hit Dice: 1\*  
Move: 120' (40')  
Attacks: 1 weapon  
Damage: By weapon  
No. Appearing: 1-4 (2-24)  
Save As: Elf: 1  
Morale: 8 or 10 (see below)  
Treasure Type: (S + T) E  
Alignment: Neutral  
XP value: 13

Elves can also appear as NPCs. Each elf will have one 1st level spell (chosen at random). When a group of 15 or more elves appears, one of them will be a leader (level 2-7). To check for possible magical items that the leader may have, multiply the leader's level by 5. The result is the percentage chance for that leader to have a magic item from any one of the magic subtables. Roll separately for each subtable, and check all the magic subtables. As long as their leader is alive, elven morale is 10 rather than 8.

## Ferret, Giant

Armor Class: 5  
Hit Dice: 1 + 1  
Move: 150' (50')  
Attacks: 1 bite  
Damage: 1-8  
No. Appearing: 1-8 (1-12)  
Save As: Fighter: 1  
Morale: 8  
Treasure Type: Nil  
Alignment: Neutral  
XP value: 15

Giant ferrets look like 3' long weasels. They hunt giant rats underground, and are sometimes trained for this purpose. Unfortunately, their tempers are highly unpredictable, and they have been known to attack their trainers and other humans.

## Gargoyle\*

Armor Class: 5  
Hit Dice: 4\*\*  
Move: 90' (30')  
Flying: 150' (50')  
Attacks: 2 claws/1 bite/1 horn  
Damage: 1-3/1-3/1-6/1-4  
No. Appearing: 1-6 (2-8)  
Save As: Fighter: 8  
Morale: 11  
Treasure Type: C  
Alignment: Chaotic  
XP value: 125

Gargoyles are magical monsters, and can only be hit with magic or magical weapons. As pictured in medieval architecture, they are horned, clawed, fanged, winged, hideous-looking beasts. Their skin often looks exactly like stone and they are often mis-

taken to be statues. Gargoyles are very cunning and at least semi-intelligent. They will attack nearly anything that approaches them. Gargoyles are not affected by **Sleep** or **Charm** spells. The DM should not use gargoyles unless the player characters have at least one magical weapon.

## Gelatinous Cube

Armor Class: 8  
Hit Dice: 4\*  
Move: 60' (20')  
Attacks: 1  
Damage: 2-8 + special  
No. Appearing: 1 (1-4)  
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 surprises often (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 will attack any living creature it encounters. Any successful hit will paralyze the victim unless a Saving Throw vs. Paralysis is made. An attack on a paralyzed victim will automatically hit (only a damage roll is needed). This paralysis is the normal type (lasting 2-8 turns unless magically cured). A gelatinous cube may be harmed by fire and weapons, but not by cold or lightning. The lair of these strange monsters may contain 1-4 cubes, each with Treasure Type V but usually with no additional treasure.

## Ghoul

Armor Class: 6  
Hit Dice: 2\*  
Move: 90' (30')  
Attacks: 2 claws/1 bite  
Damage: 1-3/1-3/1-3 + special  
No. Appearing: 1-6 (2-16)  
Save As: Fighter: 2  
Morale: 9  
Treasure Type: B  
Alignment: Chaotic  
XP value: 25

Ghouls are *undead* creatures, immune to **Sleep** and **Charm** spells. They are hideous, beast-like humans who will attack any living thing. Any hit from a ghoul will paralyze any creature of ogre-size or smaller (except elves) unless the victim makes a Saving Throw vs. Paralysis. Once an opponent is paralyzed, the ghoul will turn and attack another opponent, continuing until either the ghoul or all the opponents are paralyzed

or dead. This paralysis is the normal type (lasting 2-8 turns unless magically cured).

## Gnoll

Armor Class: 5  
Hit Dice: 2  
Move: 90' (30')  
Attacks: 1 weapon  
Damage: By weapon + 1  
No. Appearing: 1-6 (3-18)  
Save As: Fighter: 2  
Morale: 8  
Treasure Type: (P) D  
Alignment: Chaotic  
XP value: 20

Gnolls are beings of low intelligence that appear to be human-like hyenas. They may use all weapons. They are strong, but dislike work and prefer to bully and steal. For every 20 gnolls encountered, one will be a leader with 16 hit points who attacks as a 3 hit dice 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  
Move: 60' (20')  
Attacks: 1 weapon  
Damage: By weapon  
No. Appearing: 1-8 (5-40)  
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, with long noses and full beards. Gnomes have well-developed infravision, with a 90' range. They usually live in burrows in the lowlands. Gnomes are excellent metalsmiths and miners. They love gold and gems and have been known to make bad decisions just to obtain them. They love machinery of all kinds and prefer crossbows and war hammers as weapons. Gnomes like most dwarves, but war with goblins and kobolds who steal their precious gold. They usually attack kobolds on sight.

For every 20 gnomes, one will be a leader with 11 hit points who fights as a 2 Hit Dice monster. In the gnome lair lives a clan chieftain and his 1-6 bodyguards. The clan chieftain has 18 hit points, attacks as a 4 Hit Dice monster, and gains a bonus of +1 on damage rolls. The bodyguards have 10-13 hit points and attack as 3 Hit Dice 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
Move:	90' (30')
Attacks:	1 weapon
Damage:	By weapon
No. Appearing:	2-8 (6-60)
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 livid gray. Their eyes are red, and glow when there is little light. Goblins live underground and have well-developed infravision, with a 90' range. In full daylight they fight with a penalty of -1 on their Hit Rolls. Goblins hate dwarves and will attack them on sight. There is a 20% chance that when goblins are encountered outdoors, 1 of every 4 will be riding a dire wolf. In the goblin lair lives a goblin king with 15 hit points who fights as a 3 Hit Dice monster and gains a +1 bonus to damage rolls. The goblin king has a bodyguard of 2-12 goblins who fight as 2 Hit Dice monsters and have 2-12 hit points each. The king and his bodyguard may fight in full daylight without a penalty. The goblin morale is 9 rather than 7 as long as their king is with them and still alive.

## Gray Ooze

Armor Class:	8
Hit Dice:	3*
Move:	10' (3')
Attacks:	1
Damage:	2-16
No. Appearing:	1-4 (1-2)
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 which does 2-16 points of damage if it touches bare skin. This acid will dissolve and destroy normal armor or weapons in only 1 round, and magic items in one turn. After the first hit, the ooze sticks to its victim, automatically destroying any normal armor and continuing to inflict 2-16 points of damage each round. Gray ooze cannot be harmed by cold or fire, but can be harmed by weapons and lightning. A lair may contain 1-3 oozes, possibly with a special treasure made of stone (DM's choice).

## Green Slime

Armor Class:	Can always be hit
Hit Dice:	2**
Move:	3' (1')
Attacks:	1
Damage:	See below
No. Appearing:	1 (0)
Save As:	Fighter: 1
Morale:	7
Treasure Type:	(P + S) B
Alignment:	Lawful
XP value:	5

Green slime cannot be harmed by any attacks except fire or cold. It dissolves cloth or leather instantly, wood and metal in 6 rounds, but cannot dissolve stone. Green slime often clings to walls and ceilings and drops down by surprise. Once in contact with flesh, it sticks and turns the flesh into green slime. It cannot be scraped off, but may be burnt off (or treated with a **Cure Disease** spell in the D&D EXPERT rules). When green slime drops on a victim (or is stepped on), the victim can usually burn it while it is dissolving armor and clothing. If it is not burned off, the victim will turn completely into green slime 1-4 rounds after the first 6-round (one minute) period. Burning does ½ damage to the green slime and ½ damage to the victim.

## Halfling

Armor Class:	7
Hit Dice:	1-1
Move:	90' (30')
Attacks:	1 weapon
Damage:	By weapon
No. Appearing:	3-18 (5-40)
Save As:	Halfling: 1
Morale:	7
Treasure Type:	(P + S) B
Alignment:	Lawful
XP value:	5

Halflings can also be NPCs. They live in small villages of 30-300 inhabitants. Each village has a leader (Level 2-7) and a village guard of 5-20 militia (each with 2 Hit Dice). Treasure type B is only present if the halflings are encountered in the wilderness.

## Harpy

Armor Class:	7
Hit Dice:	3*
Move:	60' (20')
Flying:	150' (50')
Attacks:	2 claws/1 weapon + special
Damage:	1-4/1-4/1-6
No. Appearing:	1-6 (2-8)
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. By their singing, harpies lure creatures to them to be killed and devoured. Any creature hearing the harpies' songs must make a Saving Throw vs. Spells or be **Charmed** (see page 23). If a victim makes a Saving Throw against the songs of a group of harpies, the victim will not be affected by any of their songs during the encounter.

## Hobgoblin

Armor Class:	6
Hit Dice:	1+1
Move:	90' (30')
Attacks:	1 weapon
Damage:	By weapon
No. Appearing:	1-6 (4-24)
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 are bigger and meaner. They live underground but often hunt outdoors (having no penalties in daylight). A hobgoblin king and 1-4 bodyguards live in the hobgoblin lair. The king has 22 hit points and fights as a 5 Hit Dice monster, gaining a bonus of +2 on damage rolls. The bodyguards all fight as 4 Hit Dice monsters and have 3-18 hit points each. As long as their king is alive and with them, hobgoblin morale is 10 rather than 8.

## Human

Humans may be encountered nearly anywhere. This description deals with occasional random encounters with 1-3 humans. Other groups of humans are explained in other entries (**Bandit**, **Berserker**, **Normal Man**, and **NPC Party**).

Human encounters can provide many opportunities for role playing by both the DM and the players. They also create a more realistic mood for the adventure. In addition, they can be used to provide goals for the player characters, and can lead to entire adventures. In some cases, the reasons for the encounter may cause some changes in nearby rooms of the dungeon. For example, if the NPCs are Bait, the DM may wish to place a harpy in a nearby empty room, or to change a given monster to a harpy. Treasure should also be changed as necessary.

An encounter with humans will require some work by the DM, but can be quite entertaining. The NPC humans do **not** need to be as detailed as player characters. The DM may create each human NPC character in full detail, or may use the following procedure to find the necessary details.

This same type of encounter may be applied to demi-humans if desired; if so, omit step #2.

# Monsters

## TYPE OF HUMAN

- Find Number Appearing
- Determine Class of each (roll 1d6):
  - Cleric
  - 3-4 Fighter
  - Magic-User
  - Thief
- Determine Alignment of each (choose or roll 1d6):
  - 1-3 Lawful
  - 4-5 Neutral
  - Chaotic
- Find the reason for the NPCs' appearance. Eight possible reasons are explained below; select one or roll 1d8.
- Select the equipment carried by the NPCs. Magic items may be added if desired. If so, the items should be used by the NPCs wherever needed. Remember that the NPCs' equipment may become party treasure if they are slain, and powerful items should not be given out carelessly.
- Add other details as necessary, either by selecting or rolling randomly for Armor Class, hit points, spells, and so forth.

## Possible Reasons for Appearing:

- Alone (and scared)
- Bait
- Escaping
- Looking for a friend
- Looking for an item
- Not what they seem
- Running away
- Sole Survivors

## Explanations of Reasons for Appearing:

- The NPCs had set out by themselves for an adventure, but discovered that the dungeon is more dangerous than they expected. They wish to join the PC party for safety.
- The NPCs are bait, either **Charmed** or controlled by a nearby monster. The NPCs will attempt to lead the party to the monster's location without creating suspicion. The monster may appear while the NPCs distract the party.
- The NPCs were prisoners of a nearby monster, but have escaped. They have little or no equipment. The monster might appear soon if aware of their escape.
- The NPCs are looking for a friend, either rumored or known to have disappeared in the dungeon. The friend might be a prisoner of a nearby monster.
- The NPCs are looking for a special item either rumored or known to be in the dungeon.
- The NPCs are not mere humans. They may be lycanthropes, doppelgangers, or gold dragons. The DM should determine the monster type and run the monsters normally.
- The NPCs are running away from an encounter with a nearby monster. The monster may be chasing them.
- The NPCs are the only survivors of a recent battle with monsters. The remains of the rest of their party may be found in a nearby monster lair.

**Insect:** see **Bee, Beetle, Centipede, Locust, or Robber Fly.**

## Kobold

Armor Class: 7  
 Hit Dice: 1/2 (1-4 hp)  
 Move: 90' (30')  
 Attacks: 1 weapon  
 Damage: By weapon - 1  
 No. Appearing: 4-16 (6-60)  
 Save As: Normal Man  
 Morale: 6 or 8  
 Treasure Type: (P) J  
 Alignment: Chaotic  
 XP value: 5

## Living Statue

	<u>Crystal</u>	<u>Iron</u>	<u>Rock</u>
Armor Class:	4	2	4
Hit Dice:	3	4*	5*
Move:	90' (30')	30' (10')	60' (20')
Attacks:	2	2	2
Damage:	1-6/1-6	1-8/1-8 + special	2-12/2-12
No. Appearing:	1-6 (1-6)	1-4 (1-4)	1-3 (1-3)
Save As:	Fighter: 3	Fighter: 4	Fighter: 5
Morale:	11	11	11
Treasure Type:	Nil	Nil	Nil
Alignment:	Lawful	Neutral	Chaotic
XP value:	35	125	300

A living statue is an enchanted animated creature made by a powerful wizard. It appears to be a perfectly normal statue — until it moves! A living statue may be any size or material. Living crystal, iron, and rock statues are given as examples, and the DM may create others. Living statues are not affected by **Sleep** spells.

**Crystal:** A living crystal statue is a life form made of crystals instead of flesh. It can look like a statue of anything, but often appears human.

## Lizard, Giant

	<u>Gecko</u>	<u>Draco</u>	<u>Horned Chameleon</u>	<u>Tuatara</u>
Armor Class:	5	5	2	4
Hit Dice:	3+1	4+2	5*	6
Move:	120' (40')	120' (40')	120' (40')	90' (30')
Glide:		150' (50')		
Attacks:	1 bite	1 bite	1 bite/1 horn	2 claws/1 bite
Damage:	1-8	1-10	2-8/1-6	1-4/1-4/2-12
No. Appearing:	1-6 (1-10)	1-4 (1-8)	1-3 (1-6)	1-2 (1-4)
Save As:	Fighter: 2	Fighter: 3	Fighter: 3	Fighter: 3
Morale:	7	7	7	6
Treasure Type:	U	U	U	V
Alignment:	Neutral	Neutral	Neutral	Neutral
XP value:	50	125	300	275

**Gecko:** A gecko is a 5' long lizard colored pale blue with orange-brown spots. Geckos are nocturnal carnivores. They hunt by

climbing walls or trees with their specially adapted feet, then dropping on their prey to attack.

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

**Iron:** A living iron statue has a body which can absorb iron and steel. It takes normal damage when hit, but if a non-magical metal weapon is used, the attacker must make a Saving Throw vs. Spells or the weapon will become stuck in the body of the living iron statue, and may only be removed if the statue is killed.

**Rock:** A living rock statue has an outer crust of stone but is filled with hot magma (fiery lava). When the creature attacks, it squirts the magma from its fingertips for 2-12 points of damage per hit.

**Draco:** A draco is a 6' long lizard with wide flaps of skin between its legs. It spreads these flaps to glide through the air, like a flying squirrel. Dracos are generally found above ground, though they sometimes creep into caves to escape very cold or hot weather. They are carnivores and have been known to attack adventurers.

**Horned Chameleon:** A horned chameleon is a 7' long lizard which can change color to blend into its surroundings. It surprises on a roll of 1-5 (on 1d6). A horned chameleon can shoot out its sticky tongue up to 5' long. A successful hit means that the victim is pulled to the horned chameleon's mouth and bitten for 2-8 points of damage. The creature can also attack with its horn (for 1-6 points of damage) and may use its tail to knock other attackers down (make another Hit Roll, not doing any damage but preventing the target struck from attacking that round).

**Tuatara:** A tuatara is an 8' long carnivore which looks like a cross between an iguana and a toad. It has pebble-colored olive skin with white spikes along its back. A tuatara has a membrane over its eyes which, when lowered, is sensitive to changes in temperature, allowing it to "see" in darkness (90' infravision).

## Lizard Man

Armor Class: 5  
 Hit Dice: 2+1  
 Move: 60' (20')  
 Swimming: 120' (40')  
 Attacks: 1 weapon  
 Damage: By weapon +1  
 No. Appearing: 2-8 (6-36)  
 Save As: Fighter: 2  
 Morale: 12  
 Treasure Type: D  
 Alignment: Neutral  
 XP value: 25

These water-dwelling creatures look like men with lizard heads and tails. They live in tribes. They will try to capture humans and demi-humans and take the victims 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), gaining a bonus of +1 on damage rolls due to their great strength. Lizard men are often found in swamps, rivers, and along seacoasts as well as in dungeons.

## Locust, Giant

Armor Class: 4  
 Hit Dice: 2\*\*  
 Move: 60' (20')  
 Flying: 180' (60')  
 Attacks: 1 bite or 1 bump or 1 spit  
 Damage: 1-2 or 1-4 or see below  
 No. Appearing: 2-20 (0)  
 Save As: Fighter: 2  
 Morale: 5  
 Treasure Type: Nil  
 Alignment: Neutral  
 XP value: 30

Giant locusts are 2'-3' long and live underground. They may be mistaken for statues (or might not be noticed at all) until approached, because of their stone-gray color. They are herbivores, and also eat fungus such as yellow mold and shriekers. They cannot be harmed by yellow mold or most poisons. Instead of fighting, they usually flee by jumping away (up to 60'). Unfortunately they often become confused, and may accidentally jump into a party (50% chance per jump). If so, a victim is determined randomly and a Hit Roll is made. If the giant locust hits a character, the victim is battered for 1-4 points of damage. The locust then flies away.

## Lycanthrope

	<u>Wererat</u>	<u>Werewolf</u>	<u>Wereboar</u>
Armor Class:	7, (9) †	5, (9) †	4, (9) †
Hit Dice:	3*	4*	4+1*
Move:	120' (40')	180' (60')	150' (50')
Attacks:	1 bite or weapon	1 bite	1 tusk-bite
Damage:	1-4 or by weapon	2-8	2-12
No. Appearing:	1-8 (2-16)	1-6 (2-12)	1-4 (2-8)
Save As:	Fighter: 3	Fighter: 4	Fighter: 4
Morale:	8	8	9
Treasure Type:	C	C	C
Alignment:	Chaotic	Chaotic	Neutral
XP value:	50	125	200

	<u>Weretiger</u>	<u>Werebear</u>
Armor Class:	3, (9) †	2, (8) †
Hit Dice:	5*	6*
Move:	150' (50')	120' (40')
Attacks:	2 claws/1 bite	2 claws/1 bite
Damage:	1-6/1-6/2-12	2-8/2-8/2-16
No. Appearing:	1-4 (1-4)	1-4 (1-4)
Save As:	Fighter: 5	Fighter: 6
Morale:	9	10
Treasure Type:	C	C
Alignment:	Neutral	Neutral
XP value:	300	500

† Armor Class when in human form.

Lycanthropes are humans who can change into beasts (or in the case of wererats, beasts who can change into humans). They do not wear armor, since it would interfere with their shapechanging. Any lycanthrope can summon 1-2 animals of its weretype; werebears may summon bears, werewolves may summon wolves, and so forth. Summoned animals will arrive in 1-4 rounds. If a lycanthrope is hit by wolfsbane, it must make a 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 will react with fear.

**Animal Form:** In animal form, a lycanthrope may only be harmed by magic weapons, silvered weapons, or magic spells. The lycanthrope cannot speak normal languages, though it can speak with normal

When frightened or attacked, giant locusts make a loud shrieking noise to warn their fellows. This shriek has a 20% chance per round of attracting Wandering Monsters. If cornered, a giant locust will spit a brown gooey substance up to 10'. The target is treated as AC 9. A victim hit by giant locust spittle must make a Saving Throw vs. Poison or be unable to do anything for 1 turn, due to the awful smell. After this time the victim will be used to the smell, but any character approaching within 5' must also make a Saving Throw or suffer the same effects. This aroma will last until the spittle is washed off.

animals of its weretype.

**Human Form:** In human form, a lycanthrope often looks somewhat like its wereform. Wererats have longer noses, werebears are hairy, and so forth. In this form, they may be attacked normally, and may speak any known languages.

**Lycanthropy:** Lycanthropy is a disease. Any human character who is severely hurt by a wererecureator, and loses more than half of his or her hit points when in battle with it, will become a lycanthrope of the same type in 2-24 days. The victim will begin to show signs of the disease after half that time. The disease will kill demi-humans instead of turning them into wererecureators. It may only be cured by a high level cleric (11th level or greater, as explained in the D&D EXPERT rules), who will do so for a suitable price or service. Any character who becomes a full wererecureator will become an NPC, to be run by the DM only.



# Monsters

**Wererats:** Wererats are different from most lycanthropes. They are intelligent, can speak Common in either form, and may use any weapon. A wererat usually prefers to use a man-sized rat form, but may become a full-sized human. 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 5 or more will have a leader with 30 hit points, who attacks as a 5 Hit Dice 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 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 often (1-4 on 1d6). They may summon any type of Great Cat that is in the area (preferring tigers).

**Werebears:** Werebears are very intelligent, even in animal form. A werebear usually prefers to live alone or with bears. It might be friendly, however, if peacefully approached. In combat, werebears may hug for 2-16 points of damage (in addition to normal damage) if both paws hit the same target in one round. A werebear may summon any type of bear in the area.

## Medusa

Armor Class: 8  
Hit Dice: 4\*\*  
Move: 90' (30')  
Attacks: 1 snakebite + special  
Damage: 1-6 + poison  
No. Appearing: 1-3 (1-4)  
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 will turn a creature to stone unless the victim makes a Saving Throw vs. Turn to Stone or she will petrify herself! Anyone who tries to attack a medusa without looking at her must subtract 4 from the Hit Roll, and the snakes may attack with a +2 bonus to the Hit Roll. A medusa also gains +2 on all Saving

Throws vs. Spells due to her magical nature. Medusae occasionally use weapons.



## Minotaur

Armor Class: 6  
Hit Dice: 6  
Move: 120' (40')  
Attacks: 1 gore/1 bite or 1 weapon  
Damage: 1-6/1-6 or by weapon type +2  
No. Appearing: 1-6 (1-8)  
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, and eats humans. A minotaur will always attack anything its size or smaller and will pursue as long as its prey is in sight. Minotaurs are semi-intelligent and 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 may not gore or bite. Minotaurs usually live in tunnels or mazes.

## Mule

Armor Class: 7  
Hit Dice: 2  
Move: 120' (40')  
Attacks: 1 kick or 1 bite  
Damage: 1-4 or 1-3  
No. Appearing: 1-2 (2-12)  
Save As: Normal Man  
Morale: 8  
Treasure Type: Nil  
Alignment: Neutral  
XP value: 20

A mule is a crossbreed between a horse and a donkey. Mules are stubborn, and if bothered or excited they may either bite or kick. Mules may be taken into dungeons, if allowed by the DM. A mule can carry a normal load of 3000 coins (or 6000 coins at most, with its move reduced to 60'/turn). Mules cannot be trained to attack, but will fight in their own defense. If encountered alone in a dungeon, the mules may belong to an NPC party nearby.

## Neanderthal (Caveman)

Armor Class: 8  
Hit Dice: 2  
Move: 120' (40')  
Attacks: 1 weapon  
Damage: By weapon +1  
No. Appearing: 1-10 (10-40)  
Save As: Fighter: 2  
Morale: 7  
Treasure Type: C  
Alignment: Lawful  
XP value: 20

Neanderthals (also known as Cavemen) have squat bodies with large bones and powerful muscles. Their faces have ape-like features, including large brows above the eyes. Neanderthals live in family groups in caves and caverns. They usually attack with thrown spears and use stone axes, clubs, or stone hammers in hand-to-hand combat.

Neanderthal leaders are almost a separate race, much larger than the average Neanderthal. These leaders have 6 hit dice and are 10' tall. There will be 10-40 Neanderthals in the lair with 2 leaders, one male and one female. Neanderthals often hunt cave bears and keep white apes as pets. They are friendly toward dwarves and gnomes, but hate goblins and kobolds, and will attack ogres on sight. Neanderthals are shy and will avoid humans, but are not usually hostile unless they are attacked.

## Normal Human

Armor Class: 9  
Hit Dice: 1  
Move: 120' (40')  
Attacks: 1 weapon  
Damage: By weapon  
No. Appearing: 1-4 (1-50)  
Save As: Normal Human  
Morale: 6  
Treasure Type: (P) U  
Alignment: Any  
XP value: 5

"Normal human" is the game term for a human who does not seek adventure. A normal human does not have a class. The hit points should be selected, according to the human's age, health, and profession. *For example*, a blacksmith could have 8 hp, but a young child or sickly beggar might have only 1 hp.

Most humans are "normal" humans, though people with certain professions (such as merchant, soldier, lord, scout, and so forth) help in some adventures. As soon as a human gets experience points through an adventure, that person must choose a character class. Some typical normal humans are peasants, children, housewives, workers, artists, villagers, townspeople, slaves, fishermen, and scholars.

## NPC Party

Armor Class:	By NPC class
Hit Dice:	Variable
Move:	Variable
Attacks:	Weapons and spells
Damage:	1-6 or weapons and spell effects
No. Appearing:	5-8 (5-8)
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 may be created in great detail before a game.

Most parties (whether NPCs or PCs) will not want to fight other parties, preferring easier monsters to challenge. The DM may wish to avoid the large, complicated battle which could occur between two parties. To avoid combat, the DM may use the following chart to determine the actions of the NPC party.

For ease of play, the DM may give the NPC party the same number of members as in the PC party, plus 1-4 fighters (to discourage PC ideas of attack). Similar classes and equipment may be assumed, if the NPCs are nearly the same level of experience as the player characters.

Reaction Roll (2d6)	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 10-500 gp, or to sell similar information (for the same price range). Typical information could be: monsters seen, traps found, stairs up or down, or other features. The DM should decide on the price offered by the NPCs, considering the value of the information sold.

## Ochre Jelly

Armor Class:	8
Hit Dice:	5*
Move:	30' (10')
Attacks:	1
Damage:	2-12
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 which can only be harmed by fire or

cold. It can seep through small cracks, and destroy wood, leather, and cloth in 1 round, but cannot eat through metal or stone. Attacks with weapons or lightning merely make 2-5 smaller (2 Hit Dice) ochre jellies. A normal ochre jelly does 2-12 points of damage per round to exposed flesh. The smaller ochre jellies inflict only half damage.

## Ogre

Armor Class:	5
Hit Dice:	4 + 1
Move:	90' (30')
Attacks:	1 club
Damage:	By weapon + 2
No. Appearing:	1-6 (2-12)
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, the group will be carrying 100-600 gp in large sacks. Ogres hate Neanderthals and will attack them on sight.

## Orc

Armor Class:	6
Hit Dice:	1
Move:	120' (40')
Attacks:	1 weapon
Damage:	By weapon
No. Appearing:	2-8 (10-60)
Save As:	Fighter: 1
Morale:	8 or 6 (see below)
Treasure Type:	(P) D
Alignment:	Chaotic
XP value:	10

An orc is an ugly human-like creature, and looks like a combination of animal and man. Orcs are nocturnal omnivores, and prefer to live underground. When fighting in daylight, they have a penalty of -1 on 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 who gains a +1 bonus on 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 may be forced to fight by their leaders.

Orcs are often used for armies by Chaotic leaders (both humans and monsters). They prefer swords, spears, axes, and clubs for weapons. They will not use mechanical weapons (such as catapults), and only their leaders understand how to operate such devices.

There are many different tribes of orcs. Each tribe has as many female orcs as males,

and 2 children ("whelps") for each 2 adults. The leader of an orc tribe is a chieftain with 15 hit points, who attacks as a 4 Hit Dice monster and gains +2 on damage rolls. For every 20 orcs in a tribe, there may be an ogre with them (1 in 6 chance). (If the D&D EXPERT rules are used, there is a 1 in 10 chance of a troll living in the lair as well.)

## Owl bear

Armor Class:	5
Hit Dice:	5
Move:	120' (40')
Attacks:	2 claws/1 bite
Damage:	1-8/1-8/1-8
No. Appearing:	1-4 (1-4)
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 8' tall and weighs 15,000 cn. If both its paws hit one opponent in one round, the owl bear hugs for an additional 2-16 points of damage. Owl bears have nasty tempers and are usually hungry, preferring meat. They are commonly found underground and in dense forests.

## Pixie

Armor Class:	3
Hit Dice:	1***
Move:	90' (30')
Flying:	180' (60')
Attacks:	1 dagger
Damage:	1-4
No. Appearing:	2-8 (10-40)
Save As:	Elf: 1
Morale:	7
Treasure Type:	R + S
Alignment:	Neutral
XP value:	19

Pixies are small human-like creatures with insect-like wings. They are distantly related to elves, but are only 1'-2' tall. They are invisible unless they want to be seen (or unless magically detected). Unlike the effects of the invisibility spell, pixies can attack and remain invisible, and they always gain surprise when doing so. They may not be attacked in the first round of combat, but after that their attackers will see shadows and movement in the air and may attack the pixies with a -4 penalty on Hit Rolls. Their small insect-like wings can only support pixies for 3 turns, and they must rest one full turn after flying.

# Monsters

## Rat

	<u>Normal</u>
Armor Class:	9
Hit Dice:	1 hit point
Move:	60' (20')
Swimming:	30' (10')
Attacks:	1 bite per pack
Damage:	1-6 + disease
No. Appearing:	5-50 (2-20)
Save As:	Normal Man
Morale:	5
Treasure Type:	L
Alignment:	Neutral
XP value:	

Rats usually avoid humans and will not attack unless summoned (by a wererat, for example) or defending their lair. Rats are good swimmers and may attack while in water. They are afraid of fire, and will run from it unless forced to fight by a summoning creature. Rats will eat almost anything, and some rats carry diseases. Anyone bitten by a rat has a 1 in 20 chance of being infected. (This chance should be checked each time a rat successfully hits. If diseased, the XP award is 6.) The victim may still avoid the disease by making a Saving Throw vs. Poison. If failed, the victim may die in 1-6 days (1 in 4 chance) or may be sick in bed



## Robber Fly

Armor Class:	6
Hit Dice:	2
Move:	90' (30')
Flying:	180' (60')
Attacks:	1 bite
Damage:	1-8
No. Appearing:	1-6 (2-12)
Save As:	Fighter: 1
Morale:	8
Treasure Type:	U
Alignment:	Neutral
XP value:	20

A robber fly is a 3' long giant fly with black and yellow stripes. From a distance, robber flies look like killer bees. They are carnivores, and may attack adventurers. However, they prefer killer bees as food, and are immune to their poison. Robber flies are patient hunters. They often hide in shadows and wait to surprise prey (1-4 on 1d6). A robber fly can leap up to 30' and attack with its bite.

## Giant

Armor Class:	7
Hit Dice:	1/2 (1-4 hit points)
Move:	120' (40')
Attacks:	60' (20')
Damage:	1 bite each
No. Appearing:	1-3 + disease
Save As:	3-18 (3-30)
Morale:	Normal Man
Treasure Type:	8
Alignment:	C
XP value:	Neutral

for 1 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 5-10. If there are more than 10 rats they will attack several creatures as packs of 10 or less. A pack will only attack one creature at a time. Rats will climb all over the creature they are attacking, often knocking the victim down.

**Giant Rats:** These creatures are 3' 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.

## Rust Monster

Armor Class:	2
Hit Dice:	5*
Move:	120' (40')
Attacks:	1
Damage:	See below
No. Appearing:	1-4 (1-4)
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 2 long front "feelers" (antennae). If a rust monster hits a character with its antenna, it will cause any non-magical metal armor or weapon hit to immediately crumble to rust. It may be hit by any type of weapon, and a successful Hit Roll indicates that the body is hit, for no ill effect to the weapon used. A rust monster is attracted by the smell of metal. It eats the rust created by its attacks. A magical armor or weapon struck usually loses one "plus" per hit, but has a 10% chance per "plus" of resisting the effect completely.

For example, a shield +1 has a 10% chance of surviving the attack. If 11 or greater is rolled on d%, the shield is reduced to a normal shield. If hit again, it crumbles into rust.

## Shadow

Armor Class:	7
Hit Dice:	2+2*
Move:	90' (30')
Attacks:	1
Damage:	1-4 + special
No. Appearing:	1-8 (1-12)
Save As:	Fighter: 2
Morale:	12
Treasure Type:	F
Alignment:	Chaotic
XP value:	35

Shadows are non-corporeal (ghostlike) intelligent creatures. They can only be harmed 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 will drain 1 point of Strength in addition to doing normal damage. This weakness will last for 8 turns. Any creature whose Strength is reduced to zero becomes a shadow immediately. Shadows are not affected by **Sleep** or **Charm** spells, but 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.

## Shrew, Giant

Armor Class:	4
Hit Dice:	1*
Move:	180' (60')
Attacks:	2 bites
Damage:	1-6/1-6
No. Appearing:	1-8 (1-4)
Save As:	Fighter: 1
Morale:	10
Treasure Type:	Nil
Alignment:	Neutral
XP value:	13

Giant shrews look like brown-furred rats with long snouts. They can burrow, climb, or jump (up to 5'). The eyes of a giant shrew are so weak that the creature is not affected by light or the lack of it. A shrew uses radar-like squeaks to "see" its surroundings (as bats do), and can "see" things within 60' as well as a creature with normal sight. Since it needs echoes to "see," a giant shrew dislikes open areas, and remains underground most of the time. A **Silence 15' Radius** spell will "blind" a giant shrew. If it cannot hear, it will be confused, and then becomes AC 8, with a penalty of -4 on its Hit Rolls.

A giant shrew is very quick and will always take the initiative on its first attack. It also gains a +1 bonus on its initiative roll for the remaining rounds of combat. Its attack is so ferocious (attacking the head and shoulders of the defender) that any victim of 3 Hit Dice (3rd level) or less must make a Saving Throw vs. Death Ray or run away in fear.

## Shrieker

Armor Class: 7  
 Hit Dice: 3  
 Move: 9' (3')  
 Attacks: See below  
 Damage: Nil  
 No. Appearing: 1-8 (0)  
 Save As: Fighter: 2  
 Morale: 12  
 Treasure Type: Nil  
 Alignment: Neutral  
 XP value: 35

Shriekers look like giant mushrooms. They live in underground caverns and are able to move around slowly. They react to light (within 60') and movement (within 30') by emitting a piercing shriek which lasts for 1-3 rounds. For each round of shrieking, the DM should roll 1d6; any result of 4-6 indicates that a wandering monster has heard the noise, and will arrive in 2-12 rounds.

## Skeleton

Armor Class: 7  
 Hit Dice: 1  
 Move: 60' (20')  
 Attacks: 1  
 Damage: By weapon  
 No. Appearing: 3-12 (3-30)  
 Save As: Fighter: 1  
 Morale: 12  
 Treasure Type: Nil  
 Alignment: Chaotic  
 XP value: 10

Animated skeletons are **undead** creatures often 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, and are not affected by **Sleep** or **Charm** spells, nor any form of mind reading. Skeletons will always fight until "killed."

## Snake

	<u>Spitting Cobra</u>	<u>Giant Racer</u>	<u>Pit Viper</u>
Armor Class:	7	5	6
Hit Dice:	1*	2	2*
Move:	90' (30')	120' (40')	90' (30')
Attacks:	1 bite or 1 spit	1 bite	1 bite
Damage:	1-3 + poison	1-6	1-4 + poison
No. Appearing:	1-6 (1-6)	1-6 (1-8)	1-8 (1-8)
Save As:	Fighter: 1	Fighter: 1	Fighter: 1
Morale:	7	7	7
Treasure Type:	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral
XP value:	13	20	25

	<u>Sea Snake</u>	<u>Giant Rattler</u>	<u>Rock Python</u>
Armor Class:	6	5	6
Hit Dice:	3*	4*	5*
Move:	90' (30')	120' (40')	90' (30')
Attacks:	1 bite	2 bites	1 bite/1 squeeze
Damage:	1 + poison	1-4 + poison	1-4/2-8
No. Appearing:	0 (1-8)	1-4 (1-4)	1-3 (1-3)
Save As:	Fighter: 2	Fighter: 2	Fighter: 3
Morale:	7	8	8
Treasure Type:	Nil	U	U
Alignment:	Neutral	Neutral	Neutral
XP value:	50	125	300

Snakes are found almost everywhere, avoiding only very hot and very cold places. Most snakes do not usually attack unless sur-

prised or threatened. Some snakes have poisonous bites, and most are carnivores.

**Spitting Cobra:** A spitting cobra is a 3' long grayish-white snake which spits a stream of venom at its victim's eyes, up to a distance of 6 feet away. If the spit hits, the victim must make a Saving Throw vs. Poison or be blinded. (This blindness can normally be removed only by a **Cure Blindness** spell from the D&D EXPERT rules, but the DM may allow other methods.) As with most small poisonous snakes, a spitting cobra will not attack human-sized or larger opponents unless startled or threatened. It can either spit or bite in one round, but not both; it will usually spit. The damage given (1-3 points) applies only to the bite; in this case, the victim must make a Saving Throw vs. Poison or die in 1-10 turns.

**Giant Racer:** This is an "average" type of giant snake about 4' long. It has no special abilities, but is faster than most other types. It is not poisonous, but its bite can be dangerous in itself. Larger ones may be found, averaging 2' long per Hit Die and inflicting 1-8, 1-10, or even 2-12 points of damage per bite.

**Pit Viper:** A pit viper is a 5' long greenish-gray poisonous snake with small pits in its head. These pits act as heat sensors, with a range of 60'. 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 victim bitten by a pit viper must make a Saving Throw vs. Poison or die.

**Sea Snake:** Sea snakes are snakes adapted for living in the sea. All are poisonous. They average 6' long, but can be much larger if the DM desires (2' long per Hit Die). A sea snake's bite is little more than a pinprick, and will go unnoticed 50% of the time. The victim must make a Saving Throw vs. Poison, and the poison is slow-acting; its full effects take 3-6 turns to be felt if the Saving Throw is failed. Unlike other snakes, sea snakes will attack humans for food.

**Giant Rattlesnake:** A giant rattlesnake is a 10' long snake with 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 make a Saving Throw vs. Poison or die in 1-6 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' 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 does 2-8 points of damage per round, and occurs automatically if the bite hits.

# Monsters

## Spider, Giant

	<u>Crab Spider</u>	<u>Black Widow</u>	<u>Tarantella</u>
Armor Class:	7	6	5
Hit Dice:	2*	3*	4*
Move:	120' (40')	60' (20')	120' (40')
In Web:	No webs	120' (40')	No webs
Attacks:	1 bite	1 bite	1 bite
Damage:	1-8 + poison	2-12 + poison	1-8 + poison
No. Appearing:	1-4 (1-4)	1-3 (1-3)	1-3 (1-3)
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 will often flee from fire.

**Crab Spider:** This is a 5' long spider with a chameleon-like ability to blend into its surroundings, surprising on a roll of 1-4 (on 1d6). It clings to walls or ceilings and drops onto its prey. After the first attack, it can be seen and attacked normally. Any victim of its bite must make a Saving Throw vs. Poison or die in 1-4 turns. However, the poison is weak, and the victim gains a +2 bonus to the Saving Throw roll.

**Black Widow Spider:** This vicious arachnid is 6' long, and has a red "hourglass" mark on its belly. It usually stays close to its webbed lair. The webs should be treated as the magic-user's Web spell for the chances of breaking free, once entrapped. The webs may also be burned away. Any victim of the

bite of a black widow spider must make a Saving Throw vs. Poison or die in 1 turn.

**Tarantella:** A tarantella is a huge hairy magical spider which looks like a 7' long tarantula. Its bite does not kill; instead, it causes the victim (if a Saving Throw vs. Poison is failed) to have painful spasms which resemble a frantic dance. This dance has a magical effect on onlookers. Anyone watching the dance must make a Saving Throw vs. Spells or start to dance in the same way. Dancing victims have a penalty of -4 on their Hit Rolls, and attackers gain +4 on their Hit Rolls. The effects of the bite last for 2-12 turns. However, dancers will drop from exhaustion in 5 turns, and they will then be helpless against attacks. Those caught while watching will dance as long as the original victim. (In the D&D EXPERT rules, there are magical means to cure the poison, and a **Dispel Magic** spell will stop the dance.)

## Sprite

Armor Class:	1/2* (1-4 hp)
Hit Dice:	60' (20')
Move:	180' (60')
Flying:	1 spell
Attacks:	See below
Damage:	3-18 (5-40)
No. Appearing:	Elf: 1
Save As:	7
Morale:	S
Treasure Type:	Neutral
Alignment:	6
XP value:	

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 will take the form of a magic practical joke, such as tripping or having one's nose grow. The exact effect of the curse is left to the DM's imagination. Sprites will never cause death on purpose even if they are attacked. (In the

D&D EXPERT rules, the effects of the sprites' curse can be countered by a **Remove Curse** spell.)

## Stirge

Armor Class:	7
Hit Dice:	1*
Move:	30' (10')
Flying:	180' (60')
Attacks:	1
Damage:	1-3
No. Appearing:	1-10 (3-36)
Save As:	Fighter: 2
Morale:	9
Treasure Type:	L
Alignment:	Neutral
XP value:	13

A stirge is a birdlike creature with a long nose. It attacks by thrusting its beak into the victim's body, and feeds on blood. A successful hit (for 1-3 points of damage) means that it has attached itself to the victim, sucking for 1-3 points of damage per round until

dead. A flying stirge gains a bonus of +2 on its first Hit Roll against any one opponent due to its speedy diving attack.

## Thoul

Armor Class:	6
Hit Dice:	3**
Move:	120' (40')
Attacks:	2 claws or 1 weapon
Damage:	1-3/1-3 or by weapon
No. Appearing:	1-6 (1-10)
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 (a creature explained in the D&D EXPERT Set). Except when very close, thouls look exactly like hobgoblins, and are sometimes found as part of the bodyguard of a hobgoblin king. The touch of a thoul will paralyze (in the same way as that of a ghoul). If it is damaged, a thoul will regenerate 1 hit point per round as long as it is alive. After a thoul is hit, the DM should add 1 hit point to its total at the beginning of each round of combat.

## Troglodyte

Armor Class:	5
Hit Dice:	2*
Move:	120' (40')
Attacks:	2 claws/1 bite
Damage:	1-4/1-4/1-4
No. Appearing:	1-8 (5-40)
Save As:	Fighter: 2
Morale:	9
Treasure Type:	A
Alignment:	Chaotic
XP value:	30

A troglodyte is an intelligent human-like reptile with a short tail, long legs, and a spiny "comb" on its head and arms. Troglodytes walk upright and use their hands as well as humans. They hate most other creatures, and will try to kill anyone they meet. They have the chameleon-like ability to change colors, and use it to hide by rock walls, surprising often (1-4 on 1d6). A troglodyte secretes an oil which produces a stench, nauseating humans and demi-humans unless a Saving Throw vs. Poison is made. Nauseated characters have a -2 penalty on their Hit Rolls while in hand-to-hand combat with the troglodytes.

**Undead** (See **Ghoul**, **Skeleton**, **Wight**, 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 which affect the mind (such as **Sleep** and **Charm** Person). They make no noise.

**Were-creature (werebear, wereboar, wererat, weretiger, or werewolf):** see **Lycanthrope**.

## Wight

Armor Class: 5  
 Hit Dice: 3\*  
 Move: 90' (30')  
 Attacks: 1  
 Damage: Energy drain  
 No. Appearing: 1-6 (1-8)  
 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 demi-human. It can only be hit by silvered or magical weapons. Wights are greatly feared, as they drain life energy when striking a victim. Each hit drains one level of experience or Hit Die. (Energy Drain is explained on page 24. Any person totally drained of life energy by a wight will become a wight in 1-4 days, and will be under control of their slayer.



## Wolf

	<u>Normal Wolf</u>	<u>Dire Wolf</u>
Armor Class:	7	6
Hit Dice:	2+2	4+1
Move:	180' (60')	150' (50')
Attacks:	1 bite	1 bite
Damage:	1-6	2-8
No. Appearing:	2-12 (3-18)	1-4 (2-8)
Save As:	Fighter: 1	Fighter: 2
Morale:	8 or 6 (see below)	8
Treasure Type:	Nil	Nil
Alignment:	Neutral	Neutral
XP value:	25	125

**Wolves:** Wolves are carnivores, and hunt in packs. Though they prefer the wilderness, they may occasionally be found in caves. Captured wolf cubs may be trained like dogs (if the DM permits), but with difficulty. If 3 or less 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 are semi-intelligent. They are fierce enemies and usually hunt in packs, found in caves, woods, or mountains. They are sometimes trained by goblins to be used as mounts. Captured dire wolf cubs can be trained like dogs (if the DM permits), but they are even more savage than normal wolves.

## Yellow Mold

Armor Class: Can always be hit  
 Hit Dice: 2\*  
 Move: 0  
 Attacks: Spores  
 Damage: 1-6 + special  
 No. Appearing: 1-8 (1-4)  
 Save As: Fighter: 2  
 Morale: Not applicable  
 Treasure Type: Nil  
 Alignment: Neutral  
 XP value: 25

This deadly fungus covers an area of 10 square feet ("one" for No. Appearing), though many may be found together. Yellow mold can only be killed by fire: a torch will do 1-4 points of damage to it 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 will take 1-6 points of damage and must make a Saving Throw vs. Death Ray or choke to death within 6 rounds.

## Zombie

Armor Class: 8  
 Hit Dice: 2  
 Move: 90' (30')  
 Attacks: 1 claw or 1 weapon  
 Damage: 1-8 or by weapon  
 No. Appearing: 2-8 (4-24)  
 Save As: Fighter: 1  
 Morale: 12  
 Treasure Type: Nil  
 Alignment: Chaotic  
 XP value: 20

Zombies are mindless **undead** humans or demi-humans 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, since they make no noise. They are slow fighters, and always lose initiative (no roll needed).

# Treasure

The coins, gems, jewelry and magic 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 will determine how fast the characters advance. A wealthy character may also buy better equipment, hire more retainers, and purchase special services — for example, buying magical cures from higher level clerics. Magic items are *not* counted for XP awards, but they are useful in other ways, especially during adventures.

Treasure is normally found in the lairs of monsters, but may be gained as payment or a reward from a NPC for performing some task. Treasures are determined randomly or chosen by the DM.

The DM should always determine the contents of a large treasure hoard *before* play, to decide how best to hide and protect the treasure from theft. If magic items are present, the DM may want to allow the monsters to use the items — such as a bugbear using a magical sword +1.

## Random Treasures

To determine a monster's treasure at random, use the following step-by-step procedure:

### HOW TO DETERMINE RANDOM TREASURE

1. Find the Treasure Type
  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 magic is present, roll for the exact items, using the Magic Subtables.
1. Find the **Treasure Type** in the monster description. Find the same *letter* on the Treasure Types Tables. The line after that letter will be used to find the actual treasure. Read across the Treasure Type line to find the possible types of treasure present. Each type will give a percentage, followed by a range of numbers.\*
  2. Using Percentage dice, if you roll a number equal to or less than the percentage given, that type of treasure is present. As you roll each percentage, make a note (on scrap paper) of each type of treasure actually present.
  3. Roll the dice range to find the amount of each type of treasure present (those found in step 2).

GROUP TREASURE TYPES TABLE

Type	1000's of Copper	1000's of Silver	1000's of Electrum	1000's of Gold
A	25% 1-6	30% 1-6	20% 1-4	35% 2-12
B	50% 1-8	25% 1-6	25% 1-4	25% 1-3
C	20% 1-12	30% 1-4	10% 1-4	Nil
D	10% 1-8	15% 1-12	Nil	60% 1-6
E	5% 1-10	30% 1-12	25% 1-4	25% 1-8
F	Nil	10% 2-20	20% 1-8	45% 1-12
G	Nil	Nil	Nil	50% 10-40
H	25% 3-24	50% 1-100	50% 10-40	50% 10-60
I	Nil	Nil	Nil	Nil
J	25% 1-4	10% 1-3	Nil	Nil
K	Nil	30% 1-6	10% 1-2	Nil
L	Nil	Nil	Nil	Nil
M	Nil	Nil	Nil	40% 2-8
N	Nil	Nil	Nil	Nil
O	Nil	Nil	Nil	Nil

1000's of Platinum	Gems	Jewelry	Magic Items
25% 1-2	50% 6-36	50% 6-36	30% Any 3
Nil	25% 1-6	25% 1-6	10% 1 sword, armor, or weapon
Nil	25% 1-4	25% 1-4	10% Any 2
Nil	30% 1-8	30% 1-8	15% Any 2 + 1 potion
Nil	10% 1-10	10% 1-10	25% Any 3 + 1 scroll
30% 1-3	20% 2-24	10% 1-12	30% Any 3 except weapons, + 1 potion + 1 scroll
50% 1-6	25% 3-18	25% 1-10	35% Any 4 + 1 scroll
25% 5-20	50% 1-100	50% 10-40	15% Any 4 + 1 potion + 1 scroll
30% 1-8	50% 2-12	50% 2-12	15% Any 1
Nil	Nil	Nil	Nil
Nil	Nil	Nil	Nil
Nil	50% 1-4	Nil	Nil
50% 5-30	55% 5-20	45% 2-12	Nil
Nil	Nil	Nil	40% 2-8 potions
Nil	Nil	Nil	50% 1-4 scrolls

4. If any magic items are present, the Magic Item Subtables are used to find the actual types.

*Special Dice Note:* The amount of treasure is listed as a range. Whenever the range starts with "1" (1-4, 1-6), the last number indicates the type of die rolled. For example, 1-4 means 1d4; 1-100 means d%.  
When the first number is larger than one, it indicates the *number* of dice; the type of dice must be found, usually by dividing the second number by the first. For example, 3-24 means 3d8; 2-24 means 2d12; 5-30 means 5d6.

If both numbers are multiples of 10, the DM may roll one die and multiply the result by 10. For example, 10-40 may be determined by 1d4, multiplied by 10; 10-60 may be determined by 1d6x10.

## 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. These choices should be

made carefully, since most of the experience the characters will get will be from treasure (usually ¾ or more).

After running a few games, it may be easier for you to first decide how many XP to give out (considering the size and levels of experience in the party), and place the treasures to give the desired result. However, be sure to make the monsters tough enough to force the characters to earn their treasure!

## Adjusting Treasure

When the "No. Appearing" of a type of monster is 1-4, no adjustment is necessary; even a single monster will have the treasure indicated. However, many human-like monsters are found in large numbers in their outdoor lairs. When the Treasure Type given is a letter from A to O, that should only be the treasure found in a full lair (the Wilderness No. Appearing — the number in parentheses in the monster description). Beginning characters should not encounter full lairs of these creatures. Encounters with less than a full lair should yield *less* treasure.

### INDIVIDUAL TREASURE TYPE TABLE

Type	Pieces of Copper	Pieces of Silver	Pieces of Electrum
P	3-24 per individual	Nil	Nil
Q	Nil	3-18 per individual	Nil
R	Nil	Nil	2-12 per individual
S	Nil	Nil	Nil
T	Nil	Nil	Nil
U	10% 1-100	10% 1-100	Nil
V	Nil	10% 1-100	5% 1-100

Pieces of Gold	Pieces of Platinum	Gems	Jewelry	Magic Items
Nil	Nil	Nil	Nil	Nil
Nil	Nil	Nil	Nil	Nil
Nil	Nil	Nil	Nil	Nil
2-8 per individual	Nil	Nil	Nil	Nil
Nil	1-6 per individual	Nil	Nil	Nil
5% 1-100	Nil	Nil	5% 1-4	2% Any 1
10% 1-100	5% 1-100	Nil	10% 1-4	5% Any 1

## Other Treasure Types

You may create Treasure Types other than those listed. Some other valuable items could be rugs, wall hangings, rare wines, silverware and other kitchen items, or even animal skins. You should give each item a value in gold pieces (and an encumbrance, if that optional rule is used).

## Average Treasure Values

The average values of each Treasure Type (in gp) are given below. These averages do *not* include the possible magic in the treasures. After rolling for treasures, you may refer to this list to see whether the treasure 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 1/10 pound. Electrum is a mixture of silver and gold. The rate of exchange between coins is as follows:

### MONEY CONVERSION CHART

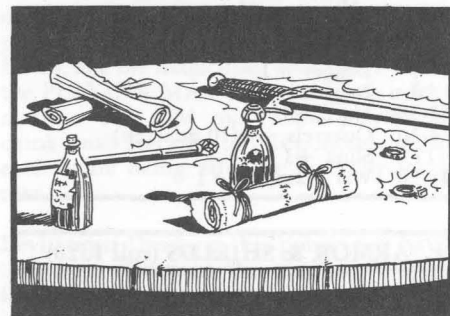
100 cp = 1 gp	2 ep = 1 gp
10 sp = 1 gp	1 pp = 5 gp
500 cp = 50 sp = 10 ep = 5 gp = 1 pp	

### JEWELRY VALUE TABLE (gp)

Value	Examples
300-600	Bracelet, Pin
700-1000	Brooch, Earring
1100-1400	Pendant, Necklace
1500-1800	Crown, Sceptre

As with gems, you may use any type of jewelry as treasure, and various combinations. You may choose to allow jewelry of greater value than that 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 be placed as "two gold crowns, each with a large pearl set in the front; each crown is worth 1,250 gp."



## Gems

To find the value of a gem, roll Percentage dice and refer to the Gem Value Table:

### GEM VALUE TABLE

% Roll	Value	Example
01-20	10 gp	quartz, turquoise
21-45	50 gp	citrine, onyz
46-75	100 gp	amber, garnet
76-95	500 gp	pearl, topaz
96-00	1000 gp	opal, ruby

Examples are given for each value of gem. You may wish to reveal a gem type rather than giving its exact value, for more realism in the adventure. If you do so, the players should be able to discover the exact value later — at the town jeweler's shop, for example (probably for a small fee, which is usually 1-5% of the value, or less).

**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*, 5 gems worth 100 gp each might be placed as 1 pearl, or 50 onyz gems, or 4 garnets and 10 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 300-1800 gp). Jewelry can be damaged by such things as very hot fire, lightning bolts, crushing, and other rough treatment. *Damaged jewelry is only worth 1/2 normal value.*

## Magic Item Subtables

If a magic item is present in a treasure, you should find the exact item, using the following three-step process:

1. Roll Percentage dice to find which Subtable to use, as given on the Magic Item Type Table.
2. Find the Subtable indicated and roll 1d20 to find the exact item.
3. Read the explanation of the item, given on the following pages.

### 1. Roll Percentage:

### MAGIC ITEM TYPE

Die Roll	Magic Subtable to use
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 Magic



# Treasure

## 2. Roll on Magic Subtable:

a. SWORDS (roll 1d20)	
Die 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, Light spell 1/day
17-19	Sword +1, Cure Light Wounds 1/day
20	Sword +2

b. OTHER WEAPONS (roll 1d20)	
Die 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

c. ARMOR & SHIELDS (roll 1d20)	
Die Roll	Type of Armor or Shield
1-4	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 & shield (both +1)

d. POTIONS (roll 1d20)	
Die Roll	Type of Potion
1-4	Diminution
5-6	ESP
7-9	Gaseous Form
10-12	Growth
13-16	Healing
17	Invisibility
18-19	Levitation
20	Poison

e. SCROLLS (roll 1d20)	
Die 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 Undead
17-18	Treasure Map: location of 1,000-4,000 gp value
19-20	Treasure Map: location of 1 hidden magic item

f. RINGS (1d20)	
Die Roll	Type of Ring
1-3	Animal Control
4-8	Fire Resistance
9-10	Invisibility
11-15	Protection +1
16-18	Water Walking
19-20	Weakness

g. WANDS, STAVES, AND RODS (roll 1d20)	
Die Roll	Type of Wand, Staff, or Rod
1-6	Wand of Enemy Detection
7-11	Wand of Magic Detection
12-14	Wand of Paralyzation
15-17	Staff of Healing
18	Snake Staff
19-20	Rod of Cancellation

h. MISCELLANEOUS ITEMS (roll 1d20)	
Die Roll	Type of Magic Item
1-2	Bag of Devouring
3-5	Bag of Holding
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 Magic Items

### Identifying Magic 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 will expect to keep the item. A high level NPC magic-user may be asked to identify an item, but will want money or a service in advance and may take several weeks (game time, not real time) to do it.

### Types of Magic Items

There are two basic types of magic items: Permanent items, which are not used up (such as swords and armor), and Temporary items, which are used either once (such as potions) or one "charge" at a time (such as wands).

### Using Magic Items

Any magic item must be properly used to have any effect. A magic shield will have no effect unless it is carried normally; a ring must be worn on a finger to get the magical effect.

Some Permanent items are simply for protection. No concentration is required to use these items. Magic weapons also function automatically.

All Temporary items are either consumed (by drinking or eating) or used by concentrating. If not consumed, the item must be held while the user concentrates. While using the item, the user may not move, cast a spell, or take any other action during that round.

### Charges in Magic Items

Many Temporary items have a limited number of charges (uses). When the last charge is used, the item is no longer magical. It is not possible to find out how many charges an item has, and such items cannot be recharged.

## Magic Item Descriptions:

### a. Swords

When a magic sword is used, the player adds the "plus" to both Hit Rolls *and* Damage rolls. Several swords also have a special adjustment which is used *only* when fighting a special 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 cleric 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 spell casting ability. If you wish, you may add other spell abilities to swords, using either cleric or magic-user spells.

You may select the size of a sword (most are normal swords, but short and two-handed swords may be found) or determine it randomly.

**Cursed Swords:** Any sword may be cursed! When the dice rolls indicate a sword as treasure, roll 1d20 again. If the result is 1-3, a *cursed sword* should be placed instead. However, it will seem to be a "normal" magic sword (whatever type was first rolled) until used in deadly combat. At that time, the curse is revealed.

A cursed sword will cause the player to *subtract* one from all Hit Rolls and Damage Rolls when using that weapon, instead of giving a bonus. Once a cursed sword is used in battle, it may not be thrown away. If it is stolen or sold, the character is cursed with the desire to get it back. The character will always use 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 be rid of the curse. After the curse is removed, the sword will become a “normal” magic sword, of whatever type was rolled.

## b. Other Weapons

As with magic swords, the “plus” number is added to both Hit Rolls *and* Damage Rolls. And as with swords, any item may be *cursed*, though there is less chance with 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.

## c. Armor

Armor comes in many shapes and sizes. The better the armor, the lower your AC number. Magical armor and shields can lower the AC number even further.

**MAGICAL ARMOR TABLE**

Type of Armor	Normal AC	Magical AC	Encumbrance Adjustment
Leather	7	6	+100 cn
Chain mail	5	4	+250 cn
Plate mail	3	2	+300 cn
Shield	*	*	none

### Explanation of Magical Armor Table:

“Normal AC” is the AC of a character wearing normal armor of the type given.

“Magical AC” is the AC of a character wearing magical armor of the type given.

“Encumbrance Adjustment” is the added amount that a character can carry when wearing magical armor of the type given. In other words, magical chain mail weighs 250 cn less than non-magical chain mail armor.

A shield +1 would lower the AC number one more. For example, a fighter in normal chain mail and shield would be AC 4. If a set of magical chain mail and shield were found (both +1), the AC would drop 1 for the armor and 1 more for the shield, for a total of AC 2. If a +2 shield were used, the AC number would drop 1 more, for a total of AC 1.

**Cursed Armor:** Armor and shields may be cursed! You should roll 1d8 when either is placed as treasure; a result of 1 indicates that the item is cursed. Handle cursed armor in the same manner as cursed swords. Cursed armor makes a character easier to hit by +1.

You may either select the size of the armor found (most is human-sized) or determine it randomly.

## 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 7-12 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 this 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 *will* become sick and will be unable to do anything (no saving throw) for 3 turns (½ hour) and neither potion will have any further effect. A *potion of healing* has no duration (for this calculation). Each type of potion is described below:

**Diminution:** Anyone taking this potion will immediately shrink to 6” in height, and can do no damage when physically attacking a creature larger than 1’. The user can slip through small cracks and has a 90% chance of not being seen when standing still. This potion will negate a *potion of growth*.

**ESP:** This potion will have the same effect as the magic-user spell **ESP**. The user may “hear” the thoughts (if any) of one creature within 60’ by concentrating for one full turn in one direction. The user may “hear” through 2 feet of rock, but a thin coating of lead will block the **ESP**. Refer to the magic-user spell (PLAYERS’ MANUAL, page 41) for more information.

**Gaseous Form:** Upon drinking this potion, the user’s body will take the form of a cloud of gas. Anything the user is carrying or wearing will fall through the gaseous body to land on the floor. The user will keep control over his or her body, and 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.

**Growth:** This potion causes the user to grow to twice normal size, temporarily increasing Strength and giving the ability to inflict *double damage* (twice the amount rolled) on any successful hit. The user’s hit points, however, will not increase. This potion will negate a *potion of diminution*.

**Healing:** Like the clerical **cure light wounds** spell, drinking this potion will restore 2-7 lost hit points or will cure paralysis for one creature.

**Invisibility:** This potion will have the same effects as the magic-user spell **invisibility**. The potion will make 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 will become visible once again when it leaves the character’s possession (is set down, dropped, and so forth). See the magic-user spell (page 41) of the PLAYERS’ MANUAL for more information. The DM may allow players to drink small amounts of this potion 6 times, each drink being effective but only for 1 turn.

**Levitation:** Drinking this potion will have 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’ per round. See the magic-user spell (page 41 of the PLAYERS’ MANUAL) for more information.

**Poison:** Poisons look like normal magic potions. If any amount of this potion is swallowed, even a sip, the user must make a Saving Throw vs. Poison or die! (If you wish, you may decide that the poison will do a set amount of damage if the Saving Throw is failed.)

## 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 only be used once, for the words will fade from the scroll when 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.

## Treasure

**Spell Scroll:** These scrolls may have 1, 2, or 3 spells written on them. If more than one spell is written on a scroll, only the spell cast will disappear when read. Spell scrolls may have either magic-user or cleric spells on them. To find the type, roll 1d4:

### TYPE OF SPELL ON SCROLL

Die 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 (PLAYERS' MANUAL, page 40) is used to read it. Cleric scrolls are written in the Common tongue, but only a cleric will understand how to use the spells.

Magic-users and elves cannot use cleric 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 and use the chart below to find the spell level. Then roll to determine the exact spell, using the spell lists (PLAYERS' MANUAL, page 35, or page 17 of this booklet for 3rd level spells).

### LEVEL OF SPELL ON SCROLL

Die Roll	Level
1-3	1st level
4-5	2nd level
6	3rd level

**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:

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 magic 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 first level character, to avoid unfair "instant death.")

5. The reader's Prime Requisite must be rerolled.
6. Wounds will take twice as long to heal, and healing spells only restore half normal amounts.

Only a **Remove Curse** spell (see the D&D EXPERT SET) can remove a curse of this nature. However, you may allow the cursed character to be cured by a high level NPC cleric or magic-user, who will demand that the character complete a special adventure or perform a worthy but difficult task.

**Protection Scroll:** A protection scroll may be read and used by any class. When read, it creates a circle of protection 10' across which will move with the reader at its center. It will prevent any of the given creatures from entering this circle, but does not prevent spell or missile attacks from those creatures. The circle will be broken if anyone protected attacks one of the given creatures in hand-to-hand combat.

*Protection from Lycanthropes:* When read, this scroll will protect all those within the circle from a variable number of lycanthropes for 6 turns. The number of lycanthropes affected varies according to their type, as follows:

Wererats:	1-10 affected
Werewolves, wereboars:	1-8 affected
Weretigers, werebears:	1-4 affected

*Protection from Undead:* When read, this scroll will protect all those within the circle from a variable number of undead for 6 turns. The number of undead affected varies according to their type, as follows:

Skeletons, zombies, or ghouls:	2-24 affected
Wights, wraiths, or mummies:	2-12 affected
Spectres (or larger):	1-6 affected

**Treasure Map:** A treasure map should be made by the DM in advance, and should show the location of some treasure hoard in a 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, and can only be read by using a **Read Languages** spell.

## 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 magic ring can be worn on each hand. If more than that are worn, none of the rings will function, with the exception of a *ring of weakness* (see below). Any ring may be used by any character class.

**Animal Control:** The wearer of this ring may command 1-6 normal animals (or 1 giant-sized). The animals are not allowed a Saving Throw. The ring will not control intelligent animal races or fantastic or magical monsters. The wearer must be able to see the animals to control them. The control will last as long as the wearer concentrates on the animals and does not move or fight. When the wearer stops concentrating, the animals will be free to attack their controller or run away (roll reactions with a penalty of -1 on the roll). This ring can only be used once per turn.

**Fire Resistance:** The wearer of this ring will not be harmed by normal fires, and gains a bonus of +2 on 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 or she will become 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.

**Water Walking:** The wearer of this ring may walk on the surface of any body of water, and will not sink.

**Weakness:** When this ring is put on, the wearer becomes weaker, and his or her Strength score becomes 3 within 1-6 rounds. The wearer cannot take off this ring (unless a **Remove Curse** spell is used, as explained in the D&D EXPERT rules).

## 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. In D&D BASIC rules, wands may only be used by magic-users and elves, and staves may only be used by clerics. (More of these items, with different charges and usable by different classes, are given in the EXPERT Set.) A wand contains 1-10 charges when found. Each item is described below:

**Wand of Enemy Detection:** When a charge is used, this item will cause all enemies within 60' (even those hidden or invisible) to glow, as if on fire.

**Wand of Magic Detection:** When a charge is used, this item will cause any magic item within 20' to glow. If the item cannot normally be seen (within a closed chest, for example), the glow will not be seen.

**Wand of Paralyzation:** This wand projects a cone-shaped ray when a charge is used. The ray is 60' long and 30' wide at its end. Any creature struck by the ray must make a Saving Throw vs. Wands or be paralyzed for 6 turns.

**Staff of Healing:** This item will heal 2-7 points of damage per use. It may only be used once per day on each person, but will heal any number of persons once a day. It does not have nor use any charges.

**Snake Staff:** This magical staff is a Staff +1, and will inflict 2-7 points of damage per hit.

Upon command, it turns into a snake (AC 5, Hit Dice 3, hit points 20, Movement 60' per turn, 20' per round) and coils around the creature struck. The command may be spoken when the victim is hit. The victim is allowed to make a Saving Throw vs. Spells to avoid the serpent's coil. Any man-sized or smaller victim will be held helpless for 1-4 turns (unless the snake is ordered by the owner to release the victim before that time). Larger creatures cannot be "coiled."

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 will not return to staff form and loses all magical properties. This item does not have nor use any charges.

**Rod of Cancellation:** This rod is usable by any character. It will only work once, but will drain any magic item it hits, making that item forever non-magical. 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).

## h. Miscellaneous Magic 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 7-12 turns, they will be forever lost. The bag will 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 looks like a normal small sack, but anything placed within it disappears. Anyone may reach in and find the contents by touch. The bag will actually hold treasures up to 10,000 cn in weight, but will only weigh 600 cn when full. An item to be placed inside the bag may be no larger than 10' x 5' x 3'. A larger item will not fit inside.

**Crystal Ball:** This item can only be used by an elf or magic-user. Its owner may look into it and see any place or object thought of. It will work 3 times per day, and the image will only last for 1 turn. Spells cannot be cast "through" the crystal ball. The more familiar the object or area to be seen, the clearer the picture will be.

**Elven Cloak:** The wearer of this cloak is nearly invisible (roll 1d6; 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.

**Elven Boots:** The wearer of these boots may move with nearly complete silence (roll 1d10; only heard on a 1).

**Gauntlets of Ogre Power:** These gauntlets will give the wearer a Strength score of 18, gaining all normal bonuses. If a weapon is not used in combat, the wearer may strike with one fist each round, for 1-4 points of damage and gaining a +3 on Hit Rolls (only).

**Helm of Alignment Changing:** This item looks like a fancy helmet. When the helm is put on, it will immediately change the wearer's alignment (the DM should determine the new alignment randomly). This device may only be taken off by using a **Remove Curse** spell, and the wearer will resist the removal. Once removed, the wearer's original alignment will return. The DM may allow the character to remove it by performing a special task or adventure.

**Helm of Telepathy:** This item looks like a fancy helmet. The wearer of this helm may send messages, by mere thought, to any creature within 90'. The creature receiving the thought messages will 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 may not move or cast spells. If the creature fails a Saving Throw vs. spells (or permits the thought reading), the wearer will understand 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 1 round, he or she may read the thoughts of any one creature within 30'. The wearer may move normally but cannot fight nor cast spells while concentrating. The DM must roll 1d6 each time this item is used; it will not work properly on a roll of 1. If this occurs, it will broadcast the thoughts of the user to everyone within 30'. The DM may allow a Saving Throw vs. Spells to prevent the medallion from reading a creature's thoughts.

**Rope of Climbing:** This 50' long, thin, strong rope will climb in any direction upon the command of the owner. It may fasten itself to any protruding surface, and will support up to 10,000 cn of weight.

# Creating dungeons

A “dungeon” is any place where monsters and treasures may be found. A dungeon is usually a group of rooms, connected by corridors. It could be a castle (new or ruined), some caves, or anything else you can imagine.

The “level” of a dungeon is a number that identifies part of the dungeon, and usually indicates the amount of danger present in that area of the dungeon. Level One, or the “first level,” is usually the easiest part of the dungeon — the place where the smallest monsters and treasures can be found. Level 2 is usually more dangerous than level 1, and as the numbers increase, so does the danger. A dungeon may have any number of levels.

## Types of Dungeons

The levels of a dungeon are usually built vertically - one above the other. In most dungeons, the deeper you go, the more dangerous the adventure becomes. The entrance to the dungeon is usually on Level One, and stairs, pits, or chutes (sometimes even elevators) lead to the lower levels.

Some dungeons may be built in the opposite way, with the more difficult levels above the first, rather than below. A tower is one example of this type.

Some dungeons may be built horizontally, with no areas above or below the first. A “lower level” would be a section of the dungeon further from the entrance, but no deeper or higher than the First Level. A group of caves is an example of this type.

There may be more than one entrance to a dungeon. All the entrances need not lead to the First Level. Some may lead directly to other levels, bypassing the first.

When you design a dungeon, you may use any method. It is recommended that you make simple vertical dungeons first, with more dangerous levels below the first level. You may find other types in published modules, and you may construct more elaborate types after some practice.

## Good and Bad Dungeons

You could “design” a dungeon simply by drawing a group of circles and squares (for rooms), connecting them by lines (for corridors), and making a list of monsters and treasures to be found. But this random “design” is not a good dungeon. A good dungeon is reasonable. Its design is carefully thought out, and the monsters and treasures are placed for a reason.

A good dungeon is more than just a place to meet monsters; it provides entertainment, puzzles and clues, and fits together in a meaningful way. In a good dungeon, the players gain a sense of

achievement — of successfully meeting a challenge of some kind.

Even a random dungeon could be a good dungeon, if the monsters within it were selected and placed carefully. Randomly drawn caves would give a disorganized design of rooms and corridors, but could be a good dungeon if occupied only by cave dwellers, such as animals (normal and giant) and human-like monster tribes (such as goblins).

The Solo Adventure in the PLAYERS' MANUAL was not a “good” dungeon — at least, not for most adventures! Instead, that dungeon was designed as an exercise for practicing your combat procedures, and to show you several basic parts of the game. It could be changed into a good dungeon for group games by removing the Rust Monster and adding more rooms to complete an overall plan — possibly the lair of a goblin tribe, with a few scavengers (such as the rats) and guards (the skeletons) in the outer areas.

## Step By Step

The following steps can be used as a guide in making a good dungeon. Read them for ideas, and follow the steps if you wish. Every step is important.

1. Choose a Scenario
2. Decide on a Setting
3. Select Special Monsters
4. Draw the Map
5. Stock the Dungeon
6. Fill In the Final Details

### 1. Choose A Scenario

A “scenario” is an idea or theme which ties the dungeon together. The entire dungeon should fit the scenario. A good scenario gives the players a reason for adventuring, and keeps the adventure consistent and logical. The monsters and treasures are placed later, based on the scenario used. In short — the scenario affects *everything* in the dungeon.

A scenario can be anything you can imagine! Some examples are given and explained below.

### Exploring the Unknown

The party is hired to map unknown territory. The area might once have been familiar but is now overrun or destroyed. A strange tower might mysteriously appear overnight in a familiar area. Examples: TSR's Dungeon Modules B-1 and B-3.

### Investigating an Enemy Outpost

The enemies (possibly Chaotic monsters) are invading the Realm of Man. The characters must enter an enemy outpost, find

the strengths and plans of the invaders, and destroy them if possible. Example: TSR's Dungeon Module B-2.

### Recovering Ruins

The party is scouting an old village before permanent settlers move in. The ruins may have been overrun by a certain type of monster, who must be driven off or slain. The ruins could even be underneath — or part of — a thriving town.

### Destroying an Ancient Evil

The “evil” is a monster or NPC, but the exact type is not known. It may have been deeply buried and reawakened by recent digging, exploring, and so forth.

### Visiting a Lost Shrine

To remove a curse or recover a special item, the party must travel to a shrine which has been lost for ages. They have only a rough idea of its location, and may have to consult an oracle or seer during the trip.

### Fulfilling a Quest

A King (or other powerful NPC) assigns an epic task to a character or party. It may involve the recovery of a valuable or powerful object.

### Escaping From Enemies

The characters have been captured! They must escape from their cells deep within a dungeon. (Be sure to make escape, and the recovery of some equipment, possible — though not easy.)

### Rescuing Prisoners

Valuable or important persons are being held prisoner by an evil group (bandits, orcs, a magic-user with allies, etc.). The party may be hired, or may simply be seeking an announced reward. The party may be the guards for a person negotiating the ransom demands.

### Using a Magic Portal

A “magic portal” is a device which magically sends creatures from one place to another. It may be a “door” into another dimension or world, and could become the point of an invasion from the far place! It could simply be a way to force the party into a secret part of a dungeon. The party might be on a mission to destroy the portal, or might be hired to reopen or find a closed or lost portal. The portal may be known or secret, and may operate both ways — or one-way only!

### Finding a Lost Race

The characters find a long-lost race that was once human, but has lived underground so long that many changes have occurred (change of color, animal habits,

infravision, etc.). The details of the Lost Race must be invented carefully.

## 2. Decide on a Setting

You do not yet have to make a full map of the dungeon, but you should decide how the area will *generally* look. After choosing a general type (some are given below), make notes on any specific ideas you have for special rooms or areas.

Castle or Tower	Crypt or Tomb
Caves or Cavern	Ancient Temple
Abandoned mine	Stronghold or Town

## 3. Select Special Monsters

You should select (and *not* roll at random) some special monsters, based on the scenario. You may create new monsters if desired. *For example*, if the scenario is "Recovering Ruins" in a "Ruined Town" setting, you might place a few hobgoblin lairs (15-20 creatures in each), plus their pets and friends, as Special Monsters. The rest of the ruins could be filled randomly. The entire "dungeon" could be used for several adventures.

## 4. Draw the Map

Using graph paper and pencil, draw a map of the dungeon. First, select a scale. The scale of a map is the number of feet (length and area) represented by one square on the paper. A common scale is "1 square = 10' x 10' area." For outdoor areas, like the ruins mentioned above, a 20' x 20' map square is common. Some detailed indoor areas use 5' x 5' squares, but any scale may be used.

Second, draw the overall shape of the dungeon, based on the setting. For caves, no exact shape is needed; you could simply draw a line for the outer edge, break it with a few entrances, and fill the rest of the map paper with rooms and corridors. For a tower, however, you must decide on a size and shape before continuing.

Some sections of the map may be left blank, to be filled in later.

The standard symbols used in mapping to represent doors, stairs, traps, and other features are given on the inside front cover. You can get several ideas for dungeon design just from looking at them!

## 5. Stock the Dungeon

The process of placing the monsters, traps, and treasures into the dungeon is called "stocking" the dungeon. First, place the Special Monsters in their areas, along with their treasures. Then you may either select other creatures or roll for them at random,

using either the Wandering Monster Tables (inside back cover) or a list of your own.

To randomly determine the contents of rooms, you may use the system explained on the following pages.

## 6. Fill In the Final Details

After the rooms have been stocked, you can add details about normal items, sounds, smells, and so forth. Try to add enough detail to make the adventure interesting, but not too much that the players become bored. You will develop a "feel," in time, for the right amount of detail.

To finish, you should make a Wandering Monster list to fit the dungeon. Only a few monsters will be needed — from 4 to 10 — but they should be selected to fit the scenario, the setting, and the map. *For example*, in ruins, the Wandering Monsters could all be scavenger types (carrion crawler, rats, gelatinous cube), giant beetle, and Special Monsters (1-4 hobgoblin guards, for example).

## Random Stocking

After placing Special Monsters in a dungeon, you may fill the rest of a dungeon with creatures either at random or by choosing. Many rooms should be left empty. If there are creatures everywhere, the dungeon will be too dangerous. As a way of checking, imagine what would happen in the dungeon when the adventurers aren't around. If the monsters would encounter each other often, they should not be enemies; otherwise, the dungeon could be ruined! It would be nearly empty before the adventurers arrive, with all the dungeon treasure in the lair of the last survivors.

To randomly stock a dungeon room, roll 1d6 twice and consult the Room Contents Table. The first roll is to find the contents (monster, trap, special, or empty), and the second roll shows whether treasure is present.

ROOM CONTENTS TABLE						
	First Roll	Second Roll				
		1	2	3	4	5
1-2	Empty	T	—	—	—	—
3	Trap	T	T	—	—	—
4-5	Monster	T	T	T	—	—
6	Special	(usually no treasure)				

Use the first roll to find the contents, and

RANDOM TREASURES TABLE						
Dungeon level	Silver Pieces	Gold Pieces	Gems	Jewelry	Magic Items	
1	1d6 x 100	50% 1d6 x 10	5% 1d6	2% 1d6	2% Any 1	
2-3	1d12 x 100	50% 1d6 x 10	10% 1d6	5% 1d6	8% Any 1	

then read across to the column under the result of the second roll. If the result is "T," place treasure in the room. Treasure is rarely found with a "Special." The amount of treasure can be determined by using the random Treasures Table:

Silver pieces are always part of randomly placed treasure, and other items might be found. The DM rolls Percentage dice, and if the result is equal to or less than the number given, that type of treasure is also present. Treasure should rarely be sitting out on the floor. You should decide where the treasure is kept (a locked chest) or hidden (in a hollow table leg, etc.).

## Room Contents

The Random Stocking chart may call for the placement of a Trap or Special. These are explained below.

### Trap

A trap is anything that could cause damage, delay or a magical effect to occur. The trap may be found, and possibly removed, by a thief character. Traps may be placed on doors, walls, ceilings, room furnishings (table, chest, etc.) or directly on a treasure. You may combine traps, or place several in one area, but try *not* to make the encounter too dangerous for the characters. Deadly traps are not recommended until the 2nd level of a dungeon (or deeper) is reached. Some typical traps:

**Blade:** A blade sweeps out, down, or up, hitting someone (possibly allowing a Saving Throw) for damage.

**Creature:** A monster (snake, beetle, spider, etc.) jumps up and gets 1 free attack by surprise.

**Darts:** Some tiny darts, shot by a spring mechanism, shoot out and hit someone (either automatic hits or by making Hit Rolls), for damage or some other effect (paralysis, poison, curse, etc.).

**Explosion:** Something blows up, causing damage to everyone in the area — any set amount or dice range, but a Saving Throw vs. Spells should allow damage to be reduced to half unless the explosion is an illusion.

## Creating dungeons

**Falling Items:** A block (or rubble) falls when something is touched (or at random), striking someone and allowing a Saving Throw vs. Wands (for trying to jump out of the way) for damage (either a given number or a dice range).

**Fog:** Looks like poison gas, but a failed Saving Throw results in (pick one): nothing, giggles, fear, a terrible smell for 1-6 turns (which may attract monsters or increase Wandering Monster chances), anger (victims attack each other for 1-4 rounds; a Saving Throw may be applied), or paralysis.

**Illusion:** Something strange happens (but not really; see Phantasmal Force, a magic-user's spell), and the characters may be 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, and all seeing it are blinded for a time (a Saving Throw vs. Spells should apply, possibly with a bonus or penalty to the roll).

**Pit:** A section of floor gives way, and (one, some, or all) characters fall in, taking (1d4, 1d6, 1d8, 1d10) damage. The pit may have something at the bottom (spikes for more damage, deep water, or a monster).

It may be a chute, leading down (a one-way ride) to the next dungeon level.

**Poison Gas:** Victims make Saving Throws vs. Poison or take damage (1d4, 1d6, or whatever is dangerous but not deadly to most characters). Optionally, a Saving Throw vs. Poison with bonuses (+1, +2, +4) to the roll may be made, with failure meaning death. Gas is usually in a container, released when opened.

**Poison Needle:** This is a small needle, hidden somewhere and nearly undetectable until accidentally touched, when it will spring out and poke a character who tries to open something.

### Special

A "special" is anything you place which is not normal, but is not a trap, monster, or treasure. Some typical specials are:

**Alarm:** Summons special monster, opens dungeon doors, or has no effect at all.

**Illusion:** A dungeon feature (stairs, room, door, monster, treasure, etc.) is not really there, but is merely a phantasm.

**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 (1 turn, 1 hour, 1 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 -1, -2, or -3 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, invisible for a time, etc.

**Sounds:** The room (or item, or treasure) makes strange noises: moaning, screaming, talking, etc.

**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 (another room, another level, another dungeon), etc.

**Trick Monster:** This applies to any variation of a listed monster, such as: a skeleton who shoots its fingertips like a Magic Missile, a two-headed giant ogre, a "goop" dragon that spits green slime or grey ooze, a wild bore (a shaggy man who tells long, dreary stories), a quarterling (half-sized halfling), a Mouth Harpy (who can't sing but plays the harmonica), an Ogre Jelly (looks like an ogre, but . . .) Rock and Roll Baboon, and so forth.

**Weird Things:** You may let your imagination run, placing such things as: weapons which fly — attacking by themselves, talking skulls, a magic item or treasure firmly stuck to the floor (or wall, or ceiling), a magical area (zero gravity, reversed gravity, growth to double size, shrink to 1" tall; effect lasts until leaving the area), a huge creature recently slain (too big to fit through the corridors — "But how did it get here?"), and so forth.

### Wandering Monsters

In a dungeon, monsters are often encountered in rooms. The rooms may be their lairs, or the creatures may simply be "passing through," having lairs elsewhere.

These encounters are with "Placed" monsters — creatures mentioned, in the dungeon description, as being in one specific place. However, monsters may also wander around, and be encountered during their travels. The DM does not place these creatures in any one spot. Instead, they are listed in a special Wandering Monster Table, included with the dungeon description. This chart is part of the design of most dungeons.

One Wandering Monster Table may be used for an entire dungeon, or separate lists may be made for each level of the dungeon. Some sample charts for dungeon levels 1-3 are given below.

During the adventure, the DM keeps track of the passage of time. To find out if Wandering Monsters appear, the DM rolls 1d6 after every two turns. If the result is a 1, one or more Wandering Monsters are approaching the party.

The creatures may be approaching from any direction. A direction may simply be chosen by the DM, depending on the location of the characters, or may be selected randomly. The creature will arrive shortly (1-4 minutes) after the roll indicates Wandering Monsters. They might arrive while another encounter is in progress!

Some actions or items may increase the chances of Wandering Monsters. Loud noises, battles, cursed items, or exploring special areas may result in a roll to check for Wandering Monsters every turn, and possibly with higher chances (1-2, 1-3, or 1-4 on 1d6).

Generally, the number of Wandering Monsters appearing should be less than the normal Number Appearing given in the monster description. As a guideline, use the adjusted No. Appearing as if encountered on an easier level of the dungeon. For example, 2-8 Goblins (first level monsters) are normally encountered on Dungeon Level 1. If encountered as Wandering Monsters on the same level, only 1-6 or 1-4 goblins might be met.

To use the Wandering Monster Tables given, find the table for the dungeon level being explored. Then roll 1d20, and find the result on the chart used. The name and number of the Wandering Monsters encountered is given next to the result. The "Number Appearing" has been adjusted both for level differences and for Wandering (vs. placed). Find the full description of the monster, on the page number of this book given, for more information.

## Wandering Monster Tables

DUNGEON LEVEL 1			
Die Roll	Monster Appearing	Number	Page Number
1	Bandit	1-6	25
2	Beetle, Fire	1-6	26
3	Cave Locust	1-6	33
4	Centipede, Giant	1-6	28
5	Ghoul	1-2	30
6	Goblin	1-6	31
7-10	Human	1-3	31
11	Kobold	2-12	32
12	Lizard, Gecko	1-2	32
13	NPC Party	1 party	35
14	Orc	1-6	35
15	Skeleton	1-10	37
16	Snake, Racer	1-2	37
17	Spider, Crab	1-2	38
18	Stirge	1-8	38
19	Troglodyte	1-3	38
20	Zombie	1-3	39

DUNGEON LEVEL 2			
Die Roll	Monster Appearing	Number	Page Number
1	Beetle, Oil	1-6	26
2	Carrion Crawler	1	27
3	Ghoul	1-4	30
4	Gnoll	1-4	30
5	Goblin	2-8	31
6	Gray Ooze	1	31
7	Hobgoblin	1-6	31
8-10	Human	1-3	31
11	Lizard, Draco	1	32
12	Lizard Man	1-6	33
13	Neanderthal	2-8	34
14	NPC Party	1 party	35
15	Orc	1-10	35
16	Skeleton	2-12	37
17	Snake, Pit Viper	1-6	37
18	Spider, Black Widow	1	38
19	Troglodyte	1-6	38
20	Zombie	1-6	39

DUNGEON LEVEL 3			
Die Roll	Monster Appearing	Number	Page Number
1	Ape, White	1-4	25
2	Beetle, Tiger	1-4	26
3	Bugbear	1-6	27
4	Carrion Crawler	1-3	27
5	Doppelganger	1-2	28
6	Gargoyle	1-3	30
7	Gelatinous Cube	1	30
8	Harpy	1-3	31
9-10	Human	1-3	31
11	Living Statue, Crystal	1-4	32
12	Lycanthrope, Wererat	1-6	33
13	Medusa	1	34
14	NPC party	1 party	35
15	Ochre Jelly	1	35
16	Ogre	1-3	35
17	Shadow	1-4	36
18	Spider, Tarantella	1	38
19	Thoul	1-4	38
20	Wight	1-3	39

## Dungeon Master Reference Charts

SAVING THROWS						
Character Class	Level	Death		Paralysis		Rods, Staves, or Spells
		Ray or Poison	Magic Wands	or Turn To Stone	Dragon Breath	
Cleric	1-4	11	12	14	16	15
Dwarf	1-3	8	9	10	13	12
Elf	1-3	12	13	13	15	15
Fighter	1-3	12	13	14	15	16
	4-6	10	11	12	13	14
	7-9	8	9	10	11	12
	10-12	6	7	8	9	10
Halfling	1-3	8	9	10	13	12
Magic-user	1-5	13	14	13	16	15
Normal Man	—	14	15	16	17	18
Thief	1-4	13	14	13	16	15

MONSTERS' HIT CHART								
Monster's Hit Dice	Defender's Armor Class							
	9	8	7	6	5	4	3	2
up to 1	10	11	12	13	14	15	16	17
1+ to 2	9	10	11	12	13	14	15	16
2+ to 3	8	9	10	11	12	13	14	15
3+ to 4	7	8	9	10	11	12	13	14
4+ to 5	6	7	8	9	10	11	12	13
5+ to 6	5	6	7	8	9	10	11	12
6+ to 7	4	5	6	7	8	9	10	11
7+ to 8	3	4	5	6	7	8	9	10
8+ to 9	2	3	4	5	6	7	8	9
9+ to 11	2	2	3	4	5	6	7	8
11+ to 13	2	2	2	3	4	5	6	7
13+ to 15	2	2	2	2	3	4	5	6
15+ to 17	2	2	2	2	2	3	4	5
17+ and up	2	2	2	2	2	2	3	4

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



# Index for PLAYERS MANUAL and DUNGEON MASTERS RULEBOOK

**P = Players Manual**

**D = Dungeon Masters Rulebook**

AD&D, Defined..... P63	Experience Points for Dead Monsters..... D12	Prime Requisites, Humans & Demi-Humans..... P29
Abbreviations..... D2, P11	Experience Points, Gaining Levels..... D12, P12	Prime Requisite Experience Adjustment..... P36
Ability Scores..... P9-P10, P48	Experience Table, Magic User..... P37	Prime Requisite, Thief..... P43
Ability Scores, Exchanging Points... P49	Experience, Cleric..... P24	Prime Requisite, Dwarf..... P45
Ability Scores, Bonuses and Penalties..... P50, P36	Experience, Dwarf..... P45	Prime Requisite, Elf..... P46
Adjustment, Charisma..... P36, P51	Experience, Elf..... P46	Prime Requisite, Halfling..... P47
Adjustments, Dexterity for Armor Class..... P50, P61	Experience, Fighter..... P28	Prime Requisites, Character Classes..... P48
Adjustments, Intelligence..... P36, P51	Experience, Halfling..... P47	Prime Requisites, Demi-Humans Summary..... P49
Adjustments, Initiative..... P61	Experience, Thief..... P43	Protection/Cover..... P60
Alignment..... P9	Experience/Advancement Summary..... P30	Pursuit and Evasion, Duration of..... P58, D16-D17
Alignment Changes..... D14	Fighter, Character Class..... P28	Questions, Where to Ask for Help..... D20
Alignment, Examples of Behavior... P56	First Adventure..... D5-D11	Reactions, Monsters..... D22
Alignment, Law, Neutral, Chaotic... P55	Halflings..... D16, P46	Reactions, Retainers..... D20
Arguments, Player Complaints..... D14-D15	Higher Level Spells..... D17	Retainers..... D20, P62
Armor Class..... P9, P36	Hit Dice, Monster..... D22	Retainers, Hiring, Using..... P36, P62
Armor List..... P29	Hit Points, Defined & Damage... P3, P50	Saving Throw..... P4
Blindness..... D23	Initiative..... P58	Saving Throws Table..... P36
Caller..... P53	Intelligence..... P2	Saving Throws, Monsters..... D23, D4
Character Classes, Summary/Tables..... P30	Languages..... D18	Saving Throws, Cleric..... P24
Character Creation..... P29, P48	Languages Table..... P51, D18	Saving Throws, Fighter..... P28
Character Hit Roll Table..... P51	Light..... P57	Saving Throws, Magic User..... P37
Character Record Sheet..... P31-P32, P9	Listening..... P57, D18	Saving Throws, Thief..... P43
Characters, Higher Levels..... P63	Magic Spells, Learning..... P38, D18	Saving Throws, Dwarf..... P45
Characters, Pre-rolled..... P34	Magic Armor..... D43	Saving Throws, Elf..... P46
Charisma..... P5	Magic Item & Description..... D42-D45	Saving Throws, Halfling..... P47
Charm Person Spells..... D14	Magic Items, Miscellaneous..... D45	Sleep Spells..... D21
Cleric, Character Class..... P24	Magic Potions..... D43	Solo Adventure..... P13-P22
Clerics, Holy Water Use..... P59	Magic Rings..... D44	Special Abilities, Clerics..... P24
Clerics, Turning Undead..... D21, P15	Magic Rods, Staves, & Wands... D45	Special Abilities, Thief... P30, P44, D21
Clues..... D14	Magic Scrolls..... D43-D44	Special Abilities, Magic-User..... P37
Combat Sequence..... P36, P50	Magic Spells, Casting & Types..... P38	Special Abilities, Dwarf..... P45
Constitution..... P3	Magic Spells, First Level Listed..... P39-P40	Special Abilities, Elf..... P46
Cover/Protection..... P60	Magic Spells, Range, Duration, Effect..... P39	Speed vs. Encumbrance Table..... P61
D&D, Beginning Abilities..... P2	Magic Spells, Saving Throws Against..... P38	Spell Book..... P38, D19
D&D, Group Play, Finding Players..... P60-P62	Magic Spells, Second Level Listed..... P41-42	Spells, Clerical..... P26-P27, D17, P35
D&D, Set Up for Game..... P53	Magic Swords..... D42-D43	Spells, Magic-User, List of..... P35
D&D, Winning..... P8	Magic User Spells, High Level..... D17	Strength..... P2, D20
DM Reference Charts..... D49	Magic User, Human..... P37	Surprise..... P58
DM, Playing Roles of Monsters & NPCs..... D2, D3	Mapping and Caller..... P53, D19	Tactics, Fighting Withdrawal, Retreat..... P60
Damage in Combat, Determination of..... P14, P36	Mapping, Why Map?..... P14	Tactics, Paired Combat..... P61
Deities..... D15	Missile Fire Table & Modifiers..... P36, P59	Terms, defined..... D2
Demi-Humans, Restrictions..... P49	Missile Weapons..... P59	Thief, Description..... P43
Demi-Humans and Special Abilities..... P45-P48, D15	Money, Determining How Much... P50	Time, Time Keeping..... P56, D21
Dexterity..... P2	Monster Reactions, Typical..... D3	To Hit, Character Vs. Monster... P36, P3
Dice, Explanation and Use..... D16, P12	Monsters Fleeing..... D16-D17	To Hit, Monsters..... D23, D4
Doors, Normal..... P57	Monsters, Description..... D24	Traps, Types..... D47-D48, P57
Doors, Secret..... D16, P57	Monsters, Levels..... D22	Treasure, Adjustment..... D40
Dungeon Levels, Explanation..... D22	Monsters, List of..... D25-D39	Treasure, Division of..... P54-P55
Dungeons, Creation Step-by-Step... D46	Monsters, NPC Party..... D35	Treasure, Individual Tables, Values..... D40-D41
Dungeons, Room Contents, Stocking..... D47	Monsters, Negotiations..... D23	Treasure, Magical..... P55, D41-D42
Dwarves..... D15, P45	Monsters, Wandering..... D48	Treasure, Normal, Placement... P55, D40
Elves..... D15, P46	Morale, Check, Adjustments, Results..... D19	Undead, Turning..... D21
Encumbered Movement..... P30	Morale, Retainers..... D20-D21	Wandering Monsters, Level 1..... D49
Ending the Adventure..... D12, P54	Movement & Scale..... P56-P57	Wandering Monsters, Level 2..... D49
Energy Drain..... D24	Order of Combat..... P58	Wandering Monsters, Level 3..... D49
Equipment Not Listed..... D16	Paralysis..... D24	Wandering Monsters..... P57, D48
Equipment, List & Cost, Buying..... P22, P29, P50	Playing: Who, Why, Where, When, What..... P53	Weapons List..... P29
Equipment, Normal Items..... P11	Pre-game Checklist..... D4	Weapons, Range, Thrown, Damage..... P59-P60
Equipment, Use of..... P56	Prime Requisite, Adjustment Table.. P23	Were-Creatures..... D33-D34
Events, In Turn, Encounter, Combat..... D3		Wisdom..... P5

FOR ANY NUMBER OF PLAYERS, AGES 10 AND UP

# DUNGEONS & DRAGONS<sup>®</sup>

EXPERT RULEBOOK



THE ORIGINAL FANTASY ROLE-PLAYING GAME



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## Preface

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By the light of your torch, you have seen the sparkle of coins and gems. You have pried magical swords from their age-old resting places. Strange beasts have been met and overcome; odd and unexpected friendships have come to light. You are an Adventurer.

After each perilous dungeon expedition, you have stepped out into the sunlight to return to your home. But what do you know of the green countryside, the farmers' golden fields, and the land beyond? What of your town, friends and neighbors? Indeed, noble traveler — what do you know of the world?

Watch! The world around you is coming into focus. More details await your discovery, in places far and near. Your quiet little home town of Threshold is only a beginning; the Duke's mighty capital, Specularum, beckons from the southern coast. There you may visit the local marketplace, seeking the stories of foreign lands brought by caravans and traders. Take a raft downstream, or follow a trail into the gnome hills; adventure lurks at every turn.

Gather knowledge, wealth and power; you can build a castle, attract followers, and even become ruler of a land. All this lies in your future — *and this is only the beginning.*

The horses are ready; dawn is breaking. Whither are we bound?

Frank Mentzer  
May 1983



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### Earlier Editions and Rule Changes

The **DUNGEONS & DRAGONS**® game, first created in 1974, has changed as more and more people have played it. You may find three earlier versions — the Original Set, in small brown or white boxes (now collector's items), the "blue book" edition of 1978, and the "red book" edition of 1981.

The Original Set was written by and for "hobby gamers." But now, with millions of players around the world, a more gen-

erally understandable version is needed — the volume you now hold, together with the new Basic Set. So many changes have occurred since 1973 that the task of explaining all of them would require a booklet of this size — and thus, they are not included here.

Use these rules (along with those in the revised Basic Set) whenever differences between the old and new rules occur.

# DUNGEONS & DRAGONS® Expert Rulebook

by Gary Gygax and Dave Arneson

Fantasy Adventure Game

Revised by Frank Mentzer  
 Editing by Anne C. Gray  
 Illustrations by Larry Elmore

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**WARNING:** This book has been designed to be used with the **DUNGEONS & DRAGONS®** Basic Set (the red box); it does *not* explain how to play the game. You *must* have the Basic rules before you can use this set.

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## CONTENTS

<b>INTRODUCTION</b> .....	2
The Expert Game	
The Player's Opportunities	
The Dungeon Master's Task	
<b>PLAYERS' INFORMATION</b> .....	3
Hit Dice and Hit Points	
Maximum Levels and Experience Points	
Horses	
Titles	
Spell Casting	
Multiple Spell Effects	
<b>CHARACTER CLASSES — Human</b> .....	4
<b>Cleric</b>	
Cleric Charts and Tables	
Clerical Spells: First to Sixth Level	5
<b>Fighter</b> .....	10
Fighter Charts and Tables	
<b>Magic-User</b> .....	11
Magic-user Spells: First to Sixth Level	11
<b>Thief</b> .....	17
Thief Charts and Tables	
<b>CHARACTER CLASSES — Demi-Human</b> .....	18
<b>Dwarf</b>	
Dwarf Charts and Tables	
<b>Elf</b>	
Elf Charts and Tables	
<b>Halfling</b> .....	19
Halfling Charts and Tables	
<b>WEAPONS AND EQUIPMENT</b> .....	20
Weapons and Equipment Charts and Tables	
Equipment Charts and Tables	
Explanation of Equipment	
<b>THE ADVENTURE</b> .....	21
Starting Out	
Mapping	
Becoming Lost	
Scale	
Movement Rates	
Obstacles to Movement	
Special Wilderness Travel	
Food	
Rest	
Encumbrance	
<b>DUNGEON MASTER'S SECTION</b> .....	22
<b>Procedures</b> .....	22
Clans	
Climbing	
Combat (Special Types)	
Construction Details	23
Giving Experience Points	24
Followers	
Mercenaries	
Mixing Levels of Characters	25
NPC Parties	
Overusing Dice	
Research (Magic Spells and Items)	
Specialists	
Spells Books, Lost	26
Strongholds	27
Swimming	
Taxes	
Wishes	
<b>The D&amp;D Campaign</b> .....	28
Part 1: Designing the Wilderness	
Part 2: Sample Wilderness and Home Town	38
Part 3: Adventures in the Wilderness	41
<b>MONSTERS</b> .....	45
<b>Monster List: Animal to Wyvern</b> .....	46
<b>TREASURES</b> .....	58
Unguarded Treasure	
Magic Items	59
Explanation of Magic Items	

## Introduction

First there was the DUNGEONS & DRAGONS® Basic Set. It taught you to play fantasy characters of low experience levels (1-3) and provided guidance on how to create your own dungeons for hours of fun.

Now there is the D&D® Expert Set which will add a whole new dimension to your games. D&D Expert will teach you how to play characters of experience levels 4 through 14. It also opens the doors to the world outside the dungeon. The **wilderness** awaits.

You will learn about the world your characters live and adventure in, including their Home Town. And you will learn how to keep the story of your character's adventures alive in the **campaign game**, the saga of the world where the character lives.

This set includes two booklets. The first contains all the new rules for the player and Dungeon Master. These rules have been carefully designed to add to those you learned in the D&D Basic Set, and can only be used with those rules. The second is an Adventure Module and provides the setting for many adventures on the Isle of Dread, as well as showing you how a wilderness is created.

### These new rules are easy to learn and use:

If you are a Player, turn to the **Players' Information** section and read about the new abilities and spells of each character class. And if you are a Dungeon Master, turn to the **Dungeon Masters** section to review the new Procedures, Monsters, and Treasures, and learn how to create your own wilderness adventures.

Finally, to help you find rules during the game, rules are arranged alphabetically in each section and there is an index on the outside back cover of the rule book.

## The Expert Game

When you used the D&D Basic rules alone, most adventures were simple "off to the dungeon and back again" affairs. Your low-level characters were still learning about simple adventuring — and you were, too!

However, just as in real life, nothing is quite that simple. Instead of merely going from town to dungeon, your characters may now explore the hills and forests of the wilderness world, as well as the challenges of rivers and seas.

### The Player's Opportunities

A character who grows in wealth and power may build a castle and attract followers. Settlers may come to live nearby, and your character may eventually become the ruler of a land! Living in a fortress, your character may settle and control larger and larger areas, bringing civilization to the wilderness. You can discover the fun of playing the role of a medieval land owner — coping with day-to-day troubles, wandering monsters, and even attacks from powerful characters, both PCs and NPCs.

Your characters can continue to travel, roaming the wilderness in search of high adventure. In dungeons, many new monsters and treasures await your arrival. Castle owners may invite you in for a splendid banquet, followed by stories and rumors of great dangers and fabulous treasures. Or perhaps they will not look upon your arrival with kindness . . .

Whichever route you choose, you will discover the excitement and intrigue in dealing with the great wide world. Things are happening elsewhere in the lands, and some events may affect your characters — such as weather, war, and politics. The characters may, in turn, affect the course of events. Many story lines may be developing at the same time (just like in a fantasy novel!).

Your DM will consider the greater forces of nations and rulers, and combine this "flow of history" with the lesser forces of

the actions of your characters. Logical results may create unexpected situations — often even surprising the DM! In this way, everyone contributes to the development of the fantasy world.

### The Dungeon Master's Task

As a Dungeon Master, your D&D wilderness adventures will be far more challenging than a simple dungeon or two. For example, you should have a general idea of what is in each area of the wilderness, for the party may go anywhere! Although a few hints may help to guide the characters toward a desired area, you must be ready to make up minor details as needed, often during play.

But before designing a full campaign world in all its complexity, you should understand more about small towns and how they survive. Once you understand how towns begin and grow, cities and even whole nations can be designed.

A full history and background adds that "final touch" to the characters' world — the difference between a good Campaign and a great one. Adventurers may even shape the history of their world as they become more powerful. More details about the lands, peoples and cultures of a fantasy world are given in the D&D Companion Set.

A campaign is limited only by the creativity of the Dungeon Master and players. There are dragons to slay, evil hordes to overcome, towns to visit — and as usual, dungeons to explore. Onward!



# Player's Information

---

## Hit Dice and Hit Points

After a character reaches name level, the player no longer rolls dice to find additional hit points for the character. For each level of experience earned, a given number of hit points (instead of hit dice) will be gained. Each character can earn 9 hit dice at most (8 for halflings). Any Constitution adjustments to hit points apply *only* to the Hit Dice, and *not* to the hit points added at higher levels.

## Maximum Levels and Experience Points

One simple but firm rule of the D&D game is that of "Maximum Levels." A demi-human character starts with far more special abilities than a human. To help keep all the character classes in balance, a halfling may only rise to 8th level; dwarves and elves may not progress beyond 12th level. All human classes may continue to 36th level.

Experience points, however, never reach a maximum. They may always be earned, even if a character's level has stopped increasing. Players should keep records of all XP gained; this may affect high-level play, as described in the D&D Companion and Masters Sets.

## Horses

As the Campaign develops, characters will travel many miles in search of adventure. Most characters will probably purchase one or more horses to make travel faster and easier. **Riding horses** are the fastest normal steeds, but are no help in combat, and do not wear barding (horse armor).

**War horses** are larger and tougher, and may be useful in wilderness encounters. A war horse can fight, using its two front hoof attacks (for 1-6 points each), with the help of the character riding it. While guiding the horse, the character may not attack or cast a spell, but may perform some other action (such as drinking a potion, changing weapons, etc.). When not ridden, a war horse will defend itself without needing such guidance. Any character class can ride a war horse.

## Titles

Most of the titles given in the class descriptions apply to male characters only. Feel free to create feminine forms for female characters!

## Spell Casting

All details on spell casting, as given in the D&D® Basic rulebook, still apply in full.

**Re-memorizing spells:** After a spell is cast, the character cannot regain it until well-rested. One night's sleep is enough. Upon awakening, and before other activities, an hour (of game time) must be spent in study or meditation. Magic-users and elves must use their spell books to regain spells.

**Reversed spells:** Some spells may be "reversed" — cast with a result opposite to the normal effect (*cure light wounds* becomes *cause light wounds*, *light* becomes *darkness*, etc.). The effect of a reversed spell is given in the spell description.

A cleric may reverse a spell simply by casting it backward. The player simply says, "My cleric is casting the spell in reverse." However, Lawful clerics prefer the normal spells, and only cast the reversed forms in life-or-death situations. Chaotic clerics often use the reversed spells, and only use the normal forms to benefit their friends. Neutral clerics may choose to cast the normal or the reversed forms, but the cleric must continue using the forms first chosen, and is not free to change from one to the other.

Unlike cleric spells, reversible magic-user (and elf) spells must be memorized in reverse to be usable. The spell caster must select the normal or reversed form of the spell when the spell is memorized for the day. Of course, any spell may be studied in both normal and reversed forms. For example, if a Seer has a *light* spell in a spell book, the character could study both *light* and *darkness* for an adventure.

## Multiple Spell Effects

Hit rolls, damage rolls, Saving Throws, Morale, and other abilities may be affected for a short time by using certain magic spells. In general, multiples of the same spell (such as two *bless* spells) do not combine their effects, even if cast by two different characters. Two *haste* spells do not allow attacks at four times the normal rate; only the first *haste* will take effect. Different spells, or those that add to the effects of magic items, will usually combine successfully. For example, a *bless* and a magic sword will both apply to a Hit roll, in addition to Strength bonuses.

# Player's Information

## Character levels 4 to 14

# Character Classes — Human

## Cleric

For the first three Levels of experience, a cleric's power is very limited. But as they advance (to a maximum of 36th level), clerics obtain more spells of greater power, due both to practice and the strengthening of their beliefs. It is very important for clerics to be faithful to their beliefs.

If a cleric behaves in a manner that does not fit the character's Alignment or beliefs, the cleric may be punished by the church — or even greater powers. This punishment could, for example, be a penalty on Hit rolls, a dangerous quest that must be completed, or even a lack of spells. Your DM will tell you what the character must do to recover good standing.

When a cleric reaches **Name** level, a castle may be built. If the cleric has never been punished for misbehavior, the cleric's church may help with the cost. Some followers may come to assist and serve the cleric. Your DM will help with the details.

Level:	1-4	5-8	9-12	13-16
Death Ray or Poison	11	9	7	5
Magic Wands	12	10	8	6
Paralysis or Turn to Stone	14	12	10	8
Dragon Breath	16	14	12	10
Rod/Staff/Spell	15	13	11	9

Level	Title	XP	Spells/Level					
			1	2	3	4	5	6
1	Acolyte	0	—	—	—	—	—	—
2	Adept	1,500	1	—	—	—	—	—
3	Priest	3,000	2	—	—	—	—	—
4	Vicar	6,000	2	1	—	—	—	—
5	Curate	12,000	2	2	—	—	—	—
6	Elder	25,000	2	2	1	—	—	—
7	Bishop	50,000	3	2	2	—	—	—
8	Lama	100,000	3	3	2	1	—	—
9	Patriarch	200,000	3	3	3	2	—	—
10*	10th Level Patriarch	300,000	4	4	3	2	1	—
11*	11th Level Patriarch	400,000	4	4	3	3	2	—
12*	12th Level Patriarch	500,000	4	4	4	3	2	1
13*	13th Level Patriarch	600,000	5	5	4	3	2	2
14*	14th Level Patriarch	700,000	5	5	5	3	3	2

\*Constitution adjustments no longer apply.

### FIRST LEVEL CLERIC SPELLS

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

### THIRD LEVEL CLERIC SPELLS

1. Continual Light\*
2. Cure Blindness
3. Cure Disease\*
4. Growth of Animals
5. Locate Object
6. Remove Curse\*
7. Speak with the Dead
8. Striking

### FIFTH LEVEL CLERIC SPELLS

1. Commune
2. Create Food
3. Dispel Evil
4. Insect Plague
5. Quest\*
6. Raise Dead\*

The notes on the chart are read the same as described in the Basic Set: a **number** is the roll needed, on 2d6, for the cleric to Turn a number of the undead monsters (to chase them away for some time); a **T** means automatic Turning, and a **D** means that a number of undead are destroyed. Up to 12 Hit Dice of undead are affected with each successful attempt. The number affected is determined by the DM using 2d6. Each successful attempt will Turn at least one undead monster.

If your cleric is successful at Turning undead, but some of the undead still remain

### SECOND LEVEL CLERIC SPELLS

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

### FOURTH LEVEL CLERIC SPELLS

1. Animate Dead
2. Create Water
3. Cure Serious Wounds\*
4. Dispel Magic
5. Neutralize Poison\*
6. Protection from Evil 10' radius
7. Speak with Plants
8. Sticks to Snakes

### SIXTH LEVEL CLERIC SPELLS

1. Animate Objects
2. Find the Path
3. Speak with Monsters\*
4. Word of Recall

\*Spell may be cast with reverse effects.

(due to the 12 Hit Dice maximum per try), the cleric may make another attempt if desired. Only one attempt can be made each combat round, and no other actions are possible while Turning undead. However, if any attempt fails, no further attempts at Turning that group of undead will succeed for that cleric.

One new notation, D+, appears on the chart. This means that the power of the cleric is so great that 3-18 Hit Dice of undead are destroyed (3d6 instead of 2d6). Again, the DM will determine the exact amount.

Undead	Cleric's Level												
	1	2	3	4	5	6	7	8	9-10	11-12	13-14		
Skeleton	7	T	T	D	D	D	D	D	D	D+	D+		
Zombie	9	7	T	T	D	D	D	D	D	D	D+		
Ghoul	11	9	7	T	T	D	D	D	D	D	D		
Wight	—	11	9	7	T	T	D	D	D	D	D		
Wraith	—	—	11	9	7	T	T	D	D	D	D		
Mummy	—	—	—	11	9	7	T	T	D	D	D		
Spectre	—	—	—	—	11	9	7	T	T	D	D		
Vampire	—	—	—	—	—	11	9	7	T	T	D		

**Hit Dice:** 1d6 per level, 9d6 maximum, +1 hit point per level thereafter.

## First Level Clerical Spells

The following first level clerical spells may be reversed. Ranges, durations, Saving Throws, and areas of effect are unchanged from Basic unless noted.

### Cure Light Wounds\*

When reversed, this spell, *cause light wounds*, causes 2-7 points of damage to any creature or character touched (no Saving Throw). The cleric must make a normal Hit roll.

### Light\*

When reversed, this spell, *darkness*, creates a circle of darkness 30' in diameter. It will block all sight except infravision. *Darkness* will cancel a *light* spell if cast upon it, but may itself be cancelled by another *light* spell. If cast at an opponent's eyes, it will cause blindness until cancelled, or until the duration ends. The target is allowed a Saving Throw and if he succeeds, the spell misses.

### Remove Fear\*

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



## Second Level Clerical Spells

### Bless\*

Range: 60'  
Duration: 6 turns  
Effect: All within a 20' square area

This spell improves the morale of friendly creatures by +1 and gives the recipients a +1 bonus on all Hit and damage rolls. It will only affect creatures in a 20' x 20' area, and only those who are not yet in melee.

When reversed, this spell, *blight*, places a -1 penalty on enemies' morale, Hit rolls, and damage rolls. Each victim may make a Saving Throw vs. Spells to avoid the penalties.

### Find Traps

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

This spell causes all traps to glow with a dull blue light when the cleric comes within 30' of them. It does not reveal the types of traps, nor any method of removing them.

### Hold Person\*

Range: 180'  
Duration: 9 turns  
Effect: Paralyzes up to 4 creatures

The *hold person* spell will affect any human, demi-human, or human-like creature (bugbear, dryad, gnoll, gnome, hobgoblin, kobold, lizard man, ogre, orc, nixie, pixie or sprite). It will not affect the undead or creatures larger than ogres. Each victim must make a Saving Throw vs. Spells or be paralyzed for 9 turns. The spell may 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 will affect up to 4 persons (at the cleric's choice), but with no penalty to their rolls.

The paralysis may only be removed by the reverse spell, or by a *dispel magic* spell.

The reverse of the spell, *free person*, removes the paralysis of up to 4 victims of the normal form of the spell (including one cast by a magic-user or elf). It has no other effect.

### Know Alignment\*

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

The caster of this spell may discover the alignment (Lawful, Neutral, or Chaotic) of any one creature within 10'. The spell may also be used to find the alignment of an enchanted item or area (if any; for example, of a magic sword or temple).

The reverse of the spell, *confuse alignment* lasts for 1 turn per level of the caster, and may be cast on any one creature, by touch. No Saving Throw is allowed. For as long as the spell lasts, any cleric trying to find the alignment of the recipient by way of the normal form of the spell will get a false answer. That same false answer will be the result of any further attempts.

### Resist Fire

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

For the duration of this spell, the recipient cannot be harmed by normal fire and heat. The recipient also gains a +2 bonus on 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 (though each die will inflict at least 1 point of damage, regardless of adjustments). Red dragon breath damage is reduced by 1 point per hit die of the creature (again to a minimum of 1 point of damage per hit die).





## Character Classes — Human

### Silence 15' Radius

Range: 180'  
Duration: 12 turns  
Effect: Sphere of silence 30' 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 made outside the area. If cast on a creature, the victim must make a Saving Throw vs. Spells or the spell effect will move with the creature. If the Saving Throw is successful, the spell remains in the area in which it was cast, and the victim may move out of the area.

### Snake Charm

Range: 60'  
Duration: 2-5 rounds or 2-5 turns  
Effect: Charms 1 HD of snakes per level of the caster

A cleric may charm 1 Hit Die of snakes for each level of experience with this spell, and no Saving Throw is allowed. 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 will rise up and sway, but will not attack unless attacked themselves. If used on attacking snakes, the spell's duration is 2-5 rounds; otherwise, it lasts 2-5 turns. When the spell wears off, the snakes return to normal (but with normal reactions, and will not be automatically hostile).

### Speak with Animals

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

When this spell is cast, the cleric must name one type of animal (such as "normal bats," "wolves," etc.). For the duration of the spell, the cleric may speak with all animals of that type if they are within 30'; the effect moves with the caster. Any normal or giant forms of animals (including mammals, insects, birds, etc.) may be spoken to, but 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 they may be talked into doing a favor for the cleric if the reaction is high enough. The favor requested must be understood by the animal, and must be possible for the creature to perform.

## Third Level Clerical Spells

### Continual Light\*

Range: 120'  
Duration: Permanent  
Effect: Sphere of light 60' across

This spell creates light as bright as daylight in a spherical volume of 30' radius. It lasts until a *dispel magic* or *continual darkness* spell is cast upon it. Creatures penalized in bright daylight (such as goblins) suffer the same penalties within this spell effect. If cast on an opponent's eyes, the victim must make a Saving Throw vs. Spells or be blinded until the effect is removed. This spell may be cast either in an area or upon an object.

The reverse of this spell, *continual darkness*, creates a completely dark volume of the same size. Torches, lanterns, and even a *light* spell will not affect it, and infravision cannot penetrate it. If cast on a creature's eyes, the creature must make a Saving Throw vs. Spells or be blinded until the spell is removed.

### Cure Blindness

Range: Touch  
Duration: Permanent  
Effect: One living creature

This spell will cure nearly any form of blindness, including those caused by *light* or *darkness* spells (whether normal or continual). It will not, however, affect blindness caused by a *curse*.

### Cure Disease\*

Range: 30'  
Duration: Permanent  
Effect: One living creature within range

This spell will cure any living creature of one disease, such as those caused by a mummy or green slime. If cast by a cleric of 11th level or greater, this spell will cure lycanthropy.

The reverse of this spell, *cause disease*, infects the victim with a hideous wasting disease unless a Saving Throw vs. Spells is made. A diseased victim has a -2 penalty on all Hit rolls. In addition, the victim's wounds cannot be magically cured; and natural healing takes twice as long as usual. The disease is fatal in 2-24 days unless removed by a *cure disease* spell.

### Growth of Animal

Range: 120'  
Duration: 12 turns  
Effect: Doubles the size of one animal

This spell doubles the size of one normal or giant animal. The animal then has twice its normal strength and inflicts double normal damage. It may also carry twice its normal encumbrance. This spell does not change an animal's behavior. Armor Class, or hit points, and does not affect intelligent animal races or fantastic creatures.

### Locate Object

Range: 0 (Cleric only)  
Duration: 6 turns  
Effect: Detects one object within 120'

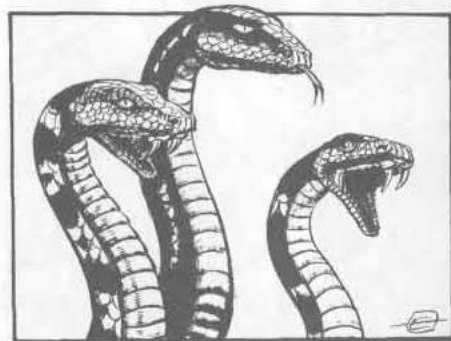
This spell allows the cleric to sense the direction of one known object. It gives no information about distance. A common object (such as "stairs leading up") can be detected; otherwise, the cleric must *know* exactly what the object looks like (size, shape, color, etc.). The spell will not locate a creature.

### Remove Curse\*

Range: Touch  
Duration: Permanent  
Effect: Removes any one curse

This spell removes one curse, whether on a character, item, or area. Some curses — especially those on magic items — may only be temporarily removed for a short time, DM's discretion, requiring a *dispel evil* spell for permanent effect (or possibly a *remove curse* cast by a high level cleric or magic-user).

The reverse of this spell, *curse*, causes a misfortune or penalty to affect the victim. Curses are limited only by the caster's imagination, but if an attempted curse is too powerful, it may return to the caster (DM's discretion)! Safe limits to curses may include: -4 penalty on Hit rolls; -2 penalty on Saving Throws; prime requisite reduced to 1/2 normal. The victim may make a Saving Throw vs. Spells to avoid the curse.



### Speak with the Dead

Range: 10'  
Duration: 1 round per level of the cleric  
Effect: Cleric may ask 3 questions

By means of this spell, a cleric may ask 3 questions of a deceased spirit if the body is within range. A cleric of up to 7th level may only contact spirits recently dead (up to 4 days). Clerics of level 8-14 have slightly more power (up to 4 months dead), level 15-20 even more (up to 4 years dead). No time limits apply to clerics of 21st level or greater. The spirit will always reply in a tongue known to the cleric, but can only offer knowledge of things up to the time of its death. If the spirit's alignment is the same as the cleric's, clear and brief answers will be given; however, if the alignments differ, the spirit may reply in riddles.

### Striking

Range: 30'  
Duration: 1 turn  
Effect: 1d6 bonus to damage on 1 weapon

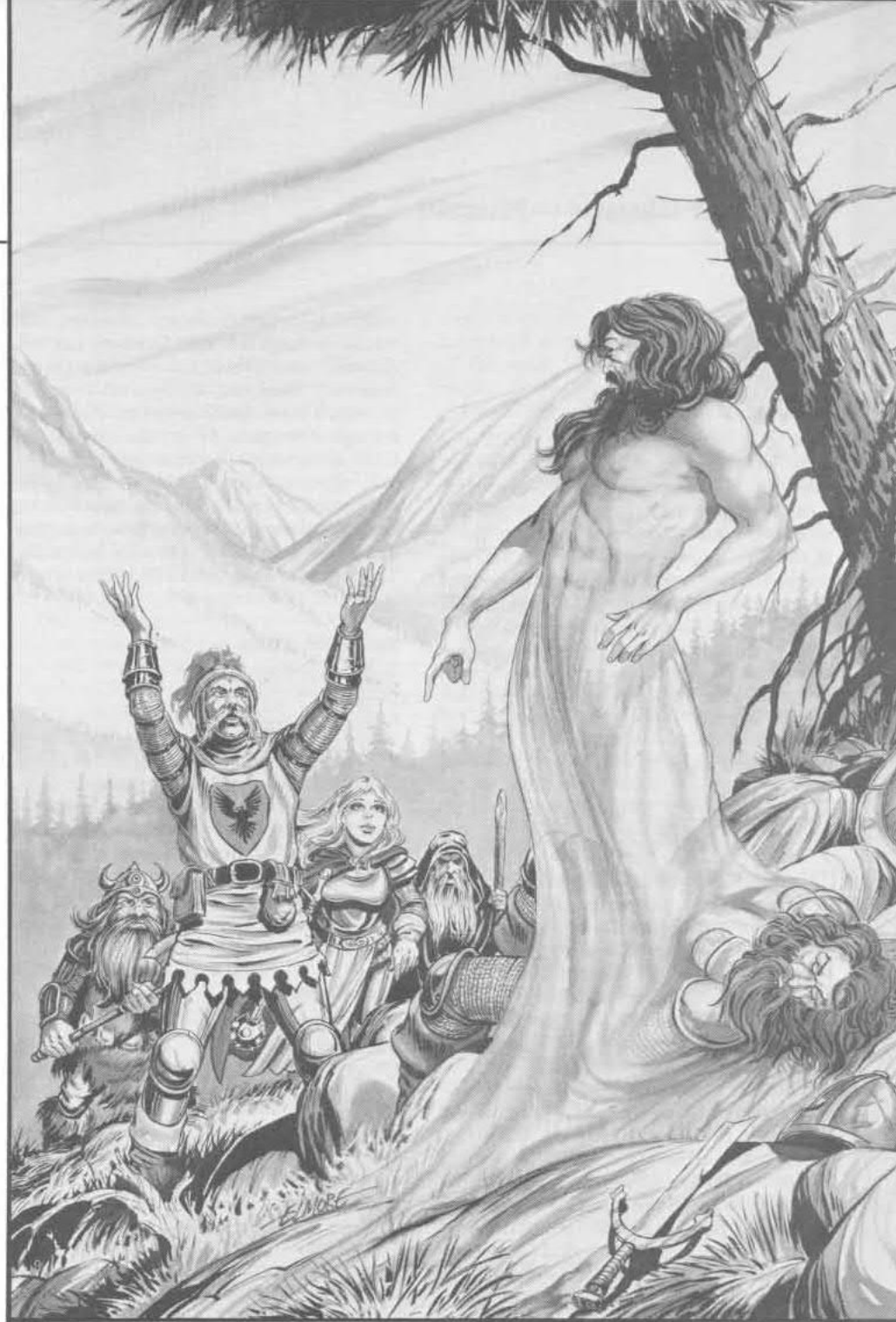
This spell allows any one weapon to inflict 1-6 additional points of damage per attack (like a magical staff of striking). The weapon will inflict this extra damage for as long as the spell lasts. The bonus does not apply to Hit rolls. If cast on a normal weapon, creatures affected only by magic weapons may be hit, for 1-6 points of damage per strike (regardless of the weapon; only the magical damage applies in such cases).

## Fourth Level Clerical Spells

### Animate Dead

Range: 60'  
Duration: Permanent  
Effect: Creates zombies or skeletons

This spell allows the caster to make animated, enchanted skeletons or zombies from normal skeletons or dead bodies within range. These animated undead creatures will obey the cleric until they are destroyed by another cleric or a *dispel magic* spell. For each level of the cleric, one Hit Die of undead may be animated. A skeleton has the same Hit Dice as the original creature, but a zombie has one Hit Die more than the original. Character levels are not counted (the remains of a 9th level thief would be animated as a zombie with 2 HD). Animated creatures do not have any spells, but are immune to *sleep* and *charm* effects and poison.



Lawful clerics must take care to use this spell only for good purpose. Animating the dead is usually a Chaotic act.

### Create Water

Range: 10'  
Duration: 6 turns  
Effect: Creates one magical spring

With this spell, the cleric summons forth an enchanted spring from the ground or a wall. The spring will flow for an hour, creating enough water for 12 men and their mounts (for that day, about 50 gallons). For each of the cleric's levels above 8, water for twelve additional men and mounts is created.

### Cure Serious Wounds\*

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

This spell is similar to a *cure light wounds* spell, but will cure one creature of 4-14 points of damage (2d6 + 2).

The reverse of this spell, *cause serious wounds*, causes 4-14 points of damage to any creature or character touched (no Saving Throw). The caster must make a normal Hit roll to cause the serious wound.

## Character Classes — Human

### Dispel Magic

Range: 120'  
Duration: Permanent  
Effect: Destroys spells in a 20' cube

This spell destroys other spell effects in a cubic volume of 20' x 20' x 20'. It does not affect magic 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. *For example*, a 7th level cleric trying to dispel a *web* spell cast by a 9th level magic-user would have a 10% chance of failure.

### Neutralize Poison\*

Range: Touch  
Duration: Permanent  
Effect: A creature, container, or object

This spell will make poison harmless either in a creature, a container (such as a bottle), or on one object (such as a chest). It will even revive a victim slain by poison if cast within 10 rounds of the poisoning! The spell will affect any and all poisons present at the time it is cast, but does not cure any damage (and will thus not revive a poisoned victim who has died of wounds).

The reverse of this spell, *create poison*, may be cast, by touch, on a creature or container. It cannot be cast on any other object. A victim must make a Saving Throw vs. Poison or be immediately slain by the poison. If cast on a container, the contents become poisoned; no Saving Throw applies, even for magical containers or contents (such as potions). Poisoning is usually a Chaotic act.

### Protection from Evil 10' Radius

Range: 0  
Duration: 12 turns  
Effect: Barrier 20' diameter

This spell creates an invisible magical barrier all around the caster, extending 10' 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 cannot attack those within the barrier hand-to-

hand. Enchanted creatures can attack with missile or magical attacks however. An "enchanted" creature is any creature that is magically *summoned, animated* or *controlled* (as with a *charm* spell) or can only be hit by a magical weapon. Creatures that can be hit by silver weapons are not enchanted.

If anyone within the barrier attacks an enchanted creature, the barrier will no longer prevent the creature from attacking hand-to-hand, but the bonus to Saving Throws and penalty to Hit rolls will still apply.

### Speak with Plants

Range: 0 (Cleric only)  
Duration: 3 turns  
Effect: All plants within 30'

This spell enables the cleric to talk to plants as if they were intelligent. A simple favor may be requested, and will be granted if it is within the plants' power to understand and perform. This spell may be used to allow the cleric and party to pass through otherwise impenetrable undergrowth. It will also allow communication with plant-like monsters (such as treants).

### Sticks to Snakes

Range: 120'  
Duration: 6 turns  
Effect: Up to 16 sticks

This spell turns 2-16 sticks into snakes (detailed below). The snakes may be poisonous (50% chance per snake). They obey the cleric's commands, but will turn back into sticks when slain or when the duration ends.

**Snakes:** Armor Class 6, Hit Dice 1, Move 90' (30'), Attacks 1, Damage 1-4, Save As: Fighter 1, Alignment Neutral.

### Fifth Level Clerical Spells

#### Commune

Range: 0 (Cleric only)  
Duration: 3 turns  
Effect: 3 questions

This spell allows the cleric to ask questions of the greater powers (the DM, mythological deities, etc.). The cleric may ask three questions that can be answered yes or no. However, a cleric may *commune* only once a week. If this spell is used too often, the DM may wish to limit its use to once a month. Once a year the cleric may ask twice the normal number of questions.

### Create Food

Range: 10'  
Duration: Permanent  
Effect: Creates food for 12 or more

This spell creates enough food to feed 12 men and their mounts for one day. For every level of the cleric above 8th, food for 12 additional men and mounts is created.

### Dispel Evil

Range: 30'  
Duration: 1 turn  
Effect: Enchanted or undead monsters or one Curse or Charm

This spell may affect all undead and enchanted (summoned, controlled, and animated) monsters within range. It will destroy the monster unless each victim makes a Saving Throw vs. Spells. If cast at only one creature, a -2 penalty applies to the Saving Throw. Any creature from another plane is Banished (forced to return to its home plane) if the Saving Throw is failed. Even if the Saving Throw is successful, the victims must flee the area, and will stay away as long as the caster concentrates (without moving).

This spell will also remove the curse from any one cursed item, or may be used to remove any magical *charm*.

### Insect Plague

Range: 480'  
Duration: 1 day  
Effect: Creates a swarm of 30' radius

This spell summons a vast swarm of insects. The swarm obscures vision and drives off creatures of less than 3 Hit Dice (no Saving Throw). The swarm moves at up to 20' per round as directed by the cleric while it is within range. The caster must concentrate, without moving, to control the swarm. If the caster is disturbed, the insects scatter and the spell ends. This spell only works outdoors and above-ground.



**Quest\***

Range: 30'  
Duration: Special  
Effect: Compels one living creature

This spell forces the recipient to perform some special task or quest, as commanded by the caster. The victim may make a Saving Throw vs. Spells to avoid the effect. A typical task might include slaying a certain monster, rescuing a prisoner, obtaining a magic item for the caster, or going on a pilgrimage. If the task is impossible or suicidal, the spell has no effect. Once the task is completed, the spell ends. Any victim refusing to go on the *quest* is *curled* until the *quest* is continued. The type of *curse* is decided by the DM, but may be double normal strength.

The reverse of this spell, *remove quest*, may be used to dispel an unwanted *quest* or a *quest*-related *curse*. The chance of success is 50%, reduced by 5% for every level of the caster below that of the caster of the *quest* (an 11th level cleric attempting to remove a *quest* from a 13th level cleric has a 40% chance of success).

**Raise Dead\***

Range: 120'  
Duration: Permanent  
Effect: Body of one human or demi-human

By means of this spell, the cleric can raise any human, dwarf, halfling, or elf from the dead. The body must be present, and if

part is missing, the raised character may be disabled in some way. An 8th level cleric can raise a body that has been dead for up to four days. For each level of the cleric above 8th, four days are added to this time. Thus, a 10th level cleric can raise bodies that have been dead for up to twelve days. The recipient becomes alive with 1 hit point, and cannot fight, cast spells, use abilities, carry heavy loads, or move more than half speed. These penalties will disappear after 2 full weeks of complete bed rest, but the healing cannot be speeded by magic.

This spell may also be cast at any one undead creature within range. The creature will be slain unless it makes a Saving Throw vs. Spells with a -2 penalty. However, a vampire thus affected is only forced to retreat to its coffin, in gaseous form, to rest.

The reverse of this spell, *finger of death*, creates a death ray that will kill any one living creature within 60'. The victim may make a Saving Throw vs. Death Ray to avoid the effect. A Lawful cleric will only use *finger of death* in a life-or-death situation.

**Sixth Level Clerical Spells**

**Animate Objects**

Range: 60'  
Duration: 6 turns (1 hour)  
Effect: Causes objects to move (see below)

The cleric may use this spell to cause any non-living, non-magical objects to move and attack. Magical objects are not affected. Any one object up to 4,000 cn weight may be animated (roughly the size of two men), or smaller objects whose total weight does not exceed 4,000 cn. The DM must decide on the movement rate, number of attacks, damage, and other combat details of the objects animated. As a guideline, a man-sized statue might have a 3" movement rate, attack once per round for 2-16 points of damage, and have an Armor Class of 1. A chair might only be AC 6, but move at 180' per round on its four legs, attacking twice per round for 1-4 points per attack. All objects have the same chances to hit as the cleric animating them.

**Find the Path**

Range: 0 (Cleric only)  
Duration: 6 turns + 1 turn per level of the caster

Effect: Shows the path to an area

When this spell is cast, the cleric must

name a specific place, though it need not have been visited before. For the duration of the spell, the cleric will know the direction to that place. In addition, any special knowledge needed to get to the place will also be gained; for example, locations of secret doors become known, passwords, and so forth. This spell is often used to find a fast escape route.

**Speak with Monsters\***

Range: 0 (Cleric only)  
Duration: 1 round per level of the cleric  
Effect: Permits conversation with any monster

This spell gives the caster the power to ask questions of any and all living and undead creatures within 30'. Even unintelligent monsters will understand and respond to the cleric. Those spoken to will not attack the cleric while engaged in conversation, but may defend themselves if attacked. Only one question per round may be asked, and the spell lasts 1 round per level of the caster.

The reverse of this spell, *babble*, has a 60' range, and a duration of 1 turn per level of the caster. The victim may make a Saving Throw vs. Spells to avoid the effect, but with a -2 penalty to the roll. If the Saving Throw is failed, the victim cannot be understood by any other creature for the duration of the spell. Even hand motions, written notes, and all other forms of communication will seem garbled. This does not interfere with the victim's spell casting (if any), but does prevent the use of many magic items by turning the command words to mere babbling.

**Word of Recall**

Range: 0 (Cleric only)  
Duration: Instantaneous  
Effect: Teleports the caster to sanctuary

Similar to a magic-user's *teleport* spell, this spell carries the cleric and all equipment carried (but no other creatures) to the cleric's home. The cleric must have a permanent home (such as a castle), and a meditation room within that home; this room is the destination when the spell is cast. During the round in which this spell is cast, the cleric automatically gains initiative unless surprised.

## Character Classes — Human

### Fighter

Fighters may advance as high as 36th level. Their rapid advances, both in combat ability and in their amount of hit points, make them natural leaders for the normal human settlements. High level fighters usually spend their time training and leading men-at-arms, clearing the wilderness of monsters, and expanding human settlements. A fighter with enough money may build a castle regardless of level. When a fighter reaches Name level, the character is eligible for selection as a Baron (or Baroness).

**Lance combat:** When in combat on horseback, many fighters use a special long spear called a lance. If the fighter's horse runs for 20 yards or more before an attack, the lance will inflict double damage. Without room to charge, the lance can be thrust, as a spear, for normal damage. Other human classes cannot use a lance effectively. Magical and silver-coated lances are very rare.

**Spear combat:** Many fighters carry a normal spear in addition to other weapons. If a monster charges — that is, runs for 20 feet indoors, or 20 yards outdoors, before its attack — the fighter may “set the spear.” This is holding the spear firm, against one foot, to defend against the attack. A spear cannot be “set” on horseback. If the charge is by surprise, there is no time to set the spear. If the spear hits, double damage is inflicted. A monster inflicts double damage on its victim if the charge attack hits.



FIGHTER SAVING THROWS TABLE

Level:	1-3	4-6	7-9	10-12	13-15
Death Ray or Poison	12	10	8	6	4
Magic Wands	13	11	9	7	5
Paralysis or Turn to Stone	14	12	10	8	6
Dragon Breath	15	13	11	9	7
Rod/Staff/Spell	16	14	12	10	8

### Magic-user

Magic-users are able to advance up to 36th level. As they reach higher levels, magic-users become extremely powerful characters — but this advance is a difficult task. Their few weapons and spells (at low levels) balances the power they eventually achieve. Therefore, magic-users must be cautious at lower levels, as few will survive long without protection.

Magic-users may add more spells to their spell books through spell research. At Name level or greater, a magic-user may create magical items. Both of these activities are explained under **Research** (page 25). Upon reaching 11th level, a magic-user may build a tower (if funds are available). A magic-user who constructs a tower will usually attract 1-6 apprentices of levels 1-3.

MAGIC-USER SAVING THROWS TABLE

Level:	1-5	6-10	11-15
Death Ray or Poison	13	11	9
Magic Wands	14	12	10
Paralysis or Turn to Stone	13	11	9
Dragon Breath	16	14	12
Rod/Staff/Spell	15	12	9

FIGHTER EXPERIENCE TABLE

Level	Title	XP
1	Veteran	0
2	Warrior	2,000
3	Swordmaster	4,000
4	Hero	8,000
5	Swashbuckler	16,000
6	Myrmidon	32,000
7	Champion	64,000
8	Superhero	120,000
9	Lord	240,000
10*	10th Level Lord	360,000
11*	11th Level Lord	480,000
12*	12th Level Lord	600,000
13*	13th Level Lord	720,000
14*	14th Level Lord	840,000

\*Constitution adjustments no longer apply.

**Hit Dice:** 1d8 per level, 9d8 maximum; +2 hit points per level thereafter.

MAGIC-USER EXPERIENCE TABLE

Level	Title	XP	Spells/Level					
			1	2	3	4	5	6
1	Medium	0	1	—	—	—	—	—
2	Seer	2,500	2	—	—	—	—	—
3	Conjurer	5,000	2	1	—	—	—	—
4	Magician	10,000	2	2	—	—	—	—
5	Enchanter	20,000	2	2	1	—	—	—
6	Warlock	40,000	2	2	2	—	—	—
7	Sorcerer	80,000	3	2	2	1	—	—
8	Necromancer	150,000	3	3	2	2	—	—
9	Wizard	300,000	3	3	3	2	1	—
10*	10th Level Wizard	450,000	3	3	3	3	2	—
11*	11th Level Wizard	600,000	4	3	3	3	2	1
12*	12th Level Wizard	750,000	4	4	4	3	2	1
13*	13th Level Wizard	900,000	4	4	4	3	2	2
14*	14th Level Wizard	1,050,000	4	4	4	4	3	2

\*Constitution adjustments no longer apply.

**Hit Dice:** 1d4 per level, 9d4 maximum; +1 hit point per level thereafter.

### FIRST LEVEL MAGIC-USER SPELLS

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

### FOURTH LEVEL MAGIC-USER SPELLS

1. Charm Monster
2. Confusion
3. Dimension Door
4. Growth of Plants\*
5. Hallucinatory Terrain
6. Ice Storm/Wall
7. Massmorph
8. Polymorph Others
9. Polymorph Self
10. Remove Curse\*
11. Wall of Fire
12. Wizard Eye

### SECOND LEVEL MAGIC-USER SPELLS

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

### FIFTH LEVEL MAGIC-USER SPELLS

1. Animate Dead
2. Cloudkill
3. Conjure Elemental
4. Hold Monster\*
5. Magic Jar
6. Pass-Wall
7. Teleport
8. Wall of Stone

### THIRD LEVEL MAGIC-USER SPELLS

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

### SIXTH LEVEL MAGIC-USER SPELLS

1. Anti-Magic Shell
2. Death Spell
3. Disintegrate
4. Geas\*
5. Invisible Stalker
6. Lower Water
7. Projected Image
8. Stone to Flesh\*

\*Spell may be cast with reverse effect.

The following first and second level spells may be reversed; Ranges, durations, Saving Throws, and areas of effect will remain unchanged unless specified.

### First Level Magic-user Spells

#### Light\*

When reversed, this spell, *darkness*, creates a circle of darkness 30' in diameter. It will block all sight except infravision. *Darkness* will cancel a *light* spell if cast upon it (but may itself be cancelled by another *light* spell). If cast at an opponent's eyes, it will cause blindness until cancelled, or until the duration ends.

### Second Level Magic-user Spells

#### Continual Light\*

The reverse of this spell, *continual darkness*, creates a completely dark volume of 30' radius. Torches, lanterns, and even a *light* spell will not affect it, and infravision cannot penetrate it. If cast on a creature's eyes, the creature must make a Saving Throw vs. Spells or be blinded until the spell is removed. A *continual light* spell will cancel its effects.

#### ESP\*

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

### Third Level Magic-user Spells

#### Clairvoyance

Range: 60'  
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.

#### Dispel Magic

Range: 120'  
Duration: Permanent  
Effect: Destroys spells in a 20' cube

This spell destroys other spell effects in a cubic area 20' x 20' x 20'. It does not affect magic 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. *For 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.

#### Fire Ball

Range: 240'  
Duration: Instantaneous  
Effect: Explosion in a sphere 40' diameter

This spell creates a missile of fire that bursts into a ball of fire of 20' radius when it strikes a target. The *fire ball* will cause 1-6 points of fire damage per level of the caster to every creature in the area. Each victim may make a Saving Throw vs. Spells; if successful, the spell will only do half damage. *For example*, a *fire ball* cast by a 6th level magic-user will burst for 6-36 points of damage, or one half the total to those making the Saving Throw.

## Character Classes — Human

### Fly

Range: Touch  
Duration: 1-6 turns + 1 turn per level of the caster  
Effect: One creature may fly

This spell allows the recipient (possibly the caster) to fly. The spell will permit movement in any direction and at any speed up to 360' per turn (120' per round) by mere concentration. The recipient may also stop and hover at any point (as a *levitate* spell), which does not require concentration.

### Haste\*

Range: 240'  
Duration: 3 turns  
Effect: Up to 24 creatures move double speed

This spell allows up to 24 creatures in a 60' 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*, will remove the effects of a *haste* spell, or will cause the victims to move and attack at half normal speed for the duration of the spell. As with *haste*, spell casting is not affected. The victims may make a Saving Throw vs. Spells to avoid the effect.

### Hold Person\*

Range: 120'  
Duration: 1 turn/level  
Effect: Paralyzes up to 4 creatures

This spell will affect human, demi-human, and human-like creatures (bugbear, dryad, gnoll, gnome, hobgoblin, kobold, lizard man, ogre, orc, nixie, pixie or sprite). It will not affect the undead or creatures larger than ogres. Each victim must make a Saving Throw vs. Spells or be paralyzed. The spell may 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 will affect up to 4 persons (at the magic-user's choice), but with no penalty to their rolls.

The reverse of the spell, *free person*, removes the paralysis of up to 4 victims of the normal form of the spell (including one cast by a cleric). It has no other effect.



### Infravision

Range: Touch  
Duration: 1 day  
Effect: One living creature

This spell enables the recipient to see in the dark, to a 60' range. (See the D&D Basic Set DM Rulebook, page 22, for notes on Infravision.)

### Invisibility 10' radius

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

This spell makes the recipient and all others within 10' (at the time of the casting) invisible. This is an area effect, and those who move further than 10' from the recipient become visible. They may not regain *invisibility* by returning to the area. Otherwise, the invisibility is the same as that bestowed by the spell *invisibility* (Basic Player's Guide, page 41). All items carried (whether by the recipient or others within 10') also become invisible.

### Lightning Bolt

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

This spell creates a bolt of lightning, starting up to 180' away from the caster and extending 60' further away. All creatures within the area of effect take 1-6 points of damage per level of the spell caster. Each victim may make a Saving Throw vs. Spells; if successful, only half damage is taken. If the *lightning bolt* strikes a solid surface (such as a wall), it will bounce back toward the caster until the total length of the bolt is 60'.

### Protection from Evil 10' Radius

Range: 0  
Duration: 12 turns  
Effect: Barrier 20' diameter

This spell creates an invisible magical barrier all around the caster, extending 10' 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 cannot attack those within the barrier hand-to-hand. Enchanted creatures can attack with missile or magical attacks however. An "enchanted" creature is any creature that is magically *summoned, animated or controlled* (as with a *charm* spell) or can only be hit by a magical weapon. Creatures that can be hit by silver weapons are not enchanted.

If anyone within the barrier attacks an enchanted creature, the barrier will no longer prevent the creature from attacking hand-to-hand, but the bonus to Saving Throws and penalty to Hit rolls will still apply.

### Protection from Normal Missiles

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

This spell gives complete protection from all small non-magical missiles, causing them to miss. Thus, a catapult stone or a magic arrow would not be affected. Any one creature within range may be the recipient.

### Water Breathing

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

This spell allows the recipient to breathe while under water (at any depth). It does not affect movement in any way, nor does it interfere with the breathing of air.

## Fourth Level Magic-user Spells

### Charm Monster

Range: 120'  
Duration: Special  
Effect: One or more living creatures

This spell effect is identical to that of a *charm person* spell, but any creature except an undead may be affected. If the victims have 3 Hit Dice or less, 3-18 may be charmed. Otherwise, only one monster will be affected. Each victim may make a Saving Throw vs. Spells to avoid the effects.

### Confusion

Range: 120'  
Duration: 12 rounds  
Effect: 3-18 creatures in an area 60' across

This spell will confuse several creatures, affecting all within a 30' radius. Victims with less than 2+1 Hit Dice are not allowed a Saving Throw. Those with 2+1 or more Hit Dice must make a Saving Throw vs. Spells every round of the spell's duration, if they remain in the area, or be confused. Each confused creature acts randomly. The DM should roll 2d6 each round to determine each creature's action, using the following chart:

- 2-5 Attack the spell caster's party
- 6-8 Do nothing
- 9-12 Attack the creature's own party

### Dimension Door

Range: 10'  
Duration: 1 round  
Effect: Safely transports one creature

This spell will transport one creature up to 10' from the caster, to a place up to 360' away. The caster picks the desired destination. If the location is not known, distances not exceeding a total of 360' may be given (for example, 200' west, 60' south, 100' down). If this would cause the recipient to arrive at a location occupied by a solid object, the spell has no effect. An unwilling recipient may make a Saving Throw vs. Spells to avoid the effect.

### Growth of Plants\*

Range: 120'  
Duration: Special  
Effect: Enlarges 3000 square feet of plants

This spell causes normal brush or woods to become thickly overgrown with vines, creepers, thorns, briars. An area of up to

3000 square feet may be affected (the dimensions chosen by the caster). The plants to be affected must be entirely within the spell's range. The affected area is impassable to all but giant-sized creatures. The effect lasts until removed by the reverse or by a *dispel magic* spell.

The reverse of this spell, *shrink plants*, causes all normal plants within a similar area of effect to shrink and become passable. It may be used to negate the effects of the normal spell. *Shrink plants* will not affect plant-like monsters (such as treants).

### Hallucinatory Terrain

Range: 240'  
Duration: Special  
Effect: Changes or hides terrain

This spell creates the illusion of a "terrain feature," either indoors (such as a pit, stairs, etc.) or outdoors (hill, swamp, grove of trees, etc.), possibly hiding a real feature. The entire terrain feature must be within the range of the spell. The spell lasts until the illusion is touched by an intelligent creature, or until dispelled.

### Ice Storm/Wall

Range: 120'  
Duration: Storm 1 round or Wall 12 turns  
Effect: Storm in 20' x 20' x 20' volume or wall of 1200 square feet

This spell may be cast in either of two ways: either as an icy blast, *ice storm*, or a *wall of ice*.

An *ice storm* fills a 20' x 20' x 20' cube. If cast in a smaller area, it will remain 20' long at most. The storm inflicts 1-6 points of cold damage per level of the caster to every creature in the area. Each victim may make a Saving Throw vs. Spells; if successful, the spell only does half damage. Fire-type creatures (red dragon, flame salamander, etc.) have a -4 penalty on their Saving Throws, but cold-type creatures (frost giant, frost salamander, etc.) are not affected by the spell.

A *wall of ice* is a thin vertical wall of any dimensions and shape determined by the magic-user totalling 1200 square feet (such as 10' x 120', 20' x 60', 30' x 40', etc.). The wall is opaque and will block sight. Creatures of less than 4 Hit Dice cannot break through the wall. Creatures of 4 HD or more can break through, but take 1-6 points of damage in the process. Fire-type creatures each take twice the amount points of damage (2-12) while breaking through. The wall must be cast to rest on

the ground or similar support, and cannot be cast in a space occupied by another object.

### Massmorph

Range: 240'  
Duration: See below  
Effect: Causes illusion of trees

This spell will affect up to 100 human or man-sized creatures in a 240' diameter, making them appear to be the trees of an orchard or dense woods. Unwilling creatures are not affected. Creatures larger than man-size (such as horses) may be included, counting them as 2 or 3 men each. The illusion will even hide the recipients from creatures moving through the area affected. The spell lasts until a *dispel magic* is cast on it or until the caster decides to drop the illusion. The appearance of each disguised creature returns to normal if the creature moves out of the affected area. However, movement within the area does not destroy the illusion.

### Polymorph Other

Range: 60'  
Duration: Permanent until dispelled  
Effect: Changes one living creature

This spell changes the victim into another living creature. The new form may have no more than twice as many Hit Dice as the original, or the spell will fail. The number of hit points remains the same. Unlike the *polymorph self* spell, the recipient actually becomes the new creature, gaining any and all special abilities of the new form, plus its tendencies and behavior. For example, a hobgoblin polymorphed into a mule will think and act like a mule.

This spell cannot create a duplicate of a specific individual, only a race or monster type. For example, a creature polymorphed into a "9th level fighter" will indeed become a human, but not necessarily a fighter and no higher than 1st level.

The victim of this spell may make a Saving Throw vs. Spells to avoid the effect. The effect lasts until dispelled, or until the creature dies.



## Character Classes — Human

### Polymorph Self

Range: 0 (Caster only)

Duration: 6 turns + 1 turn per level of the caster

Effect: Caster may change shapes

This spell allows the caster to change shape, taking the physical form of another living creature. The Hit Dice of the new form must be equal to or less than the Hit Dice of the caster. The caster's Armor Class, hit points, Hit rolls, and Saving Throws do not change. Special abilities and special immunities of the new form are not gained, but physical abilities are acquired. For example, a magic-user polymorphed into a frost giant has the strength of a frost giant and the ability to hurl boulders, but not immunity from cold. A magic-user polymorphed into a dragon could fly but would not be able to use any breath weapons or spells.

Spells cannot be cast while polymorphed into a different form. The spell lasts for the given duration, or until dispelled, or until the caster is killed. This spell will not enable the caster to take the form of a specific individual (see *polymorph other*).

### Remove Curse\*

Range: Touch

Duration: Permanent

Effect: Removes any one curse

This spell removes one curse, whether on a character, item, or area. Some curses — especially those on magic items — may only be temporarily removed, DM's discretion, requiring a clerical *dispel evil* spell for permanent effect (or possibly a *remove curse* cast by a high level magic-user).

The reverse of this spell, *curse*, causes a misfortune or penalty to affect the recipient. Curses are limited only by the caster's imagination, but if an attempted curse is too powerful, it may return to the caster (DM's discretion)! Safe limits to curses may include: -4 penalty on Hit rolls; -2 penalty to all Saving Throws; prime requisite reduced to ½ normal. The victim may make a Saving Throw vs. Spells to avoid the *curse*.

### Wall of Fire

Range: 60'

Duration: Concentration

Effect: Creates 1200 square feet of fire

This spell creates a thin vertical wall of fire of any dimensions and shape, determined

by the magic-user, totalling 1,200 square feet (for example, 10' x 120', 20' x 60', 30' x 40', etc.). The wall is opaque and will block sight. Creatures of less than 4 Hit Dice cannot break through the wall. Creatures of 4 HD or more can break through, but take 1-6 points of damage in the process. Undead and cold-using creatures (white dragons, frost giants, etc.) each take double damage while breaking through. The wall cannot be cast in a space occupied by another object. It lasts as long as the caster concentrates on it, without moving.

### Wizard Eye

Range: 240'

Duration: 6 turns

Effect: Creates movable invisible eye

This spell creates an invisible eye through which the caster can see. It is the size of a real eye and has infravision (60' range). The *wizard eye* floats through the air at up to 120' per turn, but will not go through solid objects nor move more than 240' away from the caster. The magic-user must concentrate to see through the eye.

## Fifth Level Magic-user Spells

### Animate Dead

Range: 60'

Duration: Permanent

Effect: Creates zombies or skeletons

This spell allows the caster to make animated skeletons or zombies from normal skeletons or dead bodies within range. These animated undead creatures will obey the magic-user until they are destroyed by a cleric or a *dispel magic* spell. For each level of the magic-user, one Hit Die of undead may be animated. A skeleton has the same Hit Dice as the original creature, but a zombie has one Hit Die more than the original. Character levels are not counted (the remains of a 9th level thief would be animated as a zombie with 2 HD). Animated creatures do not have any spells, but are immune to *sleep* and *charm* effects and poison.

### Cloudkill

Range: 1'

Duration: 6 turns

Effect: Creates a moving poison cloud

This spell creates a circular cloud of poisonous vapor, 30' across and 20' tall, which appears next to the magic-user. It moves away at the rate of 60' per turn (20' per

round) in any one direction (with the wind, if any; otherwise, in the direction chosen by the caster). This cloud is heavier than air and will sink when possible (going down holes, sliding downhill, etc.). The cloud will be destroyed if it hits trees or other thick vegetation. If cast in a small area (such as in a 10' tall dungeon corridor), the cloud may be of smaller than normal size.

All living creatures within the cloud take 1 point of damage per round. Any victim of less than 5 Hit Dice must make a Saving Throw vs. Poison or be killed by the vapors.

### Conjure Elemental

Range: 240'

Duration: Concentration

Effect: Summons one 16 HD elemental

This spell allows the caster to summon any one elemental (AC: -2, HD: 16, Damage: 3-24; see page 49). Only one of each type of elemental (earth, air, fire, water) may be summoned in one day. The elemental will perform any tasks within its power (carrying, attacking, etc.) as long as the caster maintains control by concentrating. The caster cannot fight, cast other spells, or move over half normal speed, or the control is lost. If control is lost, it cannot be regained. An uncontrolled elemental will try to slay its summoner, and may attack anyone in its path while pursuing him. A controlled elemental may be returned to its home plane simply by concentration. An uncontrolled elemental may also be sent back by the use of a *dispel magic* or *dispel evil* spell.





**Hold Monster\***

Range: 120'  
 Duration: 6 turns + 1 turn per level of the caster  
 Effect: Paralyzes 1-4 creatures

This spell has an effect identical to that of a *hold person* spell, but will affect any living creature (not undead). Each victim must make a Saving Throw vs. Spells or be paralyzed. The spell may be cast at a single creature or a group. If cast at a single creature, a -2 penalty applies to the Saving Throw. If cast at a group, it will affect 1-4 creatures (the magic-user's choice), but with no penalties.

The reverse of this spell, *free monster* removes the paralysis of up to 4 victims of *hold person* or *hold monster* spells. It has no other effect.

**Magic Jar**

Range: 30'  
 Duration: See below  
 Effect: Possess one body

This spell causes the caster's body to fall into a trance, while the caster's life force is placed in an inanimate object (*magic jar*) within range. From this object (a gem or vial, for example), the caster's life force may attempt to possess any one creature within 120' of the *magic jar*. If the victim makes a successful Saving Throw vs. Spells,

the possession fails and the caster may not try to possess that victim again for one turn. If the victim fails the Saving Throw, the creature's body is possessed and is under the caster's control. The life force of the possessed victim is placed into the *magic jar*.

The caster may cause the body to perform any normal actions, but not special abilities (similar to a *polymorph self* effect). A *dispel evil* spell will force the magic-user's life force out of the possessed body and back into the *magic jar*. When the magic-user returns to his or her real body, the spell ends.

If the possessed body is destroyed, the victim's life force dies, and the caster's life force returns to the *magic jar*. From there the caster may try to possess another body or return to the original body. If the *magic jar* is destroyed while the caster's life force is within it, the caster is killed. If the *magic jar* is destroyed while the caster's life force is in a possessed body, the life force is stranded in that body. If the caster's original body is destroyed, his life force is stranded in the *magic jar* until the caster can possess another body! The possession of another's body is a Chaotic act.

**Pass-Wall**

Range: 30'  
 Duration: 3 turns  
 Effect: Creates a hole 10' deep

This spell causes a hole 5' diameter, 10' deep to appear in solid rock or stone only. The stone reappears at the end of the duration. The hole may be horizontal or vertical.

**Teleport**

Range: 10'  
 Duration: Instantaneous  
 Effect: Transports one creature with all equipment

This spell instantly transports the magic-user or other recipient to any unoccupied ground-level destination on the same plane of existence! An unwilling victim may make a Saving Throw vs. Spells to avoid the effect. The recipient arrives at the destination with all equipment carried. The destination may not deliberately be one known to be occupied by a solid object, or above ground level. The chance of arriving safely depends on how carefully the caster has studied the area. Any creature teleporting into a solid object is instantly killed.

Knowledge of Destination			Result
Casual	General	Exact	
01-50	01-80	01-95	Success
51-75	81-90	96-99	Too High
76-00	91-00	00	Too Low

"Casual Knowledge" means that the caster has been there once or twice, or is visualizing the aiming point from descriptions or magical means. General knowledge means the caster has been to the area often, or has spent several weeks studying the area magically (via *crystal ball*, etc.). Exact knowledge means the caster has made a highly detailed personal study of the landing point.

For each *teleport*, the DM rolls d%. If the result is other than "Success," the recipient arrives 10-100 (1d10x10) feet above or below the desired destination. If "Too High," the recipient falls, taking damage on impact (1-6 points of damage per 10' fallen). If the result is "Too Low," death occurs unless a vacant area (such as a cave or dungeon) lies conveniently at that point.

**Wall of Stone**

Range: 60'  
 Duration: Special  
 Effect: Creates 1000 cubic feet of stone

This spell creates a vertical stone wall exactly 2' thick. Any dimensions and shape may be chosen by the caster, but the total area must be 500 square feet or less (10' x 50', 20' x 25', etc.), and the entire wall must be within 60' of the caster. The wall must be created so as to rest on the ground or similar support, and cannot be cast in a space occupied by another object. It lasts until dispelled or physically broken.

**Sixth Level Magic-user Spells**

**Anti-Magic Shell**

Range: 0 (Caster only)  
 Duration: 12 turns  
 Effect: Personal barrier which blocks magic

This spell creates an invisible barrier around the magic-user's body (less than an inch away). The barrier stops all spells or spell effects, including the caster's. The caster may destroy the shell at will; otherwise, it lasts until the duration ends. Except for a *wish*, no magical power (including a *dispel magic* spell) can cancel the barrier.

## Character Classes — Human

### Death Spell

Range: 240'  
Duration: Instantaneous  
Effect: Slays 4-32 Hit Dice of creatures within a 60' x 60' x 60' area

This spell will affect 4-32 Hit Dice of living creatures within the given area. Normal plants and insects are automatically slain, and those with no hit points are not counted in the total affected. Undead are not affected, nor are creatures with 8 or more Hit Dice (or levels of experience). The lowest Hit Dice creatures are affected first. Each victim must make a Saving Throw vs. Death Ray or be slain.

### Disintegrate

Range: 60'  
Duration: Instantaneous  
Effect: Destroys one creature or object

This spell causes one creature or non-magical object to crumble to dust. A victim may make a Saving Throw vs. Death Ray to avoid the effect. (Examples: A dragon, a ship, or a 10' section of wall may be disintegrated.) The spell does not affect magic items or spell effects.

### Geas\*

Range: 30'  
Duration: Until completed or removed  
Effect: Compels one creature

This spell forces a victim either to perform or avoid a stated action. *For example*, a character may be geased to bring back an object for the caster; to eat whenever the chance arises; or to never reveal certain information. The action must be possible and not directly fatal or else the *geas* will return and affect the caster instead! The victim may make a Saving Throw vs. Spells to avoid the effect. If the victim ignores the *geas*, penalties (decided by the DM) are applied until the character either obeys the *geas* or dies. Suitable penalties include minuses in combat, lowered ability scores, loss of spells, pain and weakness, and so forth. *Dispel magic* and *remove curse* spells will not affect a *geas*.

The reverse of this spell, *remove geas*, will rid a character of an unwanted *geas* and its effects. However, if the caster is a lower level than the caster of the original *geas*, there is a chance of failure (5% per level difference).

### Invisible Stalker

Range: 0 (Caster only)  
Duration: Until mission is accomplished  
Effect: Summons one creature

This spell summons an *invisible stalker* (page 52), which will perform one task for the caster. The creature will serve whatever the time or distance involved, until the task is completed or until the creature is slain. A *dispel evil* spell will force the creature to return to its home plane.

### Lower Water

Range: 240'  
Duration: 10 turns  
Effect: Cuts depth to 1/2 normal

This spell will affect an area up to 10,000 square feet, as noted above. If cast around a boat or ship, the vessel may become stuck. At the end of the duration, the sudden rush of water filling the "hole" will sweep a ship's deck clear of most items and cause 21-32 (1d12 + 20) points of hull damage.

### Projected Image

Range: 240'  
Duration: 6 turns  
Effect: Creates one image

This spell creates an image of the caster up to 240' away which will last without concentration. The *projected image* cannot be distinguished from the original except by touch. Any spell cast will seem to come from the image, but the caster must still be able to see the target. Spells and missile attacks will seem to have no effect on the image. If touched or struck by a hand-to-hand weapon, the image disappears.

### Stone to Flesh\*

Range: 120'  
Duration: Permanent  
Effect: One creature or object

This spell turns any one statue (or quantity of stone up to 10' x 10' x 10') to flesh. It is usually used to restore a character turned to stone (by gorgon breath, for example).

The reverse of this spell, *flesh to stone*, will turn one living creature, including all equipment carried, to stone. The victim may make a Saving Throw vs. Turn to Stone to avoid the effect.





### Thief

Thieves may advance to 36th level. When 4th level (Burglar) is reached, a thief gains an 80% chance to read any normal writing or language (including simple codes, dead languages, treasure maps, and so on, but not magical writings) in addition to the usual Thief abilities. If the attempt to read a piece of writing fails, the thief must gain at least one level before trying to read it again.

At 10th level, a thief gains the ability to cast magic-user spells from spell scrolls. However, there is a 10% chance that the spell will backfire, creating an unexpected result, because of the thief's imperfect understanding of magical writings. This ability only allows thieves to cast spells from existing magic scrolls, not to write their own.

Thieves may not build strongholds or castles like other characters. However, upon reaching Name level, a thief may construct a hideout (a fortified house in a city, a cave network, etc.). A thief who has constructed a hideout will attract 2-12 apprentice (1st level) thieves, who come to learn from a master. These will generally (though not always) be loyal, but will not be replaced by others if they die or leave. At this point, a player character thief may want to consider setting up a Thieves' Guild (the details of this are given in the D&D Companion Set).

### THIEF SAVING THROWS

Level:	1-4	5-8	9-12	13-16
Death Ray or Poison	13	11	9	7
Magic Wands	14	12	10	8
Paralysis or Turn to Stone	13	11	9	7
Dragon Breath	16	14	12	10
Rod/Staff/Spell	15	13	11	9

### THIEF EXPERIENCE TABLE

Level	Title	XP
1	Apprentice	0
2	Footpad	1,200
3	Robber	2,400
4	Burglar	4,800
5	Cutpurse	9,600
6	Sharper	20,000
7	Pilferer	40,000
8	Thief	80,000
9	Master Thief	160,000
10*	10th Level Master Thief	280,000
11*	11th Level Master Thief	400,000
12*	12th Level Master Thief	520,000
13*	13th Level Master Thief	640,000
14*	14th Level Master Thief	760,000

\*Constitution adjustments no longer apply.

**Hit Dice:** 1d4 per level, 9d4 maximum; +2 hit points per level thereafter.

### THIEVES' ABILITIES TABLE

Level	Open Locks	Remove Traps	Pick* Pockets	Move Silently	Climb Sheer Surfaces	Hide in Shadows	Hear Noise**
1	15	10	20	20	87	10	1-2
2	20	15	25	25	88	15	1-2
3	25	20	30	30	89	20	1-3
4	30	25	35	35	90	25	1-3
5	35	30	40	40	91	30	1-3
6	45	40	45	45	92	35	1-3
7	55	50	55	55	93	45	1-4
8	65	60	65	65	94	55	1-4
9	75	70	75	75	95	65	1-4
10	85	80	85	85	96	75	1-4
11	95	90	95	95	97	85	1-5
12	96	95	105***	96	98	90	1-5
13	97	97	115***	98	99	95	1-5
14	99	99	125***	99	99	99	1-5

\*The chance of success is reduced by 5% for every level of the victim above 5th. Thus, a 7th level thief picking the pocket of a 10th level fighter would have a 30% chance of success (55 - 25 = 30).

\*\*Roll 1d6 to determine if successful.

\*\*\*Once a thief reaches 12th level, the pockets of low-level characters may be picked "automatically." However, the DM should allow a 1% minimum chance of failure, regardless of the thief's level.



## Character Classes — Demi-Human

### Elf

An elf may only advance to 10th level. However, this is balanced by the elf's special abilities, especially the combination of fighting and spell casting. This combination makes an elf far more powerful than a human of the same level. Elves only hire elves as mercenaries, although specialists and retainers of any race may be employed. An elf may "set" a spear against charge attacks, and (when mounted) may charge with a lance, as described under "Fighter" (page 10).

When Name (9th) level is reached, an elf may build a special kind of stronghold deep in the forest. This stronghold must pleasingly blend with its surroundings, usually a natural site of great beauty. Typical locations are the tops of great trees, on the edges of quiet vales, or behind rushing waterfalls. Because of the effort to beautify the work, the structure costs as much as similar work if made of stone.

When the stronghold is completed, the character will develop a friendship with the animals of the forest (birds, rabbits, squirrels, foxes, bears, etc.). All normal animals within 5 miles of the stronghold will be friendly toward the elves dwelling there. Animals will be able to warn of approaching strangers, carry news of events, deliver short messages to nearby places, etc. In return for these services, the animals will expect help and protection from the elves.

Elven families live in Clans. See page 22 for more information.

DWARF SAVING THROWS				
Level:	1-3	4-6	7-9	10-12
Death Ray or Poison	8	6	4	2
Magic Wands	9	7	5	3
Paralysis or Turn to Stone	10	8	6	4
Dragon Breath	13	10	7	4
Rod/Staff/Spell	12	10	8	6

ELF SAVING THROWS				
Level:	1-3	4-6	7-9	10
Death Ray or Poison	12	10	8	6
Magic Wands	13	11	9	7
Paralysis or Turn to Stone	13	11	9	7
Dragon Breath	15	12	9	6
Rod/Staff/Spell	15	12	9	6

### Dwarf

Dwarves are only able to attain 12th level at most. However, this is balanced by the dwarf's special abilities, such as infravision, detection abilities, and better saving throws. Twelfth level dwarves are formidable fighters. A dwarf may "set" a spear against charge attacks, and (when mounted) may charge with a lance, as described under "Fighter" (page 10).

When a dwarf reaches Name level, he may build a stronghold. It must be an underground cavern complex located in either mountains or hills. The character may hire only dwarven mercenaries, but specialists and retainers of other races may be hired.

Dwarven families are organized in Clans. See page 22 for more information on Clans.

DWARF EXPERIENCE TABLE		
Level	Title	XP
1	Dwarven Veteran	0
2	Dwarven Warrior	2,200
3	Dwarven Swordmaster	4,400
4	Dwarven Hero	8,800
5	Dwarven Swashbuckler	17,000
6	Dwarven Myrmidon	35,000
7	Dwarven Champion	70,000
8	Dwarven Superhero	140,000
9	Dwarven Lord	270,000
10*	10th Level Dwarven Lord	400,000
11*	11th Level Dwarven Lord	530,000
12*	12th Level Dwarven Lord	660,000

\*Constitution adjustments no longer apply.

**Hit Dice:** 1d8 per level, 9d8 maximum; +3 hit points per level thereafter.

ELF EXPERIENCE TABLE									
Level	Title	XP	Spells/Level						
			1	2	3	4	5	6	
1	Veteran Medium	0	1	—	—	—	—	—	—
2	Warrior Seer	4,000	2	—	—	—	—	—	—
3	Swordmaster Conjurer	8,000	2	1	—	—	—	—	—
4	Hero Magician	16,000	2	2	—	—	—	—	—
5	Swashbuckler Enchanter	32,000	2	2	1	—	—	—	—
6	Myrmidon Warlock	64,000	2	2	2	—	—	—	—
7	Champion Sorcerer	120,000	3	2	2	1	—	—	—
8	Superhero Necromancer	250,000	3	3	2	2	—	—	—
9	Lord Wizard	400,000	3	3	3	2	1	—	—
10*	10th Level Lord Wizard	600,000	3	3	3	3	2	—	—

\*Constitution adjustments no longer apply.

**Hit Dice:** 1d6 per level, 9d6 maximum; +2 hit points at 10th level.

# Weapons and Equipment

## Halfling

Halflings may only advance to 8th level. This is balanced by their special abilities in woodlands, better saving throws, and combat bonuses.

In combat, a halfling may "set" a spear against charge attacks, as described under "Fighter" (page 10). However, halflings are too small to properly wield a lance from horseback. A halfling may build a stronghold whenever the expense can be withstood (page 27), regardless of the level of the character. The stronghold will attract a whole community of other halflings if constructed in a place suited to their preferences.

This section includes lists of equipment and weapons that may be purchased in town. Average prices and encumbrance are listed with each item. At the DM's discretion, the price of an item may vary from town to town depending on how available an item is. Following the lists are explanations of how most items are used.

WEAPONS		
Item	Cost in gp	Encumbrance
<b>Axes:</b> Battle Axe (2-handed)	7	60
Hand Axe	4	30
<b>Bows:</b> Cross w/ 30 quarrels (+ case)	30	50
Long Bow	10	a*
Short Bow	40	30
20 arrows (quiver)	25	20
Silver-tipped arrow	5	a*
<b>Catapult, Light</b>	5	a*
Normal Shot	150	1000 b*
Pitch Shot	5	30 b*
<b>Daggers:</b> Normal	25	30 b*
Silver	3	10
<b>Swords:</b> Short	30	10
Normal	7	30
Two-handed	10	60
<b>Other weapons:</b>	15	100
Mace	5	30 c*
Club	3	50 c*
Javelin	1	20
Lance	10	180
Pole Arm (2-handed)	7	150
Sling (+30 stones)	2	20 c*
Spear	3	30
Staff (2-handed)	2	20 c*
War Hammer	5	50 c*

## ARMOR

Item	AC	Cost	Encumbrance
Barding (for horses)	5	150	600
Chain Mail Armor	5	40	400
Leather Armor	7	20	200
Plate Mail Armor	3	60	500
Shield	(-1)*	10	100

\*Subtract 1 from AC if a shield is used.

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

Halflings prefer to live in pleasant areas of fair countrysides near rolling hills and gentle streams. When not working or adventuring, halflings will spend most of their time eating, drinking, talking with

HALFLING EXPERIENCE TABLE		
Level	Title	XP
1	Halfling Veteran	0
2	Halfling Warrior	2,000
3	Halfling Swordmaster	4,000
4	Halfling Hero	8,000
5	Halfling Swashbuckler	16,000
6	Halfling Myrmidon	32,000
7	Halfling Champion	64,000
8	Sheriff	120,000

friends, and relaxing. Their communities are called Shires, and their recognized spokesman is called a Sheriff.

Halfling families live in Clans. See page 22 for more information.

## LAND TRANSPORT

Item	Cost in gp	Capacity
Camel	100	3,000/6,000 d*
Cart (2 wheels)	100	4,000/8,000 e*
Horses: Draft	40	4,500/9,000 d*
Riding	75	3,000/6,000 d*
War	250	4,000/8,000 d*
Mule	30	3,000/6,000 d*
Saddle and Bridle	25	200 (Enc 300) f*
Saddle Bags	5	800 (Enc 100) f*
Wagon (4 wheels)	200	15,000/25,000 e*

## WATER TRANSPORT

Item	Cost in gp	Capacity
Boat, River	4,000	40,000
Boat, Sailing	2,000	20,000-40,000
Canoe	50	6,000 g*
Galleys: Large	30,000	60,000
Small	10,000	40,000
War	60,000	80,000
Lifeboat, Ship's	1,000	15,000
Longship	15,000	30,000
Raft	1 gp/sq ft	100/50 h*
Sailing Ships:		
Large	20,000	300,000
Small	5,000	100,000
Troop Transport	40,000	600,000

See page 43 for all details on Water Transport details and adventures.

NORMAL EQUIPMENT		
Item	Cost in gp	Encumbrance
Backpack	5	20
Garlic	5	1
Grappling Hook	25	80
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
Oil (1 flask)	2	10
Pole, Wooden (10' long)	1	100
Rations, Iron	15	70
Rations, Standard	5	200
Rope (50' length)	1	50
Sack, small	1	1
Sack, large	2	5
Stakes (3) and Mallet	3	10
Thieves' Tools	25	10
Tinder Box	3	5
Torches (6)	1	120 (20 each)
Waterskin (1 quart)	1	5
Wine (1 quart)	1	30
Wolfsbane (1 bunch)	10	1
<b>Capacities:</b> Backpack	400 cn	
Sack, small	200 cn	
Sack, large	600 cn	

## \*Notes on all Equipment Lists:

- Ammunition is included in encumbrance.
- Encumbrance is for mules or horses towing the wheeled catapult. Shot is carried on the catapult "wagon."
- This weapon is permitted for clerics.
- Figures are: maximum capacity for normal movement/and capacity for half normal movement.
- Capacity varies with number of horses; cart = 1 or 2 horses, wagon = 2 or 4; mules may be used, 2 mules = 1 horse.

- Encumbrance (Enc) is for empty item; add for items carried, to capacities given. Total of saddle plus saddlebags is 400 cn encumbrance, 1,000 cn capacity.
- Encumbrance is 1,000 cn if carried by one person, 300 cn each for 2 persons.
- Capacity figures are for purchased vs. made by characters.

# Adventuring

**Backpack:** Used to carry equipment on back. The shoulder straps leave the character's hands free for other actions.

**Barding:** Armor for horses, made of leather and metal plates giving an Armor Class of 5.

**Cart:** Pulled by 1-2 draft horses or by mules (2 mules = 1 horse). Movement rate 60' per turn. Capacity 4,000 cn with a single horse, 8,000 cn with two. Cannot travel through desert, forest, mountain, or swamp except by road.

**Catapult, light:** This is a "siege engine," a large slingshot-like device that throws burning pitch or rocks. For land travel, it is mounted on a small wheeled wagon, and is towed by horses or mules. It cuts the normal movement rate of a wagon (based on terrain) by half. The 1,000 cn encumbrance value is divided among those towing it. When used on ships, the same encumbrance value is used, but the item is mounted directly on the vessel.

**Grappling Hook:** A large 3- or 4-pronged hook, made of specially hardened iron, used to anchor a rope.

**Hammer (small):** Needed for pounding iron spikes into a wall or floor.

**Holy Symbol:** A sign or symbol of a cleric's beliefs. Used in Turning undead.

**Holy Water:** Water made holy by a high level cleric (NPC). It will cause damage to undead monsters.

**Iron Spikes:** Used to wedge doors open or shut, or to anchor a rope.

**Lantern:** Casts light in a 30' radius, burning 1 flask of oil in four hours (24 turns). May be shuttered against wind.

**Mirror:** Used to look around corners safely, or to defend against a "gaze" attack. When a character uses a mirror to watch an opponent, a -2 penalty to the Hit roll applies, and the character cannot use a shield. The area must be lit for the mirror to be effective.

**Oil flask:** Burned, in a lantern, for light. It also may be thrown as a missile weapon, or poured out and ignited to delay pursuit.

**Pole, wooden:** 10' long. A 2" thick pole, useful for poking piles of rags, pools, etc.

**Rations, Iron:** Preserved food for one person for one week.

**Rations, Standard:** Unpreserved food for one person for one week. Sometimes thrown to monsters to delay pursuit.

**Rope (50' length):** A heavy climbing rope that can support 3 fully loaded humans.

**Sack, Large:** A burlap, leather, or cloth bag, usually 2' x 4'.

**Sack, Small:** Similar to large sack, 1' x 2'.

**Saddle:** Leather and wooden saddle with metal fastenings, assumed to include blanket, bridle and bit, and stirrups.

**Saddle Bag:** Long leather, two pocket sack; lays across mount, behind saddle.

**Stakes and Mallet:** Three large (18") wood stakes plus a wooden mallet. Useful for destroying vampires.

**Thieves' Tools:** Required for picking locks.

**Tinderbox:** Flint, steel, and tinder (wood shavings). Needed to start fires (torches, lanterns, etc.). To use, roll 1d6; succeeds on a result of 1-2. May be tried once per round.

**Torch:** Casts light in 30' radius. Burns for 1 hour (six turns).

**Wagon:** Pulled by 2 or 4 draft horses (or mules; 2 mules = 1 horse). Movement rate 60' per turn. Capacity 15,000 cn with two horses, 25,000 with four. Cannot travel through desert, forest, mountain, or swamp except by road.

**Waterskin/wineskin:** Leather or preserved animal bladder. Capacity: 1 quart. Encumbrance is when filled; 5 cn otherwise.

**Wolvesbane:** An herb; dried and used to drive off lycanthropes.

## Adventuring

In the DUNGEONS & DRAGONS Basic rules, your characters could travel directly to the dungeon without difficulty or danger. But now dangers await you in the wilderness and you must make more choices before adventuring. Your characters must decide where to go and what supplies they will need. You must decide the marching order for overland travel, and organize guard watches for the night.

### Starting Out

Before journeying into the wilderness, use the following guideline to organize the party and plan the journey:

1. **Decide where to go:** choose a goal for the adventure.
2. **List the needed supplies:** prepare the party for the journey to the goal.
3. **Equip the party:** buy the equipment you will need, as a group, to reach the goal.
4. **Set a marching order:** arrange the characters to face combat and surprise situations.

### Mapping

You should make a map of the areas you explore. Use "hex paper" to map, instead of the graph paper used in dungeon exploring. You can normally map only the hexagon through which you pass, but this may vary with terrain as one can see farther on top of a mountain than in a valley.

As your characters move through each "hex" of wilderness, you will discover general terrain features (forest, mountains, lakes, etc.) and signs of civilization (roads, cities, castles, farms, and the like). You will not learn anything about local residents unless you stop and spend extra time there.

### Becoming Lost

Unless the party is following a known path, or moving along a river or coastline, or toward a visible terrain feature, they may become lost. You will discover this as you move. The DM will keep track of your actual position and direction of movement. If lost, you may try to find the right di-

rection, backtrack, or find recognizable terrain features.

### Scale

Unlike dungeons, the basic measure of wilderness distance is the yard. One yard equals three feet. In the wilderness it is easier to move quickly; there is more open terrain, the lighting is better, and less caution is necessary. The dungeon movement rate number is also used for outdoor movement, but the number is read as yards instead of feet. For example, a character who could move 90' per turn in a dungeon could move 90 yards per turn outdoors. The distance moved in a combat round is also read as yards.

Missiles and spell ranges are also read as yards in the wilderness.

**THE AREA AFFECTED BY A SPELL IS NOT READ AS YARDS.** Thus, a *fire ball* spell cast in the wilderness would have a range of 240 yards, but still affect an area 40 feet in diameter.

## Movement Rates

To find the distance traveled in a day, divide the normal movement rate per turn by 5. The result is the number of miles traveled in a normal day. For example, a man who moves 90' per turn in a dungeon can travel 18 miles in a day ( $90 \div 5 = 18$ ). The slowest movement rate in a party determines the distance traveled by a party. If characters are mounted, movement is calculated in the same manner. For example, if all characters are riding lightly encumbered war horses (180' per turn), the party may cover 36 miles per day ( $180 \div 5 = 36$ ).

Terrain (the features of the land being explored) affects the rate of travel. Though it makes no difference to the combat round or the 10 minute turn, the terrain may increase or decrease the number of miles moved per day. Your Dungeon Master will tell you how far you travel each day, based on your mounts (if any), the terrain, and any encounters you have (which can greatly slow progress).

**Forced march:** If necessary, you may increase the number of miles traveled in a day by using a *forced march*. If you use this option, the characters move 50% further than the normal day's movement (24 miles per day increases to 36, 36 increases to 54, and so forth). However, the whole day after the forced march must be spent resting.

Pursuit speed in the wilderness is equal to 3 times normal speed per round. For example, a war horse (60' per round) may pursue or flee at a maximum rate of 180' per round. Such speed may only be maintained for short periods of time and requires rest immediately afterward.

## Obstacles to Movement

Traveling in the wilderness, whether by land, water or air, is not always easy as there are often features or events that will present delays or obstructions. These may include unfordable rivers, massive cliffs, snowbound passes, rapids, sandbars, waterfalls, dense forests, or vile and treacherous moors or swamps. Flying may be affected by thunderclouds, strong winds, fog, or mountains too high to fly over.

## Special Wilderness Travel

**Water:** For waterborne traveling, whether on a river or near a coast, your characters might be able to buy a water craft or buy passage on a trade ship. Your DM will tell you if such things are available, but your characters must investigate the costs and other requirements.

**Air:** Some characters may gain the ability to fly by using magic spells or items. You might even be lucky enough to get a flying mount, such as a hippogriff or pegasus. Air travel is easier and faster than other types. When flying, the character may travel twice the normal distance per day (for example, a *broom of flying* moves at 240'/turn with one rider, or 96 miles/day). Furthermore, terrain can often be ignored.

## Food

Be sure to bring enough standard or iron rations for everyone's use for the whole trip, plus up to 50% extra. If you are greatly delayed (by weather, for example) you might run out of food. Whenever you are in fields, forest, or mountains (but not in swamp or ocean), you may either Forage or Hunt to get more food.

**Foraging:** Your characters may forage while traveling, by slowing their movement rate to  $\frac{2}{3}$  normal. You cannot forage while on a forced march. Foraged food includes nuts, berries, and possibly small game. You usually have a 1 in 3 chance of finding enough food to survive. Your DM may modify this due to the terrain, and will make all the necessary rolls.

**Hunting:** If you spend a day without moving, normal foraging is automatically successful, and you might (1 in 4) encounter some animals which may be hunted for additional food. Days spent in a forced march or resting cannot be spent hunting.

If they run out of food, your characters will face hunger — needing more rest, traveling slower, being penalized on Hit rolls, and gradual loss of hit points and eventual death from starvation.

## Rest

Characters or mounts must rest one full day for every six days they spend traveling. Rest may also be required after evading monsters. Those who do not rest have a -1 penalty on Hit rolls and damage rolls until they do rest.

## Encumbrance (Optional Expert System)

In the D&D Basic Set, a simple total encumbrance was based on the type of armor worn. With Expert rules, the same movement rates are used, but the system for finding the total encumbrance is more detailed.

Instead of using an estimate for the encumbrance, you may calculate the exact weight carried by your character.

1. Do *not* use the Basic encumbrance figures given in the D&D Basic Set (300 cn for leather or no armor, 700 cn for metal armor). Instead, add the encumbrance of each item normally carried for adventuring, to find the total Normal Encumbrance. Use this total to find the character's movement rate, according to the following chart.
2. Add encumbrance whenever any treasure or items found are picked up, and keep track of the character's current encumbrance.
3. Make any other modifications as needed — when special items are purchased and carried, or when certain items are left home, unused on a particular adventure. Be sure to make adjustments when new armor or weapons are purchased.

### CHARACTER MOVEMENT RATES AND ENCUMBRANCE

Encumbrance	Normal Speed	Encounter Speed	Running Speed
	Feet per turn	Feet per round	
up to 400 cn	120	40	120
401-800 cn	90	30	90
801-1200 cn	60	20	60
1201-1600 cn	30	10	30
1601-2400 cn	15	5	15
2401 or more	0	0	0

### ENCUMBRANCE OF TREASURES

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

Note that the encumbrance of an item is *not* always the same as its actual weight, it includes how awkward the item is to carry. A 10' wooden pole, for example (encumbrance 100 cn), weighs about 40 cn but cannot be as easily carried as 40 coins.



# Dungeon Masters' Section

If you play, but do not DM —  
STOP READING HERE!  
Welcome,  
Dungeon Masters!

---

## Procedures

The following procedures are covered in this section:

- Clans (Demi-human)
- Climbing
- Combat (Special Types)
- Construction Details
- Experience Points for Monsters
- Followers (for Name Level Characters)
- Mercenaries
- Mixing Character Levels
- NPC Parties
- Overusing Dice
- Research (Magic Spells and Items)
- Specialists
- Spell Books, Lost
- Strongholds
- Swimming
- Taxes
- Wishes

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## Clans

The demi-human races of dwarves, elves, and halflings have a different way of life than humans. They usually live longer, have a stricter way of life, and find security in large family groups called Clans.

A Clan may include several hundred demi-humans! The head of the Clan is always the oldest member, male or female.

Day-to-day tasks are usually done by those best suited to do them. Unlike many human communities, few demi-humans are lazy; everyone has a job, with clan duties and responsibilities, and "goofing off" is nearly unthinkable!

Many other aspects of demi-human family life (such as marriage customs, moiety, industry, clan-to-clan relations, and so forth) may be developed as needed. Your local library should have several books on human clans, which can be used for guidelines. See **Followers** and **Strongholds** for additional information.

### Demi-Human preferences:

Elves and dwarves don't usually like each other. This dislike usually surfaces as verbal battles, rather than physical. Both get along fairly well with halflings. All demi-humans cooperate with humans; though men can be dangerous, they are also trustworthy and have many good points (as short-lived races go).

## Climbing

Thieves (and *only* thieves) have the special ability to climb sheer surfaces. But many

situations can arise where some easier form of climbing is desired — up a tree, steep hill, wall with handholds, etc.

Generally, any characters in metal armor will not be able to climb well. Characters in leather or no armor should be able to climb easily, with only a slight chance of falling. In situations where "normal" climbing might be attempted, first decide on a base chance of success. *For example*, if characters seek to spend a night in a tree with many overhanging branches, there might be an 18 in 20 chance of successful climbing by unarmored characters. Modify that chance for those in chain mail armor (perhaps to 11 in 20) to those in plate mail armor. You may wish to use a character's Dexterity or Strength scores to find the chance of falling; success might be indicated by rolling an ability score or less, using 1d20, 3d6, 4d6, or some other means.

Whatever chances you decide to use, make a note of them so they may be applied equally and fairly in future games. Remember that a falling character takes 1-6 points of damage for each 10' fallen. But it should be very unlikely for an adventurer, however weak, to be killed by falling out of a tree.

## Combat (Special Types)

Normal combat procedures are given in the D&D Basic booklets.

**Aerial Combat:** In aerial combat, the creature highest in the air usually has an advantage. (The DM may want to record on paper the altitude of each creature.) Speed is also very important. Steadiness is needed to cast spells or fire missiles in aerial combat. A *fly* spell and a flying carpet provide steady support, but a mount that flies by flapping its wings is definitely not steady! Most magic items do not require steady support for proper use.

Missiles fired from an unsteady or moving position have a -4 penalty to Hit rolls.

Certain flying creatures may also make a "swoop" attack (explained on page 45) on any opponent at a lower altitude. This attack, if successful, causes double damage.

**Unarmed Combat:** Characters who engage in combat without a weapon (for whatever reason) inflict 1 point of damage per hit, plus any strength adjustments. A normal Hit roll is used. All standard combat rules also apply.

**Mass Land Combat:** Large-scale battles are beyond the scope of these rules; role playing is often neglected in such situations. Miniatures rules from TSR, such as **CHAIN-MAIL**, are recommended, and should be available at your local hobby shop.

Large-scale battles often involve siege engines (catapult, ballista, etc.). Details on their use are given in the D&D Companion Set; catapults may be used on ships, as described on page 44 of this set.

**Naval Combat:** Naval combat between small water craft usually starts with missile fire and magic. When the boats are close enough, the enemy craft is grappled and boarded. See "Waterborne Adventuring".

**Underwater Combat:** Some items and spells permit underwater adventuring. While submerged, combat with most missile fire is not normally possible because of currents, though crossbows may be used. Damage and Hit rolls should be penalized at the DM's discretion, except those of creatures who live in the water.

**Bombing:** Rocks and other items may be dropped from an altitude of 300' or less, using a Hit roll of 16 or better (regardless of the target's normal AC). The damage

depends on the size of the flyer; for example, if a man could be carried, the flyer may instead carry enough rocks to cause 2-12 points of damage to all within a 10' x 10' area (one Hit roll per victim).

## Construction Details

Before building a castle or stronghold, the character must meet the basic requirements. See Strongholds for more information. When ready, the character must first clear the local area (map hex) of monsters. The character enters the area with a force of men, and fights or negotiates with any monsters in the area.

When the area is clear, the player draws a complete map of the stronghold to be built, using the following details. After the DM reviews the plans (sometimes suggesting changes), an engineer must be found and hired, and the construction begins.

All cleared areas will remain free of monsters as long as they are patrolled. Patrols often range up to 18 miles from the castle or stronghold, but jungles, swamps, and mountains require a garrison be built every 6 miles to keep the area clear. Additional area may be cleared and settled.

Settlers can be attracted to cleared areas if money is spent on improvements (inns, mills, boatyards, etc.) and advertising. These costs, and the number of settlers who move into the area, are the DM's decision. The settlers will pay **taxes** (10 gp per year per person is typical) for support, protection, and so forth.

**Castle Plans:** Castles and strongholds are expensive. The most common plan involves small buildings within a large outer wall, leaving room for future additions. The most basic needs are for Barracks to house hired fighters, a place for the character, and simple defenses, such as a small tower plus gatehouse. A full castle complex can easily cost over 250,000 gp!

When drawing castle plans, the most common error is failure to allow for thickness of walls. A castle's outside walls are about 10' thick, tower and gatehouse walls are about 5' thick, and stone house walls are about 1'-2' thick.

**Costs and Time:** The following costs for typical structures are average. The DM may adjust the amounts for special circumstances; a nearby dwarven mining town might supply plenty of stonework at lower cost or supplies might have to be brought in for a greater cost.

The time required for construction is one game day for every 500 gp spent. This assumes the land has already been cleared and prepared and all the materials are on hand. For every 100,000 gp (or less) in costs, one engineer must be hired.

Constructions in settled areas (such as a home, tavern, or barn of stone) cost about 40% of the given amounts. The costs for wooden structures in such areas are about 20% of those given. The DM may round off costs to the nearest convenient figure to make record keeping simple.

### CONSTRUCTION COST TABLE

Construction	Cost
Square Keep (60' base, 80' high)	75,0
Barbican (two 20' x 30' towers, gatehouse, drawbridge)	37,0
Round Towers: 30' base, 30' high	30,0
20' base, 30' high	15,0
Other Towers: Cost is normal until height equals width of base. Higher towers cost twice the normal amount. Towers may be no more than twice as high as their base width.	
Bastion (half-round tower; 30' base, 30' high)	9,0
Gatehouse (30' x 20' base, 20' high)	6,5
Castle Wall (100' long, 20' wide)	5,0
Other Walls: Cost is normal to 30' height, but double cost from 30' to 60' height (the maximum).	
Stone Building, Civilian (two-story, attic, 120' of wall, wooden doors, stairs, floors, and roof)	3,0
Wooden Building, Civilian (as above)	1,5
Dungeon Corridor (10' x 10' x 10', stone flagged)	5
Moat (10' deep, 100' long, 20' wide)	4

### Miscellaneous Costs:

Arrow Slit or Window	10 gp*
Bars (for window)	10 gp*
Door (3' x 7') wood	10 gp
reinforced	20 gp*
iron/stone	50 gp
secret	cost x 5
Floor (10' x 10'), wood	40 gp
flagstone/tile	100 gp*
Roof: same costs as floors	
Shifting Wall (10' x 10')	1000 gp
Shutters (window)	5 gp*
Stairs (3' x 10') wood	20 gp
stone	60 gp*
Trap Door (4' x 3')	cost x 2

\*These, plus internal walls and modest furnishings, can be assumed by adding 25% to the cost of the basic structure.

## Procedures

### Giving Experience Points

The following chart has been used to calculate all the XP values in the Monsters section. You should use it to find the XP award for monsters you design.

EXPERIENCE POINTS FOR MONSTERS DEFEATED		
Hit Dice	Base Value	Bonus per Asterisk
Under 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
8	650	550
9 to 10+	900	700
11 to 12+	1100	800
13 to 16+	1350	950
17 to 20+	2000	1150
21	2500	2000

For every Hit Die over 21, add 250 points to both the base value and bonus.

### Followers

Low-level NPCs will be attracted to serve any character building a stronghold.

**Clerics:** Once a castle is constructed, 50-300 loyal troops will come to help the cleric. All will be of the same alignment as the cleric. Most will be Normal Men, with Fighter leaders of up to 3rd level. Unlike all other NPC mercenaries, they require *no* pay, and never check Morale. The exact composition (number of archers, cavalry, etc.) and weapons carried are left for the DM to decide.

In addition to mercenary troops, the cleric may attract other low-level clerics to serve the church. As with castle construction, these will be sent by the cleric's original church — 1-6, if the character has been well-played; none if some alignment punishment has been needed. These clerics will be of 1st-3rd level, and of the same alignment as the cleric.

**Demi-Humans:** When a stronghold is built, the character will gain help from the Clan. If no stronghold existed for that Clan, the entire family may move in to help with and defend the stronghold, at no cost to the character. They will often patrol the area, but will not normally clear the area of monsters; for this task, mercenaries must be hired. A demi-human may only hire mercenaries of the same race. Good and fair treatment will usually attract more NPCs (possibly other Clans, as allies), but family squabbles do arise, often for very minor reasons. A feud may result in a temporary lack of Clan support, which can be restored by apologies, possibly a wedding or two, and a large feast to soothe feelings. Any such feuds will be put aside immediately if any real threat arises from outside the stronghold — but often just as quickly resumed after the danger passes. Note that the owner of a stronghold does *not* become the Clan leader.

**Fighter:** Once a fighter has become a Baron or Baroness, up to 50 Normal Men and Fighters of levels 1-3 will come to apply for jobs and training. These NPCs may be of any alignment.

The character may have some trouble finding weapons and equipment enough to supply the mercenaries. The ruler bestowing the title will usually keep a careful watch on any large orders for supplies, to prevent possible future revolts. See page 27 for details.

**Magic-user:** When a tower is built, up to 6 magic-users of levels 1-3 (and of any alignment) will come seeking training. Up to 12 normal men will also come, seeking to become magic-users. Their intelligence scores will usually be above average, but many will probably become discouraged and quit after 1-6 months.

**Thief:** When a Hideout is built, a thief character will gain 2-12 1st level thief apprentices, sent by the Thieves' Guild. These may be of any alignment, and are usually (but not always) loyal. If any die or leave, they will not be replaced. At least one NPC thief will be a spy from the Guild, sent to keep an eye on the character's progress. The DM should decide on the income gained by the character from the minor pilfering of his followers.

### Mercenaries (also see Specialists)

Mercenaries are hired soldiers who will fight and perform other typical military tasks. They do not normally go on dungeon adventures, and will *only* participate in certain wilderness adventures (fighting other armies, clearing monsters around a castle, defending the castle, etc.). Players should be aware of the morale of their mercenaries because high death rates, low pay, and other poor treatment will cause them to revolt or desert their liege. Good treatment and safe but exciting service will lead to greater loyalty, as will success on the battlefield.

Mercenaries are often hired to guard a castle or stronghold. The following costs only cover normal upkeep (feeding and supplying that soldier with normal gear). Mercenaries will already own their own weapons and armor. Armorers (100 gp/month) and smiths (25 gp/month) are still required to keep the arms and armor in good condition.

For hazardous (wartime) duty, double all the costs. Their morale may be lowered by high death rates, low pay, poor treatment, and so on. Good treatment and success in battle may create better morale. You should decide what types of troops a character may employ, and their morale.

### COST OF HIRING MERCENARIES

Mercenary Troop Type	Cost in gp/month				
	Man	Dwarf	Elf	Orc	Goblin
Archer (leather, shortbow, sword)	5	—	10	3	2
Bowman, Mounted (light horse, shortbow)	15	—	30	—	—
Crossbowman (chain, heavy crossbow)	4	6	—	2	—
Crossbowman, Mounted (mule, crossbow)	—	15	—	—	—
Footman, Light (leather, shield, sword)	2	—	4	1	½
Footman, Heavy (chain, shield, sword)	3	5	6	1½	—
Horseman, Light (leather, lance)	10	—	20	—	—
Horseman, Medium (chain, lance)	15	—	—	—	—
Horseman, Heavy (plate, sword, lance)	20	—	—	—	—
Longbowman (chain, longbow, sword)	10	—	20	—	—
Non-fighter (peasant)	1	—	—	—	—
Wolf Rider (leather, spear)	—	—	—	—	5

### Mixing Levels of Characters

During a campaign, new characters often enter the game, either replacing lost ones or brought by new players. But at the same time, more successful characters will continue to advance in experience. This creates a large difference between the levels of the different characters.

This difference can cause great problems. As a guideline, if the difference in levels is 5 or more, the characters should adventure separately. This guideline will not apply at all times, and should not be applied to games using retainers.

### NPC Parties

If you are using NPC parties as Wandering Monsters or as planned encounters, create the parties in advance, to save time. You may either choose the members of an NPC party or use random rolls.

1. Roll 1d6 + 3 to find the Number Appearing.
2. Determine the class of each by rolling 1d8, then roll 1d6 adding the modifiers given to find the level:

CLASS	LEVEL
1 cleric	4-9 (1d6+3)
2 dwarf	7-12 (1d6+6)
3 elf	3-8 (1d6+2)
4 fighter	4-9 (1d6+3)
5 halfling	3-8 (1d6+2)
6 magic-user	4-9 (1d6+3)
7 thief	5-10 (1d6+4)
8 fighter	6-11 (1d6+5)

3. Determine alignment of each NPC with 1d6: 1-3 = Lawful; 4-5 = Neutral; 6 = Chaotic.
4. Choose or randomly determine the spells of any spell casters in the party.
5. Choose or randomly determine the magic items carried by the NPCs (see below).
6. Decide on the NPC marching order.

If encountered in the wilderness, there is a 75% chance that the NPC party will be mounted. In general, NPCs should have about the same amount of equipment as a PC of the same level. Magic may be assigned or determined randomly. The chance of any NPC of 1st level or greater possessing magic items is 5% per level (maximum chance 95%), checking on each magic item suitable:

Swords	Scroll
Armor	Wand/Staff/Rod
Potion	Miscellaneous Magic
Other Weapons	

If an NPC cannot use an item, the NPC should not have it (do not re-roll). You may change any magic items rolled. NPCs will use their magic if combat begins. Players should not obtain magic items from NPCs except through barter, trickery, or force.

### Overusing Dice

A common error while Dungeon Mastering is the use of random dice rolls to determine everything. An entire evening can be spoiled if (for example) an unplanned wilderness encounter on the way to the dungeon goes badly for the party. The DM must use good judgment in addition to random tables. Encounters should be scaled to the strength of the party and should be in harmony with the theme of the adventure.

The DM may choose a number within the given die range rather than roll for the amount of damage, number appearing, etc. This may be necessary to allow for a more enjoyable game; heavy damage early in the game may spoil some of the fun.

### Research (Magic Spells and Items)

A cleric, magic-user, or elf may try to invent new spells and create new magical items through research. These are difficult and lengthy projects. The DM should be very careful when letting the players develop new spells and new magic. Permanent, unlimited uses, and effects that increase with level or have no Saving Throw can lead to massive imbalances. In most cases, you should test an idea for a time, with the understanding that changes will be made if necessary.

**Spells:** Research requires both time and money. The player should have a firm idea of the spell desired. The new spell must be written out and given to the DM, who decides if it is possible, what level it should be, and what changes are needed for play balance. A character may only research spells of levels equal to those which can be cast. Spell research costs 1,000 gp and 2 weeks of time per level of spell.

**Magic Items:** A spell caster may not create magic items until reaching 9th level or greater. A cleric may only make items usable

by clerics, and a magic-user (or elf) may only make items usable by that class.

To create a magic item, the spell caster must first gather rare materials from which the item will be made. The DM should decide what is necessary. A scroll might require special parchment and a different formula of ink for each spell effect. Weapons might require rare metals, powdered gems forged into the metal, or the blood or skins of creatures to be specially affected by the weapon. These items should be difficult to obtain, and the spell caster will often have to adventure to acquire them, for there are **no** magic shops. The spell caster must then spend time and money fashioning the item and enchanting it. The spell caster may not go adventuring during the time it takes to create a magic item.

If an item duplicates a spell effect, the cost is usually 500 gp and 1 week's time per spell level. There is always at least a 15% chance that the magical research or production will fail. This check is made after the time and money are spent.

The DM may limit or forbid the production of certain powerful items, by requiring very rare substances for production. They could be hard to find, very costly, time-consuming, or require a special adventure.

Examples	Cost	Time
Scroll: magic missile (x2)*	1,000	2 weeks
Portion of healing	500	1 week
Fire ball wand**	30,000	17 weeks

\*3 missiles each  
\*\*fully charged with 20 charges

An item that does not duplicate a spell effect is given a cost and required time by the DM. For example:

Item	Cost	Time
20 arrows + 1	10,000 gp	1 month
Plate mail + 1	10,000 gp	6 months
Crystal ball	30,000 gp	6 months
Ring x-ray vision	100,000 gp	12 months
Ring spell storing	10,000 gp	1 month per spell level

## Procedures

### Specialists (also see Mercenaries)

The characters may, at some point, want to hire NPCs with special training or skills in certain areas other than mere fighting (mercenaries). These people are known as specialists. Specialists are not retainers, and they will not go on adventures. However, a character may hire as many specialists as can be afforded.

Specialists are found by posting notices in towns. These may be answered by none, one, or many persons, depending on the type of specialist wanted, the size of the local population, the reputation of the employer, and the amount of money or bonus offered. The player must then select which of the applicants to hire, and work out the details of salary with each, the DM playing the NPC role in each case. The DM may wish to establish guilds for various professions where certain types of specialists are commonly found.

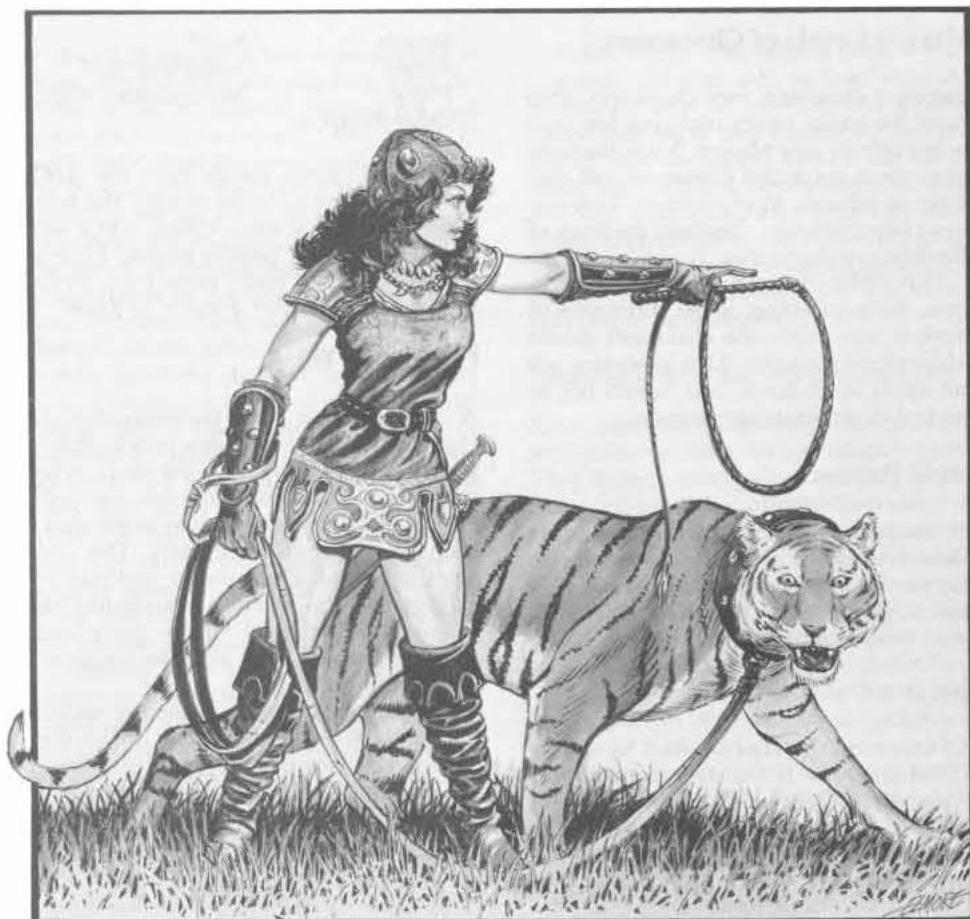
The following details are for Specialists normally available in cities and large towns; the DM may develop others.

**Alchemist** (1000 gp/month): If given a formula or a sample, an alchemist may make a duplicate potion at half the normal time and cost. They may also conduct research into different types of potions at twice the cost and time required for a magic-user.

**Armorer** (100 gp/month): For every 50 fighters hired, 1 armorer is needed to maintain their weapons and equipment. Any armorer not so employed may make non-magical armor and weapons at the rate of 1 suit of armor, 3 shields, or 5 weapons per month. For every 3 assistants (one of which must be a smith) the output may be doubled. One armorer can manage 6 assistants.

**Animal Trainer** (500 gp/month): For training any animal (or monster) other than a horse, mule, or dog, a trainer is needed. Each trainer is skilled with only one type of creature. One trainer can handle up to 6 creatures. The first "trick" or command taught should require at least a month, and each additional command should take at least another 2 weeks. The lengths of time involved will vary with the intelligence of the animal, the complexity of the trick, and so forth. Training must be continuous, or the animal becomes "untrainable."

**Engineer** (750 gp/month): An engineer is needed for the construction of castles and



large structures. Dwarven engineers usually specialize in tunneling. One engineer must be hired for every 100,000 gp or less in construction costs.

**Sage** (2000 gp/month): A sage is an advisor, capable of answering questions involving obscure knowledge. There is always a chance of failure in researching obscure questions. The DM must decide on extra costs of finding ancient books and time required. Sages are usually rare, and there might be few in an entire campaign.

**Seaman** (Rower, 2 gp/month; Sailor, 10 gp/month; Captain, 250 gp/month; Navigator, 150 gp/month): Rowers handle oars on galleys and longships. They fight as "normal men," and only when the situation is desperate. Sailors are usually "normal men" who are capable of sailing vessels and fighting as light foot mercenaries when the craft is attacked. A captain, needed for most ships, has the skills of a sailor and knows coastal waters. A navigator is skilled in piloting a ship on long ocean voyages. Any ship without a navigator become lost when

losing sight of land.

**Spy** (500+ gp/mission): A spy (usually a thief) may be hired to spy on a group the character wants more information about. The spy may either be an outsider who attempts to join the group or a member of the group who is bribed to become a spy. The DM must decide on the length of the mission, chance of success, and so forth, based on the information wanted, precautions against such spying, and the amount paid. There may be a chance that the spy will betray the character; the spy's loyalty is known only to the DM.

### Spell Books, Lost

A magic-user or elf whose spell book is lost or destroyed cannot regain spells until it is replaced. The method, time, and cost is for the DM to decide. A rough guideline is 1,000 gp and 1 week of study for each spell level replaced (3rd level spell = 3,000 gp and 3 weeks). This should require all the character's time, leaving none for adventuring.

## Strongholds

**Clerics:** When a cleric of 9th level or greater decides to construct a castle, consider the cleric's alignment, and decide whether the player has done a good job at playing the character properly. If some punishment has ever been needed, because of severe alignment play problems, the cleric's church will not become involved in the construction of the castle. On the other hand, if the player has done a very good job at all times, the church will pay for half the cost of the entire castle! If (as most commonly occurs) the situation is somewhere in between these extremes — the play of the character being good, average, or fair — the church will pay for any portion, up to 50%.

**Demi-Humans:** When a dwarf, elf, or half-ling character builds a stronghold (within the conditions given in each class description), the character's family will help to find a location. Then, if the character does not have the money to build the stronghold, the family will loan up to 50% of the cost to the character, and with *no* interest charges. The character must pay back the money within a reasonable amount of time, but years may pass before the entire loan is repaid.

If the character's stronghold is ever threatened by enemies, the whole Clan may come to help, and may (if the threat is serious enough) bring other Clans. Even whole armies of monsters often hesitate at the thought of starting a major war with the demi-humans.

**Fighters:** When a fighter of 9th level or greater decides to build a castle, it is assumed that rumors of the character's great skill has reached the ruler of the province or nation. To help gain the good will of the powerful character and his or her friends, the ruler will probably award some official title to the fighter! This award is usually called a Barony, and the following events would occur in this case. When the castle is built, the fighter is summoned to the ruler's stronghold, and is officially proclaimed a Baron or Baroness. A scroll of rulership is drawn up, signed by the ruler and the character, and given to the fighter as evidence of the ruler's approval and support. The fighter may then return to the newly built castle and rule that portion of the territory. If any enemy of the ruler's invades the character's territory, the char-

acter may call on the ruler for added support, if necessary.

**Magic-user:** When a magic-user reaches 11th level or greater and builds a tower, a proclamation is normally issued by the ruler of the territory. This proclamation makes it clear that the tower, and the character, are not to be interfered with by anyone — and the character need not seek such approval, or even have met the ruler! High level magic-users can be dangerous foes, and all rulers seek friendship with them, even if their alignments differ.

If the magic-user's tower is ever attacked, despite the proclamation, the ruler will usually send assistance. However, if the attacker is another magic-user, the ruler will not interfere; the affairs of wizards are politely ignored by all others.

**Thief:** When a thief reaches 9th level or greater and builds or buys a Hideout, the character must seek the approval of the Thieves' Guild before doing so. If another Guild is operating in the area, permission may be denied. However, if the character chooses an area not already controlled, the Thieves' Guild will help by recognizing the character's Hideout as an official branch of the greater Guild, and also be sending new apprentices to work for the character. If a rogue thief starts pilfering in the character's area without permission, the character will find Guild support in stopping such actions.

The DM should give clues, through the character's Guild, to where an acceptable place might be found to start a new branch of the Guild. Most villages and small towns should not have Hideouts, and larger communities may have 1 branch for each 1,000 "normal" residents (at most).

Note that thieves are not often liked by townspeople or rulers, but the Guild is an accepted fact of life. Many powerful adventurers find thieves very useful during their adventures, and thus support the Guild indirectly. Rulers are too wise to incur the wrath of player and non-player characters by harassing or destroying the large Thieves' Guild network.

## Swimming

In D&D games, all characters may swim (unless the DM decides otherwise). Movement rate while swimming is  $\frac{1}{2}$  normal. The DM should decide on the chances of drowning in rough water, swimming while carrying heavy or encumbering equipment

or treasure, swimming while wearing heavy armor, or while fighting in the water.

The chances of drowning usually depend on the circumstances. *For example*, a fighter trying to swim in rough choppy seas while wearing plate armor and carrying 3,000 cn of treasure might have a 99% chance of drowning. The same fighter in leather armor and carrying no treasure might have only a 10% chance of drowning.

## Taxes

The DM may want to impose taxes for various reasons; commonly by town councils taxing found treasure. When taking excess money out of the characters' pockets through taxes, give logical reasons and choices if possible. Never simply remove it, and try not to force the characters into a single course of action. *For example*, a treasure-laden fighter just back from a dungeon is told of a local "salvage tax." He can refuse to pay (and face arrest and possible confinement); he can flee back into the wilderness (a dangerous course, uncertain of success); or he can pay up.

## Wishes

Wishes can cause great problems if not handled properly. The DM must see that wishes are reasonably limited or the balance and enjoyment of the game will be completely upset. The DM should not allow wishes that alter the basics of the game (such as a wish that dragons can't breathe for damage). The more unreasonable and greedy the wish is, the less likely that the wish will become reality. *For example*, if a character wishes for a magic weapon to fight werewolves attacking the party, this is reasonable, and a +1 sword could appear, disappearing when the fight is over. If a player wishes for a life draining sword, it also might appear, but in the hands of a fearsome opponent!

The wording of a wish is very important and may greatly alter the results. Wishing for more wishes will certainly place the character in an endless time loop, forever repeating the acquisition and use of the wish. However, wishing that certain monsters had never attacked, or that a certain deadly blow had never landed, are acceptable and good uses of wishes.

# D&D Campaign

When you play frequent D&D games, instead of an occasional game, the campaign world in which the player characters live and travel becomes a very important part of the game. The best D&D campaigns are carefully built by considering the details of a real world, and applying them to this fantasy world.

The best place to start building this world is from the characters' point of view, and branch out. As Dungeon Master, you should at least have detailed notes on their Home Town. Some guidelines are provided in this section.

The historical setting upon which D&D games are based is 15th century Europe, before the invention of the printing press. Gunpowder, however, is one aspect of that era which is not a part of this game.

## Part I: Designing the Wilderness

In designing a large area, you may use a procedure similar to that used in designing a dungeon:

1. Choose a Setting
2. Draw Maps of the Area
3. Place the Home Town and Local Dungeons
4. Locate Areas Under Human Control
5. Locate Areas Under Non-Human Control
6. Describe the Home Town
7. Fill in Other Details
8. Create Lairs and Encounter Tables

### 1. Choose a Setting

Decide what the area will be like, overall. It may be mountains, plains, woods, desert, or a combination of all. You might want to use a good fantasy novel for background, or you can just make up the details. But the first step is to choose the size you want, and the terrain in the area. A single valley, island, or barony is good to start with. A small area is easier to control, and takes less time to design.

### 2. Draw Maps of the Area

For wilderness, use hex paper instead of the graph paper used in dungeon design. You can use a world atlas to gather ideas about rivers, mountain ranges, and so forth. Use common sense; rivers flow downhill, forests are rarely next to deserts, and jungles have many rivers and swamps.

Start with a large-scale map that shows only the major terrain features and then

make smaller maps that show more detail. For example, a hex on a large-scale map could be 24 miles across, but only 6 miles across on a small-scale map. Sketch the terrain in pencil first, so you can make changes. Some wilderness map symbols are given in the center of this book.

### 3. Place the Home Town and Local Dungeons

Choose the location of a Home Town for the characters, and locate their first dungeon nearby. This town should be near a river or road, with the dungeon near a deserted area, mountains, or a forest. If you place the town near the center of the map, the characters can explore in all directions.

### 4. Locate Areas Under Human Control

Mark the areas that the characters can visit easily — those controlled by local barons or dukes. Most humans live near good water sources, along coasts, and in good farmland. You may wish to detail a system of rulership that applies to the whole area.

### 5. Locate Areas Under Non-Human Control

Elves prefer wooded places far from men; dwarves and goblins prefer mountains and hills. Halflings live on good farming land or gentle hills if they can. Many monsters choose a "territory" to hunt in and defend, while orcs and similar creatures will raid and move around a great deal. Although non-human areas usually have no firm boundaries, you should note the general areas where demi-humans and monsters may be found.

### 6. Describe the Home Town

First, select a size:

Village	50-999
Small Town	1,000-4,999
Large Town	5,000-14,999
City	15,000 +

The Home Town should provide the services most needed by characters, including a place to stay (inn or townhouse), churches, a Thieves' Guild, craft and supply shops — and of course a town guard, to keep an eye on crime.

You should also decide who is running the town. This may be a sheriff appointed by a baron, a town council, a mayor powerful merchant prince, or even a high level NPC adventurer. NPC rulers should be Name Level at least, with appropriate bodyguards and magic.

### 7. Fill in Other Details

Finish off the small-scale map of the Home Town area with notes on local NPCs, rumors, and points of interest. This should include some people who hire adventurers (and their reasons), the frequency and scope of local guard patrols, minor town officials, and so forth. Demi-human and monster-controlled areas may be further detailed.

### 8. Create Lairs and Encounter Tables

Instead of using the Wandering Monster tables for dungeons, make up encounter tables for wilderness use, based on the creatures you place. You may include anything you wish, and you need not detail every lair in an area. When encountering a monster in the wilderness, there is a chance that it will be found in a lair. This is noted in the monster description. Try to be consistent (no swamp leeches in desert, no halflings in dense mountains, etc.).

Make notes on a few special monster lairs, but do not place them on the map! Use them when the characters encounter a monster lair, and simply place it where they find it. In a similar manner, draw a few plans for castles, ships, and other areas that may be encountered or used at a future date.

### Towns and Cities

All characters should start in a home town, from which they may begin their adventures. The home town provides a place where a party can buy equipment, hire men and retainers, sell treasures (and perhaps have magic items identified), and where clerical healing is available for a price or service. Rumors that can lead to adventure can be gathered at inns or taverns.

Most towns should be located very near watercourses. Without a good source of water, no town can survive. In a valley, wells may be dug, and a natural spring might surface, attracting early settlers. Streams and other fresh-water sources are the most popular to colonists, however, and a fork of a river will probably be the first settled area of any wilderness. The land should be suitable for farming, and most farms will be very near the town.

In "new" towns, most buildings should be made of wood, with stone added to some larger ones. Dirt roads and paths should lead throughout the town, possibly with some few cobblestone main streets if the town is large. Most homes should be in one area, and most businesses in another.

## CHARACTER HIT ROLLS (on 1d20)

Character Class and Level			Target's Armor Class																		
Fighters*	Clerics**	Magic-Users	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
	Normal Man		11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	25	26
1-3	1-4		10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	24	25
4-6	5-8	1-5	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	22	22	23
7-9	9-12	6-10	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	21
10-12	13-16	11-15	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
13-15			2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	19	20	20

\*Also Dwarves, Elves, and Halflings

\*\*Also Thieves

Negative AC is possible due to use of magic armor or spells. Hit Rolls exceeding 20 require the presence of some bonus to the Hit Roll. A natural 20 without bonuses will not hit creatures that require a Hit Roll of greater than 20.

## MONSTER HIT ROLLS (on 1d20)

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

An attack does not automatically hit and cause damage. The chance to Hit is given as the creature's Hit Roll versus its target's armor class. These two tables list all Hit Rolls for all characters of different levels and for monsters by the number of Hit Dice they have.

**Roll 1d20. If the result is equal to or greater than the number listed, the attack hits.**

Unless the target is invulnerable to normal weapons, or a number greater than 20 is needed and there are no bonuses, a roll of 20 will *always* hit, and a roll of 1 will *always* miss.

## VARIABLE WEAPON DAMAGE

1d4 (1-4) points of damage:	1d6 (1-6) points of damage:
Club	Spear
Dagger	War Hammer
Sling stone	1d8 (1-8) points of damage:
Torch	Sword (normal)
1d6 (1-6) points of damage:	*Battle Axe
*Arrow (long or short bow)	1d10 (1-10) points of damage:
Hand Axe	Lance
Mace	*Pole Arm
*Quarrel (crossbow)	*Two-handed Sword
Short Sword	

\*This weapon requires two hands for use. Attacker may not use a shield and always loses initiative.

## MISSILE FIRE TABLE

Weapon	Maximum Ranges (in feet)		
	Short (+1)	Medium (0)	Long (-1)
Crossbow (lt.)	60	120	180
Long Bow	70	140	210
Short Bow	50	100	150
Sling	40	80	160
Spear	20	40	60
Oil or Holy Water	10	30	50
Hand Axe or Dagger	10	20	30

When using missiles remember to adjust for:

1. Dexterity
2. Range
3. Cover
4. Magic

## SAVING THROWS

Saving Throw	FIGHTER						CLERIC				THIEF			
	Normal Man	1-3	4-6	7-9	10-12	13-15	Character Level				1-4	5-8	9-12	13-16
							1-4	5-8	9-12	13-16				
Death Ray/Poison	14	12	10	8	6	6	11	9	7	6	13	11	9	7
Magic Wands	15	13	11	9	7	6	12	10	8	7	14	12	10	8
Paralysis														
Turn to Stone	16	14	12	10	8	7	14	12	10	8	13	11	9	7
Breath Attack	17	15	13	11	9	8	16	14	12	10	16	14	12	10
Rod/Staff/Spell	17	16	14	12	10	9	15	13	11	9	15	13	11	9
DWARF				ELF				HALFLING			MAGIC-USER			
1-3	4-6	7-9	10-12	1-3	4-6	7-9	10	1-3	4-6	7-8	1-5	6-10	11-15	
8	6	4	2	12	8	4	2	8	5	2	13	11	9	
9	7	5	3	13	10	7	4	9	6	3	14	12	10	
10	8	6	4	13	10	7	4	10	7	4	13	11	9	
13	10	7	4	15	11	7	3	13	8	5	16	14	12	
12	9	6	3	15	11	7	3	12	9	4	15	12	9	



**WILDERNESS ENCOUNTER TABLES GENERAL**

#	Clear, Grassland	Woods	River	Swamp
1	Men	Men	Men	Men
2	Flyer	Flyer	Flyer	Flyer
3	Humanoid	Humanoid	Humanoid	Humanoid
4	Animal	Insect	Insect	Swimmer
5	Animal	Unusual	Swimmer	Undead
6	Unusual	Animal	Swimmer	Undead
7	Dragon	Animal	Animal	Insect
8	Insect	Dragon	Dragon	Dragon

#	Barren, Mtns., Hills	Desert	*Settled
1	Men	Men	Men
2	Flyer	Flyer	Flyer
3	Humanoid	Humanoid	Humanoid
4	Unusual	Men	Men
5	Animal	Animal	Men
6	Humanoid	Dragon	Insect
7	Dragon	Undead	Animal
8	Dragon	Animal	Dragon

#	City	Ocean	Jungle
1	Men	Men	Men
2	Undead	Flyer	Flyer
3	Humanoid	Swimmer	Insect
4	Men	Swimmer	Insect
5	Men	Swimmer	Humanoid
6	Men	Swimmer	Animal
7	Men	Swimmer	Animal
8	Men	Dragon	Dragon

\*Any inhabited non-city area is "Settled"

Terrain	Chance (1d6)
City, Clear, Grasslands, or Inhabited	6
Woods, River, Hills, Barren Lands, Desert, Ocean*, Aerial**	5-6
Swamp, Jungle, Mountains	4-6

\*Ocean: A roll of 6 indicates a normal ocean encounter. A roll of 5 indicates no encounter unless the ship lands at the end of the day; if so, a land encounter is used.  
 \*\*Aerial encounters always use the Flyer table, regardless of terrain.

I. ANIMALS				
#	Clear, Grassland	Woods	River	Barren, Mountains
1	Animal Herd	Animal Herd	Animal Herd	Animal Herd
2	Baboon, Rock	Boar	Boar	Ape, White
3	Boar	Cat, Panther	Cat, Panther	Ape, White
4	Cat, Lion	Cat, Tiger	Cat, Tiger	Baboon, Rock
5	Elephant	Lizard, Gecko	Crab, Giant	Bear, Cave
6	Ferret, Giant	Lizard, Draco	Crocodile	Bear, Grizzly
7	Horse, Riding	Lizard, Tuatara	Crocodile, Lrg	Cat, Mtn. Lion
8	Lizard, Draco	Snake, Viper	Fish, Rock	Mule
9	Mule	Spider, Crab	Leech, Giant	Snake, Viper
10	Snake, Viper	Unicorn	Rat, Giant	Snake, Rattler
11	Snake, Rattler	Wolf	Shrew, Giant	Wolf
12	Weasel, Giant	Wolf, Dire	Toad, Giant	Wolf, Dire

**SUBTABLES (Creature Names)**

When an NPC class is given, the encounter is with 1 Name Level or greater, plus 2-20 low-level apprentices. When a specific level title is given, the encounter is with 6-15 individuals of that level.

#	Desert	Settled	Jungle	Prehistoric
1	Animal Herd	Animal Herd	Animal Herd	Bear, Cave
2	Animal Herd	Animal Herd	Boar	Cat, Sabretooth
3	Camel	Boar	Cat, Panther	Crocodile, Giant
4	Camel	Cat, Tiger	Lizard, Draco	Elephant, Masto.
5	Cat, Lion	Ferret, Giant	Lizard, Gecko	Pterodactyl
6	Cat, Lion	Horse, Riding	Lizard, Horned	Pteranodon
7	Lizard, Gecko	Rat, Giant	Rat, Giant	Snake, Racer
8	Lizard, Tuatara	Shrew, Giant	Shrew, Giant	Snake, Viper
9	Snake, Viper	Snake, Racer	Snake, Viper	Triceratops
10	Snake, Rattler	Snake, Viper	Snake, Python	Triceratops
11	Spider, Widow	Spider, Taran.	Snake, Spitting	Tyrannosaurus
12	Spider, Taran.	Wolf	Spider, Crab	Wolf, Dire

**2. HUMANOIDS**

#	Clear, Grassland	Woods	River	Swamp	Barren, Mountains, Hills	Desert	City and Inhabited	Jungle
1	Bugbear	Bugbear	Bugbear	Gnoll	Dwarf	Giant, Fire	Dwarf	Bugbear
2	Elf	Cyclops	Elf	Goblin	Giant, Cloud	Goblin	Elf	Cyclops
3	Giant, Hill	Dryad	Gnoll	Hobgoblin	Giant, Frost	Hobgoblin	Giant, Hill	Elf
4	Gnoll	Elf	Hobgoblin	Lizard Man	Giant, Hill	Hobgoblin	Gnome	Giant, Fire
5	Goblin	Giant, Hill	Lizard Man	Lizard Man	Giant, Stone	Ogre	Gnoll	Giant, Hill
6	Halfling	Gnoll	Lizard Man	Lizard Man	Giant, Storm	Ogre	Goblin	Gnoll
7	Hobgoblin	Goblin	Nixie	Nixie	Gnome	Ogre	Halfling	Goblin
8	Ogre	Hobgoblin	Ogre	Ogre	Goblin	Orc	Hobgoblin	Lizard Man
9	Orc	Ogre	Orc	Orc	Kobold	Orc	Ogre	Ogre
10	Pixie	Orc	Sprite	Troglodyte	Orc	Pixie	Orc	Orc
11	Thoul	Thoul	Thoul	Troll	Troglodyte	Sprite	Pixie	Troglodyte
12	Troll	Troll	Troll	Troll	Troll	Thoul	Sprite	Troll

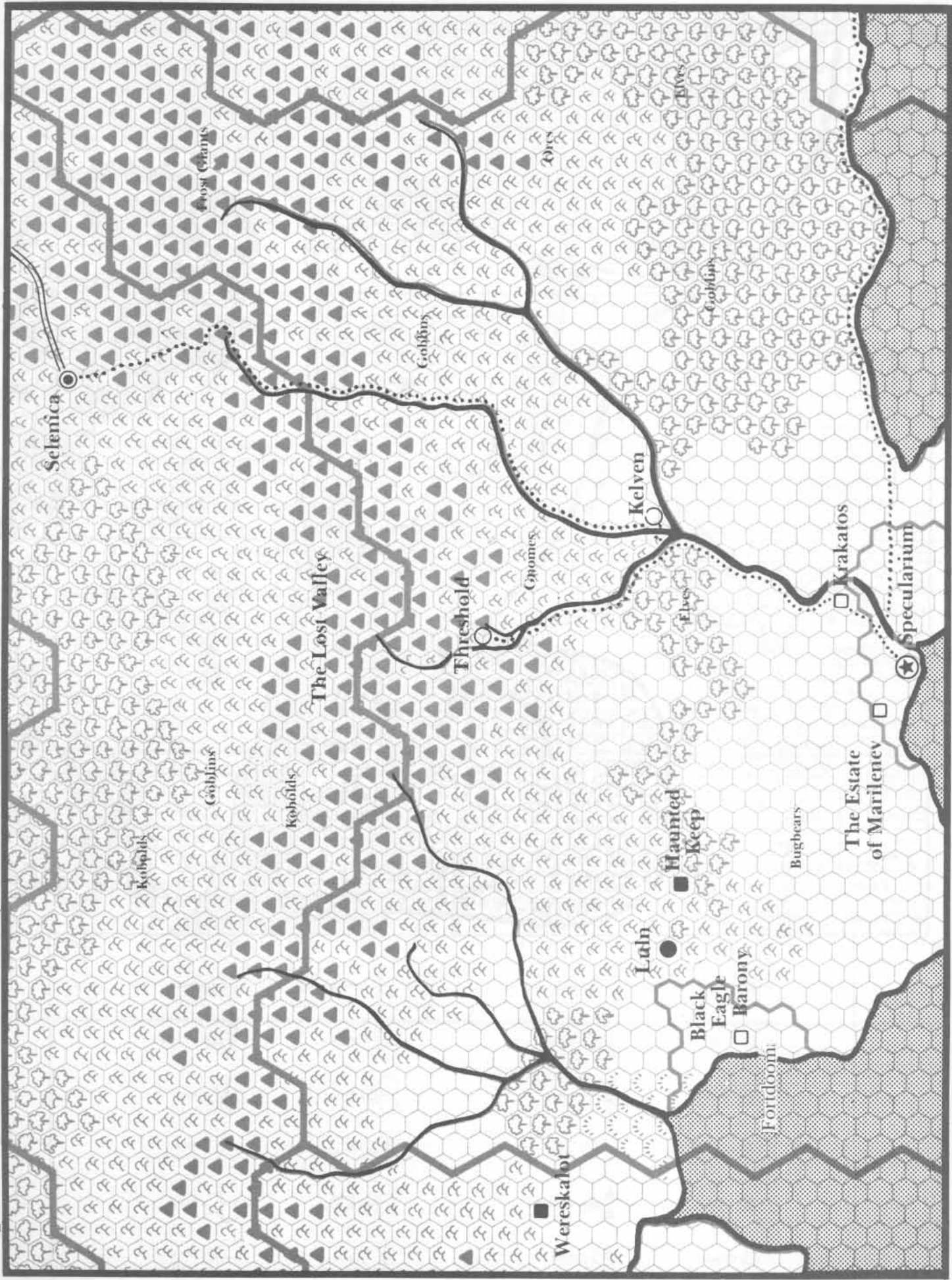
# The Threshold

Scale: 1 Hex = 500 feet

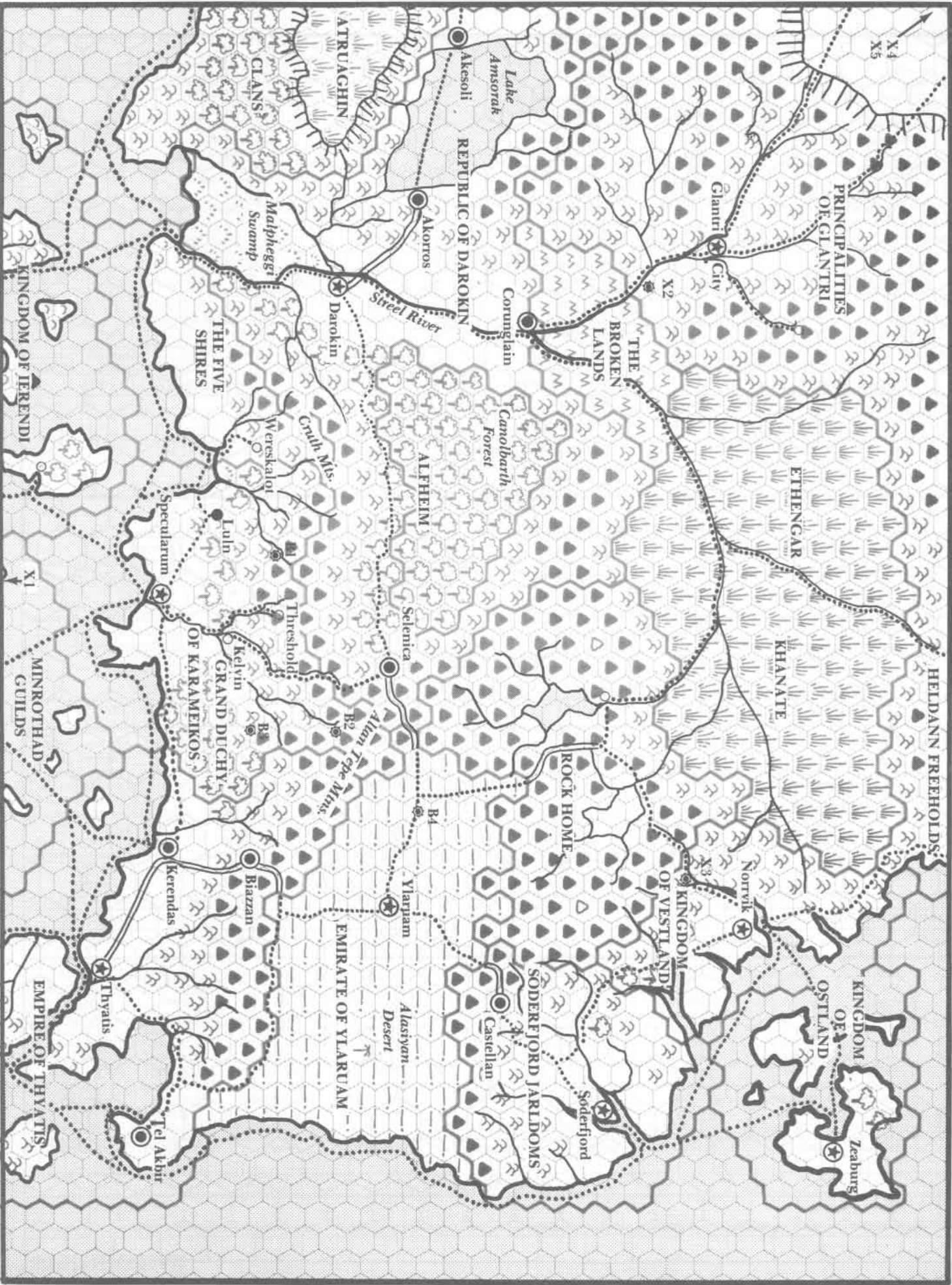


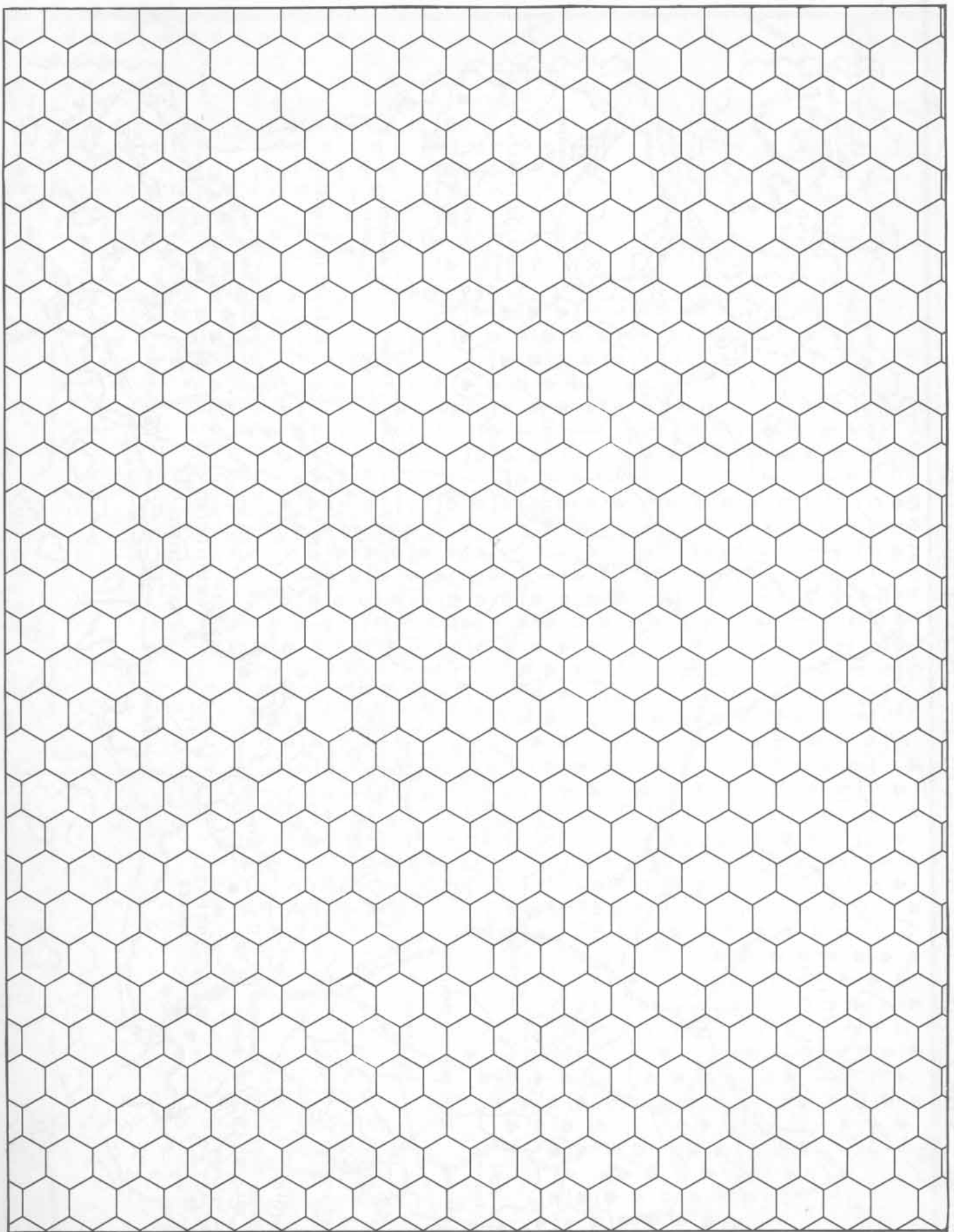
	Castle		Clear		Platenu		Water
	Ruins		Forest		Swamp		Ice Flow
	Capitol		Jungle		Volcano		Road
	City		Desert		Grasslands		Trail Trade Route
	Town		Mountains		Land Broken		Border
	Village		Hills		River		Module Location

Map #1 The Grand Duchy of Karameikos



Map #2 The Lands and Environs of the D&D Wilderness





## 3. MEN

#	Clear, Grassland	Woods	River	Hills	Desert	Settled	Ocean	Jungle	Swamp
1	Adventurer	Adventurer	Adventurer	Adventurers	Adventurers	Acolyte	Adventurer	Adventurer	Adventurer
2	Bandit	Bandit	Bandit	Bandit	Cleric	Adventurers	Buccaneer	Adventurer	Adventurer
3	Bandit	Bandit	Buccaneer	Berserker	Dervish	Bandit	Buccaneer	Bandit	Bandit
4	Berserker	Berserker	Buccaneer	Berserker	Dervish	Bandit	Merchant	Berserker	Bandit
5	Brigand	Brigand	Buccaneer	Brigand	Fighter	Cleric	Merchant	Brigand	Berserker
6	Cleric	Brigand	Brigand	Brigand	Magic-user	Fighter	Merchant	Brigand	Brigand
7	Fighter	Brigand	Cleric	Caveman	Merchant	Magic-user	Merchant	Brigand	Cleric
8	Magic-user	Cleric	Fighter	Caveman	Noble	Merchant	Merchant	Caveman	Fighter
9	Merchant	Fighter	Magic-user	Cleric	Nomad	Noble	Pirate	Cleric	Magic-user
10	Merchant	Magic-user	Merchant	Fighter	Nomad	NPC Party	Pirate	Fighter	Merchant
11	Noble	Merchant	Merchant	Magic-user	Nomad	Trader	Pirate	Magic-user	NPC Party
12	Nomad	NPC Party	NPC Party	Merchant	Nomad	Veteran	Pirate	Merchant	Trader

## 4. FLYERS

#	Mountains	Desert	All Other
1		Bee, Giant	Gargoyle
2		Gargoyle	Gargoyle
3		Griffon	Griffon
4		Harpy	Harpy
5		Hippogriff	Insect Swarm
6		Insect Swarm	Lizard, Draco
7		Manticore	Manticore
8		Pegasus	Manticore
9		Robber Fly	Manticore
10		Roc, Small	Roc, Small
11		Roc, Large	Roc, Large
12		Roc, Giant	Roc, Giant

## 5. SWIMMERS

#	River/Lake	Ocean	Swamp
1	Crab, Giant	Giant, Storm	Crab, Giant
2	Crocodile	Hydra, Sea	Crocodile
3	Crocodile, Lrg	Hydra, Sea	Crocodile
4	Fish, Gt Bass	Hydra, Sea	Crocodile, Large
5	Fish, Sturgeon	Merman	Crocodile, Large
6	Leech, Giant	Merman	Fish, Gt Rock
7	Leech, Giant	Snake, Sea	Leech, Giant
8	Lizard Man	Snake, Sea	Leech, Giant
9	Lizard Man	Snake, Sea	Lizard Man
10	Merman	Termite, Water	Lizard Man
11	Nixie	Termite, Water	Termite, Water
12	Termite, Water	Termite, Water	Termite, Water

#	6. DRAGONS*	#	7. INSECTS	#	8. UNDEAD	#	9. UNUSUAL
1	Chimera	1	Ant, Giant	1	Ghoul	1	Basilisk
2	Dragon, Black	2	Bee, Giant	2	Ghoul	2	Blink Dog
3	Dragon, Blue	3	Beetle, Fire	3	Ghoul	3	Centaur
4	Dragon, Gold	4	Beetle, Oil	4	Mummy	4	Displacer Beast
5	Dragon, Green	5	Beetle, Tiger	5	Skeleton	5	Gorgon
6	Dragon, Red	6	Insect Swarm	6	Skeleton	6	Lycanthrope, Werebear
7	Dragon, White	7	Rhagodessa	7	Spectre	7	Lycanthrope, Wereboar
8	Hydra	8	Robber Fly	8	Wight	8	Lycanthrope, Wererat
9	Hydra	9	Scorpion, Giant	9	Wraith	9	Lycanthrope, Weretiger
10	Wyvern	10	Spider, Black Widow*	10	Vampire	10	Lycanthrope, Werewolf
11	Salamander, Flame	11	Spider, Crab	11	Zombie	11	Medusa
12	Salamander, Frost	12	Spider, Tarantella	12	Zombie	12	Treant

\*At sea, roll

## DUNGEON WANDERING MONSTERS

For dungeons, use the following charts. Be sure you understand how to use Wandering Monsters, as explained in the D&D Basic Set DM Rulebook. If the monster is described in that Set, a (B) appears before the Page Number.

DUNGEON LEVELS 4-5				DUNGEON LEVELS 6-7				DUNGEON LEVELS 8-10			
Die Roll	Monster	Number Appearing	Page Number	Die Roll	Monster	Number Appearing	Page Number	Die Roll	Monster	Number Appearing	Page Number
1	Blink Dog	1-4	46	1	Basilisk	1-3	46	1	Basilisk	1-6	46
2	Bugbear	5-10	B27	2	Caecilia	1-4	47	2	Black Pudding	1	46
3	Caecilia	1	46	3	Cockatrice	1-3	46	3	Chimera	1	47
4	Cockatrice	1-2	47	4	Giant, Hill	1-2	50	4	Devil Swine	1-2	48
5	Displacer Beast	1	48	5	Giant, Stone	1-2	50	5	Dragon	1-2	B28
6	Gargoyle	2-5	B30	6	Hellhound (5-7 HD)	1-4	51	6-7	Giant (Any*)	1-6	50
7	Giant, Hill	1	50	7	Hydra (6-8 heads)	1	52	8	Golem (Any*)	1	50
8	Harpy	2-5	B31	8	Lycanthrope*	1-3	B33	9	Hydra (7-12 heads)	1	52
9	Hellhound (3-5 HD)	1-4	51	9	Manticore	1	52	10	Living Statue (Any*)	2-5	B32
10	Hydra (5-headed)	1	52	10	Minotaur	1-4	B34	11-12	Lycanthrope (Any*)	3-8	B33
11	Lycanthrope, Werewolf	1-4	B33	11	Mummy	1-4	54	13	NPC Party	1	B35
12	Medusa	1-2	B34	12	NPC Party	1	B35	14	Purple Worm	1	55
13	Mummy	1-3	54	13	Ochre Jelly	1	B35	15	Rust Monster	2-5	B36
14	NPC Party	1	B35	14	Ogre	2-8	B35	16	Salamander (Any*)	1-4	55
15	Ochre Jelly	1	B35	15	Rust Monster	2-4	B36	17	Snake (Any*)	2-5	B37
16	Rhagodessa	1-3	55	16	Spectre	1-3	56	18	Spectre	1-3	56
17	Rust Monster	1-2	B36	17	Spider, Tarantella	1-3	B38	19	Spider (Any*)	2-5	B38
18	Scorpion, Giant	1-3	55	18	Salamander, Flame	1-2	55	20	Vampire	1-2	57
19	Troll	1-2	56	19	Troll	2-5	56				
20	Wraith	1-2	57	20	Vampire	1	57				

\*Any: select one type, and modify the Number Appearing for the level of monster.

\*Either weretiger or werebear

# Magical Treasures

## SUBTABLES (a-h)

### a. Swords

d%	Type of Sword
01-40	Sword +1 (B)
41-46	Sword +1, +2 vs. lycanthropes (B)
47-52	Sword +1, +2 vs. spell users (B)
53-57	Sword +1, +3 vs. undead (B)
58-62	Sword +1, +3 vs. dragons (B)
63-67	Sword +1, +3 vs. regenerating monsters
68-72	Sword +1, +3 vs. enchanted monsters
73-77	Sword +1, <i>light</i> spell 1/day (B)
78-82	Sword +1, <i>cure light wounds</i> 1/day (B)
83-86	Sword +1, <i>locate objects</i>
87-90	Sword +1, flames on command
91	Sword +1, energy drains
92	Sword +1, <i>wishes</i>
93-96	Sword +2 (B)
97-98	Sword +2, <i>charm person</i>
99-00	Sword +3

### b. Other Weapons

d%	Type of Weapon
01-08	Arrows +1 (2-12) (B)
09-12	Arrows +1 (3-30) (B)
13-14	Arrows +2 (1-6)
15-23	Axe +1 (B)
24-26	Axe +2
27-28	Bow +1
29-36	Dagger +1 (B)
37-40	Dagger +1, +3 vs. goblins, kobolds, and orcs
41-42	Dagger +2 (B)
43-50	Mace +1 (B)
51-54	Mace +2
55-56	Mace +3
57-64	Quarrels +1 (2-12) (B)
65-68	Quarrels +1 (3-30) (B)
69-70	Quarrels +2 (1-6)
71-74	Sling +1 (B)
75-82	Spear +1
83-86	Spear +2
87	Spear +3
88-95	War Hammer +1 (B)
96-99	War Hammer +2
00	War Hammer +3, boomerang

### c. Armor and Shields

d%	Type of Armor or Shield
01-09	Leather Armor +1
10-13	Leather Armor +2
14	Leather Armor +3
15-30	Chain Mail Armor +1
31-36	Chain Mail Armor +2
37	Chain Mail Armor +3
38-44	Plate Mail Armor +1
45-47	Plate Mail Armor +2
48	Plate Mail Armor +3
49-67	Shield +1
68-75	Shield +2
76	Shield +3
77-85	Chain Mail +1 and Shield +1
86-88	Chain Mail +1 and Shield +2
89	Chain Mail +1 and Shield +3
90	Chain Mail +2 and Shield +2
91	Chain Mail +2 and Shield +3
92-95	Plate Mail +1 and Shield +1
96-97	Plate Mail +1 and Shield +2
98	Plate Mail +1 and Shield +3
99	Plate Mail +2 and Shield +2
00	Plate Mail +2 and Shield +3

## MAGIC ITEMS TABLE #1

### d% Use Subtable:

01-20	a. Swords
21-35	b. Other weapons
36-45	c. Armor and Shields
46-70	d. Potions
71-80	e. Scrolls
81-85	f. Rings
86-90	g. Wands, Staves, and Rods
91-00	h. Miscellaneous Magic

### f. Rings

d%	Type of Ring
01-08	Animal Control (B)
09-17	Delusion
18-19	Djinni Summoning
20-32	Fire Resistance (B)
33-34	Human Control
35-42	Invisibility (B)
43-46	Plant Control
47-59	Protection +1 (B)
60-64	Protection +1, 5' radius
65	Regeneration
66-67	Spell Storing
68-72	Spell Turning
73	Telekinesis
74-82	Water Walking (B)
83-91	Weakness (B)
92-95	Wishes (1-2)
96-97	Wishes (1-3)
98	Wishes (2-4)
99-00	X-Ray Vision

### h. Miscellaneous Magic Items

d%	Type of Miscellaneous Item
01-03	Amulet vs. Crystal Ball and ESP
04-07	Bag of Devouring (B)
08-15	Bag of Holding (B)
16-20	Boots of Levitation
21-25	Boots of Speed
26-30	Boots of Traveling and Leaping
31	Bowl of Commanding Water Elementals
32	Brazier of Commanding Fire Elementals
33-37	Broom of Flying
38	Censor of Controlling Air Elementals
39-43	Crystal Ball (m) (B)
44-45	Crystal Ball with Clairaudience (m)
46	Crystal Ball with ESP (m)
47-48	Displacer Cloak
49	Drums of Panic
50	Efreeti Bottle
51-55	Elven Cloak (B)
56-60	Elven Boots (B)
61	Flying Carpet
62-66	Gauntlets of Ogre Power (B)
67-68	Girdle of Giant Strength
69-72	Helm of Alignment Changing (B)
73-77	Helm of Reading
78-79	Helm of Telepathy (B)
80	Helm of Teleportation (m)
81	Horn of Blasting
82-87	Medallion of ESP 30' (B)
88-90	Medallion of ESP 90'
91	Mirror of Life Trapping
92-97	Rope of Climbing (B)
98-99	Scarab of Protection
00	Stone of Controlling Earth Elementals

## d. Potions

d%	Type of Potion
01-02	Animal Control
03-04	Clairaudience
05-06	Clairvoyance
07-10	Diminution (B)
11-14	Delusion
15-16	Dragon Control
17-20	ESP (B)
21-25	Fire Resistance
26-30	Flying
31-35	Gaseous Form (B)
36-37	Giant Control
38-42	Giant Strength
43-46	Growth (B)
47-56	Healing (B)
57-61	Heroism
62-63	Human Control
64-67	Invisibility (B)
68-71	Invulnerability
72-75	Levitation (B)
76-79	Longevity
80-81	Plant Control
82-83	Poison (B)
84-88	Polymorph Self
89-96	Speed
97-98	Treasure Finding
99-00	Undead Control

## e. Scrolls

d%	Type of Scroll
01-10	Curse (occurs when read) (B)
11-23	Scroll of 1 Spell (B)
24-33	Scroll of 2 Spells (B)
34-40	Scroll of 3 Spells (B)
41-44	Scroll of 5 Spells
45	Scroll of 7 Spells
46-55	Protection from Elementals
56-65	Protection from Lycanthropes (B)
66-70	Protection from Magic
71-80	Protection from Undead (B)
81-90	Treasure Map to Normal Treasure (B)
91-96	Treasure Map to Magical Treasure (B)
97-99	Treasure Map to Combined Treasure
00	Treasure Map to Special Treasure

## g. Wands/Staves/Rods

d%	Type of Wand/Staff/Rod
01-08	Rod of Cancellation (B)
09-11	Staff of Commanding (s)
12-21	Staff of Healing (c) (B)
22-23	Staff of Power (m)
24-28	Snake Staff (c) (B)
29-32	Staff of Striking (s)
33-34	Staff of Withering (c)
35	Staff of Wizardry (m)
36-40	Wand of Cold (m)
41-45	Wand of Enemy Detection (m) (B)
46-50	Wand of Fear (m)
51-55	Wand of Fire Balls (m)
56-60	Wand of Illusion (m)
61-65	Wand of Lightning Bolts (m)
66-70	Wand of Magic Detection (m) (B)
71-75	Wand of Metal Detection (m)
76-80	Wand of Negation (m)
81-85	Wand of Paralyzation (m) (B)
86-90	Wand of Polymorph (m)
91-95	Wand of Secret Door Detection (m)
96-00	Wand of Trap Detection (m)

Alchemist	Brothel	Fisherman	Judge	Peddler	Tanner
Animal Trainer	Butcher	Foundry	Laborer	Politician	Tavern
Apothecary	Candlemaker	Fletcher	Land Office	Potter	Tax Assessor
Armorer/Armory	Caravan Guild	Freight Co.	Lawyer	Public Baths	Tax Assessor
Artist/Sculptor	Carpenter	Furnituremaker	Leatherworker	Ropemaker	Thatcher
Astrologer	Chandler	Furrier	Locksmith	Royalty	Thieves' Guild
Astronomer	Chef	Gambler	Logger	Sage	Town Drunk
Baker/Bakery	Character Type	Gemcutter	Lumberyard	Sailor	Town Hall
Bank	Charcoalmaker	Gentleman/Lady	Kennel	Saloon	Town Pump
Barber	Chemist	Glassblower	M-U Guild	Schoolhouse	Trading Post
Bartender	Church	Govt. Official	Marketplace	Scribe	Treasury
Basketweaver	Constable	Graveyard	Mason	Servant, Hired	Undertaker
Bazaar	Construction Co.	Guard	Mercenary	Servant, Indentured	Vagrant
Beekeeper	Cooper	Guild Officer	Merchant Guild	Shipwright	Vigilante
Beggar	Craft Guilds	Harlot	Metalsmith	Shoemaker	Warehouses
Blacksmith	Dairy	Healer	Military	Slave	Watchman
Boardinghouse	Dance Hall	Herbalist	Mill	Smuggler	Watering Hole
Boat Rental	Diver	Homes, Private	Millinery	Soapmaker	Weaver
Bonecarver	Dock/Wharf	Hunter	Monastery	Springhouses	Wells
Bootmaker	Doctor/Dentist	Huts	Moneylender	Spy	Wheelwright
Bowyer	Entertainer	Inn/Innkeeper	Noble	Stables	Winemaker
Brewery	Farm	Jail	Outhouses	Stoneworker	Woodcarver
Broommaker	Ferry	Jeweler	Peasant	Tailor	Woodcutter

The purpose of a town is safety. If the town lies near dangerous wilderness, it might have a defensive wall which stands 10'-30' high and with at least two gates. The wall could be a simple log barrier, dirt rampart or could be more elaborate, with walkways and possibly siege equipment (catapults, oil cauldrons, etc.) atop it. Each gateway should be enclosed by a tower of some kind, often made of stone. Or it may be circled by a moat or ditch with drawbridges.

Each town may have one or more of each of the following types of buildings, areas, and persons (depending on the town's size, location, degree of civilization, method of government, and so forth): \*

Farmers bring their goods into town early each morning, and usually have regular customers in the Market Square section of town. Shortly after dawn, local housewives (and others) come to the Market Square to buy the day's supplies. For the medieval townswomen, this was a high point of the day!

The town may have various shops, and possibly a general store, where most items could be purchased. If the town is large or on a trade route, there may be a Trade Bazaar. This is a collection of various merchants and craftsmen, selling their wares from stands or small shops along one or more streets in one part of town. The bazaar can be a noisy, chaotic, colorful place, dangerous to the unwary rich visitor; the thieves are plentiful, both in the crowds and across the counters!

The Craft Guilds provide a method of preserving information. Their secrets are carefully guarded, and not for sale. There are Guilds both for crafts (such as rope and candle making) and professions (Magic-user, Thief, etc.). Every character is trained by a Guild member, who usually does not

go adventuring. Only the PCs dare to face the dangers of dungeons on a regular basis; most townsfolk prefer the quiet (and probably longer) life.

A town prospers by trading with other towns. Merchant parties of 2-100 wagons would travel the inhabited areas (rarely risking unexplored wilderness), carrying certain items to places where they may be sold for a profit. Most trade routes quickly become complex businesses with regular schedules.

Adventurers bring cash into towns, far more than even well-to-do townsfolk would normally have. Any visitor with sacks of gold or gems would be closely watched by thieves and rogues lurking in shadowy alleys. Thus, it is wise for adventurers to visit the town treasury immediately upon arriving, lest their fortunes

disappear into the coffers of the Thieves' Guild. The treasury probably taxes all such arrivals, for 10% of the total value. The coins themselves are not simple lumps of metal, but neither are they as finely detailed as our modern coins. Coinsmiths would work for the area's ruler, under heavy guard (and probably under the watchful eye of a high level magic-user).

Thus, a medieval fantasy world is no less complex and detailed than our modern world. Each person lives his own life, has hopes and dreams, and does what is necessary to survive. Most people contribute, in one way or another, to the survival of their community. The DM should avoid neglecting the "background" details; although the player characters are the most important to the game, they are actually very small parts of the world in which they live.





## D&D Campaign

### Part 2: Sample Wilderness and Home Town

**Map #1** shows a section of the Grand Duchy of Karameikos, at the scale of 6 miles per hex. The Duchy is a large tract of wilderness and unsettled land claimed by Duke Stefan Karameikos the Third. Although he claims control of a large area, large portions of the land are held by humanoids and monsters. The two main settled areas are the coast near the main city of Specularum and the Black Eagle Barony on the Gulf of Halag.

The weather throughout the area is usually temperate and mild, with short winters of little or no snowfall and long summers. Rainfall is ample but not heavy, and easterly winds blow cool breezes from over the sea.

The mountain range at the north edge of the Duchy is known by different names to the peoples of the territory: the Black Peaks, the Cruth Mountains, or The Steach.

Large sections of the Duchy are filled with dense forest. Humans maintain lumbering operations near the edges of the forests, but are loath to venture too deeply without good cause. This hardwood and softwood is a prime resource of the area, either for shipbuilding in the port of Specularum, or for export.

#### Human Lands

**Specularum:** Originally a trading port founded when this area was first explored, Specularum has become the major city of the Duchy. Approximately 5,000 people live in or very near to the city. The Duke keeps a standing force of 500 troops and may raise an army of 4,000 from the nearby countryside in times of war. A small fleet of warships is kept in the harbor.

The city is famous for its excellent harbor and shipyards. Walled on the landward side, the city is also protected by 2 breakwaters that extend into the harbor, restricting passage to a narrow entrance. The Duke's castle stands by the harbor, providing ample defense.

**Black Eagle Barony:** This area of the Duchy has been given to Baron Ludwig "Black Eagle" von Hendriks. The central town is Fort Doom, a forbidding structure whose dungeons are rumored to be filled with those who have displeased the Baron, an extremely cruel and unpopular man.

The Baron may have connections with evil slavers and mercenaries. He keeps a garrison of 200 troops, using them freely to stifle dissent and crush attackers.

**Luln:** This village is populated by those who have fled the Black Eagle Barony, merchants who have come to trade with the Baron, and some non-humans who have left the wilderness. Luln is near to the Haunted Keep of the Kóriszegy family and the surrounding land. This town of 500 is rather lawless and poorly defended, relying on the good will and forces of both the Baron and the Duke for its defense.

**Threshold:** This, the Home Town of most PCs, is a thriving frontier village of 400 permanent residents plus over 100 other regular visitors. The main business of Threshold is to supply timber to the Capital. **Map #2** shows the layout of the town itself.

#### Non-Human Lands

**Gnomes:** These folk live in the hills about 25 miles east of Threshold. They are a quiet and solitary group, and make little effort to contact the outside world — but will deal with visiting traders. There are 620 gnomes in the area, divided between a large lair of 250 and several smaller outposts of no more than 100 each. A council of elders chosen by the gnomes, 1 from each outpost and 3 from the main lair, guides the community in most decisions. This council will act as judges, handle trade, and distribute any money for the defense of the various outposts. However, any important decisions are decided by a general vote of the population.

The gnomes are excellent craftsmen, especially skilled in wood and metal. Their wares bring good prices in human lands. Trade is difficult, not only because of the reluctance of the gnomes to deal, but also because the goblins (of the forest) and the gnomes are involved in frequent skirmishes. Nevertheless, the Duke's Elvenguard pays regular visits to the gnomes, picking up finished metals for the coining operations.

**Monsters:** Several monster names are noted on the map. These creatures probably have lairs in those areas. However, the notes are based on vague reports from adventurers, might not be accurate, and are certainly not complete.

#### Threshold

The characters' Home Town is on the edge of a small lake about 90 miles north of Specularum.

#### The Town and the Campaign

Many years ago, the Archduke had some problems with the security of the Ducal mint. He found a few good coinsmiths and placed them in a few small towns of the realm, keeping the whole business highly secret.

This small lake town is one such place. It is ruled by the Patriarch Sherlane, who has a lakeside castle (called Tarnskeep) just north of town. The village includes about 500 humans, 50 demi-humans, and many occasional visitors, mostly human furriers and woodsmen. It is illegal to cast spells in town. Only personal weapons (dagger, sword, staff) may be carried; other weapons may be left at the Town Hall, at no charge. Guardsmen and townsfolk all help to enforce these laws.

The Duke's Galley and Elvenguard come once each month, dropping off supplies and picking up taxes, furs, and other items (see Commerce, below). A passenger boat comes once a week. The lake dam prevents boats from going upriver from the town.

Unbeknownst to all, a ducal coinsmith secretly operates in the basement of the Patriarch's castle. In the dark of night, the Elvenguard lowers crates of finely finished metal (from the gnome mines) into the lake water, mounted on small wagons. With the aid of magic, the elves take the ore through a secret passage in the lake dam to an underwater entrance to the Patriarch's castle, and return in the same manner with freshly minted coins.

Baron von Hendricks suspects Threshold of housing such a mint, and is gathering more information through his network of spies and agents (such as Bargle the Infamous). Bargle has taken control of the ruins north of town as a temporary base.

**Commerce:** Trade boats bring supplies and provide rides to the Capital once a week. Merchant parties also visit, but rarely. The following items are shipped by boat from Threshold to Specularum: Armor (leather and shields only); Craft products (pottery, baskets, wooden items, etc.); Food (grains, fruits, etc.); Furs; Herbs, including wolfsbane; Honey and Wax; Ice from the mountains; Magic items and Monster parts found by adventurers; Ores (a small local business); and crude weapons.



The following items are shipped by boat from Specularum to Threshold: Trained animals (including all warhorses); Armor and weapons; Exotic cloths (silk, velvet, etc.): from city trade; Exotic trinkets (imported from other countries); Foods (such as sea-fish); Glassware; Medicines; various Metal goods (lock mechanisms, pots & pans, spoons, hardware, etc.); Metals not found locally (tin, copper, etc.); News; Oil (whale, olive, and others); Parchments and inks; Potions (though rarely); Salt (bagged or in blocks); Spices; Steel Tools; Wine and Ale; and visitors, traveling entertainers, and occasional government officials.

Since the items in the second list must be shipped up-river from the Capital, the prices are higher than those listed on the equipment list which *do* apply when shopping in Specularum. For shopping in Threshold, the cost of "imported" items should be raised by 50-100% (DM's choice). All boats and ships (except rafts) must be ordered from Specularum, and are not available in Threshold.

### Travel from Threshold

Characters who wish to travel on foot may take any route, but it is safest and fastest to follow a trail. One trail follows the river, leading southeast to Kelven. The trade route between Specularum and Selenica passes through Kelven; the well-worn riverside trail leads south (through Krakatos) and north (to the small mountain outpost of Highdell, at the river's beginnings).

A rarely followed trail leads east from town, winding into the hills (leading to the gnomish mines). No trails lead north or west.

Those who wish to ride the weekly trade ship to Kelven (a 2-day ride) may purchase their tickets at Tarnskeep (20 sp per person). From there, a daily boat goes to Krakatos (a 2-day trip, 10 sp/person), and continues to the Capital (a 1-day trip, for 3 sp/person). Traffic between Krakatos and Specularum is heavy, and a regular passenger boat leaves twice daily. On all ships, any animal counts as 2 men, and a wagon as 5.

Those in a hurry may wish to consider Cardia's Carpet Service. She is a well-known elf with a flying carpet (heavily armed, and rumored to contain *pockets of holding*). She can take up to 2 passengers, but reservations are required. The cost is 2 gp/person/mile for 2 passengers, or 5 gp/mile for one. The journey from Threshold to Specularum can be flown in one day. She also makes regular trips to Kelven, Selenica, and even Kerendas, but rarely stops

at Krakatos and never goes to Luln or Fort Doom. (Cardia knows the routes and danger spots well, averaging 90 miles/day with one rider, 50 miles/day with two. She is well-armed with wands and spells, and is very hard to catch. She may be hired per day for a flat fee of 500 gp. Any character with a carpet may set up a competing business, but runs severe risks from monsters and hijackers.)

### Adventures

As Dungeon Master, you may develop the town further than the "bare bones" given here. But avoid needless detail; add just enough to add flavor to the game. You need not describe everyone in town; general notes on those often encountered (depending on the actions of the characters) will be enough.

The approximate locations of each of the "B" and "X" modules are given on the large-scale map. You may change these if desired, but try to place them where they might logically occur. Each module adventure includes some legends, rumors, and other details you may use to combine them smoothly with your campaign.

The following additional ideas may be developed into adventures, all starting in Threshold, for few or many characters. Many other plots are possible; these are only beginnings. All of these notes are for the DM only, and should not be revealed to players.

#### Adventures for 1-3 characters

**Damsel in Distress:** The characters are approached by a tearful young lady with a problem. She's worried about her boyfriend; he broke their engagement, and is acting strangely and abruptly disinterested. Unbeknownst to all, he has been slain and replaced by a doppelganger. Two more of the monsters are hiding in his family's barn, waiting to replace the rest of his family. A mystery to be solved by character levels 2-5.

**The Old Mill:** The owner of a warehouse on the island complains of an infestation of

bugs, even including an occasional giant centipede. He believes them to be coming from the ruins of the old mill nearby. All these old buildings are stonework, and not easily "burned out" to clear the pests. He wants to hire one or two adventurous types to clean out the ruin, which could contain anything (centipedes, spiders, carrion crawler, etc.). This adventure may be designed for any level of characters, and may lead to an old dungeon below.

**The Attic:** An elderly widow thinks that something is in her attic, and she's afraid to look. Everyone says she's crazy, but she offers half of her life savings — 2,000 cp — for someone to investigate. The attic may contain up to 36 stirges (or some other monster pest, plus the body of a thief (and his treasure) who once tried to sneak in to steal her money. For characters of levels 1-5.

**Riverside Tragedy:** A local lad disappears; his parents say he went down to the river to go fishing. This may be designed for any level of characters, as snakes, leeches, and other creatures could lurk in the marshy riverbank south of town.

**Rafting:** The biggest business in town is lumber. A logging camp in the mountains dumps the cut trees into a river, which flows down a waterfall and into the lake. The town crew gathers and trims the trees, then bundles and tethers them along the riverside. Adventurers are needed to ride the rafts down-river, guiding them past snags and dangers (possibly including river pirates!) to either Krakatos or Specularum. The characters not only get a free ride to the Capital, but get paid for it — if they're willing to risk the dangers.

**The Gardener:** The adventurers find that the herb wolfsbane can only be bought from a local halving gardener. This individual raises various plants for the herbalist in town, but keeps an eye on adventurers by selling the wolfsbane himself. He is 5th level, and interested in adventuring if guaranteed a certain amount of treasure.

## D&D Campaign

### Adventures for Parties (of any levels)

**Scavengers:** Local cattle are missing. The investigation shows that they only vanish around the time of the full moon — and everyone suspects were-creatures. Adventurers are needed to capture, *not kill*, the monsters, as they may be townspeople! The party must bring them all to the Patriarch, who will cure them of their disease. Handsome rewards are offered, but any monsters slain must be raised (by the Patriarch), using part of the reward. One or two of the people are later found not to be local folk, but chaotics from Black Eagle Barony.

**The Gambler:** The fat, successful gambler is everyone's friend, collecting free food, lodging, and other expenses. He buys land with his winnings, and the Patriarch is worried the gambler may eventually buy most of the town! The gambler is a devil swine with a ring of telekinesis (which explains his "luck" with dice). His many *charmed* victims prevent a simple solution to the problem; the characters could get into big trouble if they're not careful. The gambler likes to wander in hog form at night. If captured and held in that form, he can be forced to turn back to human form in front of a Town Meeting — destroying his reputation so the Patriarch can safely confiscate his lands and winnings (the characters' reward).

**The Man Who Sings to Fish:** One fisherman uses no nets, but instead merely calls the fish to his boat! When talked with, he may be convinced to tell his tale. He was once an adventurer, and helped some lake creatures (nixies); in return, they taught him to "sing to fish." He may give directions to the far mountain lake where the nixies live, along with the proper words to indicate peace — otherwise, adventurers may be captured by the creatures! The nixies, in turn, are having some problems, and can use the party's help.

**Gentle Giants:** A mysterious huge bucket lies in the town park, but nobody seems to know what it's for. One day, a stone giant comes to town with his wife! (It's their drinking bucket.) None of the "old timers" are surprised; the giants used to visit regularly. They are hired to perform several heavy jobs (such as driving piles in the river). They mention some problems between their race and the hill giants, and would like some adventurers' help.

**The Beggar:** A well-known blind beggar plies his craft daily in the marketplace. But a note is delivered to the highest level PC in town, apparently from this beggar who wants to talk, secretly, in a fancy hotel room! The mystery unfolds as the beggar, now in fine clothing, explains that he is a gold dragon, living here in disguise and watching for successful adventurers. A dragon-related problem has arisen in a far place.

**Homecoming:** One of the local fishermen comes back to town at noon, carrying a body he pulled out of the lake. The body is that of his Uncle Joe — who died 3 months ago, and was properly buried in the graveyard (which is now empty). The logging business, the town's principal industry, is perfectly normal, but the owner, who runs the logging camp in the mountains, is a chaotic cleric. He keeps costs down by using zombies — all the town's deceased residents! — to cut the trees. His camp includes fighter guards and many skeletons and zombies, plus treasures found and jewelry dug up while "recruiting."

**Worms:** While some adventurers are together for lunch, there is a sudden rumbling sound. A purple worm comes up just outside; the characters must come to the aid of the town, probably while wearing only light clothes (a dangerous task). After the monster is killed, a hole remains; it leads down into a maze of worm tunnels, possibly occupied by more purple worms, caeciliae, and lairs. (The characters may equip themselves properly before exploring, of course.)

**Blackstone Heath:** In an overgrown field south of town, a new building has been constructed of black stone. Guards at the entrance suggest that information is available at the Town Hall. The local officials smile proudly and explain that it's the new garbage dump, soon to be opened to the public, and licensed to the head of the Magic-User's Guild (the person who trains all magic-user characters)! That gentleman, when found, explains that he *charmed* a black pudding on his last adventure, and has donated the creature to the town. The building contains only a large deep pit, with the well-fed pudding in the bottom. The magic-user might sell directions to the dungeon where it was found (thus introducing a new dungeon setting to the characters). Or perhaps the valuable pudding could escape, creating an interesting challenge: how do you "catch" a pudding?

**Extortion:** After the Thieves' Guild gets a new Guildmaster, several local businessmen start complaining (softly and unofficially) about a new scheme being run by the Thieves' Guild. Each of them must pay a monthly fee, or be harassed. The Guild claims it to be an independent operation; the new Guildmaster cannot be found to verify or deny the claims. This shadowy individual appeared masked at the last Guild meeting. She's actually one of the local business owners, and is merely keeping her identity secret while setting up this new racket. The challenge — find who the Guildmistress really is (unknown even to the Patriarch), and shut down this evil scheme.

**Whirlwind:** A strange magical cyclone comes to town one windy day; all attempts to stop it have failed. It comes whistling into the Town Park, and forms — a djinni! The friendly creature ignores the townsfolk until he has greeted his old friends, a treat living in the park (who has been slumbering for years) and a water elemental in the fountain (another surprise). He then explains about trouble with a renegade efreeti released from its bottle by an unwary mountain trapper, and wants help from some adventurers.

**The Museum:** Young Ian, son of the local blacksmith, is also a taxidermist, and buys monster heads and parts to preserve them for his collection. He opens his museum, and one strange-looking head draws the attention of the characters visiting the place. For a fee, he will check his records to see who brought it in, and from where. With this logical method, you can introduce a newly created monster along with clues to its location. And everyone comes to know that many interesting bits of information can be found at the Museum of the Smith's son, Ian.

**The Black Woods:** To the west of town, about five miles away, lies a dark and reportedly dangerous magical forest. In the center of it awaits Bargle's military force, over 100 fighters and their mounts, magically asleep and *massmorphed* into the form of the woods. If seriously disturbed, they may all wake and attack; otherwise, they await Bargle's command, and can wait for years if necessary.

Many different adventures are possible; a passing spell caster might *dispel* part of the woods, gaining a few confused but loyal troops, or the enchantment might wear off, suddenly revealing a hostile army at the edge of the unprepared town!

## Part 3: Adventures in the Wilderness

Wilderness travel can actually be more dangerous for a low-level party than venturing into the first levels of a dungeon. Horrible monsters abound, and most humans (and humanoids) travel through uncivilized lands in large parties or armed caravans. The following sections explain the two major perils of wilderness travel: becoming lost and encountering monsters.

### ORDER OF EVENTS IN ONE GAME DAY

1. Daybreak: The party rises, studies spells (if applicable), and selects a direction of travel.
2. The DM checks to see if the party will become lost (1d6; explained on this page).
3. The DM rolls for Wandering Monsters for the day (1d6; see Encounters).
4. If monsters are not encountered during the day, the daylight period ends. Skip to #6 below.

If monsters are encountered, the DM uses the "Order of Events in an Encounter" chart (Basic Set DM Rulebook, page 3). If the characters want to Evade or Pursue the encountered monsters, use the chances given on page 42.

5. After each encounter, the party may resume travel. If they are lost, the DM may recheck the direction of travel.
6. Nightfall; the party finds a place to stop and rest. If outdoors, they may "set watches" (deciding which characters will stay awake while the others sleep, usually alternating through the night).
7. The DM checks for Wandering Monsters (1d6 or another roll; usually 1/2 normal chances unless characters are noisy or show bright lights). If an encounter is indicated, the DM finds the watch in which it occurs. Only characters "on watch" will be fully armored; others will be sleeping in normal clothes or leather armor at best.

If an encounter occurs, the DM uses the "Order of Events" chart as in #4, above.

8. Daybreak: return to #1, above.

### Wilderness Travel

Be sure to read the player information on wilderness travel, given on pages 20-21.

### Movement Rates

A party moves at the rate of its slowest member. The movement rate per turn, divided by five, gives the number of miles per day that can be covered. However, the party may slow to **forage** or **hunt** (see page 21). Encounters may also delay them, but normally only 5% at most.

Terrain is the general term for the type of land through which the party is traveling. The terrain has a strong influence on the distance traveled. The table below gives the change in movement for different types of terrain.

Terrain	Movement is . . .
On a good road	3/2 Normal
Clear, city, trail, grasslands	Normal
Forest, hills, desert, broken	2/3 Normal
Mountain, jungle, swamp	1/2 Normal

A party can move through several types of terrain as long as it has enough movement to do so. All movement should be rounded to the nearest mile. *For example*, an encumbered party with a daily move of 12 miles starts in clear terrain. They move 3 miles to a road (cost: 3 miles), travel 9 miles on the road (cost: 6 miles) and move 1 1/2 miles into the mountains (cost: 3 miles) before camping for the night (total cost: 3 + 6 + 3 = 12 miles).

### Lost

When traveling, a party can become lost. A party following a road, trail, or river, or led by a reliable guide will not become lost. Otherwise, check for each day's travel, rolling a six-sided die (1d6) before the party begins movement. Find the type of terrain on the list below, and if the result of the roll is given there, the party becomes lost.

Clear or Grasslands	1
Swamp, Jungle, or desert	1-3
All Other	1-2

If a party is lost, find their direction of travel (either by your choice or random roll). You *must* keep track of the party's actual position, as well as the direction the characters *think* they are going! *For example*, the caller of a lost party tells you that the party wants to travel north. However, you have secretly determined that the party will head northeast. If, after traveling in this direction for 6 miles, the group decides to turn northwest, they will actually be turning north.

### Wilderness Encounters

Encounters in the wilderness are handled much the same as those in a dungeon. The main differences are in encounter distance and evasion. The DM must also decide at what time during the day the encounter takes place, as this might indicate what type of terrain the party is moving through (and thus the type of monsters encountered). Most encounters occur either at mid-day or in the evening, after the party has set up camp. Keep track of light sources during night encounters!

**Time and Scale:** As in the D&D Basic rules, time during encounters is measured in rounds of 10 seconds each. Distances are measured in yards, rather than feet, but spell effects cover the same area.

**Encounter Distance:** Encounters in the wilderness begin at much longer distances than in dungeons. The distance may depend on local terrain; a monster seen coming out of a ravine that is only 20 yards away is encountered at that distance. If uncertain how far away the monster is roll 4d6 and multiply the result by 10. This number, 40-240, is the distance in yards at which the monster is first encountered.

**Surprise:** This is handled the same as in the D&D Basic set, except that if either group is surprised, the encounter distance is 10-40 yards. If three or more creatures surprise a party, they may have moved into a circle around the party.

**Evasion:** Any group may always avoid an encounter if it surprises another group. Otherwise, use the Evasion Table below. Compare the size of the party to the number of creatures encountered. This gives the percentage chance the evasion will be successful. If a large party breaks up into small parties, roll for each small party separately. There is always at least a 5% chance of evasion unless surprised.



Planned Travel



Actual Travel

## D&D Campaign

The DM may adjust evasion chances for terrain, differences in speed, and other factors as desired. For example, woods might add 25% to evasion chances and give a 10% chance for evasion even if a party is surprised. If one group can move at least twice as fast as the other, the faster group may increase (or decrease) the chances of evasion by 25% in its favor. If the pursuing group has sent out small groups of scouts, evasion is more difficult.

EVASION TABLE					
Number Encountered	Party Size				Chance of Evasion
	1-4	5-12	13-24	25+	
				1-10	10%
			1-6	11-30	25%
		1-3	7-16	31+	35%
	1	4-8	17+	—	50%
	2-3	9+	—	—	70%
	4+	—	—	—	90%

**Pursuit:** If the party fails to evade, they must fight or move away in a random direction (no mapping). If the other group is faster, there is a 50% chance the party will be caught. If the party is not caught, they may try to evade again. Repeat the procedure until the party evades or is caught.

### Chance of Encounter

The DM usually makes one encounter check for each game day. You may include planned encounters, or may make additional checks, to a maximum of 3 or 4 per day. The time of day may affect the encounter. If you wish to use random rolls for encounters, the chance of an encounter is determined by the terrain through which the characters are traveling.

CHANCE OF ENCOUNTER	
Terrain	Chance (1d6)
City, Clear, Grasslands, or Inhabited Woods, River, Hills, Barren Lands, Desert, Ocean*, Aerial**	6
Swamp, Jungle, Mountains	5-6
	4-6

\*Ocean: A roll of 6 indicates a normal ocean encounter. A roll of 5 indicates no encounter unless the ship lands at the end of the day; if so, a land encounter is used.

\*\*Aerial encounters always use the Flyer table, regardless of terrain.

### Types of Encounters

When an encounter is indicated, roll 1d8 and find the result on the General Types Tables in the center of this book, looking in the column for that terrain. For terrain types not listed, use the closest approximation. The result is the name of the *subtable* to use next; roll 1d12 to find the exact crea-

ture encountered.

The number of creatures encountered is left to your decision, but should always be a number that the party can deal with — though possibly only by negotiation or evasion!

### Castle Encounters

When characters discover a castle, they will be unsure of the type of reception they will receive. If the DM has not planned the reaction of the inhabitants of a castle, the following table may be used. This reaction assumes that the party does nothing (either to arouse suspicion or inspire trust). Note that the men listed are only part of the castle owner's forces; the rest of the force should include other men, and might even include special monsters.

Owner	Level	Patrol	Reaction (1d6):		
			Pursue	Ignore	Friendly
Ftr	9-14	2-12 heavy horsemen	1-3	4-5	6
M-U	11-14	2-12 heavy footmen	1	2-5	6
Cl	7-14	2-12 medium horsemen	1-2	3-4	5-6

**Pursue:** The men will chase the party off the lord's land or charge the characters a toll. This sum may vary depending on the personality of the lord, how wealthy the characters look, and other things. Refusing to pay may result in being arrested, run off the land, or attacked.

**Ignore:** No attempt is made to aid or hinder the party.

**Friendly:** The castle owner invites the party to stay. (Not necessarily actual friendship; some NPCs may have evil intentions.)

Demi-humans will almost always avoid contact with strangers. The DM should detail any non-human strongholds so that definite reactions may be known.

### Waterborne Adventures

The sea is an awesome place, the home of terrible monsters, the source of strange mists and unpredictable currents, and the scene of terrible storms that can smash the strongest ship to splinters. Perhaps the most deadly of the sea's hazards, however, is the lack of landmarks. Once out of sight of land, there is little to steer by. A small mistake in navigation or a sudden storm can drive a ship hopelessly off course until a familiar shore is sighted. Only the bravest and most hardy adventurers dare challenge the sea!

Movement on rivers and lakes is handled

in a similar manner to sea travel. The DM may add restrictions of vessel size, slower speed because of winding rivers, and so forth, as the circumstances dictate. Current may increase (or decrease if heading upstream) distance traveled by 7-12 miles per day. Special hazards such as sand bars, rapids, waterfalls, and monsters can make river and lake travel almost as risky as ocean travel!

### Transportation

In general, galleys are used for travel along the coast. River boats and rafts are used for travel on rivers and will almost surely be destroyed if they venture too far from shore. The average movement rates for different crafts are given below. If two rates are given, the first is for rowing and the second is for sailing. Rowing during an encounter is much faster than when used for long voyages.

**Boat, River:** Designed specially for river travel. Length 20'-30', beam (width) 10', draft (depth under water) 2'-3'. Capacity: 30,000 cn. Crew: 8 rowers. May be rowed or poled; may have wooden roof for protection from weather (1,000 gp extra).

**Boat, Sailing:** Single masted boat, designed for lake or coastal use. Length 15'-45', beam 5'-15', draft 3'-8'. Minimum crew is 1 sailor; Captain and crew may be hired. Capacity: 20,000 cn.

**Canoe:** Light wood frame with hides, canvas, or waterproof bark; designed for rivers and swamps. Length 15', beam 3', draft 1'. May be carried by two people; encumbrance 500 cn. Capacity 6000 cn.

**Galley, Large:** Designed for oceans and large lakes. Length 120'-150', beam 15'-20', draft 3'. Single mast with square sail. Standard crew is 180 rowers, 20 sailors, 50 marines, 1 captain. Capacity 40,000 cn plus crew. May have a Ram (½ additional cost) and 2 light catapults (bow and stern).

**Galley, Small:** Similar to large galley, built for coastal and lake use. Length 60'-100', beam 10'-15', draft 2'-3'. Standard crew is 60 rowers, 10 sailors, 20 marines, 1 captain. Capacity 20,000 cn plus crew. May have a Ram (½ extra cost) and 2 light catapults (bow and stern).

**Galley, War:** Large two-masted galley designed for combat; often a flagship. Length 120'-150', beam 20'-30', draft 4'-6'. Standard crew is 300 rowers, 30 sailors, 75 marines, 1 captain. Always has a Ram, and one deck above the rowers with two light wooden towers (bow and stern) each 10'-20' square, height 15'-20'. Capacity 60,000 cn plus crew. May have 3 light catapults.

**Lifeboat, Ship's:** Designed for survival, each has a collapsible mast and 1 week's Iron Rations for 10 included. Small ships usually carry 1-2 lifeboats, 3-4 on large ships; must be purchased separately. Encumbrance 5,000 cn (deducted from ship capacity). Length 20', beam 4'-5', draft 1'-2'. Capacity 15,000 cn.

**Longship:** Designed for river, ocean or coastal use. Length 60'-80', beam 10'-15', draft 2'-3'. Standard crew is 75 sailors (acting as rowers and marines), 1 captain. 60 rowers needed for full speed. Capacity 40,000 cn.

**Raft:** An awkward unmaneuverable floating platform or barge, moved by poles or natural current, often with a crude steering oar. May have raised edges, a tent or wood hut for shelter. Maximum size 30' x 40'. Capacity 10,000 cn per 100 square feet. Often dismantled and sold for the value of the wood (1/4 price) once the cargo reaches a downstream port. May be found as a ferry at a river crossing.

Characters can build their own rafts if wood is available, taking 1-3 days per 100 square feet (maximum size 600 square feet). Capacity 5,000 cn per 100 square feet.

**Sailing Ship, Large:** Three-masted ship with 1 or more decks. Bow and stern are raised "castles" for better field of fire. Length 100'-150', beam 25'-30', draft 10'-12'. Standard crew is 20 sailors, 1 captain. May have 2 light catapults. Capacity 300,000 cn plus crew.

**Sailing Ship, Small:** Very similar to Large, but with single mast. Length 60'-80', beam 20'-30', draft 5'-8'. Standard crew is 10 sailors, 1 captain. Capacity 100,000 cn plus crew.

**Troop Transport:** Identical to Large Sailing Ship, but designed to carry people. Capacity is double Large Sailing Ship, calculated for men and horses. Often has special modifications. *For example*, for horses, a hatch is cut into the side; horses are loaded, and the hatch is sealed for the voyage!

**Hull Pts:** A ship's ability to remain afloat after taking water or damage is measured by a number, called Hull points. Hull points for a ship are very similar to hit points for a character; when a ship reaches zero or less hull points, it will sink in 1-10 rounds. If a ship is reduced to zero or less hull points, it may no longer move under its own power nor attack with ship-mounted weapons (catapult, etc.), although the crew may use personal weapons normally.

**Armor Class:** This is used to determine chances of success for Ram and Catapult attacks.

**Capacity:** This is the maximum encumbrance capacity of the vessel, normally not counting the crew.

**Ship Modifications:**

Some ships can be modified for transport or combat, with the following costs:

**Adding a Ram:** A Large or Small Galley may add a ram for an additional 1/3 of the original ship's cost. A War Galley already has a ram included in the cost.

**Troop Transport:** A Large or Small Sailing Ship can be converted into a troop transport by paying an additional 1/3 of the original ship's cost. A Troop Transport has 1/2 more hull points than a normal sailing

ship, and carries twice as many troops (marines) as the normal vessel.

**Catapult:** A longship, any type of galley, and either type of sailed warship may add one light catapult. Ordinary sailing ships, troop transports, and the smaller vessels not mentioned above cannot mount a catapult. A catapult and 20 rounds of shot weigh 10,000 coins.

**Weather**

A ship's movement rate given on the Water Movement Chart is for average sailing conditions. If the voyage is favored by steady winds and calm waters, the speed may be increased to as much as double the number given. If the seas are rough, or the vessel is becalmed, little or no progress might be made in a day! See the optional Water Movement Modification Table for more details.

If the optional movement chart is not used, the following simple rules should be applied: When sailing on seas or oceans, there is a chance that the weather will be unsuitable for travel. Roll 2d6 at the beginning of each day; a result of 2 indicates no wind, and a roll of 12 means gales or fierce storms.

**No Wind:** Sailing ships (vessels without rowers) may not move, and must spend the entire day in the same area (hex). Rowed ships are never stopped for lack of wind; they are unaffected by calm weather.

**Gale or Storm:** Results differ by the type of ship:

**Sailed ship:** May either sit (80% chance of sinking) or run before the wind. Movement rate is triple normal, but in a random direction. If no coastline is reached during (triple) one day's movement, the maneuver is successful and the ship is safe. If the ship reaches a coastline or other shore, there is a 75% chance that it will be broken up trying to beach, and a 25% chance of safely finding shelter.

**Galley:** Any vessel without sails has only a 20% chance of weathering a gale; failure results in the ship being swamped. If the galley is in sight of the coastline, check the coastal terrain. If it is clear terrain, the galley may beach before the storm hits. For all terrain, roll 1d6: a result of 1-2 indicates that a safe beach or cove has been found.

It is assumed that all characters know how to swim, unless some circumstance might prevent this knowledge from being acquired. Swimming movement is equal to one-half the distance that character may normally travel. Characters in any type of metal armor may easily drown.

**WATER MOVEMENT CHART**

Vessel	Movement Rate		Crew			Hull Pts	Armor Class	Capacity (cn)
	Miles/Day	Feet/Round	Rowers	Sailors	Mariners			
Canoe	18	60	—	—	—	5-10	9	6,000
Galley, Lg	18/72	90/120	180	20	50	100-120	7	60,000
Galley, Sm	18/90	90/150	60	10	20	80-100	8	40,000
Galley, War	12/72	60/120	300	30	75	120-150	7	80,000
Lifeboat	18	30	—	—	—	10-20	9	15,000
Longship	18/90	90/150	—	75*	—	60-80	8	30,000
Raft	12	30	—	—	—	**5	9	100
Riverboat	36	60	8	2	—	20-40	8	40,000
Sail Boat	72	120	—	1	—	20-40	8	20,000
Sail Ship, Lg	72	120	—	20	50***	120-180	7	300,000
Sail Ship, Sm	90	150	—	10	25***	60-90	8	100,000

\*Longship: Sailors also act as rowers and marines.

\*\*Raft: Figures are for each 100 square feet (10' x 10' section).

\*\*\*Sailing Ships: Marines for Warships only, at 1/2 added cost.

## Optional WATER MOVEMENT MODIFICATION CHART

Roll 2d6 at the start of each day:

Roll	Effect
2	<b>Becalmed.</b> No movement except by oar. Oared movement reduced to 1/3 normal amount because of rower fatigue.
3	<b>Extreme light breeze</b> or beating before normal winds. Movement reduced to 1/3 normal.
4	<b>Light breeze</b> or quarter reaching before normal winds. Movement reduced to 1/3 normal.
5	<b>Moderate breeze</b> or broad reaching before normal winds. Movement reduced to 2/3 normal.
6-8	<b>Normal winds.</b> Normal movement.
9	<b>Strong breeze.</b> Movement is 2/3 normal (normal plus 1/3 extra).
10	<b>High winds.</b> Movement is 1/2 normal (normal plus 1/2 extra).
11	<b>Extreme high winds.</b> Double normal movement.*
12	<b>Gale.</b> Galleys have 80% chance of sinking. Triple normal movement in random direction. Roll 1d6: 1 = desired direction 2 = 60 degrees starboard 3 = 120 degrees starboard 4 = 180 degrees (reverse) 5 = 120 degrees port 6 = 60 degrees port See page 43 for details on running before a gale.

\*May ship water (galley 20%, sail 10%). Shipping water reduces speed by 1/3 until docking and repair is possible.

### Encounters at Sea

**Visibility:** On a clear day, land can be seen at a distance of 24 miles. This may be reduced for local conditions (night, fog, haze, storms, etc). Ships out of sight of land are lost unless a navigator is aboard. Approaching ships (pirates, for example) can be seen and identified at 300 yards on a clear day, or can come as close as 40 yards in a dense fog before being spotted. Monsters are encountered at normal distances (40-240 yards).

**Surprise:** Monsters surprise ships as normal. Ships never receive surprise unless a special condition exists (such as fog).

**Evasion:** Whenever an encounter at sea is indicated, either party may try to evade

the other (whether ship or monster). The chance of success is based on the difference in movement rates. Roll separately for each ship or creature being pursued.

Difference In Speed (per round)	Chance Of Evasion
Pursued vessel is: faster than pursuer	80%
0'-30'/round slower	50%
31'-60'/round slower	40%
61'-90'/round slower	35%
91'-120'/round slower	25%
121' +/round slower	10%

If Evasion is successful, the attacker loses sight of the evader and cannot attack that day.

If the evasion is not successful, the pursuer starts at the visible distance (300 yards on a clear day) and closes. If the pursuer's speed is 0-30 greater than the evader (or actually slower), the rate of closing is 30' (10 yards) per round. If the difference is greater than 30'/round, the pursuer closes in at the normal movement rate.

### Combat at Sea

Combat at sea is fought in combat rounds of 10 seconds each, with ramming taking place at the same time as missile fire. When ships touch, the crews often attempt to grapple and board.

It is helpful to have a sketch of the ships' deck plans during boarding actions. Unless noted otherwise, most giant sea creatures and certain magic attacks will inflict 1 point of hull damage for every 5 points of normal damage.

**Catapults:** A light catapult may be mounted on some ships. It can throw rocks or flaming pitch to 150-300 yard range, but not at any nearby target.

A light catapult needs a crew of 4 for maximum efficiency. When operated by 4 crewmen, it fires every fifth round. A crew of 3 slows it to once every 8 rounds; 2, slows it to once per 10 rounds. One person cannot operate a catapult.

It fires as a fighter level equal to the number of crewmen (e.g. 3 crewmen fire as a 3rd level fighter). Penalties may apply due to rough seas and other factors.

A rock thrown by a catapult has an area effect (10' x 10'), doing 3-18 points of hull damage. Flaming pitch will set the same size area afire, doing 1-6 points of hull

damage per turn of burning. The flames will spread if not fought by several crew: 5 crew can put the fire out in 3 turns, 10 crew in 2 turns, or 15 crew in 1 turn. Pitch always burns at least 1 turn, regardless of the number of firefighters.

**Rams:** A large or small galley may be fitted with a ram on the bow. It is useful for striking large targets, such as other ships and giant sea creatures. Small targets are impossible to hit; they may outmaneuver the ramming vessel. A Hit roll is made (as if the ramming vessel were a 1st level fighter), and maybe modified for weather, maneuverability, and other factors. If the ram hits, find the damage (hull points for ships, hit points for creatures) on the following chart:

Ramming Vessel	Opponent	Damage
Small Galley	Ship	50-80
	Creature	3-24
Large Galley	Ship	60-110
	Creature	6-36

**Repairs:** Half the damage from any type of attack can be repaired if 5 or more crewmen are assigned to repair duty. The rate of repair is 1 point of hull damage per full turn of work. (Repairs at sea are makeshift; the remaining damage must be repaired at a port.)

Attempts to put out fires and repair hull damage occur *after* damage for the turn is scored. Repair and fire crews cannot perform any other tasks. Each 10% of hull damage reduces speed by 10%, until repaired in port. Each 10% loss of rowers reduces rowed speed by 10%.

**Grappling and Boarding:** If both ships' crews want to grapple, the attempt is automatic. If only one ship's crew wants to grapple, roll 1d6; a result of 1-2 indicates success. Grappling may be attempted every round that the ships are touching. After the ships are grappled, the boarding battle is fought just like any large hand-to-hand combat. Those boarding have a penalty of 2 on Armor Class and all Hit rolls during the boarding round. The battle continues until the crew of one ship surrenders or dies.

## Monsters

This section adds to the monster list in the D&D Basic Set. The terms used in the monster descriptions are explained below; the abbreviations are used in this booklet and separately sold adventure modules.

**Name:** Names are for the DM's use; the players should only receive a description when a monster is encountered. An asterisk (\*) after the monster's name means that normal weapons cannot harm the creature. These monsters should be used with caution.

**Armor Class (AC)** is a number used to measure the difficulty of hitting a creature in combat. The lower the number, the harder it is to hit the creature. AC is determined by a creature's speed and dexterity, plus armor worn (or the toughness of skin).

**Hit Dice (HD)** gives the number of 8-sided dice used to find any one monster's hit points. It may be followed by an adjustment (a plus or minus followed by another number). The adjustment is a number of hit points added to or subtracted from the total of the dice. If any asterisks appear after the Hit Dice, the monster has special abilities, and an Experience Point (XP) bonus applies when XP are awarded for defeating the monster.

**Move (MV)** gives two distances measured in feet. The first is the distance the monster may move in 1 turn (10 minutes) during normal travel. The second (in parentheses) is the distance the monster may move in 1 round (10 seconds) during an encounter. A special rate is also given for monsters that swim, fly, dig, or have webs.

**Attacks (#AT)** gives the type and number of attacks that a monster may make in one round of combat. Some monsters have the following Special Attacks:

**Charm, Energy Drain, Paralysis, Blindness, and Poison** are explained in the D&D Basic Dungeon Master's rulebook.

**Charge:** If a monster can run toward its opponent for 20 yards (20 feet indoors), it inflicts double damage if it hits. A charge cannot be made in certain types of terrain: broken, forest, jungle, mountain, or swamp. *Example:* Triceratops.

**Continuous Damage:** Some monsters hold on when they hit their victims. When this occurs, no further Hit rolls are needed; the victim takes a given amount of damage each round, usually until the monster is killed. *Example:* Leech.

**Petrification:** This is a dangerous ability of certain fantastic monsters. It may take place due to a gaze, breath, or normal hit in combat, as given in the monster description. The victim must make a Saving Throw vs.

Turn to Stone. If the Saving Throw is failed, the victim turns into a stone statue. All equipment carried, whether normal or magical, turns to stone with the victim, becoming part of the statue and not easily removed. *Example:* Cockatrice.

**Swallow:** Some monsters are large enough to swallow a victim whole. This attack always succeeds if the Hit roll is 20, and might succeed with a lower number (given in the description). The swallowed victim takes a given amount of damage each round until the monster is killed. If the victim has an edged weapon, the monster may be attacked from inside, but with a -4 penalty on Hit rolls. The inside of any creature is AC 7 unless noted otherwise. Being swallowed often has effects other than damage (loss of consciousness, paralysis, etc.). If the victim dies, the body is completely digested in one hour (6 turns) and cannot be recovered. *Example:* Purple Worm.

**Swoop:** This is similar to a Charge, but applies to flying monsters. However, double damage is gained only if the monster Surprises its opponent. If the Hit roll is 18 or more and the monster has talons or some way to grab prey, the monster holds on and tries to fly away with its victim. If the victim is too heavy, the monster lets go immediately. A swoop cannot be used in dense forest or jungle cover. *Example:* Roc.

HD of Monster	Victim Size
3 HD	may lift a halfling*
6 HD	may lift a man
12 HD	may lift a horse
24 HD	may lift an elephant

\*When mounted, a pegasus or hippogriff may carry a man in metal armor plus other gear.

**Trample:** Some monsters try to use their large size to crush their opponents. When trampling, a monster gains a +4 bonus to its Hit roll if the victim is man-sized or smaller. Some groups of animals, herds, may also trample, usually inflicting 1-20 points of damage through sheer numbers rather than large sizes. *Example:* Animal Herd.

**Damage (D)** gives the amount of damage a monster inflicts if its attack succeeds. For monsters with more than one attack, the damages are always given in the same order as the types of attacks. The DM may choose an exact damage within the range given, or dice may be rolled to determine damage randomly.

**Number Appearing (NA)** gives the number of monsters that could be encountered. Two numbers are always given; the first applies to dungeons, and the second applies to wil-

derness. If either number is zero, the monster is not normally found in that location. The DM should adjust the number according to the situation:

**Dungeon:** First, find the level of the dungeon upon which the encounter occurs. If the monster's level (Hit Dice) is equal to the level of the dungeon, use the given No. Appearing. If the monster's level is greater than the dungeon level, the No. Appearing should be reduced. If the monster's level is less than the dungeon level, the No. Appearing should be increased. If a dungeon lair is encountered, the No. Appearing may be up to 5 times the maximum given.

**Wilderness:** The second No. Appearing, in parentheses, is used for most encounters. If a lair is encountered, the No. Appearing may be up to 5 times the maximum given, depending on the terrain and other conditions.

In any monster lair (whether in a dungeon or wilderness), up to 1/2 of the total number present may be young, very old, or female creatures (sometimes with little or no combat ability). In addition, several adults may be temporarily absent (hunting, scouting, etc.), depending on the season, time of day, and other conditions.

**Save As (Save)** gives the character class and level at which the monster makes Saving Throws. Refer to the applicable Character Class description to find the exact number. Unintelligent monsters usually "save" as Fighters of half their monster level. Some monsters may have special adjustments to some Saving Throws, given in the descriptions.

**Morale (ML)** is a measure of the monster's courage in combat. When a Morale Check is needed (see D&D Basic DM Rulebook), the DM rolls 2d6. If the result is greater than the Morale score, the monsters try to run away or surrender. Otherwise, the monsters continue to fight. If monsters are encountered in their lair, the morale score should be raised by 1-2 points.

**Treasure Type (TT)** gives the letter of the treasure type normally found in the monster's lair. The letters are used with the Treasure Types tables (Basic DM Rulebook). Wandering monsters are unlikely to be carrying treasure unless an individual Treasure Type (a letter from P to V) is given. A DM may always place more, less, or different treasure than the Treasure Type indicated.

**Alignment (AL)** shows whether the monster's behavior is Lawful, Neutral, or Chaotic. Unintelligent monsters are usually Neutral. The DM should always try to play monsters' roles according to the alignment given.



# Monsters

## Monster List: Animal to Wyvern

### Animals, Normal and Giant:

see **Animal Herd**, **Camel**, **Elephant**, **Horse**, and **Prehistoric**.

### Animal Herd

Armor Class:	7
Hit Dice:	1-2, 3, or 4
Move:	240' (80')
Attacks:	1 butt
Damage:	1-4, 1-6, or 1-8
No. Appearing:	0 (3-30)
Save As:	Fighter: 1
Morale:	5
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	10, 20, 35, or 75

This category includes most wild grazing creatures, such as caribou, deer, elk, goats, moose, and wild oxen. At least one species may be encountered in any climate. The size of the creature determines its Hit Dice and damage per butt, as follows: antelope, deer, and goats (Hit Dice 1-2, Damage 1-4); caribou and oxen (Hit Dice 3, Damage 1-6); elk and moose (Hit Dice 4, Damage 1-8). The DM may add other herd animals within these ranges.

Only males have a butt attack. Of the total number encountered, only 1 in 4 is male; the rest are females and young. A male has at least 3 hit points per Hit Die; females have normal hit points. Young have only 1-4 hit points per Hit Die. When alarmed, females and young flee while the males protect them.

Any group of 16 or more may panic when attacked, running toward the disturbance 40% of the time (trampling all in their path for 1-20 points of damage; no Hit roll needed).

### Basilisk

Armor Class:	4
Hit Dice:	6 + 1**
Move:	60' (20')
Attacks:	1 bite/1 gaze
Damage:	1-10 + petrification
No. Appearing:	1-6 (1-6)
Save As:	Fighter: 6
Morale:	9
Treasure Type:	F
Alignment:	Neutral
XP Value:	950

A basilisk is a 10'-long non-intelligent magical lizard. It lives in underground caverns or wild and tangled thickets. Any creature hit by a basilisk must make a Saving Throw vs. Turn to Stone or be petrified (including equipment carried).

The basilisk's gaze has the same effect; anyone meeting the gaze must make the same Saving Throw or be petrified. A surprised character automatically meets the gaze. A character in hand-to-hand combat with the creature must either avoid the gaze or meet the gaze each round. If avoiding the gaze, a -4 penalty applies to all Hit rolls against the monster, while the basilisk gains a +2 bonus to its attacks. A mirror may be used for additional safety (see "mirror," page 20). While using a mirror, a -2 penalty to the Hit roll (instead of -4) is used; 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 make a Saving Throw or be turned to stone!

### Black Pudding\*

Armor Class:	6
Hit Dice:	10*
Move:	60' (20')
Attacks:	1
Damage:	3-24
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 non-intelligent blob 5 to 30 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 with 2 HD and inflicting 1-8 points of damage per blow. However, a *flaming sword* will cause full normal damage. Puddings normally have no treasure, but gems (the only remnants of previous victims) might be found nearby.

### Blink Dog

Armor Class:	5
Hit Dice:	4*
Move:	120' (40')
Attacks:	1 bite
Damage:	1-6
No. Appearing:	1-6 (4-9)
Save As:	Fighter: 4
Morale:	6
Treasure Type:	C
Alignment:	Lawful
XP Value:	125

This unique creature is similar in appearance to the Australian dingo. It is highly intelligent, often travels in packs, and uses a limited teleportation ability. It can "blink out" of one spot and immediately appear ("blink in") at another. Its instinct prevents it from appearing in a solid object. When attacking, it "blinks" close to an enemy, attacks, and then reappears 10-40 feet away. On any round in which they have the initiative, blink dogs can attack safely, "blinking" away before the defender can counter-attack. If seriously threatened, an entire pack will "blink" out and not reappear. Blink dogs always attack displacer beasts, their natural enemies.

### Caecilia

Armor Class:	6
Hit Dice:	6*
Move:	60' (20')
Attacks:	1 bite
Damage:	1-8
No. Appearing:	1-3 (1-3)
Save As:	Fighter: 3
Morale:	9
Treasure Type:	B
Alignment:	Neutral
XP Value:	500

This giant gray worm-like creature is about 30' long. It attacks with its huge mouth and sharp teeth. An unadjusted Hit roll of 19 or 20 means that it has swallowed its prey whole. A swallowed victim takes 1-8 points of damage each round until the caecilia is dead.

### Camel

Armor Class:	7
Hit Dice:	2
Move:	150' (50')
Attacks:	1 bite/1 hoof
Damage:	1/1-4
No. Appearing:	0 (2-8)
Save As:	Fighter: 1
Morale:	7
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	20

The camel is an ill-tempered beast, apt to bite or kick any creature that gets in its way — including its owner. It often kicks with one leg. Camels are used as pack and riding animals in deserts and barren lands (with movement as if in clear terrain). A well-watered camel may travel for 2 weeks without drinking. It may carry up to 3,000 cn of weight at normal speed, with a maximum load of 6,000 cn.

**Centaur**

Armor Class: 5  
 Hit Dice: 4  
 Move: 180' (60')  
 Attacks: 2 hooves/1 weapon  
 Damage: 1-6/1-6/by weapon  
 No. Appearing: 0 (2-20)  
 Save As: Fighter: 4  
 Morale: 8  
 Treasure Type: A  
 Alignment: Neutral  
 XP Value: 75

A centaur is a creature with the head, arms, and upper body of a man joined to the body and legs of a horse. Centaurs prefer to live far from humankind in meadows and forests. They are of average intelligence, and often carry weapons (clubs, lances, and bows; 1 weapon per creature). A charge attack may be used if lances are carried.

Centaurs will form into small tribes or families. Their homes are in dense thickets or woods, reached by twisting and guarded pathways. The females and young will usually stay in the lair. If attacked, females and young will attempt to flee unless escape is impossible, in which case they will fight to the death. The young fight as if they were 2 HD monsters, and do less damage (1-2/1-2/1-4).



**Chimera**

Armor Class: 4  
 Hit Dice: 9\*\*  
 Move: 120' (40')  
 Flying: 180' (60')  
 Attacks: 2 claws/3 heads  
 + breath  
 Damage: 1-3/1-3/2-8/1-10/3-12  
 + 3-18  
 No. Appearing: 1-2 (1-4)  
 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 forebody 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' long and 10' wide at the end, for 3-18 points of damage). The breath can only be used 3 times per day. If determined randomly, the chance of breathing is 50% per round, as with dragons. Chimerae usually live in wild hills, but may occasionally be found in dungeons.

**Cockatrice**

Armor Class: 6  
 Hit Dice: 5\*\*  
 Move: 90' (30')  
 Flying: 180' (60')  
 Attacks: 1 beak  
 Damage: 1-6 + petrification  
 No. Appearing: 1-4 (2-8)  
 Save As: Fighter: 5  
 Morale: 7  
 Treasure Type: D  
 Alignment: Neutral  
 XP Value: 425

This is a small magical monster with the head, wings, and legs of a rooster and the tail of a snake. Its beak attack causes 1-6

points of damage. Any creature bitten or touched by a cockatrice must make a Saving Throw or be turned to stone! Cockatrices may be found anywhere.

**Crab, Giant**

Armor Class: 2  
 Hit Dice: 3  
 Move: 60' (20')  
 Attacks: 2 pincers  
 Damage: 2-12/2-12  
 No. Appearing: 1-2 (1-6)  
 Save As: Fighter: 2  
 Morale: 7  
 Treasure Type: Nil  
 Alignment: Neutral  
 XP Value: 35

Giant crabs are non-intelligent monsters found in shallow waters, coastal rivers, and buried in sand on beaches. They cannot swim. The common giant crab is 8' in diameter, but larger specimens may be found (up to 6 Hit Dice, Damage 3-18 per claw). Both salt- and fresh-water species exist. They are always hungry and will attack anything that moves.

**Crocodile**

	Normal	Large	Giant
Armor Class:	5	3	1
Hit Dice:	2	6	15
Move:	90' (30')	90' (30')	90' (30')
Swimming:	90' (30')	90' (30')	90' (30')
Attacks:	1 bite	1 bite	1 bite
Damage:	1-8	2-16	3-24
No. Appearing:	0 (1-8)	0 (1-4)	0 (1-3)
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. Awkward on land, they do not stray far from water and will spend hours floating just under the surface. If hungry, crocodiles will attack creatures in the water. They are particularly attracted to the smell of blood or

violent thrashing of the water. Large crocodiles are at least 20' 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' long and have been known to attack small boats or ships.

**Cyclops**

Armor Class: 5  
 Hit Dice: 13\*  
 Move: 90' (30')  
 Attacks: 1 club  
 Damage: 3-30  
 No. Appearing: 1 (1-4)  
 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' tall. It has poor depth perception because of its single eye, and strikes with a penalty of -2 on all Hit rolls. A cyclops will usually fight with a wooden club. It can throw rocks to a 200' range, each hit causing 3-18 points of damage.

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, and a clever party can often escape from them by trickery.

# Monsters

## Devil Swine\*

Armor Class:	3 (9)
Hit Dice:	9*
Move:	180' (60')
Human form:	120' (40')
Attacks:	1 gore or blow
Damage:	2-12 or by weapon
No. Appearing:	1-3 (1-4)
Save As:	Fighter: 9
Morale:	10
Treasure Type:	C
Alignment:	Chaotic
XP Value:	1,600

A devil swine appears as either a huge hog or a grossly fat human. It is a lycanthrope, harmed only by silver or magical weapons. Although it can change shape freely during the night, it must keep one shape throughout the daylight hours. Devil swine prefer the fringes of human settlements, especially those near swamps or forests. They are carnivorous, especially fond of human flesh, and will ambush if possible.

Each devil swine can cast a *charm person* spell 3 times per day. It can use this spell in either human or swine form. A Saving Throw vs. Spells is allowed, but with a -2 penalty to the roll. Each devil swine normally has 0-3 (1d4-1) humans under its control.

## Displacer Beast

Armor Class:	4
Hit Dice:	6*
Move:	150' (50')
Attacks:	2 tentacles
Damage:	2-8/2-8
No. Appearing:	1-4 (1-4)
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 and 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 3' 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 (about 6 hit points or less), it may use a ferocious bite attack (+2 bonus to Hit roll, Damage 1-6). Displacer beasts are semi-intelligent. They hate and fear blink dogs, and will always attack them and anyone traveling with them.



## Djinni (Lesser)\*

Armor Class:	5
Hit Dice:	7 + 1*
Move:	90' (30')
Flying:	240' (80')
Attacks:	1 (fist or whirlwind) + special
Damage:	2-16 (fist) or 2-12 (whirlwind)
No. Appearing:	1 (1)
Save As:	Fighter: 14
Morale:	12
Treasure Type:	Nil
Alignment:	Chaotic
XP Value:	850

The djinn are intelligent, free-willed, enchanted creatures from the Elemental Plane of Air. They appear as tall, human-like beings surrounded with clouds. Djinn are highly magical in nature, and can only be harmed by magic or magical weapons.

A djinni can use each of its seven powers 3 times each day. These powers are: *create food and drink* (as a 7th level cleric); *create metallic objects* of up to 1,000 cn weight (of temporary duration, varying by type: gold = 1 day, iron = 1 round); *create soft goods and wooden objects* of up to 1,000 cn weight

which are permanent; become *invisible*; assume *gaseous form*; form a *whirlwind*; *create illusions* (which affect both sight and hearing, lasting until touched or magically dispelled — the djinni need not concentrate to maintain them).

A djinni has two forms of attack. In normal form, it strikes with its fist. It may also transform itself into a *whirlwind* — a cone 70' tall, 20' diameter at the top, 10' diameter at the base, movement rate 120' (40'). The transformation takes 5 rounds. The djinni-whirlwind inflicts 2-12 points of damage to all in its path, and sweeps aside all creatures with fewer than 2 HD unless they make a Saving Throw vs. Death Ray. If a djinni is slain, its spirit returns to its own plane. A djinni can carry 6,000 cn of weight without tiring. Up to 12,000 cn of weight can be carried for 3 turns walking or 1 turn flying, but the djinni must rest for 1 turn afterward.

## Dryad

Armor Class:	5
Hit Dice:	2*
Movement:	120' (40')
Attacks:	See below
Damage:	0
No. Appearing:	0 (1-6)
Save As:	Elf: 4
Morale:	6
Treasure Type:	D
Alignment:	Neutral
XP Value:	25

Dryads are beautiful female tree spirits who live in trees, in woodland settings or dense forests. They are very shy and non-violent, but very suspicious of strangers. If a dryad wishes to be unobserved, she will join with her tree, becoming part of it. However, she may attack anyone approaching or following her with a powerful *charm person* spell. The victim must make a Saving Throw vs. Spells with a penalty of -2 to the roll. If charmed, the victim will approach the tree — and be drawn inside! Unless rescued immediately, the victim will never be seen again. A dryad will die if her tree dies, and can only survive for 1 turn if taken more than 240' away from it. She hides her treasure in hollows under her tree's roots.

## Efreeti (Lesser)\*

Armor Class:	3
Hit Dice:	10*
Move:	90' (30')
Flying:	240' (80')
Attacks:	1 fist
Damage:	2-16
No. Appearing:	1 (1)
Save As:	Fighter: 15
Morale:	12
Treasure Type:	Nil
Alignment:	Chaotic
XP Value:	1,600

Efreet are free-willed, enchanted creatures from the Elemental Plane of Fire. They usually appear as clouds of smoke, condensing into giant-sized men surrounded by flames. The air around them is always hot and smoky. Efreet are highly magical, and can only be hit with magic weapons. If slain, the efreet's spirit returns to its own plane.

An efreeti can *create objects*, *create illusions*, and turn *invisible* like a djinni. It can cast a *wall of fire* spell 3 times per day. An efreeti may also transform itself into a *pillar of flame* that will set fire to all flammable items within 5 feet. It can retain the flame shape

for up to 3 rounds. When in this form, the fire adds 1-8 points of damage to each of the efreeti's blows. The creature can only assume flame shape once per turn at most.

An efreeti may be summoned by a high level magic-user (if the special spells required are known). Once summoned, the efreeti can be forced to serve for 101 days. It is a reluctant and difficult servant, and will obey its exact instructions while attempting to distort their meaning (to cause trouble for its master). Efreet may fly and carry up to 10,000 cn weight while flying. They hate djinn and will attack them on sight.

**Elemental\***

Types: *Air, Earth, Fire, Water*  
 Armor Class: 2, 0, or -2 (see below)  
 Hit Dice: 8, 12, or 16 (see below)  
 Move: Air (flying): 360' (120')  
 Earth: 60' (20')  
 Fire: 120' (40')  
 Water: 60' (20')  
 Swimming: 180' (60')

Attacks: 1 or Special  
 Damage: 1-8, 2-16, or 3-24 (see below)

No. Appearing: 1 (1)  
 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	1-8	Fighter: 8
Device	0	12	1,100	2-16	Fighter: 12
Spell	-2	16	1,350	3-24	Fighter: 16

An elemental is a magical, enchanted creature which lives on another plane of existence (one of the Elemental Planes). 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 magic item. **Conjured elementals** are summoned by the casting of the 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 bonfire). When the elemental arrives, it is hostile, and must be controlled by concentration at all times. The summoner's concentration may be broken by taking damage or failing any Saving Throw, and the summoner may only move up to 1/2 normal speed while concentrating.

If the summoner's concentration is broken, the elemental will attack. Once lost, control cannot be regained. 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 will fill 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 will vanish 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* is cast upon it.

An **air elemental** appears as a great whirlwind, 2' tall and 1/2' in diameter for each Hit Die (a staff elemental would be 16' tall and 4' across). In combat, all victims of 2 HD or less hit by the whirlwind must make a Saving Throw vs. Death ray or be swept away. The elemental inflicts an extra 1-8

points of damage against any flying opponent.

An **earth elemental** appears as a huge man-like figure, 1' tall for each Hit Die (a spell-conjured elemental would be 16' tall). It cannot cross a water barrier wider than its height. It inflicts an extra 1-8 points of damage against any opponent standing on the ground.

A **fire elemental** appears as a swirling pillar of roaring flame, 1' tall and 1' in diameter for each Hit Die (a device elemental would be 12' tall and 12' across). It cannot cross a water barrier wider than its own diameter. It inflicts an extra 1-8 points of damage against any creature with cold-based abilities.

A **water elemental** appears as a great wave of water, 1/2' tall and 2' in diameter for each Hit Die (a staff elemental is 4' tall and 16' across). It is not able to move more than 60' from water. It inflicts an extra 1-8 points of damage against any opponent in water.

**Elephant**

**Normal**  
 Armor Class: 5  
 Hit Dice: 9  
 Move: 120' (40')  
 Attacks: 2 tusks or 1 trample  
 Damage: 2-8/2-8 or 4-32  
 No. Appearing: 0 (1-20)  
 Save As: Fighter: 5  
 Morale: 8  
 Treasure Type: See below  
 Alignment: Neutral  
 XP Value: 900

**Prehistoric**

3  
 15  
 120' (40')  
 2 tusks or 1 trample  
 2-12/2-12 or 4-32  
 0 (2-16)  
 Fighter: 8  
 8  
 See below  
 Neutral  
 1,350

**Elephants** dwell at the edges of sub-tropical forests. Any number may be encountered. Both males and females have tusks, which are valued for the ivory (100-600 gp per tusk). In combat, elephants will charge first if possible for double damage. In the following rounds

of combat they will either strike with their tusks (75%) or trample (25%).

A prehistoric elephant, called a **mastodon**, is basically a large, shaggy elephant. Each tusk is worth 200-800 gp. They live in cold, icy lands or "lost worlds."

**Fish, Giant**

Armor Class:  
 Hit Dice:  
 Move (swim):\*  
 Attacks:  
 Damage:  
 No. Appearing:  
 Save As:  
 Morale:  
 Treasure Type:  
 Alignment:  
 XP Value:

**Giant Bass**

7  
 2  
 120' (40')  
 1 bite  
 1-6  
 0 (2-8)  
 Fighter: 1  
 8  
 Nil  
 Neutral  
 20

**Giant Rockfish**

7  
 5+5\*  
 180' (60')  
 4 spines + poison  
 1-4 each + poison  
 0 (2-8)  
 Fighter: 3  
 8  
 Nil  
 Neutral  
 225

**Giant Sturgeon**

0  
 10+2\*  
 180' (60')  
 1 bite  
 2-20  
 0 (1-2)  
 Fighter: 5  
 9  
 Nil  
 Neutral  
 1600

These three giant fish are typical; many others exist, and the DM may create as many as desired.

**Giant bass:** These are normally shy fish, and will attack only if a morsel of food (half-ling-sized or smaller) is floating nearby or on the surface. They may also be summoned, and directed to fight, by nixies.

**Spiny rockfish:** This fish, found in shallow

salt water, is very difficult to see. Observers may mistake it for a rock or lump of coal (70% chance). If disturbed, the fish will attack to drive off foes. If touched by accident, the victim is automatically hit by 4 of the sharp spines covering the creature's body, taking 1-4 points of damage per spine and requiring a Saving Throw vs. Poison for each hit. Any failure results in death. Despite its fearsome attacks, the fish is normally peaceful, and will

only attack if disturbed.

**Giant sturgeon:** This dangerous creature is almost 30' long and covered with thick armor-like scales. It is a fierce fighter, and can swallow an opponent with a Hit roll of 18 or better. The victim takes 2-12 points of damage per round and must make a Saving Throw vs. Death Ray or be paralyzed. If not paralyzed, the victim may attack from within.

# Monsters

Giant	Hill	Stone	Frost	Fire	Cloud	Storm
Armor Class:	4	4	4	4	4	2
Hit Dice:	8	9	10 + 1*	11 + 2*	13*	15**
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:	2-16	3-18	4-24	5-30	6-36	8-48 + special
No. Appearing:	1-4 (2-8)	1-2 (1-6)	1-2 (1-4)	1-2 (1-3)	1-2 (1-3)	1 (1-3)
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

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 3-18 points of damage. Throwing ranges in yards (for outdoor encounters) are given for each giant. If encountered in a dungeon, the range should be read as "feet."

**Hill giants:** These hairy brutes are 12' tall and very stupid. They wear animal skins and carry huge clubs and spears. They sometimes (25%) throw rocks, but have limited range (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' 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 1-4 cave bears as guards (50% chance).

**Frost giants:** These awesome giants have

pale skin and light yellow or light blue hair. They stand 18' 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 3-18 polar bears (20% chance) or 6-36 wolves (80%) as guards. They are not affected by cold-based attacks.

**Fire giants:** These giants have red skin and dark black hair and beards. They are 16' tall and wear copper, brass, or bronze armor. They often throw rocks (ranges 60/130/200). Fire giants usually make their home near volcanoes or other equally hot places. Their castles are often made of black baked mud reinforced with crude iron. They always have either 1-3 hydrae (20% chance) or 3-18 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' tall. Cloud giants have keen eyes and a sharp sense of smell, so they

are rarely surprised (1 in 6 chance). They may throw boulders (ranges 60/120/200). They live in castles in the sides of mountains or atop masses of clouds. They keep either 3-18 giant hawks (in clouds or mountains) or 6-36 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' 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 1 turn. If a storm is present, a storm giant may throw one *lightning bolt* every 5 rounds. This bolt will do damage equal to the remaining hit points of the giant (a Saving Throw vs. Spells will reduce this to half damage). Storm giants live on mountain tops, in cloud castles, or deep under water. Their castles will always be guarded by either 2-8 griffons (in mountains and clouds) or 3-18 giant crabs (under water). Lightning does not affect these giants, and they are often found in the middle of fierce storms, enjoying the weather.

Golem*	Wood	Bone	Amber	Bronze
Armor Class:	7	2	6	0
Hit Dice:	2 + 2*	6*	10*	20**
Move:	120' (40')	120' (40')	180' (60')	240' (80')
Attacks:	1 fist	4 weapons	2 claws/1 bite	1 fist + special
Damage:	1-8	by weapon	2-12/2-12/2-20	3-30 + 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 only be damaged 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 in the D&D Expert rules.

**Wood golem:** These monsters are crude man-like figures about 3' tall. They move stiffly, with a penalty of -1 on initiative rolls. They burn easily, with a -2 penalty to all Saving Throws vs. Fire, and all such attacks gain +1 per die of damage. However, they are immune to all cold-based attacks and all missile fire, including magic missile spells.

**Bone golem:** These are 6'-tall creatures made from human bones bound together into a manlike form. Their four arms may

be attached nearly anywhere on their bodies, and each arm can wield a weapon. Four one-handed weapons (or two two-handed ones) may be used by a bone golem, and it may 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'.

**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 takes 1-10 extra points of damage from the great heat inside it (unless resistant to fire). Anyone scoring damage on a bronze golem with an edged weapon must make a Saving Throw vs. Death Ray or take 2-12 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*
Move:	120' (40')
Attacks:	1 horn or 1 breath
Damage:	2-12 or petrification
No. Appearing:	1-2 (1-4)
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, usually found in hills or grasslands. It may either attack with its great horns (possibly charging, for double damage), or use its horrible breath weapon. Its breath is a cloud of vapor, 60' long and 10' wide. Those within it must make a Saving Throw vs. Turn to Stone, or be petrified. Gorgons are immune to their breath weapons and all other petrifying attacks.

## Griffon

Armor Class:	5
Hit Dice:	7
Move:	120' (40')
Flying:	360' (120')
Attacks:	2 claws/1 bite
Damage:	1-4/1-4/2-16
No. Appearing:	1 (2-16)
Save As:	Fighter: 4
Morale:	8
Treasure Type:	E
Alignment:	Neutral
XP Value:	450

A griffon is a large monster with the head, wings, and front claws of an eagle and the body and hindquarters of a lion. Its favorite prey is horses. When within 120' of a horse, a griffon must make a morale check or attack immediately. Griffins are very powerful, and may swoop down and carry off horse-sized or smaller creatures (but at half the normal flying movement rate).

Wild griffons will attack any who approach their nests. They may be tamed if captured young, becoming fierce, loyal mounts. Tamed griffons are still likely to attack horses, however, and must check morale as above.

## Hellhound

Armor Class:	4
Hit Dice:	3-7**
Move:	120' (40')
Attacks:	1 bite or 1 breath
Damage:	1-6 or special
No. Appearing:	2-8 (2-8)
Save As:	Fighter: 3-7
Morale:	9
Treasure Type:	C
Alignment:	Chaotic
XP Value:	65, 175, 425, 725, or 1,250

This reddish-brown dog-like monster is as big as a small pony. Hellhounds are cunning and highly intelligent. They can often *detect invisible* (as the magic-user spell; 75% chance per round, range 60'). They are immune to normal fire, and make 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 will attack one victim, either breathing fire (1/3 chance) or biting (2/3) each round. The breath does 1-6 points of damage for each

## Horse

Armor Class:	7
Hit Dice:	2
Move:	240' (80')
Attacks:	2 hooves
Damage:	1-4/1-4
No. Appearing:	0 (10-100)
Save As:	Fighter: 1
Morale:	7
Treasure:	Nil
Alignment:	Neutral
XP Value:	20

**Riding horse:** This beast can carry a rider for a greater distance than any other type of horse. It is smaller, and can exist wherever there is grass to feed on. Any wild horse can become a riding horse, if tamed. A riding horse can carry 3,000 cn of weight at the normal movement rate, or 6,000 cn at half normal.

**War horse:** This type of horse is bred for its warlike temperament and strength. Unlike other horses, it is trained to charge. When charging, its rider may do double damage if a lance is used. The horse may not fight

## Riding Horse

## War Horse

## Draft Horse

7	7
3	3
120' (40')	90' (30')
2 hooves	Nil
1-6/1-6	Nil
0 (domestic)	0 (0)
Fighter: 2	Fighter: 2
9	6
Nil	Nil
Neutral	Neutral
35	35

Hit Die of the hound. The victim of the breath may make a Saving Throw vs. Dragon Breath to take half damage.

## Hippogriff

Armor Class:	5
Hit Dice:	3 + 1
Move:	180' (60')
Flying:	360' (120')
Attacks:	2 claws/1 bite
Damage:	1-6/1-6/1-10
No. Appearing:	0 (2-16)
Save As:	Fighter: 2
Morale:	8
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	50

A hippogriff is a fantastic creature with the foreparts and head of a giant eagle and the hindquarters of a horse. Hippogriffs can be ridden if tamed. They will usually attack pegasi, who are their natural enemies. Hippogriffs nest in rocky crags, and may swoop down on prey, carrying off a man-sized or smaller victim.

# Monsters

## Hydra

Armor Class:	5
Hit Dice:	5-12 1
Move:	120' (40')
Attacks:	5-12
Damage:	1-10 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 dragon-like body and 5-12 snake-like heads. It has one Hit Die for each head, and each head has 8 hit points. Its Saving Throws are as a Fighter level equal to the number of heads. The hydra will attack with all of its heads every round. For every 8 points of damage a hydra takes, one head is destroyed. *For example*, if a 7-headed hydra took 18 points of damage, it would only attack with 5 heads in the next round.

You may wish to create special hydras. 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.

**Sea Hydrae:** These monsters have adapted to water. They possess fins instead of legs. They are otherwise the same as their land-dwelling cousins.

**Flying Hydrae:** Very rare and very dangerous, these monsters have huge bat-like wings, and are never mistaken for dragons or wyverns. They may swoop down and attack with up to 3 heads, each head capable of carrying off a man-sized or smaller victim. The movement rate flying is 60' per round, reduced by 10' per victim carried. Hit Dice are 5-9\*\*.

## Insect Swarm\*

Armor Class:	7
Hit Dice:	2*, 3*, or 4*
Move:	30' (10')
Flying:	60' (20')
Attacks:	1 area effect
Damage:	See below
No. Appearing:	1 swarm (1-3 swarms)
Save As:	Normal Man
Morale:	11
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	25, 50, or 125



An insect swarm is not a single creature, but rather a group of small insects acting together. It may be attracted to light or strange smells, or may be defending its lair. The swarm may fill a 10' x 10' x 30' volume or more. The insects are normal-sized, either crawlers (ants, centipedes, or spiders), flyers (bees or wasps), or both (beetles or locusts).

No Hit roll is made for the swarm; it is an "area effect." All armored victims within the area (and any monsters with AC 5 or better) automatically take 2 points of damage per round. Unarmored victims (and monsters with AC 6 or worse) take 4 points per round. Any victim who runs out of the swarm, or who *swats* the insects, takes only 1 point per round.

If the swarm is damaged, it will pursue its attacker nearly without fail (ML 11). A victim may still escape either by disappearing from sight (invisible, around a corner, etc.) or diving under water (which kills all the insects after one round, during which normal damage is done).

Any victim may *swat* at the insects. A weapon or torch must be used; attempts to swat with hands or arms have no effect.

## Invisible Stalker

Armor Class:	3
Hit Dice:	8*
Move:	120' (40')
Attacks:	1 blow
Damage:	4-16
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, 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 will obey promptly. If the task is complex or lengthy, the creature will try to distort the intent while obeying the literal command. *For example*, if ordered toward guard a treasure for 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

will surprise on a roll of 1-5 (on 1d6). It will return to its own plane once it is slain, dispelled, or has completed its task.

## Leech, Giant

Armor Class:	7
Hit Dice:	6
Move:	90' (30')
Attacks:	1 bite
Damage:	1-6
No. Appearing:	0 (1-4)
Save As:	Fighter: 3
Morale:	10
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	275

A giant leech is a loathsome swamp-dwelling worm about 3'-4' long. It attacks with its sucker-like mouth. If it hits, it then holds on and sucks blood for 1-6 points of damage per round. A giant leech must be killed to be removed from a live victim. If the victim dies, the leech drops off and hides while it digests its meal.

## Manticore

Armor Class:	4
Hit Dice:	6 + 1*
Move:	120' (40')
Flying:	180' (60')
Attacks:	2 claws/1 bite or 6 spikes
Damage:	1-4/1-4/2-8 or 1-6 each
No. Appearing:	1-2 (1-4)
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, leathery bat wings, a tail ridged with spikes, and the face of a man with large, sharp fangs. Its favorite food is man. It has 24 tail spikes, and can shoot 6 each round even when flying (ranges 50/100/180). The creature regrows 2 spikes per day. Manticores usually live in wild mountain ranges. They will frequently track humans, ambushing with spike attacks when the party stops to rest.

Men

	Brigand	Buccaneer and Pirate	Dervish	Trader	Nomad	Noble
Armor Class:	Variable	Variable	Variable	5	Variable	2
Hit Dice:	1	1	1	1	1	3-8
Move:	120' (40')	120' (40')	120' (40')	90' (30')	120' (40')	60' (20')
Attacks:	1 weapon	1 weapon	1 weapon	1 weapon	1 weapon	1 weapon
Damage:	By weapon	By weapon	By weapon	By weapon	By weapon	By weapon
No. Appearing:	0 (10-40)	0 (special)	0 (20-70)	0 (1-20)	0 (10-40)	0 (2-12)
Save As:	Fighter: 1	Fighter: 1	Fighter: 1	Fighter: 1	Fighter: 1	Fighter: 3-8
Morale:	8	6 (7)	10	Variable	8	8
Treasure Type:	A	A	A	A	A	V x 3
Alignment:	Chaotic	Neutral (Chaotic)	Lawful	Neutral	Neutral	Any
XP Values:				— All variable —		

Most groups of men are led by higher level leaders (with better armor, hit points, Saving Throws and possibly magic items; for the chance of magic, see page 25). Men usually have large camps. Most treasure is usually at the camp.

**Brigand:** Brigands are loosely organized outlaws and renegade mercenaries who live by raiding towns and robbing caravans and travelers. For every 20 brigands there is one additional 2nd level fighter who acts as their leader. For every 40 brigands there is an additional 4th level fighter acting as commander of the entire group.

Half of the brigands have leather armor, shield, short bow, and sword. The rest are mounted on riding horses, wear chain mail and shield, and carry swords. The leaders wear plate mail, carry swords and lances, and ride war horses with barding.

Brigands often band together in fortified camps of 50-300 men. A camp is always led by a 9th level fighter, with an additional 5th level fighter for every 50 brigands. There is also a 50% chance that a magic-user of level 9-11 is in the brigand camp, and a 30% chance that an 8th level cleric is in the brigand camp.

**Buccaneers (and Pirates):** Buccaneers are found on seas, rivers, great lakes, and oceans. They live by raiding coastal towns and capturing ships, selling the booty elsewhere. Pirates are seagoing men who plunder other vessels, raid coastal towns and engage in illegal slave trades. They are noted for their evil acts and cruelty toward prisoners. They also freely attack each other if there is a chance for profit. The number of buccaneers or pirates that appear depends on the type and number of ships they are sailing:

Ship	No. of Ships	No. of Men per ship
River Boats	1-8	10-20
Small Galley	1-6	20-40
Long Ship	1-4	30-50
Sailed Warship	1-3	40-80

Choose a type of ship to match the terrain. For more information about ships and naval adventures, see page 42.

Buccaneers and Pirates are organized as follows:

Weapons and Armor	ORGANIZATION OF TROOPS	
	Percent of Men	
	Buccaneers	Pirates
Leather armor and sword	60%	50%
Leather armor, sword, and crossbow	30%	35%
Chain mail and sword (if buccaneers, plus crossbow)	10%	15%

For every 30 **buccaneers**, there is an additional 4th level fighter as leader. For every ship, there is a 7th level fighter as captain and a 9th level fighter as commander of the fleet. There is a 30% chance that a magic-user of level 10-11 is with the commander, and a 25% chance that an 8th level cleric is present.

For every 30 **pirates**, there is an additional 4th level fighter as leader. For every 50 pirates or 1 ship, there is a 5th level fighter captain. For every 100 pirates or 1 fleet, there is an 8th level fighter commander. For every fleet of 300 or more pirates, there is an 11th level fighter (Pirate Lord), as commander of the fleet, and a 75% chance for a 9th or 10th level magic-user.

Buccaneers and pirates may carry their treasure with them or have maps showing where it is buried. The treasure given is the total for the entire buccaneer pack or pirate fleet, and may be divided as desired. Pirates may also (25% chance) have 1-3 prisoners with them, awaiting ransom.

Well-defended coastal towns often serve as havens for pirates and buccaneers. These are lawless and dangerous places, full of possible adventures.

**Dervish:** Dervishes often form camps or tribes of up to 300 men, led by a 10th level cleric. Such a camp will be either tents (75%) or a wooden or brick stockade (25%). These

camps contain their women, children, livestock, and their treasure. Dervishes are noted for their fanatic belief in their religion and their intolerance of other views. On rare occasions, they will wage a "holy war" (jihad), in which they attempt to capture or kill all who have different beliefs. Captives are given an opportunity to convert; if they refuse, they may be killed or enslaved. Lawful characters may be invited to join the crusade, and those who refuse will be viewed with great suspicion unless a good reason can be provided as to why they should not participate.

**Trader:** Traders are merchants who travel in caravans from town to town, buying and selling various goods (wines, silks, jewels, precious metals and the like). Those in the caravan usually ride horses, but they are likely to travel by camel in desert and barren lands and by mule in the mountains. All traders wear chain mail and carry sword and dagger. The following table gives typical caravan organization.

Merchants	ORGANIZATION OF CARAVANS				
	Wagons	Fighters L1	L2-3	L4-5	Extra Animals
5	10	20	2	1	1-12
10	20	40	4	1	1-12
15	30	60	6	1	1-12
20	40	80	8	1	1-12

All fighters are AC 4, wielding swords, daggers, and crossbows. The extra animals may be horses, mules, or even camels. If a caravan has less than 20 wagons, the treasure should be reduced in proportion.

**Noble:** This is a general term for any member of a social class of rulers. It does not apply to the family of a King or Queen (called Royalty). The nobles encountered will normally be fighters, clad in fine plate mail armor and shield. Each noble is always accompanied by a Squire (2nd level fighter-servant), and may also have up to 12 retainers and hirelings of the DM's choice.



# Monsters

The DM may create titles for nobles, using the social structure of the campaign as a guide. Some traditional titles are:

Baron/Baroness	Emir	Margrave
Count/Countess	Khan	Sheikh
Duke/Duchess	Knight	

**Nomads:** These groups of wandering tribesmen may be peaceful or warlike, and may have any alignment. Small bands encountered hunting or foraging in the wilderness are usually part of a larger tribe. All treasure is kept at the main camp. Nomads are keen traders and often have knowledge of faraway places, though they tend to be superstitious. Nomad bands are organized as follows:

## ORGANIZATION OF DESERT NOMADS

Weapons & Armor	Percent of Men
Lance, leather armor and shield, riding horse or camel	50%
Bow, leather armor, riding horse or camel	20%
Lance, chainmail and shield, riding horse or camel	30%

For every 25 nomads, an additional 2nd level fighter leader is present. For every 40 nomads there is a 4th level fighter as leader. Nomad tribes may have up to 300 fighting men gathered together in a camp of temporary huts or tents. In addition to the leaders

## ORGANIZATION OF STEPPE NOMADS

Weapons & Armor	Percent of Men
Lance, leather armor and shield, riding horse	20%
Bow, leather armor, riding horse	50%
Bow, chainmail, riding horse	20%
Lance, chainmail and shield, riding or war horse	10%

given above, there is one 5th level fighter for every 100 men and an 8th level fighter as the clan or tribe chief. At the main camp, there may (50% chance) be a 9th level cleric, and possibly (25%) an 8th level magic-user.

## Merman

Armor Class:	6
Hit Dice:	1-4
Move:	120' (40')
Attacks:	1 weapon
Damage:	By weapon
No. Appearing:	0 (1-20)
Save As:	Fighter: 1-4
Morale:	8
Treasure Type:	A
Alignment:	Neutral
XP Value:	10, 20, 35, or 75

A merman has the upper body of a man and the lower body of a large fish. Mermen are armed with spears, tridents (treat as spears), or daggers. They live in coastal waters and hunt fish and harvest kelp. Except for leaders, all mermen have 1 Hit Die and save as 1st level fighters.

The number appearing represents a small hunting party, although mermen often form underwater villages of 100-300 members. For every 10 mermen encountered, there is an additional leader with 2 Hit Dice. For every 50 there is one leader with 4 Hit Dice. Mermen leaders save as Fighters of a level equal to their Hit Dice. Mermen often keep trained marine animals and monsters to help guard their homes.

## Mummy\*

Armor Class:	3
Hit Dice:	5 + 1**
Move:	60' (20')
Attacks:	1 touch
Damage:	1-12 + disease
No. Appearing:	1-4 (1-12)
Save As:	Fighter: 5
Morale:	12
Treasure Type:	D
Alignment:	Chaotic
XP Value:	575

Mummies are **undead** who lurk near deserted ruins and tombs. Every character seeing a mummy must make a 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 only be damaged by spells, fire, or magic weapons, all of which only do half damage. They are immune to *sleep*, *charm*, and *hold* spells.

## Nixie

Armor Class:	7
Hit Dice:	1*
Move:	120' (40')
Attacks:	1 + special
Damage:	1-4 + charm
No. Appearing:	0 (2-40)
Save As:	Elf: 1
Morale:	6
Treasure Type:	B
Alignment:	Neutral
XP Value:	13

Nixies are 3'-tall water sprites. They look like small beautiful women, and their skin is light blue, green, or gray-green. They avoid combat, but may try to *charm* an intruder. Ten nixies can together cast one such *charm*, and if the Saving Throw is failed, the victim enters the water and serves the nixies for a year. Each nixie can cast a *water breathing* spell on her slave, but this must be renewed every day.

If forced to fight, nixies use small tridents (treat as spears) and daggers, and each may summon a giant bass for aid.

Nixies dwell in rivers and lakes, making their lairs in the deepest part of the water.

## Pegasus

Armor Class:	6
Hit Dice:	2 + 2
Move:	240' (80')
Flying:	480' (160')
Attacks:	2 hooves
Damage:	1-6/1-6
No. Appearing:	0 (1-12)
Save As:	Fighter: 2
Morale:	8
Treasure Type:	Nil
Alignment:	Lawful
XP Value:	25

These semi-intelligent flying horses are wild and shy. They cannot be tamed, but will serve Lawful characters (only) if captured and trained while young. Pegasi are the natural enemies of hippogriffs.

## Pterodactyl

Armor Class:	7
Hit Dice:	1
Move (flying):*	180' (60')
Damage:	1-3
No. Appearing:	0 (2-8)
Save As:	Fighter: 1
Morale:	7
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	10

**Pterodactyls** are bat-like reptiles with wingspans of 8-10 feet. They hunt small and medium-sized animals, gliding slowly along air currents to spot their prey. If driven by great hunger, they may attack human-sized creatures.

A **pteranodon** is a giant pterodactyl. It is

## Normal

Armor Class:	7
Hit Dice:	1
Move (flying):*	180' (60')
Damage:	1-3
No. Appearing:	0 (2-8)
Save As:	Fighter: 1
Morale:	7
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	10

more aggressive and will often attack humans and humanoids. It can have a wingspan of up to 50 feet, and may swoop down and carry off a man-sized or smaller victim.

Pteranodons and pterodactyls are only found in warm climates, usually in "lost world" areas.

## Pteranodon

Armor Class:	6
Hit Dice:	5
Move (flying):*	240' (120')
Damage:	1-12
No. Appearing:	0 (1-4)
Save As:	Fighter: 3
Morale:	8
Treasure Type:	V
Alignment:	Neutral
XP Value:	175

**Purple Worm**

Armor Class:	6
Hit Dice:	15*
Move:	60' (20')
Attacks:	1 bite/1 sting
Damage:	2-16/1-8 + poison
No. Appearing:	1-2 (1-4)
Save As:	Fighter: 8
Morale:	10
Treasure Type:	D
Alignment:	Neutral
XP Value:	2,300

Purple worms are huge, slime-covered creatures over 100' long and 8' to 10' in diameter. These monsters tunnel through the earth, burrowing up from the ground to feed on surface-dwelling creatures. They attack by biting and stinging with their tails. If the Hit roll for the bite is 4 or more greater than the number required (or a 20, in any case), creatures of man-size or smaller will be swallowed whole, taking 3-18 points of damage each round thereafter. A victim stung by the tail must make a Saving Throw vs. Poison or die. Note that if encountered underground, the size of underground tunnels may prevent the creature from using one of its attacks. If it approaches by tunneling, it may surprise the victim (1 in 4 chance), but 2-5 rounds will pass before its tail is dragged free of the burrow.

**Rhagodessa**

Armor Class:	5
Hit Dice:	4 + 2
Move:	150' (50')
Attacks:	1 leg/1 bite
Damage:	0 + suckers/2-16
No. Appearing:	1-4 (1-6)
Save As:	Fighter: 2
Morale:	9
Treasure Type:	U
Alignment:	Neutral
XP Value:	125

A rhagodessa is a giant spider-like carnivore, about the size of a small horse. It has an oversized head and jaws (mandibles) colored yellow, and a dark brown thorax. It has 5 pairs of legs; the front pair end in suckers which help the creature grasp its prey. A hit with a leg does no damage but means that the victim is stuck. In the next round of combat, the victim is pulled to the mandibles and bitten (automatic hit). Rhagodessae are nocturnal — hunting only in the dark, are normally found in caves, and can climb walls.

**Roc**

Armor Class:	4
Hit Dice:	6
Move:	60' (20')
Flying:	480' (160')
Attacks:	2 claws/1 bite
Damage:	2-5/2-5/2-12
No. Appearing:	0 (1-12)
Morale:	8
Treasure Type:	I
Alignment:	Lawful
XP Value:	275

Rocs are huge birds of prey resembling eagles. They are very lawful, and are often unfriendly toward neutrals (-1 on reaction rolls) and chaotic (-2 on reactions). Rocs prefer solitude and will swoop to attack any intruders unless carefully approached.

**Small**

**Large**

**Giant**

Armor Class:	2	0
Hit Dice:	12	36
Move:	60' (20')	60' (20')
Flying:	480' (160')	480' (160')
Attacks:	2 claws/1 bite	2 claws/1 bite
Damage:	1-8/1-8/2-20	3-18/3-18/8-48
No. Appearing:	0 (1-8)	0 (1)
Morale:	9	10
Treasure Type:	I	I
Alignment:	Lawful	Lawful
XP Value:	1,100	6,250

Their nests are in the highest mountains, and may (50% chance) contain 1-6 eggs or young. Rocs never check morale if encountered in their lair. If hatched or captured as chicks, young rocs can be trained.

**Salamander\***

Armor Class:	2
Hit Dice:	8*
Move:	120' (40')
Attacks:	2 claws/1 bite
Damage:	1-4/1-4/1-8
No. Appearing:	2-5 (2-8)
Save As:	Fighter: 8
Morale:	8
Treasure Type:	F
Alignment:	Neutral
XP Value:	1,200

Salamanders are free-willed beings from the elemental planes, common there but rare elsewhere. Both look like giant lizards; Fire salamanders are from the plane of Fire, and Frost salamanders from the plane of Earth. The two types are mortal enemies, and will attack each other on sight.

**Flame salamander:** This monster is a snake-like lizard, 12'-16' long, with bright orange-yellow and orange-red scales. It is intelligent, and (when not on its own plane) prefers to live in or near volcanoes, or in very

**Flame**

Armor Class:	2
Hit Dice:	8*
Move:	120' (40')
Attacks:	2 claws/1 bite
Damage:	1-4/1-4/1-8
No. Appearing:	2-5 (2-8)
Save As:	Fighter: 8
Morale:	8
Treasure Type:	F
Alignment:	Neutral
XP Value:	1,200

**Frost**

Armor Class:	3
Hit Dice:	12*
Move:	120' (40')
Attacks:	4 claws/1 bite
Damage:	1-6(x4)/2-12
No. Appearing:	1-3 (1-3)
Save As:	Fighter: 12
Morale:	9
Treasure Type:	E
Alignment:	Chaotic
XP Value:	1,900

hot lands. It is immune to fire. All creatures within 20' take 1-8 points of damage per round from the intense heat radiated by the creature.

**Frost salamander:** This monster has 6 legs and white or blue-white scales. When not on its own plane, it prefers frozen wastelands, glaciers, and icy tundra. It attacks by rearing up, striking with 4 legs plus 1 bite. It is immune to cold. All creatures within 20' take 1-8 points of damage each round from the extreme cold the monster radiates.

**Scorpion, Giant**

Armor Class:	2
Hit Dice:	4*
Move:	150' (50')
Attacks:	2 claws/1 sting
Damage:	1-10/1-10/1-4 + poison
No. Appearing:	1-6 (1-6)
Save As:	Fighter: 2
Morale:	11
Treasure Type:	V
Alignment:	Neutral
XP Value:	125

A giant scorpion is the size of a small horse, and 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 make a Saving Throw vs. Poison or die.

# Monsters

## Spectre\*

Armor Class:	2
Hit Dice:	6**
Move:	150' (50')
Flying:	300' (100')
Attacks:	1 touch
Damage:	1-8 + double Energy Drain
No. Appearing:	1-4 (1-8)
Save As:	Fighter: 6
Morale:	11
Treasure Type:	E
Alignment:	Chaotic
XP Value:	725

The ghostly spectres are among the mightiest of the undead. They have no solid bodies, and can only be hit by magical weapons; silver weapons have no effect. Like all undead, spectres are immune to *sleep*, *charm*, and *hold* spells.

A hit by a spectre does 1-8 points of damage in addition to a double Energy Drain (lose 2 levels, as explained in D&D Basic). A character slain by a spectre will rise the next night as a spectre under the control of the slayer.

## Termite, Water

Armor Class:	4
Hit Dice:	1 + 1
Move:	90' (30')
Attacks:	See below
Damage:	1-3
No. Appearing:	0 (1-4)
Save As:	Fighter: 1
Morale:	10
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	15

Water termites range from 1'-5' long, the largest found only in ocean waters. All are shaped like normal termites, except for an elastic sac in their abdomen which can intake and expel water for movement and feeding. When the sac is completely expanded, the creature looks like a large balloon with a small insect-like head on the front.

The creature does not bite unless cornered; instead, it uses an inky spray for defense. When frightened above water, a normal Hit roll must be made. A victim hit by

## Swamp

## Fresh Water

6
2 + 1
120' (40')
See below
1-4
0 (1-3)
Fighter: 2
8
Nil
Neutral
25

## Salt Water

5
4
180' (60')
See below
1-6
0 (2-7)
Fighter: 3
11
Nil
Neutral
75

the spray must make a Saving Throw vs. Poison or be paralyzed for 1 turn. If frightened underwater, the ink does not paralyze, but merely provides an inky cover for the creature's retreat.

The real terror of these creatures is the destruction they bring to ships. They cling to hulls, each causing points of hull damage equal to their bite before letting go. Once any damage has been inflicted, there is a 50% chance per round that someone will notice the leakage.

## Toad, Giant

Armor Class:	7
Hit Dice:	2 + 2
Move:	90' (30')
Attacks:	1 bite
Damage:	2-5
No. Appearing:	1-4 (1-6)
Save As:	Fighter: 1
Morale:	6
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	25

A giant toad is about the size of a very large dog, and weighs 150-250 pounds. It can change its skin color to blend into woods or poorly lit dungeons, surprising its prey on a roll of 1-3 (on 1d6). It can shoot its tongue out to 15', and may drag victims of dwarf size or smaller to its mouth to be bitten. Small prey is swallowed whole on a Hit roll of 20, causing 1-6 points of damage each round thereafter.

## Treant

Armor Class:	2
Hit Dice:	8*
Move:	60' (20')
Attacks:	2 branches
Damage:	2-12/2-12
No. Appearing:	0 (1-8)
Save As:	Fighter: 8
Morale:	9
Treasure Type:	C
Alignment:	Lawful
XP Value:	1,200

A treant is an 18' tall, intelligent creature which looks like a tree. It is concerned only with the protection of forests and plant life. Treants speak a slow and difficult tongue, and distrust those who use fire. Although normal weapons can harm them, blunt weapons (such as maces) only inflict 1 point of damage per hit (plus magic and strength bonuses). All encounters with treants begin at a distance of 30 yards or less, since they are nearly identical to normal trees, and they surprise on a roll of 1-3 (on 1d6).

Each treant can animate any two trees within 60' to move at 30' per turn and fight as treants. A treant may change which trees it is animating from round to round.

## Triceratops

Armor Class:	2
Hit Dice:	11
Move:	90' (30')
Attacks:	1 gore or 1 trample
Damage:	3-18 each
No. Appearing:	0 (1-4)
Save As:	Fighter: 6
Morale:	8
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	1,100

A triceratops is a heavily muscled, four-legged dinosaur that stands about 12' tall at the shoulder and is nearly 40' long. It has three horns protruding from the bony protective crest that covers its head. Although it is an herbivore, it is aggressive and dangerous, usually attacking on sight. It may charge (for double damage) on the first attack. Triceratops are found on the plains of "lost worlds."

## Troll

Armor Class:	4
Hit Dice:	6 + 3*
Move:	120' (40')
Attacks:	2 claws/1 bite
Damage:	1-6/1-6/1-10
No. Appearing:	1-8 (1-8)
Save As:	Fighter: 6
Morale:	10 (8)
Treasure Type:	D
Alignment:	Chaotic
XP Value:	650

Trolls are 8'-tall, thin, intelligent humanoids, with skin almost like rubber. They prefer human and human-like victims 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 3 rounds after it is damaged. The troll's wounds heal themselves at a rate of 3 hit points per round, and even severed limbs will crawl back to the body and rejoin. The head and claws of the troll will continue to fight as long as the creature has 1 hit point or more. However, the troll cannot regenerate damage from fire or acid, and when attacked by these methods, the morale score is 8. Unless totally destroyed by fire or acid, it will eventually regenerate completely.



**Tyrannosaurus Rex**

Armor Class: 3  
 Hit Dice: 20  
 Move: 120' (40')  
 Attacks: 1 bite  
 Damage: 6-36  
 No. Appearing: 0 (1-2)  
 Save As: Fighter: 10  
 Morale: 11  
 Treasure Type: V x 3  
 Alignment: Neutral  
 XP Value: 2,000

The tyrannosaurus rex is one of the largest hunting dinosaurs, standing over 20' tall. Its great jaws are lined with sharp teeth and it moves erect on its hind legs. It will attack anything man-sized or larger, usually attacking the largest creature first. It can swallow a man-sized opponent if its Hit roll is 19-20; the victim takes 2-8 points of damage each round until removed. "T-Rex" is usually found only in "lost world" areas.

**Undead:** (see *Mummy, Spectre, Vampire, and Wraith*)

Undead are evil creatures whose forms were created through dark magic. All were once living beings. They are not affected by special attacks that affect living creatures, such as poison, and are not affected by spells that affect the mind, such as *sleep*, *charm person*, and *hold person*. Undead do not make any noise.

**Unicorn**

Armor Class: 2  
 Hit Dice: 4\*  
 Move: 240' (80')  
 Attacks: 2 hooves/1 horn  
 Damage: 1-8 each  
 No. Appearing: 1-2 (1-8)  
 Save As: Fighter: 8  
 Morale: 7 (9)  
 Treasure Type: Nil  
 Alignment: Lawful  
 XP Value: 125

A unicorn looks like a slender horse with a horn growing from its forehead. It is a shy creature, but fierce when cornered. Only a pure maiden can talk to or ride one. It can magically teleport itself (with a rider) to a distance of 360' once per day. A unicorn's morale is greatly improved (9) if it has a rider.

**Vampire\***

Armor Class: 2  
 Hit Dice: 7-9\*\*  
 Move: 120' (40')  
 Flying: 180' (60')  
 Attacks: 1 touch or special  
 Damage: 1-10 + double Energy Drain or special  
 No. Appearing: 1-4 (1-6)  
 Save As: Fighter: 7-9  
 Morale: 11  
 Treasure Type: F  
 Alignment: Chaotic  
 XP Value: 1,250, 1,750, or 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, and can only be hit with magic weapons. A vampire may 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, but can fly at the speed given above and is immune to all weapon attacks.

In human form, a vampire may attack by gaze or touch, or may summon other creatures. The touch of a vampire inflicts a double Energy Drain (removing 2 levels of experience) in addition to damage. The creature's gaze can *charm*. Any victim who meets the gaze may make a Saving Throw vs. Spells to avoid the *charm*, but with a -2 penalty to the roll.

The vampire may summon any one of the following creatures, which will 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 will return from death in 3 days, as a vampire under the control of the slayer.

**Weaknesses of Vampires:** A vampire will not come within 10' of a strongly presented holy symbol, although it may move to attack from another direction. The odor of garlic repels a vampire; the creature must make a Saving Throw vs. Poison or stay 10' from the garlic during that round.

Vampires cannot cross running water, either on foot or flying, except at bridges or while in their coffins. During the day, a vampire usually rests in its coffin, and failure to do so results in the loss of 2-12 hit

points per day. These hit points are not regenerated until the vampire has rested in its coffin for a full day. Vampires cast no reflection, and avoid mirrors.

A vampire may be destroyed by driving a wooden stake through its heart or by immersion in running water for 1 turn. If a vampire is exposed to direct sunlight, the creature must make a Saving Throw vs. Death Ray each round or disintegrate. A *continual light* spell will not disintegrate a vampire, but partially blinds it (-4 penalty on all Hit rolls). If all of the vampire's coffins are blessed or destroyed, the vampire will weaken, taking damage as above, and will die when its hit points are reduced to 0. A vampire always has several well-hidden coffins available.

**Wraith\***

Armor Class: 3  
 Hit Dice: 4\*\*  
 Move: 120' (40')  
 Flying: 240' (80')  
 Attacks: 1 touch  
 Damage: 1-6 + Energy Drain  
 No. Appearing: 1-4 (1-6)  
 Save As: Fighter: 4  
 Morale: 11  
 Treasure Type: E  
 Alignment: Chaotic  
 XP Value: 175

A wraith is an *undead* monster with no physical body, appearing as a pale, almost transparent, man-like figure of thick mist. It is immune to *sleep*, *charm*, and *hold* spells. A wraith can only be hit by silver or magical weapons, but silver weapons will only do half damage.

The touch of a wraith is an Energy Drain of 1 level, in addition to causing 1-6 points of damage. A victim slain by a wraith will become 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\*  
 Move: 90' (30')  
 Flying: 240' (80')  
 Attacks: 1 bite/1 sting  
 Damage: 2-16/1-6 + poison  
 No. Appearing: 1-2 (1-6)  
 Save As: Fighter: 4  
 Morale: 9  
 Treasure Type: E  
 Alignment: Chaotic  
 XP Value: 850

A wyvern looks like a two-legged dragon with a long tail. In combat, the wyvern will bite and arch its tail over its head to hit opponents in front of it. Those stung by the tail must make a Saving Throw vs. Poison or die. These beasts prefer to live on cliffs or in forests, but may be found anywhere.

# Treasures

Treasure means anything of value: the standard coins, gems, jewelry, and magic items to be found in monster lairs, plus other valuable items. The standard Treasure Types charts given in the D&D Basic Set for monster lairs and Individual Treasures should still be used.

The treasure may often be in unusual or hard-to-recognize forms. Valuable silks, wines, rare books, small statues, furs, and ivory tusks are only some of the unusual treasures possible. A party should always look for clues to the values of odd items.

As the characters become more experienced, and explore more dangerous areas, treasures are better guarded, better hidden, and possibly trapped. But there are usually more of them, too!

The DM should be very careful when placing treasures, as they determine the rate at which the characters gain more levels and powers. Treasure is the key to balance in the continuing game.

**Cursed Items:** Any magical treasure can be *cursed* when found. A *curse* can be removed for a short time (1-20 rounds) by a *remove curse* spell, or permanently removed by the same spell from a high level cleric or magic-user (DM's choice; 15th level is recommended). A cleric's *dispel evil* spell should remove nearly all *curses*, except perhaps those bestowed by very powerful spell casters or items.

The *curse* on an item may have nearly any effect imaginable. A *sword* +2 might be *cursed* to act as a *sword* -2 (penalizing the Hit roll); a *shield* +3 could likewise have the reverse effect, penalizing the user's Armor Class by 3. Items could work normally, but with side effects, causing the wielder to argue, sneeze, drop other items, slowly lose strength, etc.

Magical treasures are rare and valuable; it should be possible to remove any *curse* and free the item for proper use. The removal of a powerful *curse*, however, may require great expense, or may involve a *quest* or some other service for the NPC spell caster removing such a *curse*.

## Unguarded Treasure

When dealing with experienced players, very few treasures should be left completely unguarded. However, there should still be some; many an empty room may contain a hidden trap, treasure trove, or both. Generally, unguarded treasures should not be placed in dungeon levels 9 and below.

Dungeon Level	UNGUARDED TREASURE				
	Silver	Gold	Gems	Jewelry	Magic Items
1	100 x 1d6	50% 10 x 1d6	5% 1d6	2% 1d6	2% any 1
2-3	100 x 1d12	50% 100 x 1d6	10% 1d6	5% 1d6	8% any 1
4-5	1,000 x 1d6	200 x 1d6	20% 1d8	10% 1d8	10% any 1
6-7	2,000 x 1d6	500 x 1d6	30% 1d10	15% 1d10	15% any 1
8-9	5,000 x 1d6	1,000 x 1d6	40% 1d12	20% 1d12	20% any 1



**Magic Items**

The charts on p. 36 list all items, including those in the D&D Basic Set, and should be used in place of those charts. All the general guidelines (duration of potions, etc.) may be found in that set. These charts are used in the same way, but Percentage dice are used for all random rolls.

If the range or duration of a magic item is not given, treat it the same as a magic spell from a 6th level spell caster.

The following notations may appear on the charts.

- (B) The item is described in the D&D Basic Set, and not described here.
- (c) The item may only be used by a cleric.
- (m) The item may only be used by a magic-user or elf.
- (s) The item may only be used by a spell caster (cleric, magic-user, or elf).

To randomly find a magic item, roll d% and find the result on **Magic Items Table #1**. Then turn to the Subtable indicated and roll d% again to find the exact item. Item descriptions are included after the subtables.

**Explanation of Magic Items**

Several items can detect, control, or otherwise perform actions within a given range. Any of these actions can be blocked by a thin sheet of lead, 1' of any other metal, or 10' of stone.

Details on identifying and using items are given in the D&D Basic Set.

**a. SWORDS**

Up to 10% of all magic swords found are *cursed*. When found, a cursed sword will seem to be a "normal" magic sword (of whatever type was rolled) until used in deadly combat, at which time the curse is revealed. See the Basic Set for more details. Once a cursed sword is used in combat, the owner will not want to get rid of it and will always fight with it. A character may be freed from a cursed item by a cleric's *dispel evil* spell, or possibly by a *remove curse* or *dispel magic* by a high level spell caster.

The DM should select or randomly determine the type of sword (short, normal, or two-handed). The intelligence of the sword should also be determined; if randomly, roll 1d20. A result of 14 or less indicates no intelligence; if the result is 15-20, see **Intelligent Swords** for details. New magical swords are explained below.

**Sword +1, locate objects:** This is the same as the magic-user spell, to 120' range, usable once per day.

**Sword +1, flames on command:** When commanded by the user, this sword will

blaze with flames. It remains flaming until sheathed or commanded to go out. While flaming, it has a bonus of +2 on Hit rolls against any hippogriff, pegasus, roc, and troll; and a +3 bonus against treants and undead monsters. All damage from this sword when flaming is treated as fire damage (for example, trolls cannot regenerate damage inflicted by it).

**Sword +1, energy drain:** This sword drains 1 level or Hit Die (as if a wraith) on any hit, in addition to normal damage, if commanded to do so. The command may be spoken after the Hit roll is made, when a swing is shown to be successful. It will not affect any creature with Energy Drain powers. It can only drain 5-8 levels of Hit Dice, after which it becomes a standard magical sword +1.

**Sword +1, wishes:** This sword will grant 1-4 *wishes*. The user must hold the sword and make the *wish*. Once the sword is used in this manner, one of the *wishes* is gone. *Wishes* are very powerful magic, and should be used (and handled by the DM) with great care.

**Sword +2, charm person:** This is the same as the magic-user spell, to 120' range, usable up to 3 times per week.

**Intelligent Swords**

Certain magic swords may be intelligent, and may have other special abilities as well. An intelligent sword should be played by the DM, just like an NPC character. Intelligent swords have *no wisdom*, and should be played accordingly, relying on the owner's wisdom for guidance and decision making.

The DM's first step is to decide whether the sword is an "ordinary" intelligent sword, or a Special Sword. Special Swords are extremely rare; they should always be placed with care, and not randomly determined. If you choose to place a Special Sword, turn to page 60. Otherwise, use the procedure given below.

1. Determine the sword's *Intelligence* (1d20) and languages known.
2. Find the sword's *Alignment* (1d20).
3. Find the sword's *Powers* (d%). (If extra powers are indicated, another d% roll will be needed.)
4. Find the sword's *Ego* score (1d12).

**1. Intelligence:** Remember that any sword is only intelligent if the result of a roll of 1d20 is 15 or greater (or if you, as DM, wish to automatically make a sword intelligent). Roll 1d20 to find the exact intelligence score of the sword:

1d20	Intelligence Score	Method of Communication	Powers	Languages
1-6	7	Empathy	1 Primary	—
7-11	8	Empathy	2 Primary	—
12-15	9	Empathy	3 Primary	—
16-18	10	Speech	3 Primary	1-3
19	11	Speech	3 Primary + reads magic	1-6
20	12	Speech	3 Primary + 1 Extraordinary, also reads magic	2-8

**Languages:** A speaking sword talks aloud if drawn, held, and asked a question. It will usually cooperate, within its limits. Any sword that *reads magic* also reads the languages it can speak. A speaking sword can always speak its alignment tongue plus the number of languages rolled (or chosen). The DM must select the exact languages known.

**2. Alignment:** Determine the alignment of the intelligent sword (roll 1d20):

- 1-13 = Lawful
- 14-18 = Neutral
- 19-20 = Chaotic

A sword's alignment cannot be detected until it is handled. If the creature handling the sword is of the same alignment, there will be no bad reaction. However, if the alignment is different, the user will take some damage

*each round* while the sword is touched or held, according to the following chart:

User's Alignment	Sword's Alignment	Damage per round
Lawful	Neutral	1-6
	Chaotic	2-12
Neutral	Lawful	1-6
	Chaotic	1-6
Chaotic	Lawful	2-12
	Neutral	1-6

## Treasures

**3. Powers:** Roll d% once for each Primary Power of the sword, as determined by its intelligence, and find the results on the following table. Duplicate results should be rolled again. The user must have the sword in hand and be concentrating on the power in order to use it. Any power may be used once per round. A Primary power is usable as often as desired unless noted otherwise. An Extraordinary Power may only be used three times per day unless noted otherwise.

**Detect evil (good):** The sword is able to detect one of these intentions up to a 20' range. No sword can do both.

**Detect gems:** The sword can detect all types of gems, and the amount of each, within a 60' range, pointing itself in that direction.

**Detect magic:** The sword may cause all magic within 20' to glow (as the spell effect) up to 3 times per day.

**Detect metal:** The sword can detect metal of any type requested up to a range of 60'. It will point in the direction of the material, but cannot detect the amount.

**Detect shifting walls and rooms:** The sword can find these items if within 10'.

**Detect slopes:** The sword can locate all sloping passages within a 10' range.

**Find secret doors:** The sword can locate all secret doors within a 10' range, up to 3 times per day.

**Find traps:** The sword can detect traps of all types within 10', up to 3 times per day.

**See invisible:** The sword can find all invisible and hidden objects and creatures (but not secret doors) within a 20' range.

d%	Primary Powers
01-10	Detect evil (good)
11-15	Detect gems
16-25	Detect magic
26-35	Detect metal
36-50	Detect shifting walls and rooms
51-65	Detect sloping passages
66-75	Find secret doors
76-85	Find traps
86-95	See invisible
96-99	Roll for 1 extraordinary power
00	Roll twice more on this table

d%	Extraordinary Powers
01-10	Clairaudience
11-20	Clairvoyance
21-30	ESP
31-35	Extra damage (duplicate allowed)
36-40	Flying
41-45	Healing (duplicate allowed)
46-54	Illusion
55-59	Levitation
60-69	Telekinesis
70-79	Telepathy
80-88	Teleportation
89-97	X-ray vision
98-99	Make 2 more rolls on this table*
00	Make 3 more rolls on this table*

\*Ignore any further result of 98 or more.

An **Extraordinary Power** is only received if the sword has a 12 Intelligence, or if a roll for Primary Powers gave a result of 96-99. If the sword has an extraordinary power, roll d% and find the power on the following chart. Except for *Extra Damage* and *Healing*, duplicate results should be rolled again.

**Clairaudience:** As with the potion, the user may hear all noises in one area within 60', through the ears of a creature in that area.

**Clairvoyance:** As with the potion, the user may see any area up to 60' away, through the eyes of a creature in that area.

**ESP:** As with the potion, the user may listen to the thoughts of any one living creature within 60'.

**Extra damage:** The user may inflict 4 times the normal damage on each hit. The power lasts for 1-10 rounds when commanded. Each duplicate roll increases the multiplier by 1 (to 5 times, 6 times, etc.).

**Flying:** As with the potion, the user may fly in the air, for a maximum of 3 turns per use.

**Healing:** The sword can heal up to 6 points of damage *per day*, at the rate of 1 hit point per round. Duplicate rolls increase the amount of healing by 6 each (to 12, 18, etc. per day), but the rate of healing does not change.

**Illusion:** The user may create a *phantasmal force*, as with the magic-user spell.

**Levitation:** As with the potion, the user may float in the air, for a maximum of 3 turns per use.

**Telekinesis:** The user may move up to 2,000 cn of weight by mere concentration, as with the ring.

**Telepathy:** This is the same as ESP (above), but also with the ability to "send" thoughts to the creature contacted (as with a helm of telepathy).

**Teleportation:** The user may teleport once per day, as with the magic-user spell.

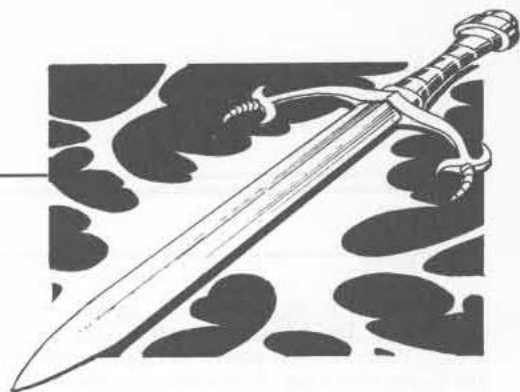
**X-ray vision:** The user may see through things, as if wearing a ring of X-ray vision.

**4. Ego:** Roll 1d12 to determine the Ego score of the sword. Ego is a measure of strength of personality.

Now add the sword's Intelligence and Ego scores to find its Will Power. Add 1 to Will Power for each Extraordinary Power (if any). Make a note of the total Will Power of the sword.

When an intelligent sword is handled, it may try to control its user! The DM must compare the Will Power of the sword to that of the user, and find the results (see Control Check).

A character's Will Power is the total of the character's Intelligence and Wisdom scores. The DM may subtract 1-8 points of Will Power if the character is wounded. If the sword and the user are of different alignments, the sword gains another 1-10 points of Will Power. (This must be determined for each change of users.)



**Control Check:** An intelligent sword will try to control its user in each of five different situations:

1. When the user first handles the sword.
2. When the user is wounded, and has  $\frac{1}{2}$  normal hit points remaining (or less).
3. When the user acquires any other magic weapon.
4. When anyone else uses the sword.
5. When a Special Purpose could be used (if applicable).

To make the control check, the DM simply compares the Will Power scores of the user and the sword. The higher score takes control! The DM must determine the actions of any sword in control. The control lasts either until the sword is satisfied or until the situation which caused the control check has passed. Typical results are:

Leading the user past other magic weapons found, or to discard other weapons.

Forcing the user to charge into combat to win glory for itself.

Forcing the user to surrender to an opponent — either one more worthy of the sword, or one easier to control.

Forcing the user to spend money on items for the sword, such as jeweled fittings, fancy scabbards, and so forth.

### Special Swords

Special Swords are created by powerful beings for definite purposes. These swords are then carefully placed where they will be found and eventually put to their special use. The following Special Purposes are suggested; the DM may create others. No Special Sword is ever created for more than one Special Purpose.

1. **Slay a character type** (such as clerics)
2. **Slay a monster type** (such as gargoyles)
3. **Slay a specific being**
4. **Slay a race type** (such as demi-humans)
5. **Defeat a specific Alignment**

Every Special Sword has a score of 12 for both Intelligence (see chart for languages and abilities) and Ego. Each Special Sword gains the following abilities, determined by the sword's alignment, when used for its Special Purpose:

A **Lawful sword** will paralyze a Chaotic opponent struck unless the victim makes a Saving Throw vs. Spells.

A **Neutral sword** adds +1 to all of the user's Saving Throws.

A **Chaotic sword** will cause a Lawful opponent struck to make a Saving Throw vs. Turn to Stone or be Turned to Stone.

## b. and c. ARMOR AND WEAPONS

Most magic weapons and armor work just as in the D&D Basic rules; bonuses to weapons are added to both the Hit and damage rolls, and bonuses to armor help the user's Armor Class. Any armor, shield, or weapon may be cursed; the DM may place cursed items or check randomly (up to 10% chance per item).

Several weapons may be of different sizes (for example, Axe could be Hand Axe or Battle Axe). The exact selection is left for the DM. A "spear" result may indicate a javelin (15% chance) or a lance (5% chance).

## d. POTIONS

The effects of a potion last for 7-12 turns unless noted otherwise. If a character drinks a potion while another is still in effect, he becomes sick, unable to do anything for 3 turns (no Saving Throw allowed) and both effects are lost. Potions whose effects are permanent (healing, longevity) are not included in this rule.

**Control Potions:** When using these potions, the user must see the victims to direct their actions. The controlled creatures cannot be forced to kill themselves. The character cannot perform any other actions while controlling others, and may only move at up to 1/2 normal speed. Any victim may make a Saving Throw vs. Spells to avoid the Control, but the user may repeat the attempt once per round, on any victim seen, until the potion's duration ends.

**Animal Control:** The user may control up to 3-18 Hit Dice of animals (normal or giant, but not fantastic or magical). When the control ends, the animals will be afraid, and will leave the area if they can.

**Clairaudience:** The user may listen to noises (including speech) in an area up to 60' away through the ears of a creature in that area.

**Clairvoyance:** The user may see an area up to 60' away through the eyes of a creature in that area.

**Delusion:** The user will believe this to have the effect of any one other potion (roll again). However, it has no real effect.

**Dragon Control:** There are several different types of this potion, one for each dragon type. The user may control up to 3 dragons at once. The controlled dragons will do whatever is commanded of them *except* for casting spells. They will be hostile when the control ends.

**Fire Resistance:** The user cannot be harmed by normal fires, and gains a +2 bonus to all Saving Throws against fire attacks. In addition, the user takes less damage from magical and dragon fire: -1 point per die of damage (minimum of 1 point per die).

**Flying:** The user may fly at up to 120' per round without tiring (as the effects of the magic-user spell).

**Giant Control:** There are several different types of this potion, one for each type of giant. The user may control up to 4 giants at once. They will be hostile once the control ends.

**Giant Strength:** The user gains the strength of a Frost Giant. However, the potion has no effect if a strength-adjusting magic item (such as Gauntlets of Ogre Power) is worn. Otherwise, the user inflicts double normal damage with any weapon, and may throw small boulders (ranges 60/130/200) for 3-18 points of damage.

**Heroism:** This has *no* effect on a cleric, elf, magic-user, or thief. A fighter, dwarf, halfling, or normal man (or monster!) gains the Hit Dice, hit points, and all abilities of a higher level character (or monster), as follows:

Level	Effect
Normal Man	Becomes a 4th level fighter
1-3	Gain 3 levels or Hit Dice
4-7	Gain 2 levels or Hit Dice
8-10	Gain 1 level or Hit Die
11+	No Effect

All wounds taken during the duration of the potion — including energy drains! — are subtracted from the magically gained hit points and levels first.

**Human Control:** The user may control up to 6 Hit Dice of humans at once (normal men counting as 1/2 Hit Die each), similar to the effects of a *charm person* spell. The effect has a 60' range, and the *charm* lasts only as long as the potion's duration.

**Invulnerability:** The user's Armor Class and Saving Throws gain a bonus of 2 for the duration of the potion. If used more than once per week, the only effect is sickness.

**Longevity:** The user immediately becomes 10 years younger. The effect is permanent and does not wear off, and cannot be dispelled.

**Plant Control:** The user may control *all* plants and plant-like creatures (including monsters) in a 30' x 30' area up to 60' away. Normal plants controlled may entangle victims in their area, but cannot cause damage.

**Polymorph Self:** The user may change shape (as with the magic-user spell) up to once per round until the potion wears off.

**Speed:** The user moves twice as fast, may attack twice per round, and performs other actions except spell casting at twice normal speed.

**Treasure Finding:** By concentrating, the user can detect the direction and distance (but not the amount) of the largest treasure within 360'.

**Undead Control:** The user may control up to 18 Hit Dice of Undead monsters. The undead will be hostile when the control ends.

## e. SCROLLS

To use a scroll, there must be enough light to read by, and the scroll must be read aloud. A scroll (or, for spell scrolls, each spell) may only be used once; the words disappear as they are read aloud. Only magic-users and elves may use magic-user scrolls, and a *read magic* spell must be used first, to discover the contents of each scroll. Only clerics may use clerical spell scrolls, but they need no magical aid to discover the contents. Anyone may use protection scrolls and treasure maps.

**Spells:** A scroll of spells may only be used by the character class which matches the spells on the scroll. The type of spells (cleric or magic-user), the exact spells themselves, and the level of each spell may be selected or determined randomly.

**Protection Scrolls:** A protection scroll may be read by any character who can read the Common language.

**Protection from Elementals:** This scroll creates a circle of protection (10' radius) around the reader. No elemental can attack those within the circle unless attacked first in hand-to-hand combat. Once attacked, an elemental may attack in return. The effect lasts for 2 turns and moves with the reader.

**Protection from Magic:** This scroll creates a circle of protection (10' radius) around the reader. No spells or spell effects (including those from items) may enter or leave the circle. The effect lasts for 1-4 turns, moves with the reader, and may not be broken except by a magical wish.

**Treasure Maps:** Each map shows a route to the location of a treasure in a dungeon or a wilderness area. The treasure is usually hidden or protected by monsters, traps, and/or magic. Normal treasure contains no magic items, but a Magical treasure may include some coins and a few gems of low value. A Combined treasure has both magic and valuable gems or jewelry, and a Special treasure should mention (on the map) at least one permanent item, such as a Staff or Sword. The DM should prepare several treasure maps before the game.

## f. RINGS

The ring must be worn on a hand to have the given effect, but may be carried and put on when desired. Any ring may be used once per round unless noted otherwise. No more than 2 magic rings may be worn at the same time.



## Treasures

**Delusion:** The wearer will believe this to be any one other ring (roll again). However, it has no real effect. The wearer will not be convinced otherwise until a *remove curse* is used to dispel the enchantment!

**Djinni Summoning:** The wearer may summon one djinni to serve for up to one day. The djinni will only serve and obey the person wearing the ring when it is summoned. The ring may be used once per week at most.

**Human Control:** This is the same effect as the potion of the same name. The effect lasts until cancelled by the wearer of the ring, or until the ring is removed, or until a *dispel magic* spell removes the *charm*.

**Plant Control:** This has the same effect as the potion of the same name, but only lasts as long as the wearer concentrates.

**Protection +1, 5' radius:** This ring improves the wearer's Armor Class and Saving Throws by 1 (as a normal ring +1), but also gives the same bonus to all creatures within 5' — both friend and foe!

**Regeneration:** The wearer regenerates lost hit points at the slow rate of 1 per turn. The ring also replaces lost limbs; a finger will re-grow in 24 hours, and a whole limb can be replaced in 1 week. The ring will not function if the wearer's hit points drop to 0 or less. Fire and acid damage cannot be regenerated.

**Spell Storing:** When found, this ring has 1-6 spells stored within it. Those exact spells are the limit of the ring's powers, and cannot be changed. When the ring is put on, the wearer magically knows what spells are stored and how to use them. After a spell is used, it may be replaced by a spell caster, who must cast the replacement spell directly at the ring. The ring will not absorb spells thrown at the wearer. The spells in the ring have the duration, range and effect equal to the lowest level needed to cast them. The DM should select the type of spells in the ring; about 20% of these rings contain clerical spells.

**Spell Turning:** This ring reflects 2-12 spells back to their casters, so the wearer is not affected. Only spells are reflected, not spell-like powers of monsters nor spell-like effects from items.

**Telekinesis:** The wearer may move up to 2,000 cn of weight by concentration alone.

**Wishes:** A ring of wishes is an extremely powerful item. Wishes must be handled very carefully by the DM and the players alike.

**X-ray Vision:** The wearer may see a distance of up to 30', even through a wall and into the space beyond, by standing still and concentrating. The effect may be blocked by gold or lead. The wearer can inspect one 10' x 10' area per use (which requires a full turn), and will be able to see any traps or secret doors in the area examined. Any items less dense than stone (such as cloth, wood, and water) can be more easily seen

through, to a range of 60'. The ring may be used one turn per hour at most.

### g. WANDS, STAVES, AND RODS

A rod may be used by any character class, but a staff can only be used by a spell caster (sometimes restricted to a specific type), and a wand can only be used by a magic-user or elf. A wand normally has 2-20 charges when found, and a staff 3-30. Each use of a power costs 1 charge unless noted otherwise. Each item may be used once per round at most.

**Staff of Commanding(s):** This item has all the powers of the rings of animal, human, and plant control.

**Staff of Power (m):** This item can be used as a staff of striking, and can also be used to create any of the following magic-user spell effects (each doing 8-48 points of damage): *fire ball*, *lightning bolt*, *ice storm*. It can also create a *continual light* effect, or move 2,400 cn of weight by *telekinesis*, as the ring.

**Staff of Striking(s):** This weapon inflicts 2-12 points of damage per charge if the hit is successful. Only one charge may be used per strike.

**Staff of Withering (c):** One hit from this item ages the victim 10 years. One or two hits will be fatal to most animals and harmful to many humans. Elves may ignore the first 200 years of aging, dwarves may ignore the first 50 years, and halflings may ignore the first 20 years. Undead are not affected by this item.

**Staff of Wizardry (m):** This staff +1 has all the powers of a Staff of Power, plus the magic-user spell effects of *invisibility*, *passwall*, *web*, and *conjure elemental*. It may also be used to create a whirlwind (as if from a djinni) or shoot a cone of paralyzation (as the wand). In addition, the user may break the staff, which releases all of its power at once. This *final strike* is an explosion which inflicts 8 points of damage per charge re-

maining in the staff. All creatures within 30' (including the user!) take damage. (but may make a Saving Throw vs. Staff for half damage).

**Wand of Cold:** This creates a cone of cold, 60' long and 30' wide at the far end. All within the cone take 6-36 points of cold damage, but may make a Saving Throw vs. Wands for ½ damage.

**Wand of Fear:** This creates a cone of fear, 60' long and 30' wide at the far end. All within the cone must make a Saving Throw vs. Wands or run away from the user (at 3 times the normal rate) for 30 rounds.

**Wand of Fire Balls:** This creates a *fire ball* effect (as if using the magic-user spell) up to 240' away. All victims take 6-36 points of fire damage, but may make a Saving Throw vs. Wands for half damage.

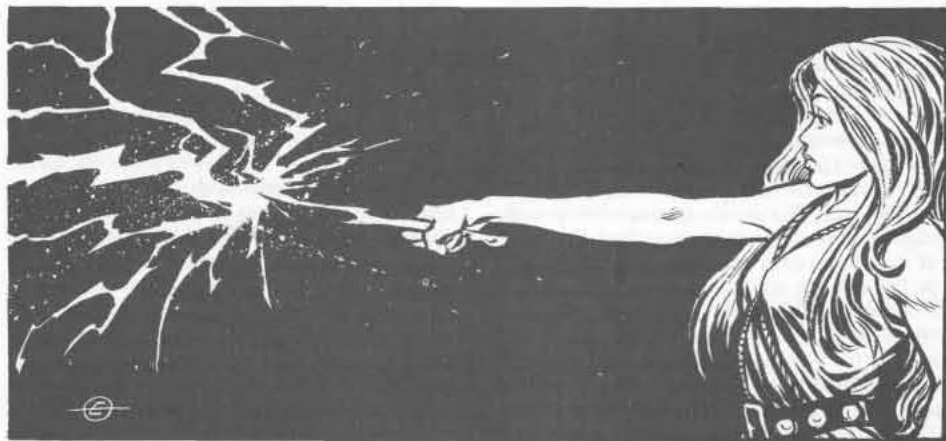
**Wand of Illusion:** This creates a *phantasmal force* effect (as if using the magic-user spell). The user must concentrate on the illusion to maintain it, but may walk at ½ normal movement rate while doing so.

**Wand of Lightning Bolts:** This creates a *lightning bolt* (as if using the magic-user spell) starting up to 240' away, and 60' long from that point. The victims take 6-36 points of electrical damage, but may make a Saving Throw vs. Wands for ½ damage.

**Wand of Metal Detection:** This will point toward any type of metal named if within 20' and if 1,000 cn or more in weight. The user cannot detect the amount of metal.

**Wand of Negation:** This wand can be used to cancel the effects of one other wand or staff. If the other effect has a duration, the negation lasts for one round.

**Wand of Polymorphing:** This wand creates either a *polymorph self* or *polymorph other* effect (as if using the magic-user spells). The user must state which effect is desired. An unwilling victim may make a Saving Throw vs. Wands to avoid the effect.



**Wand of Secret Door Detection:** The user may find any secret door within 20', using one charge per secret door found.

**Wand of Trap Detection:** This wand will point at all traps within 20', one at a time, at a cost of 1 charge per trap.

**g. MISCELLANEOUS MAGIC ITEMS**

Each of these items may be used by any character class, and up to once per round, unless noted otherwise. Most of the given effects either work automatically or are activated by concentration alone.

**Amulet vs. Crystal Balls & ESP:** The wearer of this item is automatically protected from being spied on by anyone using a crystal ball or any type of ESP.

**Boots of Levitation:** The wearer may *levitate* (as if using the magic-user spell). There is no limit to the duration.

**Boots of Speed:** The wearer may move as fast as a riding horse (240' per turn) for 12 hours, after which the wearer must rest for one full day.

**Boots of Traveling and Leaping:** The wearer needs no rest during normal movement. The wearer may also jump, to a maximum height of 10' and a maximum length of 30'.

**Broom of Flying:** When verbally commanded, the broom will carry its owner through the air at 240' per turn. One other person (or up to 2,000 cu of baggage) may also be caught, but the broom slows to 180' per turn.

**Crystal Ball with Clairaudience:** This works like a standard crystal ball, but with the added power to listen to noises through the ears of a creature in the area viewed.

**Crystal Ball with ESP:** This works like a standard crystal ball, but with the added power to listen to the thoughts of a creature viewed.

**Displacer Cloak:** This item warps light rays; the wearer is actually 5' away from the visible location. The cloak gives a bonus of +2 to the wearer's Saving Throws vs. Spell, Wand/Staff/Rod, and Turn to Stone. Hand-to-hand attacks on the wearer are penalized by -2 on the Hit rolls, and most missile fire will automatically miss.

**Drums of Panic:** These large kettle drums have no effect on any creatures within 10' of them. When used, all creatures 10'-240' away must make a Saving Throw vs. Spells or run away from the user for 30 rounds (at full running movement rate). No Saving Throw is needed if the Morale system is used, but each creature must make a morale check instead, with a penalty of +2 to the roll.

**Efreeti Bottle:** This item is a large, heavy sealed jug about 3' high. If the seal is broken and the stopper pulled, an efreeti will come forth to serve the opener once per day for 101 days (or until slain). The creature will return to its home (the fabled City of



Brass) after its term of service is ended. It will serve no one but the person opening the bottle.

**Elemental Devices** (Bowl, Brazier, Censer, or Stone): Each of these items may be used only once per day. The bowl is the largest (3' in diameter), and the stone is the smallest (6 inches across). Each item requires 1 turn to use. Each item will summon a "device" elemental (of the type given), and will allow the user to control it, subject to normal rules for elemental control.

**Flying Carpet:** This item can carry one passenger at up to 100' per round (300' per turn), two at 80' per round, or three at 60' per round. It will not carry more than 3 passengers and their equipment.

**Girdle of Giant Strength:** This item gives the wearer the same chances to hit as a hill giant. The wearer inflicts 2-16 points of damage per hit. (If the Variable Weapon Damage system is used, damages are double normal instead of 2-16.)

**Helm of Reading Languages and Magic:** The wearer is able to read any writing, regardless of the language or magical properties of the script. This does not allow characters to use spell scrolls unless they can do so normally. This helm is fragile, however, and will be destroyed if the wearer is killed. Any hit on the wearer might (10% chance) destroy the helm.

**Helm of Teleportation (m):** The wearer may *teleport* (as with the magic-user spell, including chances of error), or may try to teleport another creature or item. An unwilling victim may make a Saving Throw vs. Spells to avoid the effect. After one use, the helm will no longer function. If a *teleport* spell is then cast upon it, the user may then teleport as often as desired, up to once per

round, without using any "charges." However, whenever the helm is used to teleport another item or creature, it again becomes useless, requiring another *teleport* spell to re-activate it.

**Horn of Blasting:** This creates a cone of sound, 100' long and 20' wide at the far end, when blown. Victims within this area take 2-12 points of damage, and must make a Saving Throw vs. Spells or be deafened for one turn. The DM must decide how much damage the horn will do to objects; for example, the horn may have to be blown three times to destroy a 10' section of castle wall, but a wooden cottage may be flattened with a single blast. The horn may be blown once per turn at most.

**Medallion of ESP (90'):** This item allows the user to listen to another's thoughts (as if using the magic-user spell), to a 90' range.

**Mirror of Life Trapping:** This unique item stores man-size or smaller creatures indefinitely. Any such creature who looks into the mirror must make a Saving Throw vs. Spells or be sucked into it (complete with equipment)! The mirror can store up to 20 creatures; when full, no more can be trapped. Creatures trapped in the mirror do not age or need food or air, but are completely powerless. Anyone can talk with the creatures trapped in the mirror (if they speak the same language). If the mirror is broken, all the creatures trapped within are immediately released.

**Scarab of Protection:** This automatically absorbs any curse (whether by spell, scroll, or other effect). It will also absorb a *finger of death* (a cleric's *raise dead* spell, reversed). The scarab will work 2-12 times before becoming worthless.

## Epilogue

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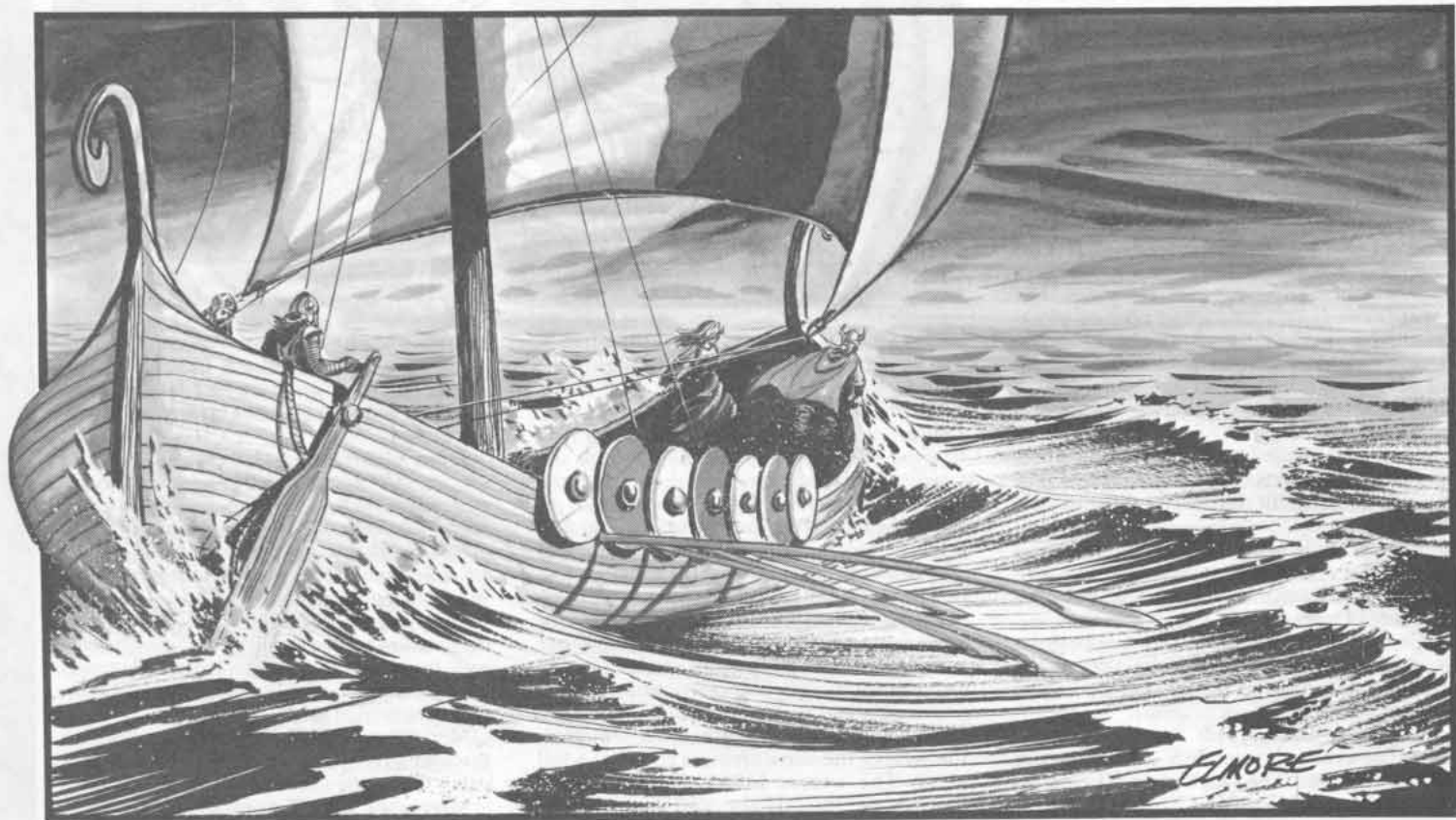
Finding treasures is not an end in itself. Beyond the riches you find, there is the growing personality, the player character, you have created. Once weapons are purchased, retainers hired, and maps translated, money disappears, but there is always more for the brave heart and the strong swordarm, for the intrepid adventurer who does not mind personal hard-

ship and the presence of danger — there is adventure!

The end of a rule book is not an end, but a beginning. It is the opportunity to create your own adventures using the tools you learned while leafing through these bits of gaming knowledge. Armed with imagination and creativity, you can participate in one of the many adventures prepared for

gamers who love D&D®. Rules, after all, are only jumping off places for your adventures. You have not ended the fun, you have just begun to spy the distant hills of gold, the seas of adventure which lie before you in the many worlds of Dungeons and Dragons®. You can now open doors to distant vistas of role-playing pleasure, and the challenge of exciting new horizons.

**Get ready to open Module X-1!**



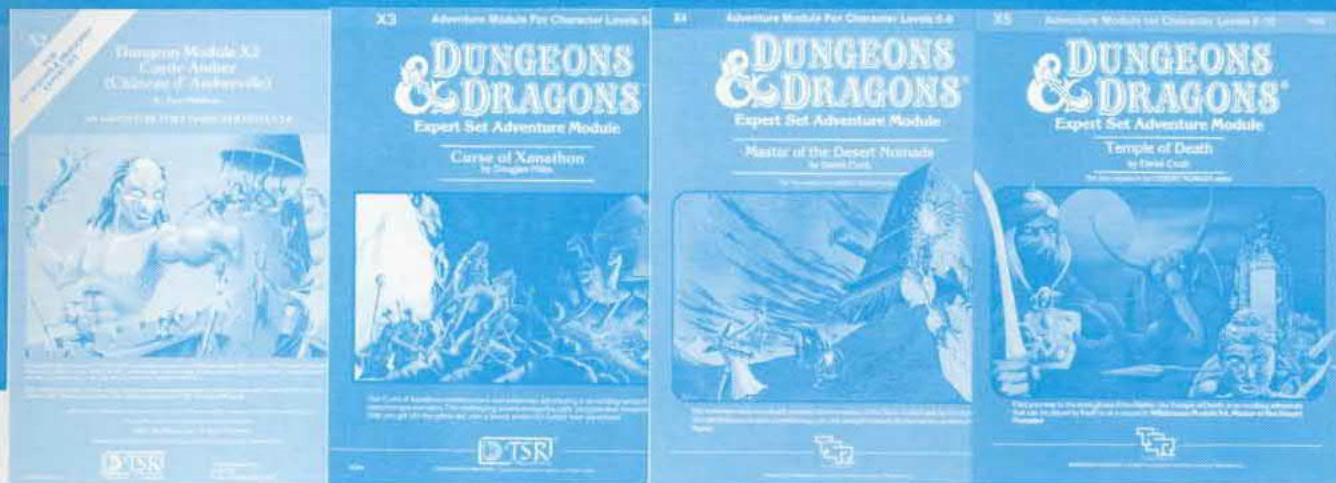
The tang of the air changes. Gentle breezes threaten to become storm winds. Something hangs on the far horizon, a darker black line where the blue of sea and sky meet. Sailing closer, the black line becomes more distinct, breaking itself into irregular shapes of misty mountains and darkened forests. A seagull cries, either taunting you to go ahead, or warning you to turn around and seek safer harbors.

Nearing the island, the sea breaks mightily on the shore, the thunder of the crashing waves sounding like distant war drums of ghostly soldiers. Rocks and reefs snap at your vessel like the teeth of a ravenous sea serpent as you sail closer.

Night comes, and with it, slender tendrils of fog glide seaward from the deserted shore like spectral fingers of long dead thieves. The clammy fog soon covers your ship, putting a dark gray blanket over your eyes and high spirits. Soon, no one laughs or talks aloud. The only sound you hear above the drumming of the waves is the breeze flapping your sail like the wings of a monstrous bird of prey. Eyes straining, you try to see past the heavy fog to the land which lies beyond. In the dark, a seagull again sounds its scary warning, and the cool air makes you shiver — surely this must be the Isle of Dread!

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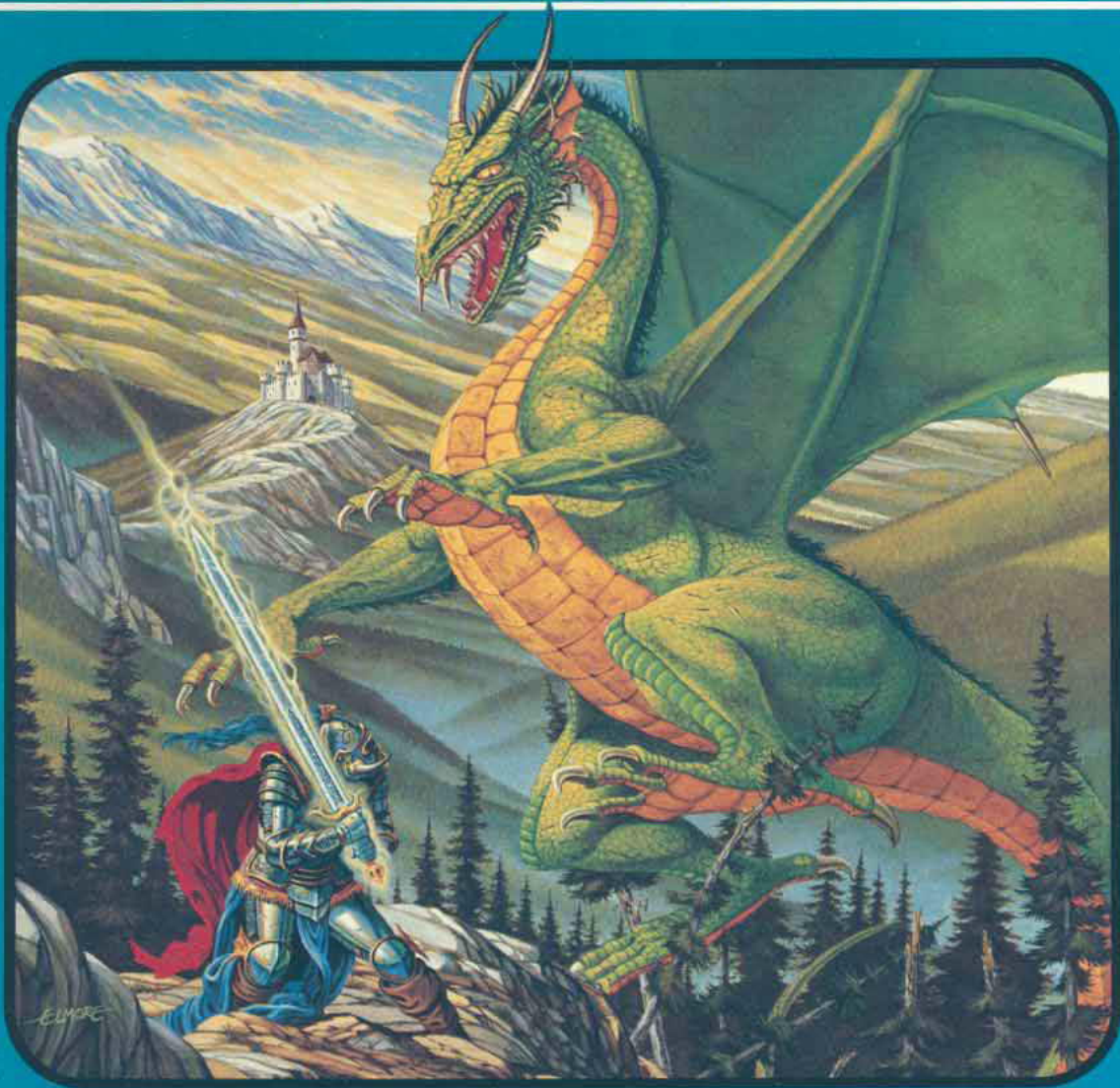
# Index for EXPERT RULEBOOK

<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: right;"><b>A</b></td> <td style="width: 50%;"></td> <td style="text-align: right;">20</td> </tr> <tr> <td>Adventuring .....</td> <td></td> <td></td> </tr> <tr> <td style="text-align: right;"><b>C</b></td> <td></td> <td></td> </tr> <tr> <td>Castle Encounters .....</td> <td></td> <td style="text-align: right;">42</td> </tr> <tr> <td>Character Classes</td> <td></td> <td></td> </tr> <tr> <td>    Human .....</td> <td style="text-align: right;">4</td> <td></td> </tr> <tr> <td>    Demi-Human .....</td> <td style="text-align: right;">18</td> <td></td> </tr> <tr> <td>Clans .....</td> <td style="text-align: right;">22</td> <td></td> </tr> <tr> <td>Cleric .....</td> <td style="text-align: right;">4</td> <td></td> </tr> <tr> <td>    Advancement .....</td> <td style="text-align: right;">4</td> <td></td> </tr> <tr> <td>    Spells .....</td> <td style="text-align: right;">5</td> <td></td> </tr> <tr> <td>Climbing .....</td> <td style="text-align: right;">22</td> <td></td> </tr> <tr> <td>Combat .....</td> <td style="text-align: right;">22</td> <td></td> </tr> <tr> <td>Construction .....</td> <td style="text-align: right;">23</td> <td></td> </tr> <tr> <td style="text-align: right;"><b>D</b></td> <td></td> <td></td> </tr> <tr> <td>Dice, Overusing .....</td> <td style="text-align: right;">25</td> <td></td> </tr> <tr> <td>Dungeon Master .....</td> <td style="text-align: right;">22</td> <td></td> </tr> <tr> <td>Dwarf .....</td> <td style="text-align: right;">18</td> <td></td> </tr> <tr> <td>    Advancement .....</td> <td style="text-align: right;">18</td> <td></td> </tr> <tr> <td style="text-align: right;"><b>E</b></td> <td></td> <td></td> </tr> <tr> <td>Elf .....</td> <td style="text-align: right;">18</td> <td></td> </tr> <tr> <td>    Advancement .....</td> <td style="text-align: right;">18</td> <td></td> </tr> <tr> <td>Encounters .....</td> <td style="text-align: right;">42</td> <td></td> </tr> <tr> <td>    At Sea .....</td> <td style="text-align: right;">44</td> <td></td> </tr> <tr> <td>Encumbrance .....</td> <td style="text-align: right;">21</td> <td></td> </tr> <tr> <td>Equipment .....</td> <td style="text-align: right;">19</td> <td></td> </tr> <tr> <td>    Costs .....</td> <td style="text-align: right;">19</td> <td></td> </tr> <tr> <td>Evasion .....</td> <td style="text-align: right;">42</td> <td></td> </tr> <tr> <td>Experience Points .....</td> <td style="text-align: right;">24</td> <td></td> </tr> <tr> <td style="text-align: right;"><b>F</b></td> <td></td> <td></td> </tr> <tr> <td>Fighter .....</td> <td style="text-align: right;">10</td> <td></td> </tr> <tr> <td>    Advancement .....</td> <td style="text-align: right;">10</td> <td></td> </tr> <tr> <td>Food .....</td> <td style="text-align: right;">10</td> <td></td> </tr> <tr> <td>Forced March .....</td> <td style="text-align: right;">21</td> <td></td> </tr> <tr> <td style="text-align: right;"><b>H</b></td> <td></td> <td></td> </tr> <tr> <td>Halfling .....</td> <td style="text-align: right;">19</td> <td></td> </tr> <tr> <td>    Advancement .....</td> <td style="text-align: right;">19</td> <td></td> </tr> <tr> <td>Horses .....</td> <td style="text-align: right;">3</td> <td></td> </tr> <tr> <td style="text-align: right;"><b>I</b></td> <td></td> <td></td> </tr> <tr> <td>Intelligent Swords .....</td> <td style="text-align: right;">59</td> <td></td> </tr> <tr> <td style="text-align: right;"><b>L</b></td> <td></td> <td></td> </tr> <tr> <td>Lost .....</td> <td style="text-align: right;">20, 41</td> <td></td> </tr> </table>	<b>A</b>		20	Adventuring .....			<b>C</b>			Castle Encounters .....		42	Character Classes			Human .....	4		Demi-Human .....	18		Clans .....	22		Cleric .....	4		Advancement .....	4		Spells .....	5		Climbing .....	22		Combat .....	22		Construction .....	23		<b>D</b>			Dice, Overusing .....	25		Dungeon Master .....	22		Dwarf .....	18		Advancement .....	18		<b>E</b>			Elf .....	18		Advancement .....	18		Encounters .....	42		At Sea .....	44		Encumbrance .....	21		Equipment .....	19		Costs .....	19		Evasion .....	42		Experience Points .....	24		<b>F</b>			Fighter .....	10		Advancement .....	10		Food .....	10		Forced March .....	21		<b>H</b>			Halfling .....	19		Advancement .....	19		Horses .....	3		<b>I</b>			Intelligent Swords .....	59		<b>L</b>			Lost .....	20, 41		<table style="width: 100%; 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Magic-user .....	10		Advancement .....	10		Spells .....	11		Mapping .....	20		Mercenaries .....	24		Movement Rates .....	21, 41		Multiple Spell Effects .....	3		<b>N</b>			NPC Parties .....	25		<b>R</b>			Research .....	25		Rest .....	21		Reversed Spells .....	3		<b>S</b>			Scale .....	20		Ships .....	42		Specialists .....	25		Spell Books, Lost .....	26		Spells			Cleric .....	5		Magic-user .....	11		Strongholds .....	27		Surprise .....	41		Swimming .....	27		<b>T</b>			Taxes .....	27		Terrain Effects .....	21		Thief .....	17		Advancement .....	17		Towns and Cities .....	28		Transportation .....	42		Treasure .....	58		Unguarded .....	58		<b>W</b>			Waterborne Adventures .....	42		Weather .....	43		Weapons .....	19		Cost .....	19		Wilderness			Special Travel .....	21		Encounters .....	41		Travel .....	41		Wishes .....	27	
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FOR ANY NUMBER OF PLAYERS, AGES 10 AND UP

# DUNGEONS & DRAGONS®

PLAYERS COMPANION: Book One



THE ORIGINAL FANTASY ROLE-PLAYING GAME



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## PREFACE

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Throughout the revisions of the BASIC and Expert Sets, and now in creating this one, my work has been guided by three simple rules. First, the game must be *fun*—else why play the game? Second, it must be *playable*. Many historically accurate details of medieval times are complex and disorganized—generally all too human to use in a game.

Third, and perhaps most important of all, it must be *true*—true to the spirit of the Original D&D® game. That unique combination of fantasy wargaming and role playing spawned a new *type* of game, not merely new rules—a precious thing indeed.

Few of today's players can remember the excitement of a decade ago, when "Tactical Studies Rules" was just a new name on a new game. The amazing ideas in those little brown boxes took the gaming world by surprise—and by storm.

This box is larger, and is the third of a series. Comparing these to the Original, you might ask—why is all this necessary? And where did all this come from?

The original ideas were both simple and complex. They were simple, giving the briefest instructions for various new concepts, but complex in their implications. To grab just one: if a cleric can create food and water, what does that do to famine...to siege warfare...indeed, to a whole fantasy world? Lacking time, space, and experience with the new game system, the designers left much for future development—and their future has now become our present. It's time...so here's the Companion Set.

The names of the creators of the game are on these booklets; I'm proud that they also bear mine. Herein are many of the details found in the Original set and its Supplements; many others, now needed, are also included. I'm delighted to have the opportunity to add to the game.

Many thanks to Garry Spiegle, Doug Niles, Mark Acres, and Carl Smith for development of the "War Machine" mass combat system included in this set. They merged years of experience in wargames with the current range of fantasy role playing styles. The resulting system can handle the clash of armies *without* miniatures or boardgames—and thus, the very roots of the D&D game surface once again.

Thanks to Garry Spiegle for his development work on the Dominion system, and for his work on the previous two sets. His contributions have been numerous.

This game is like a huge tree, grown from the seeds planted in 1972 and even earlier. But as a plant needs water and sun, so does a game need proper "backing"—a company to make it. As the saying goes, "for want of a nail, the war was lost"; and for want of a company, the D&D game might have been lost amidst the lean and turbulent years of the last decade. This set is therefore dedicated to an oft-neglected leader of TSR, Inc; who, with Gary Gygax, founded this company and made it grow. The D&D Companion Set is dedicated to

BRIAN BLUME.

# DUNGEONS & DRAGONS®

Fantasy Adventure Game  
by Gary Gygax and Dave Arneson

## Players Companion: Book One

by Frank Mentzer

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**WARNING:** This book has been designed for use with the **DUNGEONS & DRAGONS®** Basic Set (Set #1, the red box), and the Expert Set (Set #2, the blue box); it does not explain how to play the game. You must have the Basic and Expert rules before you can use this set.

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### TABLE OF CONTENTS

<b>INTRODUCTION</b> .....	2
The Changing Game .....	2
Upper Level Games .....	2
Paths to Immortality .....	2
Travel or Settle? .....	2
<b>CHARACTERS</b> .....	3
New Armor and Weapons .....	3
Unarmed Combat .....	6
Striking .....	6
Wrestling .....	6
Summary .....	7
Strongholds .....	8
Human Strongholds .....	8
Demi-human Strongholds .....	8
Wilderness .....	8
Or Civilization .....	8
Staff .....	8
Peasant Workers .....	8
Advisors and Officials .....	8
Other Character Activity .....	9
Class Descriptions .....	11
Human Character Class Descriptions .....	11
Cleric .....	11
Cleric Spells: Fifth to Seventh Level .....	12
Druid .....	14
Druid Spells: First to Seventh Level .....	14
Fighter .....	17
Magic-user .....	19
Magic-user Spells: Fifth to Ninth Level .....	20
Thief .....	27
Demi-human Character Class Descriptions .....	29
Dwarf .....	30
Elf .....	30
Halfling .....	31



# Introduction

This is the third boxed set of the DUNGEONS & DRAGONS® game series. The first, the D&D® Basic Set, introduced the game and explained rules for 1st-3rd level characters. In the D&D Expert Set, character levels 4-14 were detailed, along with notes on the fantasy world in which the characters live.

If you started with a 1st level character, and have enjoyed the wilderness expansion of Expert level play, then you are ready for this set.

You can also use this set if you'd like to discover what it's like to own a medieval castle. You can rule a land, bring civilization to the wilderness, and cope with all the threats to your territory, while facing monsters and magic of all kinds.

Your adventures will be different than ever before. Lower level characters must keep busy surviving and learning; but when you find the challenges lacking, or treasure too easily found, you may start to wonder—"Is there anything more?"

There certainly is. Read on!

## The Changing Game

Your characters have visited dungeons, defeated many strange and evil creatures, and found great and wondrous treasures. But games for higher level characters are often different—as new as when the characters first braved the unknown wilderness.

To see how the game itself changes to suit all levels of characters, we need to think of the long-term game:

Beginning and low-level characters (levels 1-6) learn the ways of adventuring, and do not usually think about the many years ahead. Dungeon adventures are common, and a few short wilderness journeys usually occur. Where the characters live may be considered to happen without playing, or it may be in a boardinghouse of the home town.

"Name" (9th level or above, except for halfling) and mid-level characters (levels 7-14) often travel far and wide. Long journeys, deep dungeons, and special tasks are typical adventures in this range. The character usually builds or buys a stronghold, or takes rooms in another's castle in exchange for services or payments. This range of characters is detailed in the D&D Expert Set.

Companion or upper level characters (levels 15-25) continue the exploration (or conquest!) of the world. They may become PC rulers to gain power and wealth, or remain travellers to gather knowledge and fame. By level 25, the "home base" has become either

a strongly fortified castle complex or secret stronghold. Epic Quests and other-planar problems are typical adventures. High level characters are detailed in this set.

Master level characters (levels 26-36) fulfill their hopes and dreams. They are (or are about to become) Great Powers, or even masters of the earth! Their frontiers are Other Planes of Existence and magical lands; their interests turn to the Paths Of Immortality. These greatest of mortal characters are drawn onward toward even bigger and better things. Master level characters are detailed in the D&D Master Set.

### Upper Level Games

So you have a 15th level character. What are you going to do now?

From this point, your character may travel far and near, or may settle down to rule a land. Both can be exciting, adventurous and fruitful paths to follow.

Whichever you choose, the games you play will be somewhat different than they have been at lower levels of play. Characters in this range have many powers, and can easily handle the more "routine" monsters. The adventures are much more than simple "kill the monster, grab the treasure" affairs. Role playing is more important, and more fun.

Characters are more independent. When the characters started their careers, they needed each other just to survive. But now a few trolls present nothing more than exercise, rather than deadly danger. Now the characters aren't as dependent on each other; each

can survive and prosper as an individual. The persons with whom a character adventures are now more important as friends, than as each others' bodyguards.

The campaign world plays a large part in D&D games of this range. Although dungeon or wilderness adventures are fun, consider the characters' reasons for being. Determine your character's purpose in life. Set your character's goals, such as power, riches, fame, or knowledge.

### Paths to Immortality

These paths will be explained in detail in the D&D Master Set, but you should know some general details at this time, so you can plan your character's future.

After reaching level 26 or greater, a character can gain Immortality by following one of four paths:

A **dynast** is a character who builds a great and powerful empire. The dynasty must be vast, and must stand for a long time.

A **hero** (or Epic Hero) is a character who represents the ultimate ideals of heroism. The character must display the traits of the classic Epic Hero in every thought and action. Among other things, the character must travel to far lands and perform great and noble deeds.

A **paragon** is a character who reaches the ultimate in his or her profession. The paragon must invent or discover new skills and knowledge, and must be reknowned as a master professional.

A **polymath** is a character who learns much about everything, not only in the original profession, but in all areas. The character must give up all known skills before gaining others, and becoming a member of a mysterious and unique brotherhood.

### Travel or Settle?

At this point in your character's career, the Paths to Immortality lie far ahead; no decisions need be made at this time. For this greatest of all goals, Immortality, a traveller has as much chance as a settled ruler.

Rulership does NOT mean that the character never travels; it does, however, carry many obligations. Travelling gives the advantages of more and wider experiences, but the disadvantage of less power. A country is usually controlled by its rulers, not those who wander within its boundaries.

Read through the character information that explains the differences between settling and travelling. Review the "Dominion" rules for information about resources, populations, and other details of rulership. Then make a decision as to which path your character will take. It is not a final decision; you can try other things later.

All details for character levels 1-14 are given in the D&D Expert Set. The Companion Set covers levels 15-25; the Master Set covers levels 26-36. The following topics are discussed in this section.

- New Armor and Weapons
- Unarmed Combat
- Strongholds
- Character Knowledge
- Class Descriptions

## New Armor and Weapons

The following items are optional. Your DM will tell you which (if any) are available. The weapons involve new options for combat, and several special effects.

All classes able to use normal swords may use the bastard sword and the heavy crossbow as well as all other new weapons, except for thieves.

Note: Weapons available to characters are also available to humanoid monsters!

**Armor** Add two new types of armor, **Scale mail** and **Banded mail**, to the existing list. All Armor Classes from 7 to 3 (not counting shield, magic, or dexterity) are now possible.

### Weapons:

Name	Cost	Enc.	Damage	Ranges
*Bastard Sword	15 gp	80 cn	2-7 (1d6+1) one-handed 2-9 (1d8+1) two-handed	
Blowgun	3 gp (a)	6 cn	Poison	10'/20'/30'
Bola	5 gp	5 cn	1-2 plus Entangle	20'/40'/60'
*Heavy Crossbow	50 gp	80 cn	2-8	80'/160'/240'
Blackjack	5 gp	5 cn	1-2 plus Special	
Net	1 sp (b)	1 cn	Entangle only	10'/20'/30'
Trident	5 gp	25 cn	1-6	10'/20'/30'
Whip	1 gp(c)	10 cn	1-2 or Entangle	As length (5-30')

(a) Includes blowgun and 5 darts. Add cost of poison (if available)

(b) Cost and encumbrance per square foot of net

(c) Cost and encumbrance per foot of whip (5-30' length)

\* This weapon requires two hands for use. Attacker may not use a shield and always loses initiative.

### Special Effects:

Victim's Level or Hit Dice	Bonus to Saving Throw	Failed Saving Throw Results*		
		Blackjack	Bola, Net, or Whip	Blowgun
Up to 1	None	Knockout	Entangle	Death
1+1 to 3	+1	Knockout	Entangle	75% hp +Paralysis
3+1 to 6	+2	Stun	Slow	50% hp +Paralysis
6+1 to 9	+3	Stun	Slow	50% hp
9+1 to 12	+4	Delay	Delay	25% hp
12+ or more	+5	Delay	Delay	25% hp

\* Saves are explained in weapon descriptions.



AC	Type	Encumbrance
7	Leather Armor	200 cn
6	Scale Mail	300 cn
5	Chain Mail	400 cn
4	Banded Mail	450 cn
3	Plate Mail	500 cn
(-1)	Shield	100 cn

### BLACKJACK:

**Knockout:** The victim is immediately unconscious, and remains helpless for 1-100 (d%) rounds.

**Stun:** The victim may move at 1/3 normal rate, but cannot attack or cast a spell until another Saving Throw is made successfully. A new Saving Throw can be attempted each round, at the end of the Hand-to-Hand Combat phase of the round. While stunned, the victim suffers a -2 penalty to all Saving Throws, and a +2 penalty to Armor Class.

**Delay:** The victim loses Initiative on the next round.

### BLOWGUN:

**Death:** The victim is reduced to 0 hit points immediately.

**Paralysis:** The victim is helpless for 1-6 turns (as normal paralysis).

**Percentage of hit points:** The victim loses this percentage of original (fully healed) hit points. This may cause death if the victim is already damaged.

### BOLA, NET, and WHIP:

**Entangle:** The victim cannot attack, cast spells, or move until a Saving Throw is successful.

**Slow:** The victim is *slowed*, moving and attacking at 1/2 normal rate. No spells can be cast.

**Delay:** The victim automatically loses initiative for the next round.



### 1. Swords

**Bastard Sword:** This popular weapon is similar to a normal sword, but with a long hilt (handle). It may be wielded either one- or two-handed. Unlike other two-handed weapons, it does *not* cause the loss of Initiative because of its smaller size; however, a shield cannot be used with any two-handed weapon, including this one.

### 2. Missile Weapons and Devices

**Blowgun:** This weapon is a tube, 6 inches to 4 feet long. The user places a small dart or thorn into it, aims the tube at a target, and blows air into it, forcing the dart to fly toward the target.

The darts can cause no damage themselves. They are usually treated with a poison of some sort. The victim must make a Saving Throw vs. Poison or suffer the effects if hit. Depending on the size of the victim, he may gain a bonus to the Saving Throw (see chart).

**Bola:** This weapon is a cord with weighted balls on the ends. It is whirled around and thrown at a victim. It causes very little damage itself (1-2 points), but may entangle, slow, or delay the victim.

If the Hit roll is a 20 (not counting any modifiers whatsoever), the victim must make a Saving Throw vs. Death Ray or be immediately paralyzed, and die in 3-8 (1d6+2) rounds from strangling unless rescued. If freed, the victim remains effectively paralyzed for 2-12 rounds.

If the hit roll is successful but not a 20, the victim must make a Saving Throw vs. Death Ray, possibly with a bonus (see chart). If successful, the attack has no effect except damage. If the victim fails the Saving Throw, the result varies by the victim's size (see chart). A new Saving Throw must be made during the *Hand-to-Hand Combat* phase of each round, until one is successful; this indicates that the Bola has been removed.

**Heavy Crossbow:** This is very similar to a light crossbow, and it fires the same missiles (quarrels). Light crossbows are made of wood, but a heavy crossbow has metal limbs, increasing its strength for better range and damage. However, it is heavy, takes 2 hands to use and is slower; a character with 18 strength can fire every round, but any weaker character can only fire it once every 2 rounds, because of the time needed to string it.



### 3. Miscellaneous Weapons

**Blackjack:** This weapon is a small leather sack, 4-8 inches long, filled with sand or metal shot, and with a looped strap attached. It is often used to strike a victim's head or neck, causing little damage (1-2 points) but possibly causing unconsciousness, or stunning.

The user of a blackjack can swing at the head of the intended victim (DM's judgment required) if he can reach it. If the victim is taller than the attacker, he can only inflict normal damage.

If the head or neck is the target, and if a hit is scored against the normal Armor Class of the victim, the victim must make a Saving Throw vs. Death Ray (possibly with a bonus; see chart) or suffer additional effects, determined by its Hit Dice (see chart).

**Net:** A Net is an open mesh of rope or cord. A small net (up to 10' square) is commonly used in hunting and adventuring, and can be used as either a hand-to-hand or missile weapon. The encumbrance varies by the size.

A net inflicts no damage on the victim, but may entangle, slow, or delay. A normal Hit roll must be made; if successful, the victim must make a Saving Throw vs. Death Ray, possibly with a bonus (see chart). If the Saving Throw succeeds, the victim has avoided the Net, and it has no effect. If the Saving Throw is failed, the result varies by the victim's size (see chart). A new Saving Throw must be made during the *Hand-to-Hand Combat* phase of each round, until one is successful; this indicates that the Net has been torn apart, and becomes useless.

A magical net cannot be damaged except by fire or acid. An entangled victim can only remove the net, not normally damaging it.

**Trident:** This is a light spear with three barbed prongs on the end, designed for underwater use. Any very small creature (1'

long or less, such as a normal fish) hit by a trident becomes stuck on the spiked prongs.

**Whip:** This weapon is a long braided leather strap with a handle. It may be from 5'-30' long. It is a hand-to-hand weapon, and may be used either to cause damage (1-2 points) or to entangle. During the *Intentions* phase of the combat round, the user must declare which option is being used. Whichever is used, a normal Hit roll is made.

If a hit is scored, the Whip either inflicts 1-2 points of damage, or (if entangling is attempted) forces the victim to make a Saving Throw vs. Death Ray, possibly with a bonus (see chart).

### Unarmed Combat

Unarmed combat occurs when a character attacks an opponent without using a weapon. All classes and levels of characters may use unarmed combat to stop or capture an opponent while inflicting little or no damage or when no weapons are available. Note that if an unlisted weapon is used, normal weapon combat systems apply (such as, in brawls, throwing mugs, tables, and chairs; these are all unlisted weapons).

In Unarmed combat, the attacker either strikes an opponent (with a fist, kick, etc.), or tries to grab an opponent (jump on, tackle, etc.). Thus, two systems are used; one for "Striking," including all unarmed blows, and one for "Wrestling," for all other forms of unarmed combat.

If desired, the DM may award a 10% bonus to Experience Points earned for defeating monsters if the monsters are not slain but conquered by using Unarmed combat.

### Striking

#### Restrictions

Although any creature may attempt to Strike an opponent, few can do it well. A Strike normally results in either a Stun or a Knockout. However, if the attacker has less than 4 Hit Dice, a Stun is the only possible result.

#### Effects

**Stun:** The victim cannot attack or concentrate (and thus cannot cast spells, use magic items, etc.). Movement is possible, but at 1/3 normal rate. In addition, a +4 penalty to Armor Class applies while Stunned.

**Knockout:** This is simply a short sleep. The victim is unconscious and completely helpless.

A Strike has no effect if the defender is twice the size of the attacker (or larger). A halfling cannot Strike a human with effect, but any other combination of characters (halfling vs. elf, dwarf vs. human, etc.) is possible. The DM's judgment is required in determining the exact size of monsters.

Creatures whose weapons are parts of their bodies (such as claws) do not normally Strike. Creatures with multiple heads may suffer few or no results until all of the heads suffer Stun or Knockout results.

Several types of creatures should be immune to some or all of the effects of Striking. The following guidelines should be used:

Undead, constructs, and all oozes, jellies, and molds are completely immune to the

effects of Striking.

If a creature can be hit only by magical weapons, Striking should have no effect unless a piece of magical apparel is worn by the attacker (a magical glove or gauntlet for fist Strikes, magical boot for kicks, etc.).

Lycanthropes and other creatures immune to normal weapons, but not requiring magic to hit them, cannot suffer damage from Strikes (unless magical apparel is used, as described above), but may suffer Stun or Knockout results.

### Striking Procedure

1. During the *Intentions* phase of the combat round, the player announces the intent to Strike. If a fist is used, the character must be empty-handed, or may drop or put away an item in hand.
2. Normal Initiative and Hit rolls are made.
3. If the Strike hits, the base damage inflicted is 0 (zero); if a fist is used to Strike, Strength bonuses (if any) may be added. (Ignore any Strength penalties to damage.)
4. A victim hit by a Strike must roll 1d20, and subtract his Constitution\* score from the result. If the total is 1 or more, the victim is Stunned for 1 round. The victim must also make a Saving Throw vs. Death Ray with a +4 bonus to the roll, or suffer a Knockout. The duration of the Knockout is simply the result of the previous roll of 1d20 minus Constitution\*, in rounds.

\* If the victim is an NPC with an unknown Constitution score, roll or select one. For monsters, use *double* the Hit Dice (ignoring "plusses").

### Optional Rules for Striking

Some, all, or none of the following optional rules may be added to the Striking system, as desired.

1. **Punching:** Only a fist Strike can cause a Knockout. All other Strikes result in Stuns at most, but for a duration determined by the roll of 1d20 minus Constitution score.
2. **Results:** A Knockout is not possible if the victim has more Hit Dice than the attacker.
3. **Using Strength:** A character may decide not to use all of his or her Strength, "pulling the punch" so that no damage is inflicted. The character may either use the entire Strength bonus, or no Strength bonus (as if having a Strength of 12), but may not choose a number in between.
4. **Saving Throws:** If an adjustment applies to the attacker's Strike because of a high or low Strength score, the victim's Saving Throw is modified, using the reverse of the Strength adjustment. For example, a Strike from a character with 17 Strength (+2 bonus)

would cause the Saving Throw to be made with a -2 penalty (added to the +4 bonus already given, for a total adjustment of only +2. With 7 Strength (-1 penalty), a +1 bonus would be added, for a total of +5.

**5. Objects in Hand:** A small, heavy object may be held while Striking. If the defender is hit, a -2 penalty applies to the Saving Throw.

**6. Regenerating Victims:** If the victim has a power of regeneration (wearing a ring, for example), the duration of a Knockout is much less. Each point of regeneration ability is treated as 1 round of Knockout used. For example, a troll (regenerating at 3 hp/round) suffering a Knockout of 8 rounds would awaken after only 2 rounds.

**7. Fighter Options:** The additional combat options for fighters and demi-humans may be applied to all forms of Striking.

**Parry:** Instead of attacking, the character may gain a -5 bonus to Armor Class by blocking with a weapon.

**Multiple Attacks:** High level characters and demi-humans may make multiple attacks (2 per round at level 12, 3 per round at level 24, 4 per round at level 36). In addition, attack forms may be mixed; the character making two attacks may, if desired, attack once with a weapon (or spell or magic item) and once with an unarmed Strike.

**"Haymaker":** When Striking with a fist, the character may accept a -5 penalty to the Hit roll, and give up Initiative. If the Hit roll succeeds, a -4 penalty applies to the Saving Throw, negating the +4 bonus given. In addition, any creature can be affected; creatures of twice the size of the attacker are *not* immune to a "Haymaker."

### Wrestling

#### Restrictions

Any level character, and most humanoid monsters may use Wrestling. The Wrestling option must be stated in the *Intentions* phase of the combat round.

When attempting to Wrestle armed opponents, those armed always gain Initiative automatically. Unintelligent monsters will always choose to attack instead of Wrestling, unless controlled.

Several types of creatures should be immune to some or all of the effects of Wrestling. The following guidelines should be used:

Non-corporeal Undead (wraith, spectre, etc.), oozes, jellies, slimes, and similar creatures cannot be Wrestled. Ethereal or Elemental creatures can be Wrestled only by opponents in the same form.

Special "touch" abilities (Energy Drain, Turn to Stone, etc.) function normally during

Wrestling. For example, a character wrestling a cockatrice must make a Saving Throw vs. Turn to Stone every round while in contact with the monster.

### Preparing for Wrestling

Before the game, find each character's Wrestling Rating (WR) as follows:

- a. Divide the character's level by 2, rounding up.
- b. Add the bonuses (or subtract the penalties) for high (or low) Strength and Dexterity scores.

c. Find the character's Armor Class without magic or Dexterity bonuses, and add the result to the total. For monsters, the DM should calculate the WR as follows:

- a. Multiply the monster's Hit Dice by 2.
- b. If the monster is not wearing armor, add 9. If the monster is wearing armor (orc, kobold, giant, ogre, and other humanoids), add its Armor Class number *instead* of 9.

### Wrestling Procedure

Each opponent involved in Wrestling (whether attacking or defending) makes a simple roll of 1d20+WR each round. The first Wrestler to win 3 rolls in a row Pins the opponent:

1. In the first round of Wrestling, each opponent rolls 1d20 and adds his or her WR. The higher total wins, a tie indicates no result. The opponent with the higher roll Grabs, (or may choose to Hit or Strike).
2. In round 2, if a Grab has been made, roll again (WR+1d20 for each) and if the same Wrestler wins again, the victim Falls. Otherwise, the victim breaks the Grab; return to step 1.
3. In round 3, if a victim Falls, roll again and if the same Wrestler wins again (3 consecutive rolls), the opponent is Pinned. Otherwise the victim gets up from the Fall; return to step 1.

### Effects

A Pinned victim can do nothing. His opponent may inflict 1-6 points of damage each round (plus Strength bonus), if desired. This is not required, and the intent to inflict damage must be stated during the *Intentions* phase of the round.

The victim may make a Saving Throw vs. Death Ray to avoid all damage. In addition, if the result is a "natural" 20 (the actual roll), the victim escapes from the Pin (stands up).

If a group has Pinned a single opponent, all the attackers can inflict damage, but the defender only makes one Saving Throw.

### Multiple Wrestlers

Whenever 3 or more opponents all decide to Wrestle, find the single Wrestler with the

highest WR (called the "leader"). That score is used for the entire group, modified as follows:

1. For each group member with 1/2 the Hit Dice of the leader (or less), add 1 to the group WR.
2. For each group member with more than 1/2 the Hit Dice of the leader, add 5 to the group WR.

When a creature has Pinned a Wrestler and is then attacked by another, the defender may either release the Pinned victim and defend normally, or hold the Pinned victim and try to defend against the new attack with a -4 penalty to his WR. While holding a Pinned victim, no other Grabs can be made. Each roll he wins merely indicates he successfully avoids the new attack, while holding the previously Pinned victim.

A maximum of four attackers can Wrestle an opponent of equal size. Up to 8 attackers can Wrestle an opponent of twice their size, 12 against an opponent of triple their size, and so forth.

### Optional Rules for Wrestling

Some, all, or none of the following optional rules may be added to the Wrestling system, as desired.

1. **Instant Pin:** When comparing the die rolls (WR+1d20), if one opponent's total is 20 or more than the other, the loser is instantly Pinned.
2. **Class Adjustments:** When calculating a character's WR, adjustments are made due to class: -1 penalty to magic-users; +1 bonus to fighter, dwarf, and thief; no adjustment for other classes.
3. **Opponents with Multiple Attacks:** If a creature has multiple attacks and is Pinned, one attack is negated by each Pinning opponent. For example, two attackers Pinning a troll would negate its bite and one claw, but the troll would be able to use its second claw attack each round.
4. **Simplified Rolls:** When comparing die rolls (WR+1d20), subtract the lower WR from the higher; the opponent with the higher WR adds the 1d20 roll to that total to find the net difference.

### Summary

By using Unarmed combat rules, characters are free to perform acts of heroic fantasy—wrestling huge opponents to the ground, or escaping from imprisonment when no weapons are available. Unarmed combat is actually the most common of all forms, and can now be used as often as desired.

These systems may be applied to any Unarmed attack. A giant may attempt to kick a halfling; a character may attempt to use a shield to "bash" an opponent. (Both attacks are Strikes.) If a purple worm attacks a town, the guards may all try to pile onto the creature, rather than risking normal combat and being swallowed (though dozens would be needed to stop the monster).

The DM and players should try the systems, and decide whether to use them. However, if the DM does not allow Unarmed combat, the DM must also decide what to do when characters attempt something of this sort. For example, if a party member is enchanted in some way and attacks other characters, the others will probably want to stop the victim without inflicting damage. This is quite reasonable, but only Unarmed combat systems (or magic) can handle the resulting situation.

### Strongholds

#### Human Strongholds

Any character of Name level or greater may have a stronghold. It may be purchased, built (if there is land available), or seized. A character can ask a ruler for a territory or stronghold, or may find a remote area and settle it. However, a character who owns a stronghold is not automatically a ruler. Your DM will tell you what must be done to become a ruler.

#### Demi-human Strongholds

Any demi-human character may build a stronghold when he reaches maximum level. If the character's clan has a smaller stronghold than the new one, the clan will want to move in. Otherwise, they will still support the new stronghold by moving up to 40% of their clan into the new location.

The political leader of a clan is called the *Clanmaster*; the spiritual is the *Keeper of the Relic*. A player character does *not* normally gain any of these titles; they require great amounts of work and time, leaving none for adventuring. The highest rank normally achieved by a PC demi-human is that of *Clanholder*. A Clanholder serves the clan, and may indeed own the structure of the clan stronghold, but does *not* control the clan members.

The demi-human races care little for human politics, and Clanmasters and Keepers do not seek human dominion titles. But a PC Clanholder *may* seek and achieve a title (Baron, Count, etc.) by representing the clan in its dealings with humans. Permission must first be obtained from the Clanmaster and Keeper, but this is a common practice (especially if the PC owns the stronghold).

More information on the clan Relic is given in each demi-human class description (pages 29-31). Your Dungeon Master will tell you what your character can do in your own campaign.

#### Wilderness...

Life is hard in the wilderness, but can be simpler than in "civilized" areas. The wilderness settler faces problems of survival, fighting off marauding monsters and barbaric hordes while trying to attract new settlers. Years may pass before the newly created community can thrive in peace.

#### ...or Civilization?

"Civilized" lands have owners, who either live on the land or merely claim and rule it from afar. Many established rulers have problems keeping order; many areas of a realm are "Borderlands," where aspects of civilized and wilderness life mix freely, and where some may not even believe that their ruler exists! The rulers of large territories

often seek others who might be willing to help, offering land and titles in exchange for loyalty and service. If your character settles in a civilized area, there will be fewer problems with survival, but more problems with other people.

The following "background information" is not needed for normal play, but is provided for more details for campaign play.

#### Staff

Every stronghold is maintained through the work of many people—the "staff." A staff's size can vary widely, depending on the title of the ruler, the size of the stronghold, and so forth. The following details apply to an "average" human stronghold.

The staff is all the same race as the PC. Any mixed staff will eventually cause problems. Troops may be kept in a stronghold ("garrisoned"), but again, problems (fighting among themselves, taking orders) will arise if they are of a different race.

The ruler is directly served by *Retainers* and *Servitors*. A Retainer is a noble-born person, or an unusually loyal follower. A Servitor is a faithful servant, often gaining the job through inheritance. The many types of common Servitors include Armorer, Barber, Carpenter, Cellarman (Wine Steward), Cooks, Dairyman, Falconer, Forester, Gardener, Grooms, Kennelman, Miller, Portalman, Potter, Poultryman, Stonemason, and Weavers.

#### Peasant Workers

Most of the normal work in a stronghold is done by peasants without pay; it is their duty. Household servants, herdsman, and others are trained and given food, but nothing else is provided—not even a bed.

The number of peasants available is determined by the population. As an average, each peasant family consists of 5 persons; 5% of the peasants are available to serve the ruler. For example, in a Barony of 100 families (500 persons), the Baron has 25 peasant servants. The total habitants of a stronghold is the number of servants plus servitors, retainers, and family. When visitors come, another 5% of the peasants can be used as servants, if needed. In large dominions, even the original 5% may not be needed to serve all at once, except for tournaments.

#### Advisors and Officials

Most rulers have Advisors to handle the many details of the dominion and stronghold, and to advise the ruler as needed. The most common Advisors are the Artillerist, Castellan, Chaplain, Engineer, Guard Captain,

Herald, Magist, Chief Magistrate, Reeve, Sage, Seneschal, and Steward.

Other Officials may be needed for the proper handling of a stronghold or dominion, including a Bailiff, Chamberlain, Equerry, Magistrates, Marshals, Provosts, Sheriffs, and Wardens.

When costs are not noted below, the Official is paid the same amount as a Mercenary soldier (Expert Set, page 24).

An **Artillerist** (750 gp/month) is a Retainer whose specialty is siege weapons (see Catapult and Ram, Expert Set, page 44). This person also advises the ruler on some military details. An artillerist is usually a fighter, level 3-5.

A **Bailiff** is a minor official in charge of one area of the stronghold (dungeon, walls, tower, etc.)

A **Castellan** (2,000 gp/month) is an important Retainer who is responsible for all military aspects of the stronghold, both offensive and defensive. The Castellan is usually a fighter, level 5-9.

The **Chamberlain** oversees the cleaning/food serving staff.

The **Chaplain** (500+ gp/month) is the chief Cleric of the stronghold, and possibly of the dominion. This title is added to the cleric's normal title. The relatively low cost is because 10% of all dominion income must be paid to the Theocracy. If this tithe is not paid, the Chaplain will not serve.

An **Engineer** (750 gp/month) is a Hireling experienced at construction—of a road, moat, building, wall, and so forth. (Expert Set, page 26.)

An **Equerry** is in charge of the care and feeding of horses and other animals.

The **Guard Captain** (4,000+ gp/month) commands all the ruler's personal guards, posts watches within the stronghold, and is responsible for the safety of the ruler—and the treasury. The Guard Captain is usually a 9th or higher level fighter.

A **Herald** (300-500 gp/month) is a Retainer who knows the signs, symbols, and seals of most or all dominions near and far. ("Heraldry" is a topic too vast to discuss here; consult your local library.) The Herald also makes announcements, both in Courts and around the stronghold. The Herald is also familiar with the requirements of honor and chivalry, and advises the ruler as needed.

A **Magist** (3,000+ gp/month) is a 9th or higher level magic-user who is responsible for all the magic needed in the stronghold, including its defense. The Magist may have a Tower elsewhere, serving as needed, or may simply be a hired NPC (or PC). A Magist

may cost 10,000 gp/month or more, depending on his level.

The Chief **Magistrate** (2,000 gp/month) is a judge of law, acting for the ruler. The Magistrate also learns the laws of the greater dominion (if any), and advises the ruler of them. The Magistrate oversees the Sheriffs and lesser Magistrates.

A normal **Magistrate** travels among the towns and cities of a dominion, acting as judge for the peasants.

A **Marshal** is an aging fighter hired to train troops and guards.

A **Provost** is a tax collector.

A **Reeve** is a bookkeeper, responsible for the records of taxes, tithes, gifts, and so forth. The Reeve costs 500 gp per month.

A **Sage** (2,000 gp/month) is a specialist in lore and obscure knowledge. (See Expert Set, page 26.)

A **Seneschal** is the most important person in a stronghold, except for the ruler. The Sen-

eschal is appointed by the ruler, and is responsible for anything with which the ruler does not choose to bother. The Seneschal is the ruler when the ruler is not there.

A **Sheriff** is a policeman, responsible for law enforcement, arrests and investigations. (Cases are brought before a Magistrate for judging.)

The Chief **Steward** (1,000 gp/month) is responsible for all the day-to-day affairs of the stronghold, including food preparation, housekeeping, and so forth.

A **Warden** is a person charged with the protection of some part of the dominion (game warden, town warden, etc.).

**Special Positions**

When a ruler is the liege of other rulers (Count and higher), the lesser rulers may send their sons and daughters to the liege as servants and for training.

A **Squire** is the son of a Noble, who acts as a servant while being trained as a fighter.

When the title of Count is acquired, a PC is offered 1-6 Squires by the lesser rulers of the dominion. Squires become 1st level fighters after 6 months of training, and then gain at least 1 level of experience per year. A Squire's training is finished when he reaches level 5; the Squire then returns home, and is usually replaced by another (beginner) Squire. Knights are usually have 1-3 Squires, assigned to them for training by the Noble involved.

A **Lady-in-Waiting** is the daughter of a Noble within the ruler's realm, acting as a servant but actually in search of a husband. From 1-4 Ladies-in-Waiting will be sent to a PC Count *only* if the PC is female or is married. Ladies-in-Waiting are trained and closely watched by the matron of the stronghold.

**Other Character Activity**



When playing the role of a fantasy character, many things are ignored, and rarely or never mentioned in the game. For example, an adventurer must clean and oil his weapons and armor; *someone* cooks breakfast; and someone probably snores in their sleep. But these things do not affect the adventure or the game.

A character with a high Charisma score could be a "smooth talker" in negotiations—whether or not the player could do the same. Thus, you only need to remind the DM of the adjustment to the reaction roll; the DM considers the actions and abilities of the character, *not* those of the player.

The DM may apply the same principle to many game situations. One game mechanic often used is an **ability check**—rolling one or more dice and comparing the result to one ability score to determine success or failure. A roll of the Ability score or less on 1d20 means success (3d6, 4d6 or 5d6 for difficult tasks may be used). For example, if a character tries to move a huge boulder, the DM could make a check against the character's Strength score.

If the DM wants to include riddles and puzzles in games, they need not all be presented to the players; a character might solve a puzzle by making a check against Intelligence. Some of the puzzles may provide entertainment for the players, and may be discussed in detail—but the players should not be required to *be* the characters in this way. A character with 18 Intelligence should be much smarter than most players!

After reaching "Name" level, characters know their professions, and would not make major errors. Though the player of a thief might forget to mention some detail of examining a treasure chest, the character would not make a fatal mistake—and the DM may prompt the player for the "right action." A spell caster would be aware of the proper use of the spells known; if the player makes a minor error, the DM may correct the player

(depending on the situation). The DM and players should discuss this, and decide how much should be played, and how much should be assumed. Be careful not to make things too easy for the players—nor too hard.

This principle of Character knowledge is used often in Companion level play. For example, a character with a stronghold would handle routine details of administration, inspections, and so forth; so these are considered to happen without playing in the Dominion rules.

There are still plenty of things to discover and explore in the D&D world; but it is time to shift your perspective from minor details to greater things. Avoid getting "bogged down" in minor details, and concentrate on having fun!





# Character Class Descriptions

## Character Classes — Human

### Cleric

A 15th-25th level cleric is called a Patriarch (if male) or Matriarch (female). The following XP, Spells and Saving Throw Tables apply to clerics of all types, and should be combined with the charts given in the D&D Expert Set. 11, 9, or 7 = total dice roll (2d6) needed for successful Turn.

T = automatic Turn, 2d6 Hit Dice of Undead

D = automatic Destroy, 2d6 Hit Dice of Undead

D+ = automatic Destroy, 3d6 Hit Dice of Undead

D# = automatic Destroy, 4d6 Hit Dice of Undead

#### CLERIC EXPERIENCE TABLE

Level	XP	Spells by spell level						
		1	2	3	4	5	6	7
15	800,000	6	5	5	3	3	3	-
16	900,000	6	5	5	4	4	3	-
17	1,000,000	6	6	5	4	4	3	1
18	1,100,000	6	6	5	4	4	3	2
19	1,200,000	7	6	5	4	4	4	2
20	1,300,000	7	6	5	4	4	4	3
21	1,400,000	7	6	5	5	5	4	3
22	1,500,000	7	6	5	5	5	4	4
23	1,600,000	7	7	6	6	6	5	4
24	1,700,000	8	7	6	6	5	5	4
25	1,800,000	8	7	6	6	5	5	5

#### CLERIC TURNING UNDEAD TABLE

Undead	Cleric's Level								
	7	8	9-10	11-12	13-14	15-16	17-20	21-24	25
Skeleton	D	D	D	D+	D+	D+	D+	D+	D#
Zombie	D	D	D	D	D+	D+	D+	D+	D+
Ghoul	D	D	D	D	D	D+	D+	D+	D+
Wight	D	D	D	D	D	D	D+	D+	D+
Wraith	T	D	D	D	D	D	D	D+	D+
Mummy	T	T	D	D	D	D	D	D	D+
Spectre	7	T	T	D	D	D	D	D	D
Vampire	9	7	T	T	D	D	D	D	D
Phantom	11	9	7	T	T	D	D	D	D
Haunt	—	11	9	7	T	T	D	D	D
Spirit	—	—	11	9	7	T	T	D	D
Nightshade*	—	—	—	11	9	7	T	T	D
Lich*	—	—	—	—	11	9	7	T	T
Special*	—	—	—	—	—	11	9	7	T

\* The nightshade, lich, and "special" Undead will be described in the D&D Master Set.

#### CLERIC SAVING THROW TABLE

Level:	13-16	17-20	21-24	25
Death Ray or Poison	6	5	4	3
Magic Wands	7	6	5	4
Paralysis or Turn to Stone	8	6	5	4
Dragon Breath	10	8	6	4
Rod, Staff, or Spell	9	7	5	4

### Becoming a Land Owner

Before building a stronghold, a cleric who decides not to travel must report to a superior of some type, either a church official or a political ruler, to ask for land. Some land is usually granted, unless the cleric has had problems with his superior in the past; if so, some service may be required (such as a quest) before the land is granted.

(The Dungeon Master must decide whether the cleric's church has the power to make such grants, according to the civilization and politics of the campaign world.)

A land-owning cleric gains the ability to rise in power among the Theocracy (the government of the church). More lands can be gained, more "Normal Men" will settle the area around the cleric's stronghold, and more income will result from the settlements.

### Choosing to Travel

A cleric who decides to travel may follow one of two routes: in civilized lands, or in wilderness.

A cleric who travels within the boundaries of the civilized world usually looks for ways to help those of the same Alignment (whatever that may be). The cleric may travel alone, with hirelings, or with other clerics. The following details exist for a cleric who doesn't own land.

1. The cleric cannot rise in authority in the Theocracy (the rulership of the church).
2. The cleric should gain experience points for helping those of the same Alignment.
3. Special adventures are frequent, as the problems encountered in other lands often require a great leader (the cleric) for a successful solution.

4. The cleric often visits local rulers, and may gain special knowledge (rumors, maps, etc.) from them. However, conflicts with powerful land-owning clerics may arise, and they might banish, exile, or imprison the travelling cleric if their disagreements cannot be resolved.
5. The cleric gains fame, for better or worse. Tales of the cleric's deeds will remain after the cleric leaves, and these tales may attract other powerful characters—and monsters to the cleric.

A cleric who travels to the wilderness usually searches for enemies of the church, to convert or destroy. This cleric normally travels with other characters as an adventuring party (though the others may all be NPCs). The benefits and problems are similar to those of clerics travelling within civilized areas, with

## Characters

the following additions.

1. The cleric may discover a long-lost ruin or shrine (a new dungeon) to either destroy or sanctify.
2. The cleric may discover a new race or civilization.
3. The tales of the wilderness cleric's deeds are usually more distorted, so that little truth remains. Myths and legends about the cleric may arise, for possible misunderstandings at a future time.

A *neutral* cleric may choose either of the options above, or (if desired) may choose to live and travel in the wilderness, becoming familiar with nature and the ways of the animals. After 1-4 months of study and meditation, the cleric becomes a **druid**, and may learn new spells (see page 14).

The life of a druid is far different from anything the cleric has ever known. It is a difficult path, but can be very rewarding.

### Spells

All rules on spell casting are given in the D&D Basic and Expert Sets.

Any spell marked with an asterisk (\*) may be reversed, as given in the spell description. Any reversible cleric spell may be reversed during the casting, and need not be memorized in reversed form.

All spells of 5th and 6th level are listed, including some of 7th level. Most 5th and 6th level spells are explained in the Expert Set; additions are explained hereafter. More 7th level spells are given in the D&D Master Set. The Druid description and spells are given after the normal cleric spells (page 14).

### FIFTH LEVEL CLERIC SPELLS

1. Commune
2. Create Food
3. Cure Critical Wounds\*
4. Dispel Evil
5. Insect Plague
6. Quest\*
7. Raise Dead\*
8. Truesight

### SIXTH LEVEL CLERIC SPELLS

1. Aerial Servant
2. Animate Objects
3. Barrier\*
4. Create Normal Animals
5. Cureall
6. Find the Path
7. Speak with Monsters\*
8. Word of Recall

### SEVENTH LEVEL CLERIC SPELLS

1. Earthquake
2. Holy Word
3. Raise Dead Fully\*
4. Restore\*

## Fifth Level Cleric Spells

### Cure Critical Wounds\*

Range: Touch

Duration: Permanent

Effect: Any one living creature

This spell is similar to a *cure light wounds* spell, but will cure one living creature of 6-21 (3d6+3) points of damage.

The reverse of this spell (*cause critical wounds*) causes 6-21 points of damage to any living creature or character touched (no Saving Throw). The caster must make a normal Hit roll to cause the critical wound.

### Raise Dead\*

When cast at an Undead creature of more Hit Dice than a vampire, this spell inflicts 3-30 (3d10) points of damage. The victim may make a Saving Throw vs. Spells to take 1/2 damage.

The reverse, *finger of death*, will actually cure 3-30 points of damage for any Undead with 10 or more Hit Dice (phantom, haunt, spirit, nightshade, or special).

### Truesight

Range: 0 (cleric only)

Duration: 1 turn + 1 round per level of caster.

Effect: Reveals all things

When this spell is cast, the cleric is able to clearly see all things within 120'. The spell is quite powerful; the cleric can see all hidden, invisible, and ethereal objects and creatures, as with the magic-user *detect invisible* spell (including secret doors). In addition, any things or creatures not in their true form—whether *polymorphed*, disguised, or otherwise—are seen as they truly are, with no possibility of deception. Alignment is also "seen," as is experience and power (level or Hit Dice).

## Sixth Level Cleric Spells

### Aerial Servant

Range: 60'

Duration: 1 day per level of caster

Effect: Servant fetches one item or creature

An aerial servant is a very intelligent humanoid being from the Ethereal Plane. With this spell, the cleric summons one of these beings, which appears immediately. The cleric must then describe one creature or item to the servant, or else it will depart. The approximate location of the target must also be named. When it hears this description and location, the servant leaves, trying to find the item or creature and bring it to the cleric. The servant will take as much time as needed, up to the limit of the duration.

The aerial servant has 18 Strength, and



can carry up to 5,000 cn. It can become ethereal at will, and thus can travel to most places easily. However, it cannot pass a *protection from evil* spell effect. If it cannot perform its duty within the duration of the spell, the servant becomes insane and returns to attack the caster.

### Barrier\*

Range: 60'

Duration: 12 turns

Effect: Creates whirling hammers

This spell creates a magical barrier in an area up to 30' in diameter and 30' high. The *barrier* is a wall of whirling and dancing hammers, obviously dangerous. Any creature passing through the barrier takes 7-70 points of damage from the whirling hammers (no Saving Throw). This spell is often used to block an entrance or passage.

The reverse of this spell (*remove barrier*) will destroy any one *barrier* created by a cleric. It can also be used to destroy a magic-user's *wall of ice*, *wall of fire*, or *wall of stone* spell effect. It will not affect a *wall of iron*.

### Create Normal Animals

Range: 30'

Duration: 10 turns

Effect: Creates 1-6 loyal animals

The cleric is able to create normal animals from thin air with this spell. The animals will appear at a point chosen (within 30'), but may thereafter be sent (by command) up to 240' away, if desired. The animals created will understand and obey the cleric at all times. They will fight if so commanded, and will perform other actions (carrying, watch-

ing, etc.) to the best of their abilities. They are normal animals, and may attack others unless their instructions are carefully worded.

The cleric may choose the number of animals created, but not the exact type; the DM should decide that (or randomly determine). One large (elephant, hippopotamus, etc.), 3 medium-sized (bear, great cat, etc.), or 6 small (wolf, rock baboon, etc.) animals can be created. "Giant" animals cannot be created. The animals disappear when slain or when the spell duration ends.

### Cureall

Range: Touch  
Duration: Permanent  
Effect: Cures anything

This spell is the most powerful of the healing spells. When used to cure wounds, it cures nearly all damage, leaving the recipient with only 1-6 points of damage. It will remove a curse, neutralize a poison, cure paralysis, cure a disease, cure blindness, or even remove a *feeblemind* effect. However, it will cure one thing only; if the recipient is suffering from two or more afflictions (such as wounds and a curse), the cleric must name the one to be cured. If cast on the recipient of a *raise dead* spell, the *cureall* eliminates the need for 2 weeks of bed rest; the recipient can immediately function normally.

### Seventh Level Cleric Spells

#### Earthquake

Range: 120 yards  
Duration: 1 turn  
Effect: Causes earth tremors

This powerful spell causes a section of earth

to shake, and opens large cracks in the ground. A 17th level caster can affect an area up to 60' square, adding 5' to each dimension with each level of experience thereafter. For example, an 18th level cleric affects an area up to 65' square; 19th level, 70' square; and so forth.

Within the area of effect, all small dwellings are reduced to rubble, and larger constructions are cracked open. Earthen formations (hills, cliffsides, etc.) form rockslides. Cracks in the earth may open and engulf 1 creature in 6 (determined randomly), crushing them.

#### Holy Word

Range: 0  
Duration: Instantaneous  
Effect: All creatures within 40'

This spell affects all creatures, friend or foe, within a circular area of 40' radius, centered on the caster. When the cleric casts this spell, all creatures of alignments other than the cleric's are affected as follows:

- up to 5th level: Killed
- level 6-8: Stunned 2-20 turns
- level 9-12: Deafened 1-6 turns
- level 13+: Stunned 1-10 rounds

Any victim of 13 levels or more or of the same alignment as the caster, may make a Saving Throw vs. Spells to avoid the effect entirely.

This powerful spell cannot be blocked by stone, nor by any other solid material except lead. (It can be blocked by an *anti-magic shell*.)

#### Raise Dead Fully\*

Range: 60'  
Duration: Permanent  
Effect: Raises any living creature

This spell is similar to the 5th level *raise dead* spell, except that it can *raise* any living creature. Any human or demi-human recipient awakens immediately, with no wounds (full hit points), and is able to fight, use abilities, spells known, etc., without any penalties—*except* those existing at the time of death. For example, a victim *cursed* or *diseased* at death would still suffer the affliction when *raised fully*. If any other living creature (other than a human or demi-human) is the recipient, the guidelines given in the *raise dead* spell apply (including time limitations, rest needed, etc.).

A 17th level cleric can use this spell on a human or demi-human body that has been dead up to 4 months; for each level of experience above 17th, 4 months are added to this time. Thus, a 19th level cleric could cast *raise dead fully* on a body that has been dead up to 12 months.

If cast at an Undead creature of 7 Hit Dice or less, the creature is immediately destroyed (no Saving Throw). An Undead creature of 7-12 Hit Dice must make a Saving Throw vs. Spells, with a -4 penalty to the roll, or be destroyed. An Undead of more than 12 Hit Dice takes 6-60 (6d10) points of damage, but may make a Saving Throw vs. Spells to take 1/2 damage.

The reverse of this spell (*obliterate*) will affect a living creature just as the normal form affects Undead (destroy 7 Hit Dice or less, *et al.*). If cast at an Undead creature of any type, *obliterate* has the same effect as a *cureall* would on a living creature (curing all but 1-6 points of damage, or curing blindness or *feeblemind*, etc.).

#### Restore\*

Range: Touch  
Duration: Permanent  
Effect: Restores 1 Energy Drain

This spell will restore one full level of energy (experience) to any victim who has lost a level because of Energy Drain, whether by Undead or some other attack form. It will not *restore* more than one level, nor will it add a level if none have been lost. Furthermore, the casting of this spell causes the cleric to lose 1 level of experience, as if struck by a wight; however, this effect is *not* permanent, and the cleric may rest for 2-20 days to regain the loss.

The reverse of this spell (*life drain*) will drain one level of experience from the victim touched, just as if touched by a wight or wraith. The casting of this spell does not cause any loss to the cleric, nor does it require any rest, but it is a Chaotic act, avoided by Lawful clerics.





## Druid

A Neutral cleric of 9th level or greater may choose to study nature instead of remaining among "civilized" areas. This type of cleric is called a druid. The cleric must find and live in a woodland home, meditating for 1-4 months. During that time, the cleric is found, tested, and taught by a higher level druid (usually 25th level or greater), and then joins the realm of the druids.

A druid is pure Neutral, never Lawful or Chaotic. The druid's way of life is devoted to the balance of all things, and the study of nature. Any change of alignment results in the loss of all druid benefits (given below) until Neutral alignment is restored.

The main differences between a druid and a normal cleric are:

1. A druid cannot cast any spell that affects good or evil (personal or ranged *protection from evil* or *dispel evil*).
2. New spells only for druids may be cast. The total number of spells that may be cast in one day does not change, but a druid may select from *both* the cleric and druid lists.
3. A druid must live in a woodland home, rather than in a town or city.
4. A druid may not wear metal armor of any type, nor use metal items. Leather is the only possible armor for druids, and while a shield may be used, it must be made entirely of wood. The standard weapon restrictions for clerics apply to druids, and they may only use wooden weapons (a specially made wooden hammer, wooden staff, etc.).
5. There are only nine\* druids of 30th level, and lesser numbers of each higher level. When the character gains enough XP to reach 30th level, one of the Nine must be found and fought by unarmed combat. If the character loses, 30th level is *not* gained (but a new challenge may be issued every 3 months). Details on this combat, and the higher ranks of the druid realm, are given in the D&D Master Set.

\*For large-scale campaigns, limits might

only apply per continent (DM's choice).

### Druid Philosophy

A druid character studies life itself—the balance of Nature and all living things. Druid items and equipment are all made of items that were once alive (leather, wood, etc.). "Dead" things that have never been alive are repulsive to the druid; the character simply *won't want to use or touch them*. However, the character should not object if others use "dead" things. Thus, a druid can be a challenging character to play, but the role can be very entertaining.

The great enemies of all druids are the Undead. Druids have no power to "Turn Undead" and may contact town churches if Undead threaten their realms.

Every druid lives in, protects, and tends a section of woodlands. Druids do not think of themselves as owners, but rather as caretakers. Nearly every tree in every woodland is cared for by a druid. Although minor damage to the woods is a fact of life, deliberate evil destruction of trees or nature is often punished by druids. Even Chaotic monsters know this, and avoid harming things of the woods lest they incur the wrath of the local druid.

The DM and players should be sure not to abuse this role; druids are not all-powerful, and believe in the balance of all things. For example, a party foraging for food would not be attacked by a druid unless they killed more animals than they could eat.

The battles of Law and Chaos are not the affairs of the druids, and they may simply watch such encounters from afar, helping neither side. When characters perform good deeds in the woodlands, such as curing wounded animals, this does *not* make the druid automatically friendly. However, assistance in fighting a huge disaster—such as a magical storm or major forest fire—could earn the gratitude and help of a druid.

### Spells

The following druid spells may be learned and cast along with normal cleric spells. The total number of spells usable in one day does not change from those of a cleric; the character may select freely from both lists, except for spells that affect Good or Evil.

Druid spells are not reversible.

#### FIRST LEVEL DRUID SPELLS

1. Faerie Fire
2. Locate
3. Predict Weather

#### SECOND LEVEL DRUID SPELLS

1. Obscure
2. Produce Fire
3. Warp Wood

#### THIRD LEVEL DRUID SPELLS

1. Call Lightning
2. Hold Animal
3. Water Breathing

#### FOURTH LEVEL DRUID SPELLS

1. Control Temperature 10' radius
2. Plant Door
3. Protection from Lightning

#### FIFTH LEVEL DRUID SPELLS

1. Anti-Plant Shell
2. Control Winds
3. Pass Plant

#### SIXTH LEVEL DRUID SPELLS

1. Anti-Animal Shell
2. Transport Through Plants
3. Summon Weather

#### SEVENTH LEVEL DRUID SPELLS

1. Creeping Doom
2. Metal to Wood
3. Weather Control

## First Level Druid Spells

### Faerie Fire

Range: 60'

Duration: 1 round per level of caster

Effect: Illuminates creatures or objects

With this spell, the druid can outline one or more creatures or objects with a pale, flickering greenish fire. The fire does not inflict any damage. The objects or creatures need only be detected in some way (such as by *detect magic*) to be the object of this spell.

All attacks against the outlined creature or object gain a +2 bonus to Hit rolls, as it is more easily seen.

The druid can outline 1 man-sized creature (about 12 feet of fire) for each 5 levels of



experience. Thus, at 20th level, 48' of fire can be produced (outlining one dragon-sized creature, 2 horse-sized, or 4 man-sized creatures).

#### Locate

Range: 0 (druid only)

Duration: 6 turns

Effect: Detects 1 animal or plant within 120 feet

This spell allows the druid to sense the direction of one known normal animal or plant. The druid can locate (similar to the *locate object* spell) any normal or giant-sized animal, but not fantastic creatures, plant monsters, nor any intelligent creature or plant. He must name the exact type of animal or plant, but does not need to see the specific one he wishes to locate. The animal or plant gets no Saving Throw. (This spell is most often used to find special plants.)

#### Predict Weather

Range: 0 (druid only)

Duration: 12 hours

Effect: Gives knowledge of coming weather

This spell enables the druid to learn the accurate weather to come for the next 12 hours. It affects an area 1 mile in diameter per level of the druid; for example, a 20th level druid would learn the weather within a 10 mile radius. The spell does not give any control over the weather, merely predicting what is to come.

### Second Level Druid Spells

#### Obscure

Range: 0 (druid only)

Duration: 1 turn per level of the caster

Effect: Creates a huge misty cloud

This spell causes a misty vapor to arise from the ground around the druid, forming a huge cloud. The cloud is 1' high per level of the druid, and is 10' across for each level. For example, a 20th level druid would cast an *obscure* 20' tall and 100' radius. The cloud has no ill effects except to block vision. The caster, and all creatures able to see invisible things, will be able to dimly see through the cloud. All other creatures within the cloud will be delayed and confused by the effect.

#### Produce Fire

Range: 0 (druid only)

Duration: 2 turns per level

Effect: Creates fire in hand

This spell causes a small flame to appear in the druid's hand. It does not harm the caster in any way, and sheds light as if a normal torch. The flame can be used to ignite combustible materials touched (lantern, torch,

oil, etc.) without harming the magical flame. While holding the flame, the caster can cause it to disappear and reappear by concentration once per round, until the duration ends. Other items may be held and used in the hand while the fire is out. If desired, the fire may be dropped or thrown to 30' range, but disappears 1 round after leaving the druid's hand.

#### Warp Wood

Range: 240'

Duration: Permanent

Effect: Causes wooden weapons to bend

This spell causes one or more wooden weapons to bend and (probably) become useless. The spell will affect one arrow for each level of the caster; a spear, javelin, or magic wand is treated as two arrows' worth, and any club or staff (magical or otherwise) as four. The spell will not affect any wooden items other than weapons. If a magical wooden item is the target (such as a staff), the wielder may make a Saving Throw vs. Spells to avoid the effect. Items carried but not held get no Saving Throw; magical items with "plusses" might not be affected, at a 10% chance per "plus." (For example, an *arrow +1* would have a 10% chance of being unaffected.)

### Third Level Druid Spells

#### Call Lightning

Range: 360'

Duration: 1 turn per level of the caster

Effect: Calls lightning bolts from a storm

This spell cannot be used unless a storm of some (any) type is within range of the druid. If a storm is present, the druid may call 1 lightning bolt per turn (10 minutes) to strike at any point within range. The *lightning bolt* descends from the sky, hitting an area 20' across. Each victim within that area takes 8-48 (8d6) points of electrical damage, but may make a Saving Throw vs. Spells to take 1/2 damage. The druid need not call the lightning every turn unless desired; it remains available until the spell duration (or the storm) ends.

#### Hold Animal

Range: 180'

Duration: 1 turn per level of the caster

Effect: Paralyzes several animals

This spell will affect any normal or giant-sized animal, but will not affect any fantastic creature, nor one of greater than animal intelligence. Each victim must make a Saving Throw vs. Spells or be paralyzed for 6 turns. The druid can affect 1 Hit Die of animals for each level of experience, ignoring "plusses"

to Hit Dice. For example, a 20th level druid could cast the spell at 10 giant toads (2\*2 Hit Dice each). Note that the spell can affect summoned, conjured, or controlled animals.

#### Water Breathing

Range: 30'

Duration: 1 day

Effect: One air-breathing creature

This spell allows the recipient to breathe while under water (at any depth). It does not affect movement in any way, nor does it interfere with the breathing of air.

### Fourth Level Druid Spells

#### Control Temperature 10' radius

Range: 0 (druid only)

Duration: 1 turn per level of the caster

Effect: Cools or warms air within 10'

This spell allows the druid to alter the temperature within an area 20' across. The maximum change is 50 degrees (Fahrenheit), either warmer or cooler. The change occurs immediately, and the effect moves with the druid. The temperature may be changed by mere concentration for 1 round, as long as the spell lasts.

The spell is useful for resisting cold or heat so the caster may survive any temperature extremes.

#### Plant Door

Range: 0 (druid only)

Duration: 1 turn per level of the caster

Effect: Opens a path through growth

For the duration of this spell, no plants can prevent the druid's passage, no matter how dense. Even trees will bend or magically open to allow the druid to pass. All equipment carried can also be moved through such barriers, but no other creature can use the passage.

Note that a druid can hide inside a large tree after casting this spell. The druid cannot see what is happening while he is in the tree.

#### Protection from Lightning

Range: Touch

Duration: 1 turn per level of the caster

Effect: Protects against electrical attack

Any recipient of this spell is immune to a given amount of electrical damage. The exact amount is determined by the level of the druid: for each level of experience, one Die of damage is negated. Thus, a 20th level druid could be protected against 2 full *call lightning* attacks (of 8 dice each), plus half of a third. Any electrical attacks partially negated are handled normally for the remaining damage; in the example above, the druid would take 4-24 points of damage, or 2-12 points if the Saving Throw were made.

## Fifth Level Druid Spells

### Anti-Plant Shell

Range: 0 (druid only)

Duration: 1 round per level of the druid

Effect: Personal barrier which blocks plants

This spell creates an invisible barrier around the druid's body (less than an inch away). The barrier stops all attacks by plants and plant-like monsters, so that they can inflict no damage. If the caster pushes through normal but dense growth while protected, an opening will result, passable by others. While protected, the druid cannot attack plants except by magic spells; the plants are protected from the druid's physical attacks, just as the druid is protected from theirs.

### Control Winds

Range: 10' radius per level of the caster

Duration: 1 turn per level of the caster

Effect: Calms or increases winds

With this spell, the druid can cause all the air within range to behave as desired, either increasing to gale force or slowing to a dead calm. One full turn of concentration (can't move or attack) is needed to change the wind completely (calm to gale, for example). The effect can be countered easily by any higher level caster using the same spell. The effect moves with the caster.

If used against an air creature (such as an elemental), the victim may make a Saving Throw vs. Spells. If this is failed, the druid may slay or control the air creature by proper use of the wind force. The creature will only obey as long as concentration is maintained; if concentration is broken, the creature will attack (in a manner identical to elemental control).

### Pass Plant

Range: 0 (druid only)

Duration: Instantaneous

Effect: Short-range teleportation

With this spell, the druid can enter one tree, teleport, and immediately step out of another tree of the same type. The trees must be large enough to enclose the druid. The range a druid can teleport varies by the type of tree, as follows.

Oak	600 yards
Ash, Elm, Linden, Yew	360 yards
Evergreen trees	240 yards
Other trees	300 yards

## Sixth Level Druid Spells

### Anti-Animal Shell

Range: 0 (druid only)

Duration: 1 turn per level of the caster

Effect: Personal barrier which blocks animals

This spell creates an invisible barrier around the druid's body (less than an inch away). The barrier stops all attacks by animals, both normal and giant-sized, as well as insects and all other non-fantastic creatures of animal intelligence or less. The druid cannot attack animals while protected except by use of magical spells; the animals are protected from the druid's physical attacks, just as the druid is protected from theirs.

### Transport Through Plants

Range: Infinite

Duration: Instantaneous

Effect: Long-range teleportation

This spell may be used once per day at most. The druid must be near a plant (of any size), and must choose either a general location or a specific known plant elsewhere. After casting the spell, the druid magically enters the nearby plant and steps out of a plant at the destination (the exact plant determined randomly if not specified). There is no limit to the range, but the plants must both be living for the spell to work, and must both be on the same Plane of Existence. If either plant is dead, the spell fails. Otherwise, the caster immediately reappears at the new location.

The caster can transport 2 additional, willing creatures.

### Summon Weather

Range: 5 miles or more

Duration: 6 turns per level

Effect: Brings weather to druid's area

When this spell is cast, some known nearby weather is pulled to the druid's location. The druid does *not* have control of the weather, but merely summons it.



Severe weather (hurricane, severe heat wave, etc.) may only be summoned by a druid of 25th level or greater. The range of summoning is 5 miles at levels 12 to 15, adding 1 mile for each level of the caster above 15th. (For example, a 20th level druid could *summon weather* from up to 10 miles away.)

## Seventh Level Druid Spells

### Creeping Doom

Range: 120'

Duration: 1 round per level of the caster

Effect: Creates a 20' x 20' insect horde

This spell magically creates a huge swarm of 1,000 creeping insects, appearing anywhere within 120' of the druid (as chosen by the caster). They fill an area 20' x 20' at least, and can be ordered to fill any area up to 60' x 60' (at most).

The *creeping doom* can move at up to 60'/turn (20'/round) if the caster remains within 120' of any part of the swarm. They vanish after the duration ends, or whenever the druid is more than 120' from them.

The insects always attack everyone and everything in their path, inflicting 1 point of damage per 10 insects—a total of 100 points per round per creature—to all within it (no Saving Throw). Normal attacks (such as fire) can damage the horde slightly, but even a *fireball* spell will only slay 100 of them (reducing the damage accordingly). The *creeping doom* can be destroyed by a *dispel magic* spell (at normal chances for success), but it can penetrate a *protection from evil* effect, and can move over most obstacles at the normal movement rate.

### Metal to Wood

Range: 120'

Duration: Permanent

Effect: Changes metal into dead wood

This spell can be used to change any metal item or items into wood. The amount that can be transmuted is 50 cu per level of the caster. Any magical metal item is 90% resistant to the magic. The effect is permanent, and cannot be changed back with a *dispel magic* spell.

Any armor changed to wood falls off the wearer and any weapons affected turn to non-magical wooden clubs.

### Weather Control

Range: 0 (druid only)

Duration: Concentration

Effect: All weather within 240 yards

This effect is identical to the 6th level *magic-user* spell (see page 21).

## Fighter

A 15th-25th level fighter is called a Lord (if male) or Lady (female). The following XP and Saving Throw tables apply to fighters of all types, and should be combined with the charts given in the D&D Expert Set.



FIGHTER EXPERIENCE TABLE

Level	XP
15	960,000
16	1,080,000
17	1,200,000
18	1,320,000
19	1,440,000
20	1,560,000
21	1,680,000
22	1,800,000
23	1,920,000
24	2,040,000
25	2,160,000

FIGHTER SAVING THROW TABLE

Level:	13-15	16-18	19-21	22-24	25
Death Ray or Poison	6	5	5	4	4
Magic Wands	6	6	5	5	4
Paralysis or Turn to Stone	7	6	6	5	5
Dragon Breath	8	7	6	5	4
Rod, Staff, or Spell	9	8	7	6	5

### Becoming a Land Owner

Most dominion (owned territory) rulers are fighters. The art of fighting is a necessary skill in the D&D world, and professional fighters generally survive longer than other people.

As a land owner, fighters are less restricted than other classes. They may remain independent or swear fealty to another ruler.

Your DM will tell you what system of government is used in his campaign, and what the character must do to obtain land and rule a dominion.

### Travelling

The alignment of a wandering fighter determines his or her title, special abilities, and so forth.

A **LAWFUL** wandering fighter may be known as a **Paladin** if he meets the following requirements. Otherwise, he may be a **Knight**.

1. A fighter *must* swear fealty (an oath of service) to a Lawful church to gain Paladin status. The fighter must be Name level or greater to be accepted by the church. Thereafter, the Paladin may be

summoned by the church's leaders (the Theocracy) at any time, and must do as they command, as long as the service aids the powers of Good.

2. A Paladin can *detect evil* (as the cleric spell) up to once per round, simply by concentrating (Range: 120').
3. If the Paladin's Wisdom score is 13 or greater, the character can cast cleric spells as if a cleric of one-third the level of the fighter (rounded down). If the Wisdom score is 12 or less, the fighter can still be a Paladin, but cannot cast spells. *For example*, a 17th level Paladin can cast spells as if a 5th level cleric.

The Paladin learns how to meditate and cast spells from the clerics of the church. The clerics will refuse any offer of compensation or payment for this service.

4. A Paladin can *Turn Undead*, as if a cleric of one-third the level of the fighter, rounded down.
5. A Paladin may only travel with a number of hirelings equal to no more than his clerical level.
6. A Paladin *must* assist anyone who asks for help—with two exceptions: evil need

not be aided, and if the Paladin is on a mission for a higher authority (such as a Quest, serving a Duke, etc.), only a small amount of help need be given, along with an explanation. "Assistance" never involves donations of money or items, but only service for a short time.

A **NEUTRAL** wandering fighter may become a *Knight*. To gain Knighthood, a fighter must swear fealty to royalty (a Prince, King, or Emperor). In return, the ruler will declare the character a Knight; that ruler then becomes the Knight's "liege." Lawful and Chaotic fighters may become Knights if they do not become Paladins or Avengers (either by choice or by failure to meet the requirements).

The following rules apply to Knights, the most common of the wandering fighters.

1. If summoned by his liege, the Knight must report as quickly as possible, and must serve as the liege orders.
2. If the Knight ever refuses to obey the liege, or ever swears fealty to any other liege, the Knight loses 3 levels of experience. (The DM may increase this penalty if the offense warrants it; the previous liege may even order the offender slain. In addition, rumors and tales of the "traitorous Knight" may haunt the character forever after.

If his liege dies, the Knight is free to choose another. Additional benefits (lands, money, etc.) may be awarded to loyal Knights that swear fealty to the successor of a liege who dies.

A Knight may petition the liege for a peaceful end to his oath; however, this is rare, and rarely granted. The Knight would be banished, at the least, and could be stripped of all possessions as well.

3. A Knight may visit *any* castle, of any territory, and request Sanctuary. The castle owner must, by the customs of the land, give the Knight a place to stay for up to three days, along with food and drink. No friendliness need be shown, but the Knight cannot be challenged, attacked, or refused Sanctuary. This custom is nearly universal.
4. If a *Call to Arms* sounds (a call for knights to battle for justice), the Knight must respond. This declaration can only be issued by the ruler of a large town (Mayor) or territory (Archduke or greater status) through which the Knight is passing. When the Call to Arms sounds, the Knight must immediately travel as fast as possible to the ruling castle of the territory, and fight as ordered by the ruler. The Knight is entitled to compensation for this



service; a gift must be granted by the ruler issuing the Call to Arms, *if* the Knight demands it (although this is not required of the Knight).

There are two notable exceptions to this custom. In lands where "civilization" is unknown, this custom might not be used. More commonly, if the Knight is within a territory that has declared itself hostile to the Knight's liege, the Knight need not respond. The Knight may, in fact, be a known enemy, and may be in great danger when the Call to Arms sounds.

A CHAOTIC wandering fighter may become an *Avenger* if he meets the following requirements. Otherwise, a Chaotic wandering fighter may become a *Knight*.

1. The fighter must make an alliance with a Chaotic church. This is *not* a swearing an oath of fealty, but a loose agreement of loyalty and support; the church may decline the offer. If the church accepts, the church's leaders may summon the Avenger at any time, and he must do as they command. If they are disobeyed, all benefits of the Avenger are lost. Even then, the fighter may regain Avenger status by negotiating with a different church.
2. An Avenger can *detect evil* (as the cleric spell) up to once per round, simply by concentrating (Range: 120').
3. If the Avenger's Wisdom score is 13 or greater, the Avenger can learn to cast cleric spells as if a cleric of one-third the level of the fighter (rounded down). If the Wisdom score is 12 or less, the fighter can still be an Avenger, but cannot cast spells. *For example*, a 20th level Avenger can cast spells as if a 6th level cleric.

The Avenger learns how to meditate and cast spells from the clerics of the church—but at a price (DM's choice, but a minimum of 10,000 gp per spell level gained is recommended).

4. An Avenger may *Turn Undead* as if a cleric of one-third the fighter's level, but with an important difference. If the result is "Turn" or "Destroy," the Avenger may choose to control them instead of gaining the usual result. If control is chosen, it lasts for 1 turn per level of the Avenger. Undead thus controlled behave as if *charmed*, obeying the Avenger as if friends.

However, if the Undead are Turned or Destroyed by a cleric during the duration of the control, the control is dispelled immediately, and cannot be renewed. If the duration of the control ends without incident, the Undead will flee (as if Turned).

5. An Avenger may not have human or demi-human hirelings. However, the Avenger may try to *persuade* monsters of Chaotic alignment. If a Chaotic creature is not immediately hostile, the Avenger may offer food or treasure, indicating (through word or gestures) friendship. If this fails, threats or combat resulting in surrender may accomplish nearly the same result. If the creature's Reaction roll indicates friendship, the creature is *persuaded* to follow and obey the Avenger. The effect lasts for a duration identical to a *charm* magic-user spell; once it ends, it cannot be renewed.
6. An Avenger may visit any castle, ruin, or dungeon known to be ruled by an intelligent Chaotic monster or character and, using his alignment tongue, demand Sanctuary (see Knight, above). An Avenger may speak normally to rulers of other alignments and check for normal reactions. The Ruler may be deceived, believing the Avenger to be a Knight (unless forewarning or some magical means reveals the Avenger's true status); if deceived, the Ruler will give normal Sanctuary.

### Fighter Combat Options

The following characters may use the optional combat maneuvers:

1. Any wandering fighter who gains Paladin, Knight, or Avenger status;
2. Any land owning fighter who swears fealty to a ruler;
3. Any demi-human character who achieves Knight status, either within or outside of the clan.

Other human classes may *not* use these maneuvers (including fighters who do not achieve any special status) because they require special study of the art of hand-to-hand combat, taught only by Knights, Paladins, and Avengers.

**Multiple Attacks:** The character gains this ability at 12th level. Demi-humans gain this ability at certain XP levels, as given in the class descriptions. If the character can hit an opponent with a Hit roll of 2 (calculated including all adjustments), he may make 2 attacks each combat round. At level 24 and higher, he may make 3 attacks; at level 36, he may make 4 attacks each round. This applies to ideal circumstances, and the character may use movement or some other action instead of an extra swing.

**Smash:** The character using a Smash automatically loses initiative, and accepts a -5 penalty to his Hit roll. If the attack hits, add the character's entire Strength score to the

normal damage inflicted (based on the weapon used), plus magic *and* Strength bonuses if applicable.

**Parry:** The character does not attack at all, but spends the round blocking attacks with his weapon. All who attack hand-to-hand against a Parrying character suffer a -4 penalty to their Hit rolls. This does *not* apply to any device-hurled missile, but *does* apply to hand-hurled missiles.

**Disarm:** This action may only be used against a weapon-using opponent. Creatures whose weapons are natural (claws, teeth, etc.) *cannot* be disarmed. To Disarm, the character makes a normal Hit roll. If the attack hits, no damage is inflicted. Instead, the victim must roll 1d20 minus any Dexterity bonuses of the victim plus those of the attacker. If the modified roll is greater than the victim's Dexterity\* score, the victim is Disarmed. The victim may either switch weapons, using another weapon carried (suffering only the loss of initiative for the next round), or try to *retrieve* the weapon dropped (see below).

When retrieving a weapon, a victim must "Retreat" (as defined in the D&D Basic Set) to get it. *Note:* Many situations may make it impossible to retrieve the weapon (losing the weapon over a cliff, opponents nearby pick up weapon, etc.).

\*DM: Roll or select a Dexterity score if the victim is an NPC. For monsters, assume a Dexterity score of 11. The DM may modify this, considering the creature's general characteristics (small and quick, large and clumsy, and so forth).



### Magic-user

A 15th-25th level magic-user is called a Wizard (if male) or Maga (female). The following XP, Spells, Saving Throw and Hit roll charts apply to magic-users of all types, and should be added to the charts given in the D&D Expert Set.

#### Becoming a Land Owner

A magic-user who wants to settle down, rather than travel, may choose to remain independent or to live with an existing ruler.

**Independent** magic-users often ignore titles completely, which adds to their mysterious reputation. They are commonly referred to as "Wizards," whatever their actual names or titles may be. An independent magic-user may build or seize a tower. Permission from the local ruler need not be acquired beforehand; it will almost always be forthcoming once the magic-user moves into the tower. However, if permission is sought beforehand, the ruler will probably give the magic-user a gift (along with the dominion) to keep the favor of the character. (Only the most powerful of rulers would dare to offend a magic-user, whatever the alignment).

After the magic-user moves into the tower, a dungeon may be built beneath or near it. The dungeon is most often constructed by hiring specialists in mining, but can be created magically if the proper spells are known and used. When one or more levels of the dungeon are completed and thereafter left open, monsters will start to arrive and build lairs. Shortly thereafter, low-level adventurers may start arriving to seek their fortunes.

Most magic-users with dungeons visit them once each month (or more), gathering any magical treasures that remain. If too much treasure is taken from the monsters, they will probably move out. Occasionally, if done quietly and secretly, the magic-user may capture some of the monsters for use in magi-

MAGIC-USER EXPERIENCE TABLE

Level	XP	Spells by spell level								
		1	2	3	4	5	6	7	8	9
15	1,200,000	5	4	4	4	3	2	1	-	-
16	1,350,000	5	5	5	4	3	2	2	-	-
17	1,500,000	6	5	5	4	4	3	2	-	-
18	1,650,000	6	5	5	4	4	3	2	1	-
19	1,800,000	6	5	5	5	4	3	2	2	-
20	1,950,000	6	5	5	5	4	4	3	2	-
21	2,100,000	6	5	5	5	4	4	3	2	1
22	2,250,000	6	6	5	5	5	4	3	2	2
23	2,400,000	6	6	6	6	5	4	3	3	2
24	2,550,000	7	7	6	6	5	5	4	3	2
25	2,700,000	7	7	6	6	5	5	4	4	3

MAGIC-USER SAVING THROW TABLE

Level:	11-15	16-20	21-24	25
Death Ray or Poison	9	7	5	4
Magic Wands	10	8	6	4
Paralysis or Turn to Stone	9	7	5	4
Dragon Breath	12	10	8	6
Rod, Staff, or Spell	9	6	4	3

cal research and potion making. This must be done carefully, lest the remaining monsters be scared away.

Occasionally, wandering magic-users may come and offer to help with Magical Research (rules explained in D&D Expert). The offer may be accepted or ignored, as desired.

If a land owning magic-user cannot or does not want to maintain a Tower, the character may apply for a position as a **Magist** (MAY-jist) in any existing castle or stronghold. The Magist advises the ruler in matters involving magic, and handles the magical needs of the ruler and the stronghold.

To become a Magist, the magic-user must first find a ruler who is willing to hire and support him. He must negotiate payment and other benefits with the ruler. Finally, the character *must* swear an oath of service or fealty to that ruler to become a Magist.

When the agreements and terms are complete, the ruler supplies all the Magist's needs, including a place to stay in the stronghold (usually a suite of several rooms), guards and servants, and other agreed-upon benefits (such as magic items, either to use or as outright gifts). The ruler usually pays for Magical Research costs if the item or spell researched will benefit the stronghold. The Magist must serve the ruler as ordered in all respects, but is never required to fight or otherwise be placed in danger.

A Magist may go on normal adventures if the ruler gives permission. The ruler knows that more experience means a more powerful Magist, and will usually give permission if no immediate magical needs are pressing.

#### Travelling

A wandering magic-user is known as a Magus.

1. A Magus may visit any land owning magic-user to offer to help with Magical Research. If the offer is accepted, any items or spells researched will be completed in half the normal time, and with double the normal chances for success!
2. A Magus has a chance (checked by the DM) to find treasure maps, and to hear rare rumors of powerful magic items.
3. The Magus will attract powerful wandering fighters and clerics, who offer to travel with and help the Magus in return for pay. These followers are of levels much higher than normal (5th at minimum, no maximum).

#### Spells

All details on spell casting are given in the D&D Basic and Expert Sets. Any spell marked with an asterisk (\*) may be reversed, as given in the spell description. All reversible magic-user spells *must* be memorized in reversed form to be used.

All spells of levels 5-7 are listed, with some of 8th and 9th levels. Most 5th and 6th level

## Characters

spells are explained in the Expert Set; additions are explained hereafter. More 8th and 9th level spells are given in the D&D Master Set.

**IMPORTANT NOTE:** The maximum damage produced by any single spell—including fire ball, lightning bolt, and delayed blast fire ball—is **20 dice**, of the type specified (usually 20d6). This is very important for game balance, and should not be disregarded. For example, without this maximum, a 36th level magic-user could instantly slay any other magic-user by surprise, regardless of the results of the Saving Throw!

### FIFTH LEVEL MAGIC-USER SPELLS

1. Animate Dead
2. Cloudkill
3. Conjure Elemental
4. Contact Outer Plane
5. Dissolve\*
6. Feeblemind
7. Hold Monster\*
8. Magic Jar
9. Pass-Wall
10. Telekinesis
11. Teleport
12. Wall of Stone

### SIXTH LEVEL MAGIC-USER SPELLS

1. Anti-Magic Shell
2. Death Spell
3. Disintegrate
4. Geas\*
5. Invisible Stalker
6. Lower Water
7. Move Earth
8. Projected Image
9. Reincarnation
10. Stone to Flesh\*
11. Wall of Iron
12. Weather Control

### SEVENTH LEVEL MAGIC-USER SPELLS

1. Charm Plant
2. Create Normal Monsters
3. Delayed Blast Fire Ball
4. Lore
5. Magic Door\*
6. Mass Invisibility\*
7. Power Word Stun
8. Reverse Gravity
9. Statue
10. Summon Object
11. Sword
12. Teleport any Object

### EIGHTH LEVEL MAGIC-USER SPELLS

1. Dance
2. Explosive Cloud
3. Mass Charm\*
4. Mind Barrier\*
5. Permanence
6. Polymorph any Object
7. Power Word Blind
8. Symbol

### NINTH LEVEL MAGIC-USER SPELLS

1. Gate\*
2. Maze
3. Meteor Swarm
4. Power Word Kill

### Fifth Level Magic-user Spells

#### Contact Outer Plane

Range: 0 (magic-user only)

Duration: See below

Effect: 3-12 questions may be answered

This spell allows the magic-user to contact one of the Outer Planes of Existence to seek knowledge from an Immortal creature (played by the DM). The wisest and most powerful Immortals live on the most distant Outer Planes. However, mental contact with an Immortal may cause a mortal to go insane. The more distant the plane, the greater the chance of a correct answer—but the greater the chance of Insanity as well.

The number of questions the magic-user may ask is equal to the distance\* to the Outer plane. The caster may choose the distance, up to the maximum allowed. The chance of insanity is checked once, when the Immortal is first contacted. If the caster is 21st level or greater, the chance of insanity is reduced by 5% per level of the caster above 20. If insanity does not result, the Immortal may still not know the answer, or may lie. The chances of knowing and lying are checked for each question.

Distance and Number of Questions	Chance of... Insanity	Knowing	Lying
3	5%	25%	50%
4	10	30	45
5	15	35	40
6	20	40	35
7	25	50	30
8	30	60	25
9	35	70	20
10	40	80	15
11	45	90	10
12	50	95	5

This spell may be used once a month at most (or less often, at the DM's option). An insane character recovers with rest, after a number of weeks of game time equal to the number of the plane contacted.

\* The "distance" to any other plane of existence is the number of planes that would be crossed if that plane were visited. The "distance" between the Prime Plane and the closest outer plane is 3, as the ethereal, elemental, and astral planes lie "between" them. There are many Outer Planes, but most are too far removed to be affected by this spell.

#### Dissolve\*

Range: 120'

Duration: 3-18 days

Effect: Liquefies 3000 square feet

This spell changes a volume of rock to a morass of mud. An area 10' deep or thick is affected, and may be up to 3,000 square feet in surface area. The victim may get mired and become unable to move. The magic-user may choose the exact width and length (20' x 150', 30' x 100', etc.), but the entire area of effect must be within 120' of the caster. Creatures entering the mud are slowed to 10% of their normal movement rate at best, and may become stuck.

The reverse of this spell (*harden*) will change the same volume of mud to rock, but permanently. A victim in the mud may make a Saving Throw vs. Spells to avoid being trapped.

#### Feeblemind

Range: 240'

Duration: Permanent until dispelled

Effect: Lowers Intelligence score to 2

This spell will only affect a magic-user, elf, or spell-casting monster. It will make the victim helpless, unable to cast spells or think clearly (as if having an Intelligence score of 2). The victim may make a Saving Throw vs. Spells to avoid the effect, but with a -4 penalty to the roll. The *feeblemind* lasts until removed by a *dispel magic* spell (at normal chances for success) or by a cleric's *cureall* spell.

#### Telekinesis

Range: 120'

Duration: 6 rounds

Effect: 200 cn of weight per level of caster

This spell enables the magic-user to move a creature or object simply by concentrating. The item may weigh up to 200 cn per level of the caster (a 10th level elf could move an object weighing up to 2,000 cn). The caster may move the object in any direction, at a rate of up to 20' per round.

An unwilling victim may make a Saving

Throw vs. Spells to avoid the effect. If a target is held by someone, the holder gets a Saving Throw with a -2 penalty. If the object is carried but not held, the owner may grab for the departing object, making a Saving Throw with a -5 penalty. The caster must concentrate while moving objects, and the objects will fall if disturbed.

If a wall of stone topples, it causes 10-100 points of damage and shatters.



## Sixth Level Magic-user Spells

### Move Earth

Range: 240'  
Duration: 6 turns  
Effect: Moves soil

This spell causes soil (but not rock) to move. It may be used to move earth horizontally to make a hill, or vertically, to open a large hole. The hole may be up to 240' deep, unless solid rock is reached. The soil may be moved at up to 60' per turn, and at the end of the spell duration, the moved soil remains where it is put. The spell is helpful for constructing castles.

### Reincarnation

Range: 10'  
Duration: Permanent  
Effect: Creates a new body

To cast this spell, the magic-user must have part of the dead body, however small that part may be. When the spell is cast, a new body magically appears, and the life force which was once in the dead body returns and inhabits the new one. The DM refers to the tables below to find the form of the new body.

If the life force is *reincarnated* as a different race, all details of the new race apply, instead of the old. For example, a cleric reincarnated as an elf is no longer a cleric, but is able to cast magic-user spells and fight as an elf.

The level of experience does not change unless restricted by the maximum for demihumans. If a monster body appears, the type of monster is based on the alignment of the life force. A monster body may not gain levels of experience; the character must play as reincarnated or retire from play.

(1d8)	1 Human	5 Elf
	2 Human	6 Halfling
	3 Human	7 Original race
	4 Dwarf	8 Monster
		(use table below)

### MONSTERS

1d6	Lawful	Neutral	Chaotic
1	Blink Dog	Ape, White Bear	Bugbear
2	Gnome	Bear*	Gnoll
3	Neanderthal	Centaur	Kobold
4	Owl, giant	Griffon	Manticore
5	Pegasus	Lizard Man	Orc
6	Treant	Pixie	Troglodyte

\*Any normal bear

(The DM may add more monsters to the lists. Such monsters should have 8 Hit Dice or less and should be at least semi-intelligent.)

### Wall of Iron

Range: 120'  
Duration: Permanent  
Effect: Creates 500 square feet of iron

This spell creates a vertical wall of iron exactly 2" thick. The magic-user may choose any length and width, but the total area must be 500 square feet or less (10'x50', 20'x25', etc.), and the entire wall must be within 120' of the caster. The caster must create the wall so it rests on the ground or similar support. It cannot be cast in a space occupied by another object. It lasts until dispelled, disintegrated, or physically broken (though it will resist all but giant-sized physical attacks). Most other spell effects, including *fire ball*, *lightning bolt*, etc., have no effect on a *wall of iron*. If the wall is made to topple, it causes 10-100 points of damage and shatters.

If the wall is attacked, it has a number of "hit points" equal to the level of the caster. The wall can only be damaged by battering. Giants inflict 1 point of battering damage per blow, and certain other creatures might damage it in other ways; a rust monster can destroy a *wall of iron* with a single touch.)

### Weather Control

Range: 0 (magic-user only)  
Duration: Concentration  
Effect: All weather within 240 yards

This spell allows the magic-user to create one special weather condition in the surrounding area (within a 240 yard radius). The caster

may select the weather condition. The spell only works outdoors, and the weather will affect all creatures in the area (including the caster). The effects last as long as the caster concentrates, without moving; if the caster is being moved (for example, aboard a ship), the effect moves also. The effects vary, but the following results are typical:

**Rain:** -2 penalty to Hit rolls applies to all missile fire. After three turns, the ground becomes muddy, reducing movement to 1/2 the normal rate.

**Snow:** visibility (the distance a creature can see) is reduced to 20'; movement is reduced to 1/2 the normal rate. Rivers and streams may freeze over. Mud remains after the snow thaws, for the same movement penalty.

**Fog:** 20' visibility, 1/2 normal movement. Those within the fog might become lost, moving in the wrong direction.

**Clear:** This cancels bad weather (rain, snow, fog) but not secondary effects (such as mud).

**Intense Heat:** Movement reduced to 1/2 normal. Excess water (from rain, snow, mud transmuted from rock, etc.) dries up.

**High Winds:** No missile fire or flying is possible. Movement reduced to 1/2 normal. At sea, ships sailing with the wind move 50% faster. In the desert, high winds create a sandstorm, for 1/2 normal movement and 20' visibility.

**Tornado:** This creates a whirlwind under the magic-user's control, attacking and moving as if a 12 HD Air Elemental. At sea, treat the tornado as a "storm or gale".

## Seventh Level Magic-user Spells

### Charm Plant

Range: 120'  
Duration: 3 months  
Effect: Charms 1 tree or more smaller plants

Similar to a *charm person* spell, this effect causes 1 tree, 6 medium-sized bushes, 12 small shrubs, or 24 small plants to become friends of the magic-user (no Saving Throw). However, a plant-like monster (treant, shrieker, etc.) may make a Saving Throw vs. Spells to resist the effect.

The *charmed* plants will understand and obey all commands of the magic-user, as long as the tasks are within their ability (including the entangling of passers-by within range, but not including movement, sensing alignment, etc.). The plants will remain *charmed* for 6 months, until the charm is dispelled, or until winter (when they sleep). (This spell is quite useful around a stronghold, both inside

## Characters

and out, especially when used after a 4th level *growth of plants* spell, and possibly a *permanent spell* as well.)

### Create Normal Monsters

Range: 30'

Duration: 1 turn

Effect: Creates 1 or more monsters

This spell causes monsters to appear out of thin air. All monsters appearing will understand and obey the caster's commands—fighting, carrying or fetching things, etc. They will faithfully obey all commands to the best of their abilities. Each monster will appear carrying its normal weapons and wearing its normal armor (if any), but otherwise unequipped. At the end of 1 turn, all the monsters created vanish back into thin air, along with all their equipment.

The total number of Hit Dice of monsters appearing is equal to the level of the magic-user casting the spell (with fractions dropped). The magic-user may choose the exact type of monsters created, selecting any monster with no special abilities (i.e., no asterisk next to the Hit Dice number in the monster explanation). Humans, demihumans, and Undead cannot be created by this spell. Creatures of 1-1 Hit Dice are counted as 1 Hit Die; creatures of 1/2 Hit Die or less are counted as 1/2 Hit Die each.

For example, with this spell, a 15th level caster could summon 30 giant bats, rats, or kobolds; or 15 goblins, orcs, or hobgoblins; or 7 rock baboons, gnolls, or lizard men; or 5 boars, draco lizards, or bugbears; or 3 black bears, panthers, or giant weasels; and so forth.

### Delayed Blast Fire Ball

Range: 240'

Duration: 0 to 60 rounds

Effect: Delayed blast fireball, sphere of 20' radius

As the name implies, this is a *fire ball* spell whose blast can be delayed. The magic-user must state the exact number of rounds delay (from 0 to 60) when the spell is cast. A small rock, very similar in appearance to a valuable gem, then shoots out toward the desired location, and remains until the stated delay elapses. The "gem" may be picked up, carried, and so forth. When the stated duration ends, an effect identical to a normal *fire ball* is produced—a sudden instantaneous explosion inflicting 1-6 points of damage per level of the caster to all within the area of effect (a sphere of 20' radius). Each victim may make a Saving Throw vs. Spells to take 1/2 damage.

Once the spell has been cast, the explosion cannot be hurried nor further delayed, except

with a *wish*. The "gem" created is pure magic, not an actual object, and cannot be moved magically (by *telekinesis*, *teleport*, etc.), though it can be *dispelled*.

### Lore

Range: 0 (magic-user only)

Duration: Permanent

Effect: Reveals details of 1 item, place, or person

By means of this spell, the magic-user may gain knowledge of one item, place, or person. If an item is held by the caster, the spell takes 1-4 turns to complete, and the magic-user learns the item's name, method of operation and command words (if any), and approximate number of charges (if any, within 5 of the correct number). If the item has more than one mode of operation, or more than one command word, only one function will be revealed for each *lore* spell used, without a clue to others.

If a place or person is being investigated or if the item is not held, the spell may take 1-100 days to complete, depending on the number of details already known. (The DM may reveal only general details if the place is large, or if the person is of great power.) A purely legendary topic should require large amounts of time, and the information gained may be in the form of a riddle or poem.

### Magic Door\*

Range: 10'

Duration: 7 uses

Effect: Creates one passage

This spell may be cast on any wall, floor, ceiling, or section of ground. It creates a magical, invisible doorway that only the spell caster may use. It also creates a passage through up to 10' of non-living solid material beyond the doorway itself. It cannot be created in a living object of any kind. The door is undetectable except by a *detect magic* spell, and cannot be destroyed except by a *dispel magic* spell (at normal chances for success).

The *magic door* lasts until dispelled, or until it has been used 7 times. Note that each passage through the door is a separate use.

The reverse of this spell (*magic lock*) is a powerful version of the 2nd level *wizard lock* spell, but cannot be affected by a *knock* spell, nor by the effects of any magic item. The *magic lock* causes any one portal to become totally impassable as long as the magic remains, usable only by the caster of the spell. The spell can affect an empty 10'x10' portal-like area (such as an empty doorway). The *locked portal* does not change in appearance. As with a *magic door*, the enchantment remains until the portal has been used 7 times or until removed by a *dispel magic* spell.

### Mass Invisibility\*

Range: 240'

Duration: Permanent until broken

Effect: Many creatures or objects

This bestows *invisibility* (as the 2nd level spell) on several creatures. All the recipients must be within an area 60' square within 240' of the magic-user. The spell will affect up to 6 dragon-sized creatures, or up to 300 man-sized creatures (treating one horse as 2 men). After the spell is cast, each creature becomes invisible, along with all equipment carried (as explained in the Basic Set Players Guide, page 41).

The reverse of this spell (*appear*), will cause all invisible creatures and objects in a 20'x20'x20' volume to become visible. Creatures on astral and ethereal Planes are *not* within the area of effect; the spell cannot reach across planar boundaries. All other forms of invisibility are affected, both magical and natural, and all victims of this spell cannot become invisible again for 1 turn.

### Power Word Stun

Range: 120'

Duration: 2-12 or 1-6 turns

Effect: Stuns 1 creature with 70 hit points or less

This spell enables the caster to *stun* one victim within 120' (no Saving Throw). A victim with 1-35 hit points is stunned for 2-12 rounds; one with 36-70 hit points is stunned for 1-6 rounds. Any creature with 71 or more hit points cannot be affected. A *stunned* victim is unable to attack or cast spells, and suffers a -4 penalty on all Saving Throws for the duration of the *stun*.

### Reverse Gravity

Range: 90'

Duration: 1/5 round (2 seconds)

Effect: Causes victims in a 30' cubic volume to fall upward

This spell affects all creatures and objects within a cubic volume 30'x30'x30', causing them to "fall" in a direction opposite normal gravity. In 1/5 round, creatures and objects can fall about 65 feet. No Saving Throw is allowed, and all victims hitting a ceiling or other obstruction take 1-6 points of damage per 10 feet fallen. Note that after the 1/5 round duration ends, gravity returns to normal, and all victims will fall back to their original places, suffering more falling damage. A Morale check must be made for each victim of this spell. For example, a magic-user casts this spell at a group of approaching giants in a 40' tall room. The giants "fall" to the ceiling and then back to the floor, each taking a total of 8-48 points of damage in the process.

**Statue**

Range: 0 (magic-user only)

Duration: 2 turns per level of the caster

Effect: Allows the caster to turn to stone

This spell allows the magic-user to change into a statue, along with all non-living equipment carried, up to once per round (to or from statue form) for the duration of the spell. The caster can concentrate on other spells while in statue form. Although this spell does not give immunity to Turn to Stone effects (from the attack of a gorgon, for example), the caster may simply turn back to normal form one round after becoming petrified.

While in statue form, the magic-user is Armor Class -4, but cannot move. The statue cannot be damaged by cold or fire (whether normal or magical), or by normal weapons. The statue need not breathe, and is thus immune to all gas attacks, drowning, etc. Magical weapons and other spells (such as *lightning bolt*) can inflict normal damage. If a fire or cold spell is cast at the magic-user while in normal form, the character need only win the initiative (through the standard roll) to turn into a statue before the attacking spell strikes. The caster receives +2 to initiative when changing form.

**Summon Object**

Range: Infinite

Duration: Instantaneous

Effect: Retrieves 1 object from caster's home

By means of this spell, the magic-user can cause one non-living object to leave his or her home and appear in hand. The object must weigh no more than 500 cn, and may be no bigger than a staff or small chest. The caster must be very familiar with the item and its exact location, or the spell will not work. Each item must be prepared beforehand by sprinkling it with a special powder that costs 1,000 gp per item prepared; the powder becomes invisible, and does not interfere with the item in any way. Unprepared items cannot be summoned by this spell.

If another being possesses the item summoned, the item will not appear, but the caster will know approximately who and where the possessor is.

The magic-user may use this spell from any location, even if the item summoned is on another Plane of Existence.



## Characters

### Sword

Range: 30'

Duration: 1 round per level of the caster

Effect: Creates a magical sword

When this spell is cast, a glowing sword made of magic, rather than metal, appears next to the caster. The magic-user may cause it to attack any creature within 30', simply by concentrating. If concentration is broken, the sword merely stops attacking; it remains in existence for 1 round per level of the magic-user. The sword moves very quickly, attacking twice per round, and Hit Rolls are made at the caster's level. Damage is the same as a two-handed sword, but this magical creation is capable of hitting any target (even those hit only by powerful magic weapons). The sword cannot be destroyed before the duration ends, except by a *dispel magic* spell effect (at normal chances for success).

### Teleport any Object

Range: Touch

Duration: Instantaneous

Effect: Causes 1 object to teleport

This spell is similar to the 5th level *teleport* spell, but non-living objects can be affected. After casting this spell, the magic-user may touch one creature or object and cause it to teleport. The normal chances of error apply; an object appearing too high will fall (and probably break), and one appearing too low will disintegrate. The destination may not deliberately be one occupied by a solid object or above ground.

The maximum weight affected is 500 cn per level of the caster. If an object is a solid part of a greater whole (such as a section of wall), one 10' x 10' x 10' cube of material (at most) will be *teleported*. If another creature possesses the item touched, (whether held or merely carried), the creature may make a Saving Throw vs. Spells (with a -2 penalty); if successful, the *teleport* fails.

If the caster uses this spell to *teleport* himself, there is no chance of error. If the caster touches another creature, it may make a Saving Throw vs. Spells (if desired) to avoid being *teleported*, but with a -2 penalty to the roll.

## Eighth Level Magic-user Spells

### Dance

Range: Touch

Duration: 3 or more rounds

Effect: Causes 1 victim to dance

This spell causes one victim to prance madly about, performing a jig or other dance, for 3 or more rounds. The victim gets *no Saving Throw*, and cannot attack, use spells (or

spell-like abilities), or flee. While dancing, a -4 penalty applies to the victim's Saving Throws, and a +4 penalty to Armor Class as well.

The magic-user must touch the victim for the spell to take effect (a normal Hit Roll). The duration is 3 rounds for a caster of 18th-20th level; 4 rounds for levels 21-24, 5 rounds at levels 25-28, 6 rounds at levels 29-32, and 7 rounds at levels 33-36.

### Explosive Cloud

Range: 1'

Duration: 6 turns

Effect: Creates a moving poisonous cloud

This spell creates an effect which appears the same as the 5th level *cloudkill* spell (a 20' tall cloud of greenish gas 30' in diameter appearing next to the caster). The cloud is only mildly poisonous; all victims within it must make a Saving Throw vs. Spells or be paralyzed that round. Each victim within the cloud makes a new Saving Throw each round.

The cloud is filled with sparkling lights (visible only to those within it), which are small explosions. Each round, all those within the cloud take damage from the explosions, with no Saving Throw allowed. This damage is 1 point for each 2 levels of experience of the magic-user, rounding down (9 points at 18th or 19th level, 10 points at 20th or 21st level, etc.). This explosive damage will affect any creature, including those immune to fire, gas, electricity, and other special attacks.

### Mass Charm\*

Range: 120'

Duration: Special (as *charm person* spell)

Effect: 30 Levels of creatures

This spell creates the same effect as a *charm person* or *charm monster* spell, except that 30 levels (or Hit Dice) of victims can be affected at once. Each victim may make a Saving Throw vs. Spells to avoid the *charm*, but with a -2 penalty to the roll. The spell will not affect a creature of 31 or more levels or Hit Dice.

The duration of each *charm* is determined by the victim's intelligence (see the D&D Basic DM Rulebook, page 14). If the magic-user attacks one of the *charmed* victims, only that creature's *charm* is automatically broken. Any other *charmed* creatures that see the attack may make another Saving Throw, but other creatures' *charms* are not affected.

The reverse of this spell, *remove charm*, will unfaillingly remove all *charm* effects within a 20' x 20' x 20' volume. It will also prevent any object in that area from creating *charm* effects for 1 turn.



### Mind Barrier\*

Range: 10'

Duration: 1 hour per level of the caster

Effect: Protects against mind-affecting spells and items

This spell affects one creature; an unwilling recipient may make a Saving Throw vs. Spells to avoid the effect.

The spell prevents any form of *ESP*, *Clairvoyance*, *Clairaudience*, *crystal ball gazing*, or any other form of mental influence or information gathering (such as by a *contact higher plane* or *summon object*) from working properly. The caster or recipient simply does not exist for the purposes of those and similar spell effects.

In addition, the recipient gains a bonus of +8 to Saving Throws against mind-influencing attacks, such as all forms of *charm*, *illusion* and *phantasms*, *feeblemind*, and the like. (However, a roll of 1 always fails the Saving Throw, regardless of adjustments.)

The reverse of this spell (*open mind*) will cause the victim touched to be vulnerable to the mind-influencing attacks given above. All the victim's Saving Throws against such effects are penalized by -8 for the duration of the spell. This reversed spell must be cast by touch, requiring a normal Hit Roll.

**Permanence**

Range: 10'  
 Duration: Permanent until dispelled  
 Effect: Causes 1 magical effect to become permanent

By means of this spell, the magic-user can cause one other magic-user spell effect of 7th level or less to become permanent. No spell with an "Instantaneous" or "Permanent" duration (such as *dispel magic*, *fire ball*, *lightning bolt*, etc.) can be made permanent. Cleric spells cannot be made permanent, nor can an 8th or 9th level magic-user spell.

The DM must carefully consider other spells, and may wish to restrict the use of the *permanence* spell for reasons of game balance. A *permanence* spell lasts until dispelled by a *dispel magic* spell from the caster or from some higher level spell caster (at normal chances for success). When the *permanence* spell is dispelled, the other spell effect vanishes immediately.

Except for weapons, an item can only receive one *permanence* spell, and a creature can receive two at most. If a *permanence* spell is cast on an item or area which already has one (or a creature which already has two), both *permanence* spells are immediately negated, along with the spells previously made permanent. A weapon may have up to 5 permanent effects, but a 25% chance of failure applies to each *permanence* after the first.

Furthermore, if the *permanence* fails, it destroys the weapon completely.

Some spells used on a creature that are commonly made permanent are: *detect magic*, *protection from evil*, *read languages*, *read magic*, *detect invisible*, and *fly*. Some spells commonly made permanent on areas are *light*, *phantasmal force*, *confusion*, and *cloudkill*.

A magic-user needs a *permanence* spell to make any permanent magic item (such as a sword, shield, or non-charged miscellaneous item). It is *not* needed for magic wands, potions, and other temporary magic items.

**Polymorph any Object**

Range: 240'  
 Duration: See below  
 Effect: Changes form of 1 object or creature

This spell is similar to the 4th level *polymorph other* spell, except that an object can be affected. If the object is part of a greater whole (such as a section of wall), up to a 10' x 10' x 10' volume can be polymorphed. A creature may avoid the effects if a Saving Throw vs. Spells is made, but with a -4 penalty to the roll.

The duration of the polymorph depends on the degree of the change. There are three basic "kingdoms" of all things—animal, vegetable, and mineral. If an object is polymorphed to one of a "nearby" kingdom

(animal-vegetable, vegetable-mineral) the duration is 1 hour per level of the caster. If the change is from animal to mineral (or the reverse), it lasts for 1 turn per level of the caster. If no change in kingdom occurs (for example, if a creature is polymorphed into some other creature), the change is permanent until removed by a *dispel magic* spell (at normal chances for success).

Note that creatures created by means of this spell are *not* automatically friendly. A *polymorph* cannot affect a creature's age or hit points. (See the 4th level *polymorph self* and *polymorph other* spells for other guidelines.)

**Power Word Blind**

Range: 120'  
 Duration: 1-4 days or 2-8 hours (see below)  
 Effect: Blinds 1 creature with 80 hit points or less

With this spell, the caster may *blind* one victim within 120' (no Saving Throw). A victim with 1-40 hit points is blinded for 1-4 days; one with 41-80 hit points is blinded for 2-8 hours. Any creature with 81 or more hit points cannot be affected. A *blinded* victim suffers penalties of -4 on all Saving Throws and +4 on Armor Class. A cleric's *cure blindness* or *cure all* spell will not remove this blindness unless the cleric is of a level equal to or higher than the caster of the *power word blind*.

**Symbol**

Range: Touch  
 Duration: Permanent  
 Effect: Creates 1 magical rune

This spell creates a written magical drawing (a "rune") of great power. There are 6 kinds of symbols; the caster must select one when the spell is memorized. The rune may be placed on an object (such as a door or wall) or placed in mid-air. The rune cannot move; if placed on a creature or moving object, it will remain at that point when the surface moves (possibly floating in mid-air).

When any living creature passes over or through the rune, or touches the object on which the rune is inscribed, or (foolishly) reads the rune, the rune's effect takes place immediately (no Saving Throw).

There is one exception: a magic-user, and any other creature which can cast magic-user spells, may make a Saving Throw vs. Spells if the symbol is merely read or touched (rather than passed). If the Saving Throw is successful, the *symbol* has no effect on that creature.

All *symbols* look similar to normal writings. Six *symbols* and their effects are given below; the DM may create others (such as *polymorph*, *teleport*, *charm*, *geas*, etc.).





## Characters

**Death:** Slays any creature with 75 hit points or less; does not affect a creature with 76 hit points or more.

**Discord:** The victim attacks allies (if any) or is otherwise *confused* (as the 4th level *confusion* spell). The effect is permanent until removed by a *dispel magic* spell (at normal chances for success) or by a cleric's *cure all* spell.

**Fear:** The victim immediately runs away from the symbol, at 3 times normal movement rate, for 30 rounds (as the wand).

**Insanity:** The victim becomes insane, and cannot attack, cast spells, or use special abilities or items. The victim may walk, but must be carefully tended or may run away. This effect is permanent until removed (see *Discord*, above).

**Sleep:** The victim falls asleep, and cannot be awakened. The victim will wake normally in 11-20 hours or if a *dispel magic* spell is used to negate it (at normal chances for success).

**Stunning:** Affects any creature with 150 hit points or less. The victim is stunned for 2-12 turns (as the *power word stun* spell).

### Ninth Level Magic-user Spells

#### Gate\*

Range: 30'

Duration: 1-100 turns or 1 turn

Effect: Opens a portal to another plane

When the magic-user casts this spell, he must name one target: the Ethereal Plane, the Astral Plane, one of the four Elemental Planes, or one Outer Plane (for which the name of a resident of the Plane must also be spoken, usually that of an Immortal, a ruler of the outer Planes). These Planes are explained in the *Dungeon Master's* book. The spell opens a direct connection to the other Plane of Existence.

A *gate* to an Outer Plane remains open for only 1 turn. Any other *gate* remains open for 1-100 random turns, and there is a 10% chance per turn that some other-planar creature will wander through the *gate*. A *gate* to an Elemental Plane actually creates a *vortex* and a *wormhole*, and a *wish* may be used to make them permanent.

Contact with an Outer Plane is dangerous, and the magic-user must know and speak the name of the Immortal he wishes to contact. The Immortal he calls will probably (95% chance) arrive in 1-6 rounds, but there is a 5% chance that some other being from the Outer Planes will respond. When the being arrives, it immediately looks for the spell

caster. If the caster does not have an excellent reason for opening the *gate*, the being will probably destroy the caster. Even if the caster gives an important reason, the being may merely leave immediately, showing no interest. Occasionally, if the reason is of supreme importance to the magic-user and of some interest to the being, it may actually help for a short time.

The reverse of this spell, *close gate*, will destroy the effect of the normal form of the spell (but cannot affect an Immortal). It can also be used to close a permanent *gate* to a nearby Plane (such as an elemental vortex).

#### Maze

Range: 60'

Duration: See below (1-6 turns, 2-40 rounds, 2-8 rounds, or 1-4 rounds)

Effect: Traps 1 creature

This spell creates a maze in the Astral plane and places one victim into the maze (no Saving Throw). The intelligence of the victim determines the time needed to escape the *maze*:

Animal or Low (1-8)	1-6 turns
Average (9-12)	2-40 rounds
High (13-17)	2-8 rounds
Genius (18+)	1-4 rounds

The victim returns to the point of disappearance when he escapes the *maze*.

#### Meteor Swarm

Range: 240'

Duration: Instantaneous

Effect: Creates 4 or 8 meteor-fireballs

This spell creates either 4 or 8 meteors (at the caster's choice). Each meteor can be aimed at a different target within range, but one and only one meteor can be aimed at any one creature. Each meteor slams into its target

and then explodes as if a *fire ball* (affecting all creatures within a 20' radius).

If 4 meteors are created, each strikes for 8-48 points of damage and then explodes for 8-48 points of fire damage (8d6). If 8 smaller meteors are used, each strikes for 4-24 points and explodes for the same amount (4d6). Note that if the meteors are thrown properly, one creature or area may be affected by multiple blasts.

The player rolls damage for each strike and blast separately, and makes a separate Saving Throw for each *fire ball* blast. A meteor never misses.

Any victim struck by a meteor takes full "strike" damage (no Saving Throw). Each victim within a blast may make a Saving Throw vs. Spells to take only 1/2 of the given "fire" damage. Even fire-resistant and fire-using creatures are fully affected by meteor strikes, although they might be resistant to the fiery explosions.

#### Power Word Kill

Range: 120'

Duration: Instantaneous

Effect: Slays or stuns 1 or more creatures

This spell enables the caster to affect one or more victims within 120' (no Saving Throw). Exception: a magic-user, and any creature which can cast magic-user spells, may make a Saving Throw vs. Spells to avoid this effect, but with a -4 penalty to the roll.

A single victim with 1-60 hit points is automatically slain; one with 61-100 hit points is *stunned* (as *power word stun*) and unable to act for 1-4 turns. Any creature with 101 or more hit points cannot be affected.

The spell can also be used to slay up to 5 victims if each has 20 hit points or less (again, no Saving Throw).



**Thief**

A thief of 15th-25th level is called a Master Thief (whether male or female). The following XP, Saving Throws, and Special Abilities Tables apply to thieves of all types, and should be added to the charts given in the D&D Expert Set.

**THIEF EXPERIENCE TABLE**

Level	XP
15	880,000
16	1,000,000
17	1,120,000
18	1,240,000
19	1,360,000
20	1,480,000
21	1,600,000
22	1,720,000
23	1,840,000
24	1,960,000
25	2,080,000



**THIEVES' ABILITIES TABLE**

Level	Open Locks	Find Traps	Remove Traps	Pick* Pockets	Move Silently	Climb Walls	Hide in Shadows	Hear Noise
15	75	73	67	90	70	101	58	87
16	78	76	70	95	72	102	60	90
17	81	80	73	100	74	103	62	92
18	84	83	76	105	76	104	64	94
19	86	86	79	110	78	105	66	96
20	88	89	82	115	80	106	68	98
21	90	92	85	120	82	107	70	100
22	92	94	88	125	84	108	72	102
23	94	96	91	130	86	109	74	104
24	96	98	94	135	88	110	76	106
25	98	99	97	140	89	111	78	108

**THIEF SAVING THROW TABLE**

Level:	13-16	17-20	21-24	25
Death Ray or Poison	7	5	4	3
Magic Wands	8	6	5	4
Paralysis or Turn to Stone	7	5	4	3
Dragon Breath	10	8	6	4
Rod, Staff, or Spell	9	7	5	4

\* *Pick Pockets*: Subtract 5% per level of the victim (or per Hit Die, for monsters). Example: A 30th level thief tries to pick-pocket a 30th level fighter. The chance is 165% (normal) minus 150% (5 times 30), or a total of 15%.

*Percentages of 100 or more*: A stuck or exceptionally difficult lock, carefully hidden trap, slippery wall, or very faint noise may cause a penalty to be applied to the normal chances (-5%, -10%, -20%, etc.). If, after applying such penalties, the chance of success remains 100% or greater, adjust it to 99%, allowing a 1% minimum chance of failure in all cases. However, do *not* modify "Move Silently" or "Hide in Shadows" chances unless the thief's specific actions warrant it (trying to move silently but quickly, hiding when very near to torchlight, etc.).

**Settling in a Town**

A thief who wishes to settle must contact the Thieves' Guild. The Guild will help establish the thief as a **Guildmaster** for a new branch of the Guild (perhaps in a far town where no Guild currently exists), or may send the thief to an existing Guild to fill a vacancy.

Your Dungeon Master will tell you how many new thieves arrive at the new Guild, or the details of any existing Guild.

Income will be gained from the activities of the Guild members. The character can, at some point, ask for control of a larger branch of the Guild (and this is recommended when 18th level is reached), and may eventually become a powerful official in the Guild Headquarters.

Skilled (high level) thieves are always needed for difficult and unique adventures, and the Guildmaster thief is the person adventurers contact when such jobs are available. You may choose to take the jobs or allow one or more of the Guild members to have

them—but you have first choice, in any case.

**Travelling**

A wandering thief is known as a **Rogue**

1. A Rogue must remain a member of the Thieves' Guild, though the Guild need only be visited once a year.
2. Once a character becomes a Rogue, the character can never become a Guildmaster in an established branch of the Guild. However, a new branch may be started, if permitted by the Guildmaster General.
3. A Rogue has a chance (checked by the DM once per game week) of discovering treasure maps or rumors about the location of great treasures.
4. A Rogue may visit any branch of the Thieves' Guild to see the Guildmaster. Local information, tips, and rumors may thus be gained. If assistance is desired, the Guild will allow several low-level thieves to be hired on a temporary basis.
5. Rumors about the Rogue and the character's activities will arise, for better or worse.



## Character Classes— Demi-Human

### Experience Points

All demi-human adventurers are very limited in levels of experience and hit points. Elves are simply incapable of learning the arts of powerful magic (above 5th level spells), and no demi-human can match human "staying power," as indicated by hit points.

Though their history is long, demi-humans never developed the art of combat to a high degree. However, humans *did* concentrate their talents in this area. Where demi-humans and humans interact, additional fighting skills can be gained by experienced demi-humans, who learn the advanced techniques from their human friends. Thus, the player of a demi-human character should keep track of XP earned after maximum level is reached, and combat ability improves accordingly (as given in each class description).

### Clan Relics

Each demi-human clan has a sacred item, called a "Relic," which is kept in the center of the clan stronghold. The Relic is tended by a Keeper and 2-8 aides. The Relic in each dwarven clan is a Forge of Power; in each elven clan, a Tree of Life; and in each Half-lin clan, a Crucible of Blackflame.

The position of Keeper is hereditary; each Keeper passes the secret knowledge of the tending and use of the Relic to his or her son or daughter, *never* writing down any details, lest they be stolen. This secret knowledge includes details of constructing a special item, as given in each class description.

Each sacred item gives a *domination* power (as given in the *Dungeon Masters* book) to its Keeper. It also continually radiates an aura, which has a Turn Undead effect similar to a cleric's.

The Keeper may activate the following additional spell-like abilities.

- Cure Blindness*
- Cure Disease*
- Neutralize Poison*
- Cure Serious Wounds*
- Identify Magic Item*

**Domination:** The Keeper of a Relic enjoys great prestige among the clan; the powers of life and death are literally in the Keeper's hands (much as a human cleric's). Thus, the Keeper is held in awe by the entire clan.

In game mechanics, this is a *domination* ability—the Keeper can give orders, and the clan members will obey them. The only clan



member immune to this effect is the Clanmaster, the leader of the entire clan, who respects the Keeper's power but is not in awe of it, recognizing it as a service and a tool for the clan's survival.

The Keeper never abuses this power; it is always used for the best interests of the clan, not the Keeper. The Clanmaster is often consulted about important situations and orders, and kept advised about the current amount of power in the Relic (see "Spell-like powers," below).

If the rare situation occurs where the Keeper gives an order to a Clanmaster and the Clanmaster counters it immediately, the recipient of the order is *confused* (simply unable to act or think clearly) until the situation is resolved.

**Turn Undead:** The Relic constantly radiates a magical force which has the same Turn Undead effect as a 15th level cleric.

In many ways, this effect is more powerful than the cleric ability, for even if the Turn attempt fails (against Nightshade or larger), it is automatically repeated in the following round. In addition, Undead Turned will probably not return (check Morale, applying a -6 penalty).

**Spell-like powers:** The power for each of these effects comes directly from the Relic. The Turn Undead effect has an initial range of 360 feet. Each use of a spell-like power

reduces this range by 5 feet. When it reaches 0, it can do nothing further. When properly tended by the Keeper, the Relic's power returns at the rate of 5' range per day (but never faster).

*Cure blindness, cure disease, neutralize poison, cure serious wounds:* These effects are identical to the cleric spells of the same names, treated as if cast by a 15th level cleric.

*Identify Magic Item:* To use this power, the Keeper places a magic item by the Relic, leaves it there for 24 hours, and then touches the item. Knowledge about the item then magically appears in the Keeper's mind. The name of the item and number of "plusses" are revealed, but *not* the number of charges (each as applicable). *Cursed* items will, unfortunately, be identified as normal ones. As with the use of cleric spell effects, this reduces the Relic's Turning range by 5 feet.

### Crafts

When working with other demi-humans of maximum level, the Clanmaster and Keeper can create several unusual items. Each takes great amounts of time and effort. Your DM may reveal more details about these special demi-human crafts.

## Characters

### Dwarf

#### Special Attacks

Dwarven fighting ability can improve rapidly with human training, as indicated by the following Hit Rolls Table. In addition, when the character's XP total reaches 660,000, the Combat Options for Fighters (see DM book) are gained. For multiple attacks (if an attack hits with a Hit Roll of 2), two attacks are possible at 660,000 XP, and three attacks at 2,200,000 XP. Four attacks per round are *not* gained. Smash and Parry options are usable, but the Disarm option cannot be used successfully against a giant-sized opponent.

#### Special Defenses

Experienced dwarves become more resistant to magic. When the 1,400,000 XP mark is reached, a dwarf automatically takes only 1/2 damage from any damage-causing spell or spell-like effect (such as from a magic item). If the effect allows a Saving Throw, a successful roll indicates that only 1/4 damage is taken.

Dwarf XP	Attack Rank
660,000 (a)	C
800,000	D
1,000,000	E
1,200,000	F
1,400,000 (b)	G
1,600,000	H
1,800,000	I
2,000,000	J
2,200,000 (c)	K
2,400,000	L
2,600,000 (d)	M

- (a) Gain Combat Options for Fighters. Two attacks are possible at this level.
- (b) Automatically takes 1/2 damage from any damage-causing spell or spell-like effect.
- (c) Same as a Fighter of levels 22-24. Three attacks per round possible at this level.
- (d) Same as a Fighter of levels 25-27.

#### The Dwarven Relic

A Forge of Power rests at the heart of every dwarven clan stronghold, with powers as described on page 29. The Forge also may be used to create the fabulous *dwarven lens* and the extremely rare *oil of darkness* (explained in the Dungeon Masters book).

A Forge may only be left or found unattended if an entire clan is destroyed. If any non-dwarf possesses a Forge, most dwarven clans that hear of it will offer to buy the Forge, for 100,000 gp or more (depending on the clan's resources). If the "owner" refuses to sell it, the clans may employ Thieves to



steal it, or may even assemble an army to retake it, as a Forge is the property of dwarves and dwarves alone. However, if the "owner" sells it to dwarves for 50% of the amount offered (or less), the clan buying the Forge will award the title of honorary clan member to the person (or creature!) selling it unless he destroyed the owning clan.

### Elf

#### Special Attacks

After reaching maximum level, elves may continue to improve in combat ability by studying with humans. This is a slow process, however, due to their additional interest in magic. Refer to the Hit Roll Table below for exact details. When the character's XP total reaches 850,000, the Combat Options for Fighters (see DM book) are gained. For multiple attacks (if an attack hits with a Hit Roll of 2), two attacks are possible at 850,000 XP, and three attacks at 2,600,000 XP. Four attacks per round are *not* gained. Smash, Parry, and Disarm options are usable, as described.

#### Special Defenses

Experienced elves become more resistant to dragon breath. When the 1,600,000 XP mark is reached, an elf automatically takes only 1/2 damage from any breath weapon (most notably dragon breath, but including all sorts of breath weapon attacks). If the breath allows a Saving Throw, a successful roll indicates that only 1/4 damage is taken.

Elf XP	Attack Rank
600,000 (a)	C
850,000 (b)	D
1,100,000	E
1,350,000	F
1,600,000 (c)	G
1,850,000	H
2,100,000	I
2,350,000	J
2,600,000 (d)	K
2,850,000	L
3,100,000	M

- (a) Same as a Fighter of levels 22-24.
- (b) Gain the Combat Options for Fighters. Two attacks per round possible at this level.
- (c) Automatically takes 1/2 damage from any breath weapon.
- (d) Same as a Fighter of levels 25-27. Three attacks per round possible at this level.

#### The Elven Relic

A Tree of Life stands at the center of every elven clan stronghold, with powers as described on page 29. It also may be used to create the fabulous elven *lightship* and *oil of sunlight* (explained in the Dungeon Masters book).

This large, intelligent tree may be mistaken for a treant. It cannot be moved, nor can it move itself, except by an elven Treekeeper. It can only be left or found unattended if an entire clan is destroyed. Most elven strongholds will pay 20,000 gp or more for accurate information about the location of a living clanless Tree.



## Halfling

### Special Attacks

The halfling bonus of +1 to all Hit rolls when using a missile weapon also applies to the bola and blowgun, new weapons introduced in this set.

Halfling fighting ability can improve rapidly with human training, as shown by the Hit Roll Table given below. In addition, when the character's XP total reaches 900,000, he gains the Combat Options for Fighters (see DM book). For multiple attacks (if an attack hits with a Hit Roll of 2), two attacks are possible at 900,000 XP, and three attacks at 3,000,000 XP. Four attacks per round are *not* gained. Smash and Parry options are usable, but the Disarm option cannot be used effectively against a giant-sized opponent.

### Special Defenses

Experienced halflings become more resistant to *both* magic and breath weapons. When the halfling reaches the 300,000 XP mark, he automatically takes 1/2 damage from any damage-causing spell or spell-like effect (such as from a magic item). If the effect allows a Saving Throw, a successful roll indicates that only 1/4 damage is taken.

In addition, when the halfling reaches the 2,100,000 XP mark, he automatically takes 1/2 damage from any breath weapon (most notably dragon breath, but including all sorts of breath weapon attacks). If the breath attack allows a Saving Throw, a successful roll indicates that only 1/4 damage is taken.

Halfling XP	Attack Rank
120,000	A
300,000 (a)	B
600,000	C
900,000 (b)	D
1,200,000	E
1,500,000	F
1,800,000	G
2,100,000 (c)	H
2,400,000	I
2,700,000	J
3,000,000 (d)	K
(a) Automatically takes 1/2 damage from any damage-causing spell or spell-like effect	
(b) Gains the Combat Options for Fighters. Two attacks per round possible at this level.	
(c) Automatically takes 1/2 damage from any breath weapon	
(d) Same as a Fighter of levels 22-24. Three attacks per round possible at this level.	

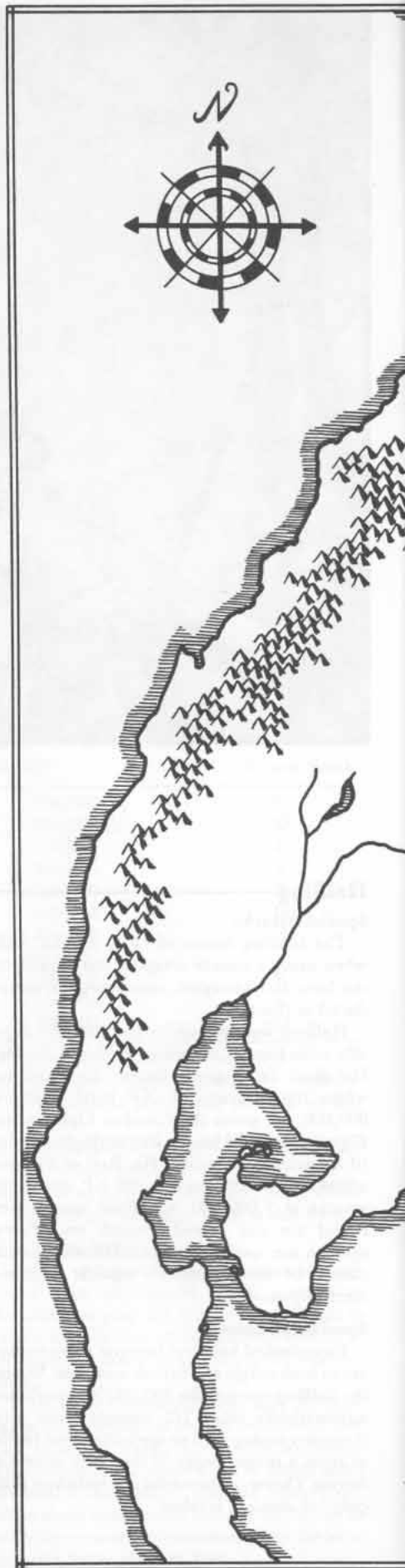
### The Halfling Relic

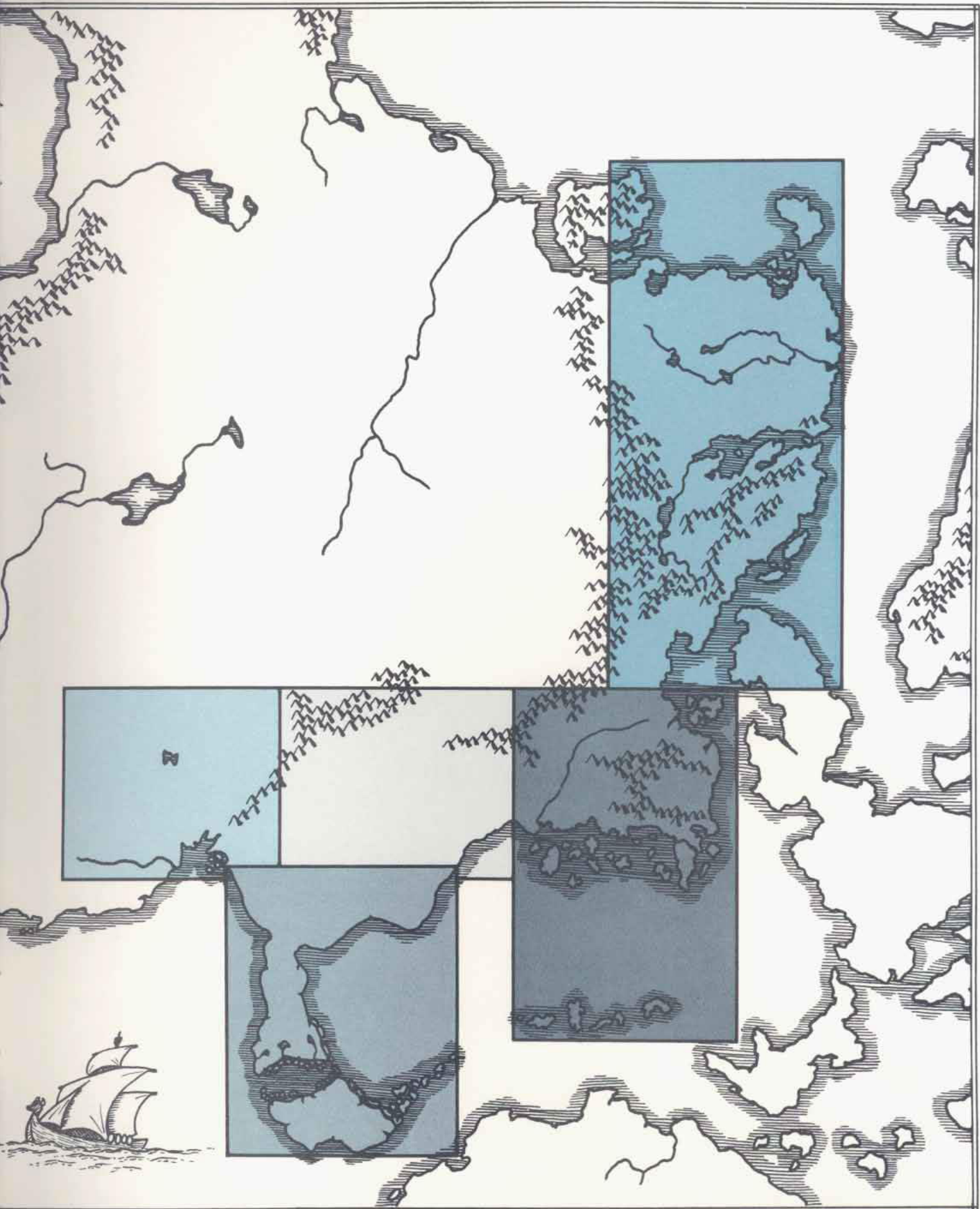
A Crucible of Blackflame rests at the heart of every halfling clan stronghold, with powers as described on page 29. Blackflame is simply normal flame in reverse, burning ashes and leaving whole items. The Crucible, a truncated pyramid-shaped wooden container, may be used (along with the Blackflame itself) to create the fabulous *web of shadows* and the extremely rare *oil of moonlight*.

A Crucible may only be left or found unattended if an entire halfling clan is destroyed. If any non-halfling possesses a Crucible, most halfling clans hearing of it will offer to buy the Crucible for 10,000 gp or more, or 100,000 gp or more if it contains Blackflame (depending on the clan's resources). If the "owner" refuses to sell it, the clan may employ thieves to steal it, or may even assemble or hire an army to retake it, as a Crucible is the property of halflings and halflings alone. However, if the "owner" sells it to halflings for 50% of the amount offered (or less), the clan buying the Crucible will award the title of honorary clan member to the person (or creature!) selling it if he did not destroy the original owners.

# New Map Symbols

	<i>Badlands</i>		<i>Lake</i>
	<i>Border</i>		<i>Mountains</i>
	<i>Bridge</i>		<i>Module Location</i>
	<i>Capital</i>		<i>Plankton Bed</i>
	<i>Castle</i>		<i>Plateau</i>
	<i>City</i>		<i>Pond</i>
	<i>Clan Stronghold</i>		<i>River</i>
	<i>Clear</i>		<i>Road</i>
	<i>Cleric Stronghold</i>		<i>Ruins</i>
	<i>Coral Reef</i>		<i>Sargasso Bed</i>
	<i>Desert</i>		<i>Stream</i>
	<i>Forest</i>		<i>Swamp</i>
	<i>Grasslands and Rolling Hills</i>		<i>Trail [Trade Route]</i>
	<i>Hills</i>		<i>Tower</i>
	<i>Ice Floe</i>		<i>Town</i>
	<i>Jungle</i>		<i>Village</i>
	<i>Kelp Jungle</i>		<i>Volcano</i>
	<i>Kelp Forest</i>		<i>Vortex [Elemental]</i>
	<i>Lair</i>		<i>Water</i>
			<i>Whirlpool</i>







# Index for PLAYERS COMPANION

## A

Armor, new .....	3
Artillerist .....	8

## B

Bailiff .....	8
---------------	---

## C

Castellan .....	8
Chamberlain .....	8
Chaplain .....	8
Clanmaster .....	29
Clan Relics .....	29
Cleric .....	11
Spells .....	12

## D

Demi-human Characters .....	29
Strongholds .....	8
Druid .....	14
Spells .....	14
Dwarf .....	30
Dynast .....	2

## E

Elf .....	30
Engineer .....	8
Equerry .....	8

## F

Fighter .....	17
---------------	----

## G

Guard Captain .....	8
---------------------	---

## H

Halfling .....	31
Herald .....	8
Hero .....	2
Human Characters .....	11
Human Strongholds .....	8

## L

Lady-in-waiting .....	9
-----------------------	---

## M

Magic-User .....	19
Spells .....	20
Magist .....	9
Magistrate .....	9
Marshal .....	9
Missile Weapons .....	4

## P

Paragon .....	2
Polymath .....	2
Provost .....	9

## R

Reeve .....	9
-------------	---

## S

Sage .....	9
Senechal .....	9
Sheriff .....	9
Squire .....	9
Steward .....	9
Strongholds .....	8
Demi-human .....	8
Human .....	8
Swords .....	4

## T

Thief .....	27
-------------	----

## U

Unarmed Combat .....	6
Striking .....	6
Wrestling .....	6
Warden .....	9
Weapons, new .....	3
Swords .....	4
Missile Weapons and devices .....	4

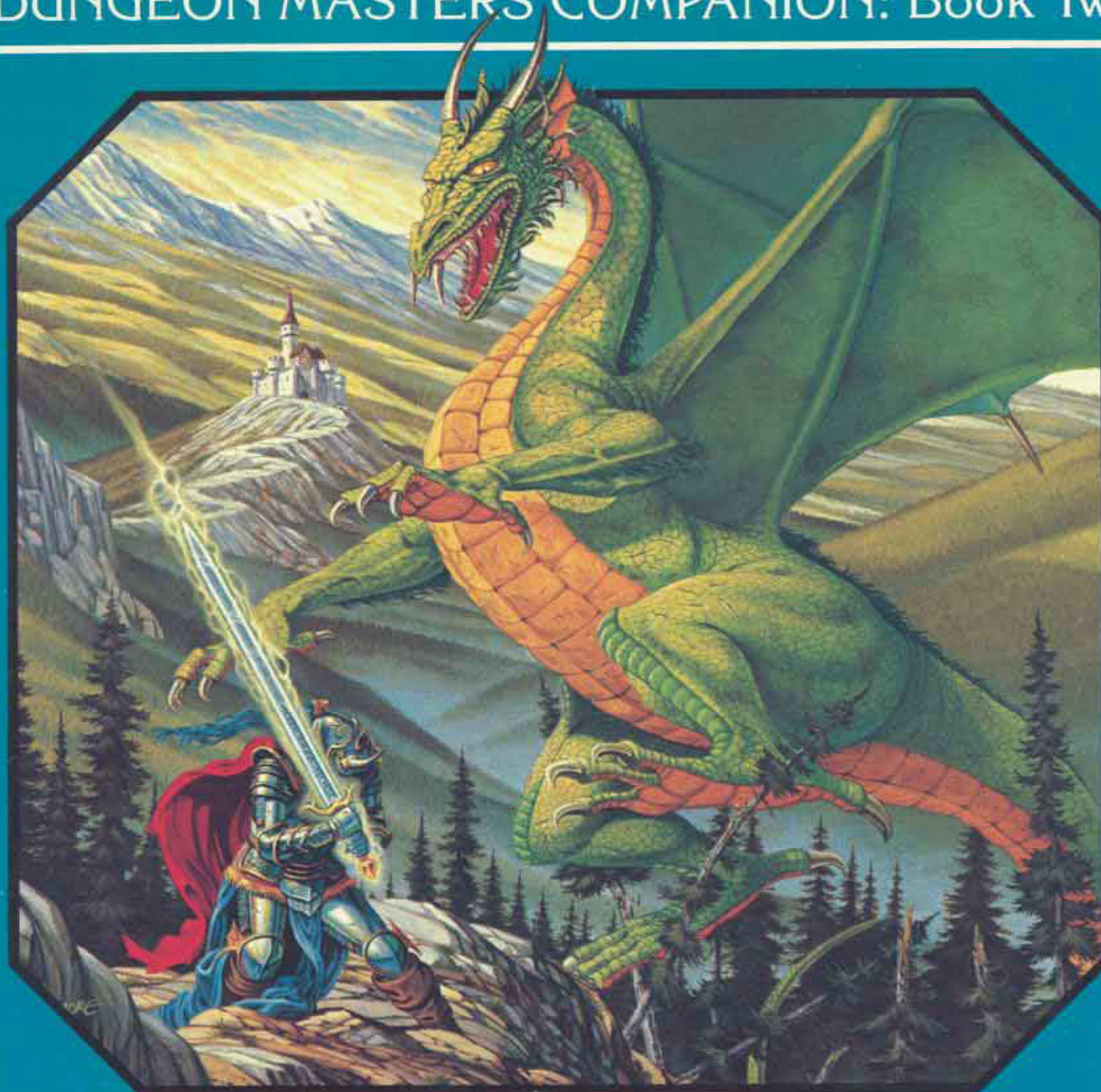
## W

Wrestling .....	6
-----------------	---

FOR ANY NUMBER OF PLAYERS, AGES 10 AND UP

# DUNGEONS & DRAGONS<sup>®</sup>

DUNGEON MASTERS COMPANION: Book Two



THE ORIGINAL FANTASY ROLE-PLAYING GAME



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## Introduction

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A D&D® Campaign is an organized framework which you, the Dungeon Master, create to provide a realistic setting for a series of fantastic adventures. It should reflect the interests of both the DM and the players. The game has a physical setting (wilderness, dungeons, towns, etc.), but a Campaign is much more than that, adding realistic details of all kinds—even for whole civilizations!

A Campaign is only useful when it fulfills the purpose of the game: *fun*. An inexperienced DM can easily become caught up in the creation of a gloriously detailed medieval empire, only to find that the players want something simple. You should talk with your players about their interests and create a fantasy world that entertains and satisfies both you and your players.

The Campaign and the adventures within it are very similar to a series of fantasy novels. The characters are the heroes and heroines in these novels; try to focus the action on them. Most of the world will indeed roll along without them, but player character actions should influence the history of the world—on a small scale at first, and on a progressively larger scale as the characters gain experience and power.

# DUNGEONS & DRAGONS®

Fantasy Adventure Game

by Gary Gygax and Dave Arneson

## Dungeon Masters Companion: Book Two by Frank Mentzer

Editing: Anne C. Gray  
Illustrations: Larry Elmore  
and Jeff Easley  
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**WARNING:** This book has been designed for use with the **DUNGEONS & DRAGONS®** Basic Set (Set #1, the red box), and the Expert Set (Set #2, the blue box); it does [not] explain how to play the game. You [must] have the Basic and Expert rules before you can use this set.

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### TABLE OF CONTENTS

<b>THE CAMPAIGN</b> .....	2
Part 1: General Guidelines .....	2
Part 2: The Fantasy World .....	3
Dominions .....	3
Mass Combat .....	12
Part 3: The Multiverse .....	18
<b>PROCEDURES</b> .....	21
Aging .....	21
Constructs .....	21
Damage to Magic Items .....	21
Demi-Human Crafts .....	21
Hit Points .....	22
Poison .....	22
Reference Charts .....	23
Haste .....	25
Treasures .....	26
Weapons .....	27
<b>MONSTERS</b> .....	28
<b>TREASURES</b> .....	43
<b>ADVENTURES</b> .....	59
1. The Golden Dagger .....	59
2. The Arena of Garald the Blue .....	60
3. The Fall of the Black Eagle .....	61

# The Campaign

## Part 1: General Guidelines

### Levels of Play

A carefully designed Campaign can handle characters of all levels. If your experienced players have characters of various levels, be sure to have play sessions for the different levels of the characters. Characters should normally adventure with other characters of similar level.

Encourage your players to start other Basic level characters. Many new rules given in this set—Unarmed Combat rules, new weapons, etc.—can help even the most experienced player enjoy Basic level play the “second time around.”

### Maps

The standard campaign map hex (see X1) represents an area 24 miles across. Though it is small on a map, this is over 450 square miles of area! It is impossible to describe the wide range of normal terrain and vegetation in a hex by using a single symbol.

Each standard symbol (see Players Book) indicates noteworthy features in a map hex.

### Adventure Planning

When you create adventures, try to estimate the difficulty. Only characters who can match the challenges should play them; too powerful PCs will find play unchallenging, while too weak PCs may all die.

You can also create an adventure for a specific character or group. This is more difficult in some ways. You must select monsters, traps, and treasures to match the characters' level, and then put them together in a story that makes sense.

When designing adventures for specific characters, review their equipment first. You can safely include many powerful monsters if the characters have special equipment to handle the creatures. For example, characters with weapons that have special bonuses against reptiles have a good chance to defeat a group of dangerous dinosaurs.

Carefully consider alignment and abilities, as well. Lawfuls prefer Chaotic opponents. Two or more Patriarchs can handle many lesser Undead. Remember the demi-human abilities (finding secret doors, stone traps, etc.), and add special features for them.

### Rates of Progress

After reaching “Name” level, characters should gain a new level of experience for every 3 to 8 successful adventures. More adventures can cause player frustration;

This may be the majority of the terrain, or merely an unusual feature. For example, a single black triangle in a hex indicates mountain terrain. If many other black triangles surround it, the entire hex is probably filled with mountains. However, if the surrounding hexes are jungle, the single mountain hex may represent one large mountain in an otherwise jungle-filled area.

Many features are assumed to be present in each type of terrain. For example, a jungle contains clearings, hills, valleys, swamps, and so forth—all represented on the map by a palm tree.

A “clear” hex indicates normal flat terrain (plains and meadows, cultivated land).

Make up terrain descriptions as needed during games, but don't try to make notes on everything you say. The players should keep records if they want details on wilderness areas. Keep only the information you need to remember for the Campaign—encounters, lairs, and so forth.

Make copies of all your Campaign maps. They are easily damaged or lost.

fewer adventures can make the game too easy, and eventually bore them.

If you play twice or more each week, 6 to 8 adventures per level gained is recommended. If your games are once a week or less often, 3 to 5 adventures per level are recommended.

As an average, humans need about 125,000 XP to gain a level of experience. As DM, you may create adventures to accomplish whatever you wish by using the following Adventure Planning Table.

ADVENTURE PLANNING TABLE

# of Characters	Rate of Progress						
	3	4	5	6	7	8	
1	42	31	25	21	18	16	
2	83	63	50	42	36	31	
3	125	94	75	63	54	47	
4	167	125	100	83	71	63	
5	208	156	125	104	89	78	
6	250	188	150	125	107	94	
7	292	219	175	146	125	109	
8	333	250	200	167	143	125	
9	375	281	225	188	161	141	
10	417	313	250	208	179	156	

First, decide how many adventures the characters should complete before gaining their next levels of experience. This number of adventures to increase one level of experience is their Rate of Progress. Count the

When marking your Campaign maps, you will probably run out of room, especially in hexes with terrain, important lairs, or encounters. If there are too many notes, the information is difficult to find, and play can be slowed, so make a key for your maps.

When preparing monster lairs in advance, avoid placing them on the map. If an encounter is desired or randomly placed, note the location to place the lair. By not placing encounters of this type, you save map space and time.

Colored pencils may be used to place dots in hexes to note lairs, dungeons, and special locations, or to color the different types of terrain. Be sure to develop a key for either of these systems of marking maps. A number key will provide the most information, however. Keep a separate record of the map features.

The standard map symbols given in the Players Companion are recommended for use in mapping. They require no artistic talent to use.

number of characters in the party, and then use the Table to find the total XP needed to be gained on the adventure.

(Each number represents 1,000 XP. For example, “85” means “85,000 XP.”)

### Selecting Monsters

When putting different monsters together in any setting, ask yourself one simple question: What happens when all these creatures are left there for a month? The setting should be “stable”; the creatures should cooperate or avoid each other for logical reasons. Some adventures may be based on special temporary situations, but this should be the exception, not the general rule.

On most adventures, XP gained from defeating monsters should be 1/5 of the total XP. This depends on the type of monsters, random chance of treasure, etc.

You may choose to award “bonus” XP for the adventure. This could be for completion of a goal (rescue, retrieving an item, etc.), special individual actions (heroic performance, exceptional or frequent use of special abilities), alignment play, or other aspects of the overall adventure.

Select the monsters you want, using all the guidelines given. Using the total Rate of Progress XP, subtract monster XP and goal and

activities XP, to determine the XP value of treasure. Use the monster Treasure Types as guides to determine the amount of treasure, but *do roll for its selection*. You have already determined the amount to be placed, and should use the Treasure Types as a guide only to the type, not the amount, of treasure...and remember encumbrance!

### Summary

The Adventure Planning method gives you an organized way of designing challenges equal to specific character levels. However, be prepared to change the Rate of Progress. That number is a goal, and represents proper rewards for good play. If mere bad luck interferes with success, try to compensate by placing extra treasure on the next adventure. Watch for unexpectedly deadly situations; the monsters may do better than you think. Don't penalize the characters if your designs are too powerful for them, but do not make things too easy for them, either. If your players make too many mistakes, or aren't running their characters properly—add one or two adventures to their ideal Rate of Progress, to give them time to learn.

## Part 2: The Fantasy World



### Dominions

At "Name" or higher levels of play, the characters may build strongholds. The basic costs of building a stronghold are given in the Expert Set (page 23). These strongholds must be located in lands of your D&D Campaign world; your map should have each stronghold location marked on it. Characters with strongholds may or may not be rulers. The following section provides information on how to be a ruler.

Whenever a piece of land is owned and ruled, that land is called a **dominion**. It may be of any size, and the ruler can be either a PC or NPC. A dominion could be a small

tower on an acre of land, or a mighty empire with thousands of people. All PC strongholds, both human and demi-human, are called dominions (see Players Book).

Clerics may have independent dominions, but they do not swear an oath of service or fealty to anyone but the Theocracy, the leaders of the church. Fighters usually do well as dominion rulers, powerful and yet free to join with or fight against anyone. Magic-users do not usually establish dominions, but can easily work within the dominion system if desired. Thieves may also rule in this way, but their Guild duties must be fulfilled as well. Demi-humans normally do not care for human politics at all; their political leader is

## The Campaign

the Clanmaster, and the religious leader, the Keeper. Alliances and treaties are common between demi-human clans, human dominion rulers, and independent magic-users.

### General Notes

The following information is only a guideline. Some logical system of government is highly recommended, for ease of play, but is not required. When players want to discuss their characters' dominions, avoid losing group playing time by having individual game sessions with the players. The players should handle most of the calculations and bookkeeping for running a dominion. You should only have to decide results, based on your Campaign notes.

### The Setting

The D&D fantasy world is loosely based on medieval Europe, before the invention of the printing press, and without firearms. The feudal system is used as the form of government; persons of power offer services, protection, and power. Most of the people are peasants. The number of peasant families in a dominion is a measure of the power of their ruler. More peasants means more surplus food and labor available to support the ruler.

If you are already using a feudal system of government in your campaign, try to adapt it to fit the additional rules given here. If no government exists, *create one* through a revolution, war, or other method.

### Obtaining a Dominion

The five methods of obtaining a dominion are by Founding, Land Grant, Colonization, Enfeoffment, and Conquest.

1. **Founding:** To Found a dominion, the PC finds an unclaimed wilderness\* area and creates a new and independent dominion. The PC is the sole ruler, and does not swear fealty to any overlord or king. The PC may assume any title desired, but existing rulers nearby may affect that choice (see "Independent Dominions," page 5).

\* An "unclaimed wilderness" is any area in which no local ruler is established, and no taxes are paid to any ruler.

2. **Land Grant:** An existing ruler may appoint a PC as ruler of a lesser dominion in his realm. An oath of service or fealty is required, and the PC must visit the overlord at least twice a year. The overlord may visit the dominion, and must be treated well. For offering the Land Grant, the overlord expects loyalty, productivity, and military support.

3. **Colonization:** A PC may be authorized by his or her liege to settle a new dominion in the liege's name. The liege will help in some way, usually with either troops or funds. The established dominions in the area (if any) may interfere. Note that the area may already be claimed (but not settled or developed) by other distant rulers. If the area is already ruled, it cannot be colonized; it must be *conquered*.

4. **Enfeoffment:** A PC may be called upon by others (either rulers or peasants) to rule over *them*; this is called enfeoffment (en-FEEF-ment). This often occurs when a group of independent dominions are threatened, or when an oath of fealty ends by the death or overthrow of the overlord. The others all swear fealty to the PC, who in turn assumes an overlord title corresponding to the dominions ruled.

5. **Conquest:** Any PC may obtain a dominion by the oldest method in history: conquering it. The dominion must be gained through combat (or threatened combat) to be a Conquest.

### Basic Information

Most dominions are part of larger territories; the ruler of the dominion swears on an oath of service and fealty to a greater ruler. The smallest dominion is called a Barony. Any larger area, containing two or more Baronies, is very generally called a "greater dominion," and may have any of several names (county, duchy, kingdom, etc.).

When a dominion is established, the details of its Size, Location, Population, and Resources are needed. When these are found, the Dominion Income can be determined.

Changes in population, income, and so forth are checked *once per month* (of game time).

1. **Size:** New dominions usually cover 24 miles (1 map hex). Larger dominions are certainly possible, but a PC should start with a small one at best.

2. **Location:** Every map hex of land is one of three basic types:

"Civilized"—well-settled lands

"Wilderness"—unsettled lands

"Borderlands"—between the above

The DM should decide what type each hex of land is as needed.

When starting with a map of major terrain features, cities, and towns, the following guidelines may be used to determine which type each hex could be, based on terrain:

Clear, Grassland, Hills, River, or Woods:  
Any type

Settled: Civilized or Borderland  
Mountain: Borderland or Wilderness (or settled if it contains a dwarven stronghold)

Jungle or Swamp: Borderland or Wilderness

Desert: Borderland or Wilderness; however, an oasis may be any type

Ocean: Wilderness (surface) or any type (undersea)

Apply the following guidelines, based on the towns and cities placed (unless limited by terrain):

Every demi-human clan is considered Civilized, regardless of its population.

Any area that is 1-6 map hexes from a city or large town (as defined in the Expert Set) is *Civilized*.

Any area that is 1-3 map hexes from a Civilized area is a *Borderland*.

All other areas are *Wilderness*.

These notes are guidelines, and the DM is *not* limited to the ranges given. An area may actually contain no cities or large towns at all, and still be considered "civilized."

3. **Population:** Peasant families are needed in every dominion, to work and settle the land. As an average, each peasant family has 5 members. The normal "starting number" of peasant families present varies by the type of map hex:

Civilized: 500-5000 families per hex

Borderland: 200-1,200 families per hex

Wilderness: 10-100 families per hex

Each month, the population will grow or decrease by itself, at a rate determined by the number of families present:

1-100 +25%    301-400 +10%

101-200 +20%    401-500 +5%

201-300 +15%    500+ +1% to +5%

Also, any hex may gain or lose 1-10 families per month for any of many reasons (accidents, weather, good or bad harvests, etc.).

4. **Dominion Resources:** Every dominion has natural resources—either animal, mineral, or vegetable. The exact type can vary widely. Peasants use and provide resources, and the ruler gains tax income from them.

First, select or randomly determine (using 1d10) the number of resources in the dominion. For dominions larger than 1 (24-mile) map hex, this may be applied to each hex.

1    1 resource    8-9    3 resources  
2-7    2 resources    10    4 resources

Next, select or randomly determine (using 1d10) the type of resource. When selecting, consider the location of the dominion and its

terrain; for example, a desert has very few vegetable resources.

- 1-3 Animal
- 4-8 Vegetable
- 9-10 Mineral

**TYPICAL RESOURCES:**

*Animal:* dairy, fat and oil, fish, fowl, furs, herds, bees (honey and wax), horses, ivory.

*Vegetable:* farm produce, foodstuffs, oil, fodder, wood and timber, paper, wine.

*Mineral:* copper, silver, gold, platinum, iron, lead, tin, gemstones, tar and oil, clay, stone quarry, coal.

**Independent Dominions**

When a dominion is "Founded," the ruler is fully independent, and has not sworn fealty to any liege. An independent ruler may claim any title desired. If other dominions are near the newly founded dominion, however, their rulers may react unfavorably to the "upstart," depending on the title assumed.

**Dominion Administration**

The ruler of a dominion sets all laws and tax rates, and controls as much of the lives of the peasants as desired. The ruler's liege normally leaves all matters in the hands of the local ruler, without interfering except in the most extreme cases. The greater ruler expects stability and very little else.

A dominion ruler is chief judge and lawmaker. A ruler holds various "courts" for formal occasions. In a Court of Law, criminal cases are judged. Courts of Honor are held, in which awards of all types are given out. A Court of Welcome is held to honor visitors, especially nobles. Failure to properly honor a visiting noble is a direct insult; failure to honor a liege is treason.

Peaceful administration of the dominion is often left to a Seneschal, a representative of the ruler. In time of war, the Seneschal puts his abilities at the service of the Castellan or other military Commander designated by the ruler. A "Ruling Council" is made up of various advisors, each with his own area of authority.

**Dominion Income**

Each dominion ruler receives Income from 3 sources: Standard Income, Resource Income, and Tax Income.

**Standard Income** is service equal to 10 gp per month per peasant family. This is *not* money; it is the value of services and materials from various sources (used for paying

The chart gives a percentage chance of a reaction. Roll d% for each NPC ruler of a domain near the newly founded territory. This If the roll indicates a reaction, the ruler will, at the very least, send spies and agents to gather information about the PC's dominion. A Reaction Roll may be used to

help determine further actions. A friendly ruler may send ambassadors, seeking alliance or friendship. An unfriendly ruler may send hired bandits or even an army. The exact actions must be decided by the DM, based on the nature of the campaign and further actions by the player character involved.

Assumed Title	Chance of Nearby Ruler Reacting					
	Baron	Viscount	Count	Marquis	Duke	Other
Baron	100	80	60	40	20	10
Viscount	100	90	70	60	30	20
Count	100	90	80	70	40	20
Marquis	100	90	80	80	50	30
Duke	100	100	90	90	80	50
Archduke	100	100	100	100	90	80
Other	100	100	100	100	100	100

taxes to one's liege, for holidays, and visiting nobles). Peasants work the ruler's fields, raise and tend animals, act as servants, build the roads, repair buildings, and so forth. This simplified game mechanic is used to represent many aspects of medieval life.

**Tax Income** is normally 1 gp per month per peasant family, paid in cash. The exact tax rate is set by the ruler, but higher or lower taxes can cause various problems. (See *Confidence Level*)

**Resource Income** varies by the type of resources, as follows:

- Animal: 2 gp per peasant family
- Vegetable: 1 gp per peasant family
- Mineral: 3 gp per peasant family

When an existing dominion is obtained, income starts immediately. When a new dominion is created, all Incomes begin after 1 month.

One other type of Income applies to any ruler of more than one dominion—Income from the lesser rulers who have sworn fealty to the PC, sometimes called "Salt Tax." Each ruler, including PCs, must pay 20% of all income to his or her liege (a ruler of a greater dominion).

**Experience Points:** A PC or NPC ruler gains 1 XP for each 1 gp of Resource and Tax Income, but *none* for Standard Income or "Salt Tax" Income. Experience Points are gained at the end of each month. As DM, you

may want to make the PC work for the Experience Points—fighting monster, battles, worrying about drought, etc.

*Example:* A PC swears fealty to an NPC Count, and receives an existing "Wilderness" Barony of one map hex, by Land Grant. It has 200 peasant families, with 1 mineral and 1 animal resource. The player decides to use the standard tax rate. In the first month, the PC Baron receives 3,200 gp worth of Income: 2,000 gp of Standard Income, 1,000 gp of Resource Income, and 200 gp of Tax Income. For that month, the PC gains 1,200 XP from dominion rule. However, if the PC does *nothing* in the game, he shouldn't receive less Experience Points.

During the second month, the population increases by 40 families (20% of 200), and 5 others come of age (by random roll), for a new population of 245 families. The total income for the second month is 3,920 gp: 2,450 gp of Standard Income; 1,225 gp Resource Income; 245 gp Tax Income. The XP total for the second month is 1,470.

**Record Keeping:** The player should now have notes on the location, size, and population of the dominion, the number and type of Resources, the 3 Incomes, a total Income per month, and total XP gained per month. The Income is added to a dominion "Treasury," kept by the character. Note that the Treasury is a combination of cash, merchandise, and



## The Campaign

so forth. Merchandise is assumed to be sold when possible, using Trade Routes. The value of the Treasury is used to pay for troops, new construction, and other things. Only part of the Treasury (20-50%) can be treated as cash during any one month. The PC may add cash to the Treasury as desired, add cash to the Treasury as desired.

The player should keep a record of each of the following dominion details:

- Dominion Size and Type of Hex (each)
- Current Population
- Number and type of Resources
- Current Treasury (both Cash and Total)

### Dominion Expenses

The overall cost of maintaining strongholds is assumed to have already been deducted for all Incomes; no extra money need be spent for this by a PC ruler. However, other costs may occur that *must* be paid. *All dominion costs are subtracted from the dominion Treasury at the end of each game month.*

First, if the dominion is part of a greater dominion, 20% of *all* income must be given to the higher ruler each month. Such "payments" are usually made in the form of military troops, and occasionally merchandise.

Second, 10% of *all* dominion Income should be paid to the Theocracy (the church officials). Although this is not absolutely required, it is highly recommended. If this "tithe" (tenth) is not paid, no Cleric will be permitted to perform any service in that dominion (including all forms of curing). If less is paid, certain services may be withheld; the Theocracy has limited patience.

Other costs may include, but are not limited to, the following: Advisors and other Officials; Entertaining visitors; Holidays and Feasts; Troops; and Tournaments.

#### Visitors:

Any ruler visiting a stronghold will expect to receive the services and comforts of home. This can become quite expensive, especially during visits from nobles:

Title	Cost	Title	Cost
Baron	100	Duke	600
Viscount	150	Archduke	700
Count	300	Prince	See below
Marquis	400	King	1000
		Emperor	1500

*This basic cost is in gp per day of visit.* When more than one Noble visits at once, use the highest title applicable. For each titled visitor accompanying the higher ruler, add 50 gp to the cost.

The cost includes one feast per day, but

does *not* include any gifts given to the visiting ruler (a common practice).

For a Prince, cost is determined by the noble (dominion) title plus 100 gp. For example, a visit from a Count Prince costs 400 gp per day.

Remind players to consider these costs when characters visit their own lesser dominions. A Duke's week-long visit to a Baron could put the poor Baron deeply in debt.

Although peasants and other subjects of a dominion are loyal only to their immediate ruler, they will obey a visiting noble unless the orders are contrary to the local ruler's general instructions and laws.

#### Holidays

A holiday may be declared either by a Noble ruler or by the Theocracy. The Holiday affects all within the realm; for example, a King's Holiday is nationwide. The cost of a Holiday is deducted from the total Income of the person declaring it (the church's tithe, the overlord's 20%, etc.). If the Holiday is declared by a Count or lesser Noble, the cost is 1 gp per peasant (5 gp per peasant family). If declared by a Duke or higher ruler, the cost is 2 gp per peasant. The Theocracy usually declares 2 holidays per year; the King (if any) usually declares one.

#### Troops

One law of medieval society, perhaps the most important of all, is "support your liege." Failure to do so can mean loss of honor, loyalty, support, dominion, and even life.

Each greater dominion can expect military support (troops) from its lesser dominions, at their expense. No set numbers or types of troops are required, but 20% of the total Income must be given to, or spent for, the higher ruler; troops are an acceptable way of spending this Income.

*If war comes*, the overlord issues a "Call to Arms." Each lesser dominion must then contribute even more troops for the armies of the greater dominion, possibly led by the lesser ruler. In addition, a Peasant Army (Troop Class: "Poor") is raised in times of war, to help defend the homeland. Normally, 1/10 of the total peasant population can "muster," joining the Army. This number can be doubled if sorely needed, but the Troop Class then drops to "Untrained." The only cost of a Peasant Army is a corresponding loss of Income (of all 3 types). *For example*, if 20% of the peasants have mustered, the total Income will only be 80% of normal for that month.

#### Tournaments (Tourney)

A ruler may hold a tournament for entertain-

ment, to prove the might of his warriors, and to build the dominion's confidence. Tournaments are fun and exciting during game play and add variety to normal play.

A Tournament consists of a large gathering with plenty of entertainment, contests for peasants and visitors of less than Name level, and major combats (*Lists*) for Name level entrants. There are two types of Lists: hand-to-hand or missile fire competitions on foot, and lance combat from horseback (*Jousting*).

#### General Notes

PC rulers should be aware of the cost of Tournaments. They attract Nobles; see *Visitors* for the costs involved. When a PC wishes to hold a Tournament and has the funds to do so, use the following guidelines.

If either 1. or 2. (below) is ignored, subtract 10 from the dominion Confidence Level (see page 7) and make a Confidence Check. Apply results immediately, and return to the Tournament (if possible).

1. A Holiday must be declared.
2. A great Feast for the general populace must be provided, at the cost of 1 gp per peasant family in that Dominion.

#### Attending Nobles and Knights

To determine the highest titled Noble attending, determine the highest title available, find it on the chart, and roll the given type of die. Find the result of the roll in the third column; the Title that follows the number is the highest title to attend the Tournament, *modified by the DM's decision* (see below). Divide remaining points among attending nobles who have a lesser status.

The number of Knights attending is given in the last column. Each Knight is a Fighter, level 10-21 (1d12+9).

*Example:* A PC Marquis holds a Tournament. The DM determines the details of the 6 Knights attending. The player rolls 1d8 and gets a 7. According to the chart, a Prince should attend. However, there is no Prince in the surrounding area, so the DM changes the result to a Duke (5) and a Count (2).

Noble	Die	* Title	Knights
Baron	1d4	1 Baron	4
Viscount	1d4	2 Viscount	4
Count	1d6	3 Count	6
Marquis	1d8	4 Marquis	6
Duke	1d8+1	5 Duke	6
Archduke	1d10	6 Archduke	8
Prince	1d12	7 Prince	8
King	1d20	8 King	8
Emperor	1d20	9 Emperor	10

The roll should be made by the player whose

character holds the Tournament. The DM may then divide the total of the roll into any parts desired, and announce the Nobles attending. The decision should be based on the DM's knowledge of the Campaign, along with common sense.

**XP Gained:**

A PC holding a tournament gains 1,000 XP per number of the highest title attending (as given above), plus 100 XP for each Name level PC attending.

**Escorts:**

Escorts for NPC Nobles should be decided by the DM, not randomly determined. The Escorts do not normally fight in any Lists, and need not be detailed unless some combat or interaction is needed. They will count, if Noble, toward the overall cost, but do not add to XP gained.

**Royalty:**

A visit from an Archduke, King, or Emperor should depend on their reaction to the invitation (a standard or modified Reaction Roll). There must actually be such a noble, and the ruler must be friendly enough in order for him to attend.

**Knights:**

Each Knight comes armed with various weapons. If they fight in a joust, the Knights must wear non-magical plate mail and shield. When the Knights fight in the hand-to-hand List, they may wear any non-magical armor and use any weapon, as long as opponents' weapons match.

Any attending Knight may be a Paladin or an Avenger (DM's option).

**Lists**

There are two types of Lists: the *Field List* and the *Joust*. Humans and demi-humans compete in Lists; monsters rarely compete. No character of less than Name level is allowed to fight in a Joust.

All damage taken during a List is real. The host should have a cleric with sufficient spells to cure damage taken, but there is a real possibility of dying in List combat. Failure to provide a capable Cleric is an insult, and may cause most of the entrants to leave.

Experience Points for combat are gained in Jousts, but not in other Lists.

In a friendly List, any NPC damaged 2/3 of his starting hit points will probably yield. Fighting to the death is frowned upon. There is no dishonor in losing a List.

**1. Field List**

A Field List is any type of hand-to-hand combat or missile fire competition, with any weapon or armor agreeable to the entrants. A

PC may enter any Field List, facing preselected or randomly determined opponents. Normal combat and movement rules apply; two typical Field Lists are detailed below.

The host holding the Tournament may stage as many Field Lists as desired. A typical prize is a valuable (but not necessarily magical) item of 100-1,000 gp value. Magic items may be offered instead, especially by wealthy hosts.

**Archery:** All contestants pair off. Each pair shoots together, aiming at a given target (AC 10). Each pair shoots 3 times, one from each range category (short, medium, long). On each shot, the entrant's Dexterity score is added to the Hit roll (1d20). The highest total wins that shot, and the contestants proceed to the next longer range and repeat the process. The winner of 2 of the 3 shots wins the round, and advances to the next round. The round winners gather, pair off, and repeat the process, continuing until one pair remains. The two champions shoot 5 times—once at short range, twice at medium and long. The winner of 3 of the shots wins the match.

**Wrestling:** The same method of pairing and rounds (given above) is used, but with 3 "falls" per round. The Unarmed Combat rules should be used. Monster types may be allowed, especially in Borderlands, Wilds, and Chaotic dominions.

**2. Joust**

A Joust is a very formal and rigid List, with much pomp and ceremony. All entrants must wear full plate mail and carry a shield (AC 2). Combats are on horseback. Each fighter rides forward and attempts to unseat the opponent, using a lance. There are 3 "passes." The victor is the fighter who wins 2 of the 3. Experience Points are gained for each combat, plus a bonus for winning the Grand Prize.

Whenever a hit is scored, the victim must make a Saving Throw vs. Wands or be unseated, losing the Pass. If neither opponent scores a hit during a Pass, both must make Saving Throws. If both fall, the Pass is not counted. If one falls, 1-6 points of additional damage are inflicted, and the Pass goes to the entrant still on horseback.

Winners are not cured; they keep all damage, without curing, for the next series (against other winners). Opponents are selected randomly in an honest list. When an entrant loses, curing is made available; the cured loser normally joins the crowd to watch the remainder of the Joust.

**Challenges:** Any Knight or Noble of Name level or higher may challenge any other

Noble of equal title (level is otherwise irrelevant) to a Joust. Refusal is allowed, but at the risk of scorn. All magic and magical weapons are forbidden, and carefully checked.

A Noble may challenge a higher ranked Noble, but the challenged Noble may send out a "champion" to prove the worth of the challenger. This is to prevent misuse of the challenge system. Most champions are fighters of levels 21-30.

A Noble does not normally challenge anyone of lesser level or rank unless the provocation is extreme. In any case, victory indicates that honor is satisfied, and the matter is forgotten. If the reason for challenging a lesser is not a good one (DM's choice), then such a challenge may affect the Confidence Level of the dominion, or cause some violent reaction from another dominion. (Keep the PCs from becoming wandering duellists; it is neither exciting nor profitable.)

**Joust Prizes:** There should be only one Grand Prize for a Joust, usually an item of jewelry with great value and beauty. The base "required" cost of the prize is 1,000 gp per number corresponding to the host's title. For example, a Prince (7) would have a Joust Prize worth at least 7,000 gp. The value may be higher. The winner of the Joust will gain the prize and its "required" value in Experience Points (regardless of actual value). The Joust Prize can also be magical if the host has such an item available. PCs and NPCs holding tournaments may provide prizes as desired, but they must meet the "required" values.

**Optional Tournament Ranking:** PCs who enter Tournaments, risking their characters in fair (or foul) Jousts, may earn the right to bear one of the several titles. The following suggested list is only a guideline.

Number of Tournaments Won	Title
5	Champion
10	Chevalier
15	Silver Champion
20	Premier Chevalier
25	Grand Champion

**Dominion Confidence Level**

A dominion's Confidence Level is a measure of the populace's satisfaction with their ruler. Ranging from 1 to 500, the Confidence Level is checked each game year, and as often as needed otherwise. The current Confidence Level should be noted, along with the notes on population, income, etc.

## The Campaign

### Determining the Confidence Level

The base Confidence Level of a dominion equals the total of 151-250 (d%+150), plus the total of all 6 of the ruler's ability scores. This Level is the same at the beginning of each new year, regardless of changes or temporary adjustments during the year.

(You may choose to create a more complex system, based on the various factors of dominion rule.)

### Changing the Confidence Level

You may adjust the base number each month because of PC actions, Events, and other factors as desired. A maximum bonus or penalty of 50 per month, or 10 per item is recommended. Many things could cause a change in Confidence Level, including (but not limited to) the following: Tax rates, number and titles of visitors, number of tournaments held, number of advisors, officials and rulers,

population growth or loss, weather, number of holidays, changes in nearby dominions, existence of bandits, wars, number and quality of magistrates and sheriffs, number and quality of military forces, number of strongholds, events of all types, and relations with demi-humans nearby.

### Confidence Checks

A Confidence Check is made when:

1. A game year begins.
2. An expected pleasure is ignored (see Holidays, Tournaments, etc.)
3. A natural disaster occurs (see Events).
4. An enemy military force enters dominion territory.
5. Some other situation arises that could affect most of the dominion (DM's option).

To make a Confidence Check, no die roll is made. Simply apply the following results for the current Confidence Level (possibly modified for the situation).

**A. 450-500+:** The dominion is **Ideal**. Apply the following effects:

1. All Income is 10% greater than normal.
2. Agents spying for other dominions may (75% chance for each) be secretly revealed to the ruler.
3. If a random check indicates a Disaster (see "Events" chart) during the coming year, there is a 25% chance that it will not occur.
4. No changes to the Confidence Level of the dominion will reduce the Level below 400 for the next check.
5. Add 25 points to the Confidence Level for the next Confidence Check.

**B. 400-449:** The dominion is **Thriving**. Apply effects 1., 2., and 3. given for "A" (Ideal).

**C. 350-399:** The dominion is **Prosperous**. Apply effects 1 and 3 given for "A" (Ideal), and apply 2. with a 25% chance per agent.

**D. 300-349:** The dominion is **Healthy**. Apply effect 1. given for "A" (Ideal), and apply 2. with a 25% chance per agent.

**E. 270-299:** The dominion is **Steady**. Apply effect 2. given for "A" (Ideal), but with a 25% chance per agent.

**F. 230-269:** The dominion is **Average**. No special notes apply.

**G. 200-229:** The dominion is **Unsteady**. There is 1 chance in 6 that the Confidence Level will suddenly drop by 10%.

**H. 150-199:** The dominion is **Defiant**. Apply the following effects:

1. Half of the peasants (2.5 times the number of families) form a Peasant Militia. (Use the "War Machine" mass combat system, page 12, as needed.) Special Note: If a dominion force is in any population center (town, village, etc.) equal to 1/3 of the number of peasants, the peasants in that area will not form a militia until the troops leave or attack.
2. Tax income is zero.
3. Standard Income is 1/2 normal at best, or 1/3 normal in any area where a Peasant Militia exists.
4. Resource income is 1/2 normal at best, or 1/3 normal in any area where a Peasant Militia exists.
5. No demi-human clan within or adjacent to the dominion becomes involved unless attacked or provoked.

**I. 100-149:** The dominion is **Rebellious**. Apply effects 1. and 2. as given for "H" (Defiant). Apply effect 3., but with 1/3 or 1/4 normal Standard Income. Apply effect 4., but with 1/3 or 1/4 normal Resource Income. In addition, apply the following effect:

6. A -5 penalty applies to the Confidence Level for each game month in which it remains below 200.

**J. 50-99:** The dominion is **Belligerent**. Apply effect 2. as given for "H" (Defiant); apply effect 3., but with 1/4 or *no* normal Standard Income. Apply effect 4., but with 1/4 or *no* normal Resource Income. Apply effect 6. as given for "I" (Rebellious), but with a -10 penalty. In addition, apply the following effects:

1. All officials, trade caravans and parties of travellers will be attacked by bandits.
2. Any of the dominion's forces moving within the dominion will be attacked by Peasant Militia, bandits, enemy agents, deserters, and/or hostile demi-humans.
3. NPCs of other dominions will not attend any Tournament within the dominion.
4. All demi-humans are hostile. Clans in or adjacent to the dominion forbid trespassing and commerce; all treaties and agreements are revoked. There is a 50% chance per demi-human clan that the clan will provide the peasants with military support.

**K. 1-49:** The dominion is **Turbulent**. Apply all effects given for "J" (above), but with double normal effects and/or 100% chance of all variables. In addition, apply the following effects:

1. All peasants are in open revolution; 95% of them join the Peasant Militia.
2. *No* Income is obtained unless collected by force.
3. The Confidence Level of the dominion can never rise to 100 or above until the ruler is removed.



## The Campaign

### Changing Rulers/Officials

Though a ruler can appoint others (as given in each title description), taking away titles can be difficult. A Seneschal can be changed without trouble, but any change in Noble rulers may cause a reaction, based on the alignment of the ruler removed. If the ruler was Chaotic, no Reaction occurs. If the ruler was Neutral, there is a 50% chance of a Reaction. If the ruler was Lawful, a Removal Reaction is automatic.

To find the exact reaction, roll 1d20, and compare the result to the Dominion Confidence Level, using the following chart.

#### EFFECTS OF CHANGING RULERS

Confidence Level	1d20 Roll			
	1-5	6-10	11-15	16-20
1 - 99	V	V	V	U
100 - 150	V	V	U	U
151 - 199	V	U	U	A
200 - 230	U	U	A	A
231 - 270	U	A	A	A
271 - 300	A	A	A	A
301 - 350	A	A	A	F
351 - 400	A	A	F	F
401 - 450	A	F	F	F
451 - 500	F	F	F	F

V: Violent Reaction from the peasants. Confidence Level drops to "Turbulent" (K) if not already there. Peasant militia forces attack all strongholds; assassination attempts, sabotage, and other effects are possible (DM's choice).

U: Unfavorable reaction from the peasants. Subtract 20 points from the Confidence Level (minimum 0) for the next check only.

A: Acceptable reaction from the peasants; no change.

F: Favorable reaction from the peasants. Add 20 points to the Confidence Level for the next check only.

### Dominion Events

At the beginning of each game year, when a Confidence Check is made, the DM should also select or randomly determine Events (both natural and unnatural) to occur in the coming year. A percentage chance is given for each Event to determine randomly. The DM may modify chances as desired.

Each dominion should have 1-4 Events per year. Random results should be modified for balance; four Disasters in a single year could wipe out a dominion, which is usually unfair.

Space does not permit detailed descriptions of Events; those included here will help to stimulate the DM's imagination.

**Natural Events:** All of the following depend on the terrain, location, and other details of the dominion. "Disasters" are indicated by asterisks.

Comet 30%	Population Change (double normal)
Death (Official, Ruler, etc.) 10%	Gain or Lose 20%
*Earthquake 10%	Resource Lost 10%
Explosion 10%	Resource New 10%
Fire, Minor 50%	Sinkhole 5%
*Fire, Major 10%	Storm 80%
Flood 10-50%	*Tornado 25%
*Hurricane 15%	Trade Route Lost 15%
Market Glut 20%	Trade Route New 15%
Market Shortage 25%	*Volcano 2%
*Meteor Strike (major) 1%	Waterspout 25%
Meteor Shower (minor) 20%	Whirlpool 25%
*Plague 25%	

**Unnatural Events:** The following events are not based on Nature.

Assassination 10%	Pretender/Usurper 10%
Bandits 50%	Raiders from other dominion 25%
Birth in ruling family 20%	Rebellion (minor) 10%
Border Skirmish 40%	Resident Specialist, New 20%
Cultural Discovery 10%	Spy Ring 60%
Fanatic Cult 10%	Traitor 30%
Insurrection 10%	Accidental death of Official 25%
Lycanthropy 15%	VIP Visitor 10%
Magical Happening 30%	Wandering Monsters, 20 HD+ 75%
Migration 10%	

## Titles

### Nobility

The ruler of a dominion is called a *Noble*, a member of the *Nobility*. Nobles normally gain their titles by grant from a member of the Royalty (see below), or possibly form some other sovereign (independent) ruler.

If the PC has a dominion within the structure of an existing realm, then the PC's title is based on the following. Both masculine and feminine terms are given (feminine in parentheses). All titles are cumulative; for example, a King could also be a Duke, Marquis, Count, Viscount, and Baron.

A ruler who loses or leaves a dominion may keep the title gained through rulership, regardless of current status, assets, etc.

A **Baron (Baroness)** rules a dominion of at least 1 stronghold and the population needed to support it. The dominion is called a Barony. Additional strongholds may be added, and the character may appoint Seneschals to rule them.

A **Viscount\* (Viscountess)** rules 2 or more Baronies, at least one of them through a Baron. The greater dominion has no special name. A Viscount may be a Baron, or may choose not to keep that duty, as desired. A Viscount can become a Count only by adding a dominion by Conquest; other methods of adding dominions do not change his title. A Viscount may appoint Seneschals. \*(VIE-count)

A **Count (Countess)** is a Viscount who has added a dominion by Conquest, and who thus rules at least 3 lesser dominions. The greater dominion is called a County. Other dominions may be added in the usual ways. A Count can only become a Marquis by adding another dominion by Conquest. A Count may appoint Barons and Seneschals.

A **Marquis (Marquesa)** is a Count who has added one or more dominions by Conquest (in addition to the ones necessary to become a Count). If other dominions are added by any method, the title of Duke can be gained. A Marquis may appoint Barons and Seneschals.

A **Duke (Duchess)** is a Marquis who has added one or more dominions by any method. Further additions do not alter this title. The greater dominion is called a duchy. A Duke may appoint Seneschals, Barons, Viscounts, Counts, and Marquises, as long as the dominion requirement for each is met.

**Note:** *Although the requirements for a title may be gained, the title is not bestowed automatically; it must be granted by a higher ruler able to do so.*

### Royalty

A *Noble* may be anyone who has become a ruler, but the term *royalty* is reserved for Kings (or higher rulers) and their families. Any royal ruler may, if desired, reserve the right to bestow Noble titles; if so, the lesser rulers may *not* appoint anyone but Seneschals.

A royal ruler may award a lesser Noble a "Conquest" (for purposes of determining new titles) for successful defense of the greater dominion in times of war. Bravery and outstanding personal leadership are the primary guidelines.

The following definitions are for D&D® game purposes, and do not precisely match the historical titles of the same names.

An **Archduke** is a Duke who is a relative of a King or Emperor, and who rules a dominion in the Kingdom or Empire. The dominion is called a Grand Duchy. This title can also be given by an Emperor to an independent Duke who joins the empire, though this is very rare.

A **Prince (or Princess)** is a son (daughter) of a King or Emperor, whether by birth, marriage, or adoption. A Prince is usually a Baron, but need not be a dominion ruler unless desired. A Prince cannot grant other titles unless a dominion is ruled, and the limits of the dominion rank apply. *For example*, a Baron Prince can only appoint Seneschals. The dominion of a Prince is called a Principality.

A **Crown Prince** is a Prince who will inherit a Kingdom when the current King dies. An **Imperial Prince** is a Prince who will inherit an Empire when the Emperor dies.

A **King (or Queen)** is a ruler of a large greater dominion, a Kingdom. The lesser dominions within it are ruled by Archdukes, Dukes, and/or other rulers.

An **Emperor (or Empress)** is a ruler of a group of independent dominions, each ruled by a King, Queen, Archduke, Duke, or lesser ruler. The greater dominion is called an Empire.

For Kingdoms and Empires, accurate dominion details cannot be given; the types vary widely. If desired, a group of duchies may make up a Principality, which can be part of a Kingdom, which can be part of an Empire.

### Titles and Forms of Address

A royal person usually uses the term "we" instead of "I." The following terms are used when speaking to any ruler in formal or social settings:

Baron, Viscount, Count, or Marquis:  
"Your Lordship"  
Duke or Archduke: "Your Grace"  
Prince: "Your Highness"  
Crown Prince: "Your Royal Highness"  
Imperial Prince:  
:Your Imperial Highness"  
King: "Your Majesty"  
Emperor: "Your Imperial Majesty"

Other titles are often used in addressing other important persons. For example, a Knight is always "Sir" ("Madam") unless "Lord" ("Lady") applies (which is then used instead). High-ranking members of the Theocracy may be called "Your Grace." You may add other titles as desired.

### Other Titles and Governments

Other names and forms of government are certainly possible, and even common. The Expert Set map includes a group of Jarldoms (ruled by "Jarls"—Earls, which are similar to independent counts), an Emirate (ruled by an Emir, a King of tribes), a Republic, several Freeholds, and others.

The following brief notes on forms of government may be useful:

**Confederacy:** A united group of independent dominions.

**Democracy:** A single dominion or confederacy of dominions ruled by the people, either directly or through elected rulers.

**Dictatorship:** Any dominion ruled by one supreme leader (but without any nobility or royalty).

**Feodality:** A dominion within the "feudal system"; greater power is gained through the loyalty (fealty) of lesser rulers.

**Magocracy:** Dominion ruled by magic-users.

**Militocracy:** Government by fighters.

**Monarchy (or Autocracy):** A dominion ruled by a leader who inherited the title.

**Oligarchy:** A dominion ruled by two or more rulers equal in power.

**Republic:** A democracy with elected rulers (or thieves).

**Theocracy:** Government by clerics.

## Mass Combat (*The War Machine*)

The "War Machine" is a system of game rules designed to resolve large battles in the D&D game. The *War Machine* will work with any number of troops; it is recommended for any group with more than 10 combatants. To use the system, all you need is a pencil and paper, plus some knowledge of simple arithmetic.

### Assumptions

Several things are assumed in the *War Machine* mass combat system:

1. All troops have a "level of quality" that can improve or drop with time and experience.
2. Many other factors such as terrain, weather, etc., besides quality of troops, influence the outcome of a large battle.
3. Luck, good or bad, can influence combat results, whether in a single combat or a clash of armies.
4. A character knows how to survive in the D&D world; the *player* does not need to know the tactics of war.

### How It Works

Each body of troops (called a "force") is given a rating for their quality. When combat occurs, this "Battle Rating" is modified for battle conditions (terrain, number of

opponents, morale, etc.). Each player then rolls d%, and adds the modified Battle Rating of the troops. The high roll wins the battle.

The entire system has four basic steps:

1. Calculate the BASIC FORCE RATING (BFR) of the troops.
2. Find the TROOP CLASS.
3. Calculate the BATTLE RATING (BR).
4. Determine and apply COMBAT RESULTS.

Steps 1, 2, and 3 are handled when a force is hired and outfitted. Step 4 is used when a battle occurs.

Throughout the system, the person or creature commanding a force is called the Leader. Others, called Officers, help the leader to control the force. The fighting persons in a force are called the Troops.

In the calculations, round all fractions UP unless the instructions say otherwise.

### STEP 1: Calculate the BASIC FORCE RATING

The Basic Force Rating is the total of 4 factors: Leadership, Experience, Training, and Equipment. A fifth factor applies if the force is Special: elves, dwarves, or powerful monsters.

a. **Leadership** Factor: Find the level of the Leader of the force. Modify it by all the Leader's adjustments for Intelligence, Wisdom, and Charisma scores. Then add a +2 bonus for each 1% of the force that is "Name level" characters (PCs or NPCs).

Leader level + IN, WI, and CH adjustment  
+ 2 per 1% of force that is Name level

Leadership Factor

b. **Experience** Factor: Find the average level of the officers in the force (not counting the leader), and multiply it by 3. For non-human troops, the Officer level is the average Hit Dice, plus one. *Note:* A force must have 1 officer for every 40 troops, or this part of the Experience Factor is zero.

Find the average level of the troops (not including the Leader or Officers), double it, and add that to the Officer rating. Add 1 to the total for every victory the force has won in the last 10 years (+10 maximum), and subtract 1 for every time the force has been routed in that time (-10 maximum).

(Total levels of officers)/(Number of officers) x 3

• (Total level of troop)/(Number of troop) x 2  
+ 1 per victory (up to +10)  
- 1 per rout (up to -10)

Experience Factor

c. **Training** Factor: Score 1 point for every week spent in training (maximum 20 per year). Add 1 for each week that the Leader spends with them (maximum 20), and add 1 for each month that the troops remain together and are not off in their homes or towns (maximum 12 per year).

Costs: Use the "Mercenary" pay rates (Expert Set, page 24). Training time costs double the amounts given.

+ 1 per week trained (up to 20)  
+ 1 per week leader trained with them (up to 20)  
+ 1 per month troops on duty (up to 12)

Training Factor

d. **Equipment** Factor: The base value is 5, 10, or 15, depending on the quality of the weapons. Use 5 if the weapons are "average" (the normal cost). All troops are assumed to have average weapons unless others are specified). Use 10 if the weapons are "good" (double normal cost), or 15 if "excellent"

(triple normal cost).

Add 5 if the troops are armed with a second weapon of the same quality as the first. Add 5 more points if the average Armor Class of the troops is 5 or better.

+ 5, 10, or 15 (based on quality of weapon)  
+ 5 (if carry a second weapon of equal quality)  
+ 5 (if AC = 5 or better)

Equipment Factor

e. **Special Troop** Factor: If the troops are all either elves or dwarves, this factor is 15. Note that dwarves and elves are never in the same force.

If some monster troops have two or more asterisks listed with their Hit Dice, they are "Special." For each 1% of the force that is "Special," score 2 points for this factor. Example: In a force of 290 ghouls and 10 spectres, 4% of the force has two asterisks, for a Special Factor of +8.

Add all these Factors to find the BASIC FORCE RATING (BFR) of the force. Record this number for future reference.

Leadership  
+ Experience  
+ Training  
+ Equipment  
+ Special Troop

Basic Force Factor

## STEP 2: Find the TROOP CLASS

"Troop Class" is a measure of the overall quality of a force. Once you know the BFR of the force, use the chart below to find the Troop Class. Keep a record of both the BFR and the Troop Class.

BFR Troop Class	BFR Troop Class
0-20 Untrained	71-80 Average
21-35 Poor	81-100 Good
36-55 Below Average	101-125 Excellent
56-70 Fair	126+ Elite

## STEP 3: Calculate the BATTLE RATING (BR)

Divide the BFR of the force by 10, rounding up. The result is the Bonus to use in all the following calculations. Examine the following statements and their explanations, and then add the Bonus to the BFR *every time one of the statements is true*. Since this could be done up to 12 times, the total bonus could be more than the original BFR.

The total BR is the original BFR plus all bonuses. Note the BR with the Troop Class and the BFR.

### Mounted:

- 20% or more of the force is mounted.
- 50% or more of the force is mounted.

### Missiles:

- 20% or more of the force can use missile fire.
- 20% or more of the force has a missile fire range of 100' or more.

### Magical:

- 1% or more of the force is equipped with magical abilities.
- 20% or more of the force is equipped with magical abilities.
- 100% of the force is equipped with magical abilities.

### Spells:

- 5% or more of the force can cast spells.
- 30% or more of the force can cast spells.

### Flying:

- 1% or more of the force can fly.
- 20% or more of the force can fly.

### Speed:

- The force has an average movement rate of 100' per turn (or more).

### Explanations

**Mounted** applies to any "steed," including horses, dire wolves, griffons, dragons, etc.

**Missiles** includes bows, crossbows, slings, and others (giant-thrown boulders, manticores spikes, etc.).

**Magical** includes magic weapons (sword +1, arrow +2, et al.), breath weapons, any poison, magical defenses, regeneration, energy drain, wands and other devices, etc.

**Spells** includes only spells memorized, cast from scrolls, or spell-like natural abilities (such as a spirit's).

**Flying** includes normal and magical forms, but *not* mere levitation. It applies to flying steeds as well (such as pegasi).

**Speed** should be calculated with a creature's fastest mode of movement. For example, flying creatures should be used at their flying rate, not their walking rate.

*Example:* An elven prince named Gar has a force of 500 elves, all 2nd level and equipped with bows and longswords. The BFR is 96, and troop class is "Good." One hundred of his elves are mounted on pegasi, and all can cast spells. However, only 12 elves have magic items.

To find the Bonus, 10% of 96 is 9.6, or 10. Gar adds 10 to the BFR eight times: for a. (20% are mounted), c. and d. (more than 20% can fire missiles, and the maximum range is greater than 100'), h. and i. (the entire force can cast spells), j. and k. (20% of the force can fly), and l. (the average movement rate is well over 100' per turn). The total bonus of +80; added to the BFR, gives a total BR of 176.

### Quick Battle Ratings

Situations will often arise where you don't want to take the time to use the full system for determining Battle Ratings. The following "Quick System" will work for most troops, without requiring as many calculations. If you have an extremely powerful force (because of level, abilities, hit dice, etc.), you will probably be better off with the full process.

- Start with the Leader's level: \_\_\_\_\_
- Add ONE of these, based on the average Hit Dice of the Force
  - Less than 1: 20
  - 1 to 2+: 30
  - 3 to 4+: 40
  - 5 to 6+: 55
  - 7 to 8+: 65
  - 9 or more: 80

Hit Dice Factor: + \_\_\_\_\_

- Add if the force has any:
  - archers: +10+ \_\_\_\_\_
  - spell casters: +10+ \_\_\_\_\_
  - magical beings: +10+ \_\_\_\_\_
  - flying beings: +10+ \_\_\_\_\_

- Add the maximum damage per round of the most numerous creature type: + \_\_\_\_\_

QUICK TOTAL BR: + \_\_\_\_\_

### Dividing a Force

To use the War Machine in a battle, each side must have the same number of forces or armies. If one side has a greater number of forces than the other side, the side with fewer forces must be divided into an equal number of armies. A player may keep the original rating of the force, and simply declare that troops have been split into separate armies.

*For example,* 1,000 orcs (BR 72) meet 3 other forces: 200 elves (BR 83), 400 men (BR 70), and 140 dwarves (BR 88). The orcs split into 3 forces, all of which will have the same BR (72). These might be 100, 100 and 800, or any other combination, as long as at least 10 individuals are in each force.

The player with the force having the highest BR (the dwarves in the example) picks an opponent for their force. The dwarves pick one group of 100 orcs. The next highest rated force picks an opponent; the elves take the other group of 100 orcs. The third highest rating is the orcs, so they would choose next—but there is only one remaining force, the men, so the 800 orcs will fight the 400 men.





## STEP 4: Determine COMBAT RESULTS

The forces that have been rated according to the above three steps are now prepared to meet on the field of battle. To find out what the result of this engagement is, start with the BR of each force, and add or subtract all of the following adjustments that apply.

### 1. Troop Ratio (use only one per battle):

- +15 if 1.5 to 1
- +30 if 2 to 1
- +45 if 3 to 1
- +60 if 4 to 1
- +70 if 5 to 1
- +80 if 6 to 1
- +90 if 7 to 1
- +100 if 8 to 1 or greater

### 2. Morale (use all that apply):

- +10 if force is in dominion of their liege
- +10 if they have beaten this foe before
- +10 if Troop Class is 2 levels higher than the enemy
- +30 if attacking an enemy "On the March"
- 10 if any accompanying force has Routed

### 3. Environment (use all that apply):

- +25 if in extremely favorable environment
- 25 if in extremely unfavorable environment
- +20 if the entire force in a night battle has Infravision

### 4. Terrain (use all that apply):

- +20 if higher than opponent
- +20 for Halfling force in fields or woods
- +10 for Elven force in woods
- +20 for Dwarven force in hills or mountains
- 20 for force with mounted troops in mountains, woods, or stronghold
- 20 for force in mire (marsh/mud)\*
- 10 for force on shifting ground (snow/sand)

\* Defender Only (Ignore if all of attackers can fly; use only 1/2 of adjustment if 5% or more of attackers can fly):

- +10 if defending in place (holding)
- +50 if defending a narrow defile, pass or bridge
- +40 if attacker must cross deep water
- +20 if defending in mountains, hills, or rough terrain, or behind a wall
- +50 if force is in a stronghold (and see "Sieges")

### 5. Immunities (use only 1 per force):

- +150 if force is immune to enemy's attacks
- +50 if 1% of force is immune to enemy's attacks
- +50 if force is immune to 80% of enemy's attacks

### 6. Fatigue (use only 1 per force):

- 10 if force is moderately fatigued
- 30 if force is seriously fatigued

\* Troops properly equipped and trained or native to the terrain do not suffer the penalty. (e.g. Arabs in desert)

## Explanations

1. **Troop Ratio:** Find the total number of troops in each force, and divide the larger number by the smaller. If the total is 1.01 to 1.5, the 1.5 ratio is used. Only the larger side benefits from this adjustment, and only one benefit applies.

Steeds are only counted as members of a force if their primary function is fighting (such as dragons) and not transportation (such as horses).

2. **Morale:** This reflects the confidence of a force. Troops that fight in their home territory, that know they can beat an opponent, or are of superior quality to the foe may benefit from one, some, or all of these.

3. **Environment:** Certain conditions may help or harm a force. Goblins in the daylight are at a disadvantage, as are fire giants in snow.

4. **Terrain:** In many cases, the ground on which the battle is fought will give an advantage to one side or the other. Apply as many of these modifiers as fit your force; note that some apply only to defenders.

*Determining the Defender:* When two forces arrive at the same location, they must stop moving. If both forces choose to defend, *neither* gets the defender bonus.

5. **Immunities:** This reflects the advantage possessed by some creatures who cannot be hit by normal weapons; gargoyles and lycanthropes are some examples.

6. **Fatigue:** Troops may become fatigued as a Combat Result of a previous battle (see the Combat Results Table) or because of a Forced March.

## Results

When the BR is modified as applicable, each player rolls d% (a Combat Roll), and adds the modified BR to the result. The total is the Combat Result. The player with the highest Combat Result wins the battle.

## Applying Combat Results

When the winner and loser of a battle have been identified, determine the effects of the battle (killed, wounded, fatigued, etc.) as follows: subtract the Loser's Combat Result from the Winner's. Find this difference in the left-hand column of the *Combat Results Table*. Apply the resulting Casualties,

Fatigue, and Location to both the Winning (W) troops, as noted.

**Casualties:** When subtracting casualties, consider half of them as dead and the other half as wounded. When a force contains mixed troops (such as trolls and goblins), the casualties must be split as evenly as possible between them. If a force retreats from the field, treat all wounded as killed. If a force holds the field after the battle, those wounded troops can return to action in 1-4 months.

**Fatigue:** Troops will remain fatigued for 1-4 days. "Seriously fatigued" troops become "moderately fatigued" in 1-4 days, and will have their strength restored after another 1-4 days.

**Location:** Terrain units represents whatever measure of distance is most appropriate. On a hex or square grid map, this is one hex or square. If no unit of measure seems obvious, use 1 mile. If multiple forces fight and 1 or more forces on each side holds the field, another round of battle may be fought between them. If some of a player's forces have routed or retreated, any that remain may choose to retreat to avoid fighting another battle.

If all of the enemy forces have left the terrain unit occupied by your forces, a day of battle ends. No more fighting occurs until the next day (if applicable).

**Sieges**

A force located inside a fortified structure (walled town stronghold, etc.) may be attacked by another force, but has a superior position. This is called a "siege." The force within the structure is the defender. If the defender comes out of the structure, unmodified War Machine rules should be used. If the defender remains within the structure, a "siege" results; use the War Machine, but with the following additional rules.

The defender gets the following benefits:

1. When calculating the Troop Ratio, multiply the number of defending troops by 4.
2. Combat Results of "Retreat" or "Rout" are ignored by the defender.
3. All defender casualties are reduced by half.

The attacker has the following options:

1. The defender may be attacked normally, using the above rules; OR
2. The defender may be "besieged"—the attacker surrounds the defenders, keeping them within the structure. This adds +5 to the attacker's BR for each week of the siege. (This represents the building of siege engines, and mining to weaken the defender's position.)

**COMBAT RESULTS TABLE**

Difference	Casualties W:L	Fatigue W:L	Location W:L
1-8	0:10%	N:N	F:R
9-15	0:20%	N:N	F:R
16-24	10%:20%	N:M	F:R
25-30	10%:30%	N:M	F:R+1
31-38	20%:40%	M:S	R:R
39-50	0:30%	N:S	F:R+2
51-63	20%:50%	M:S	F+1:R+3
64-80	30%:60%	M:S	F+1:R+3
81-90	10%:50%	N:S	F+3:R+2
91-100	0:30%	N:Rout	F+3:Rout
101-120	20%:70%	N:Rout	F+3:Rout
121-150	10%:10%	N:Rout	F+3:Rout
151+	10%:100%	N:—	F+5:—

**Explanations:**

- W = Winner
- L = Loser
- #% = The percent of the force killed and wounded. Round fractions up.
- N = The force is not fatigued.
- M = The force is moderately fatigued.
- S = The force is seriously fatigued.
- F = The force holds the battlefield after the battle.

- R = The force must retreat from the field.
- R+# = The force must retreat that number of terrain units.
- F+# = The force may advance that number of terrain units.
- Rout = The force ceases to exist as such. Survivors will appear at home 1-10 weeks later.

**TACTICS TABLE (OPTIONAL)**

SIDE B	SIDE A					
	1 Attack+	2 Attack	3 Envelope	4 Trap	5 Hold	6 Withdraw
1 Attack+	C2/C2	-20/C2	C1/+10	+20/C2	-25/C2	3/+20
2 Attack	C2/-20	C1/C1	-10/C1	+10/C1	C-1/—	C2/+10
3 Envelope	+10/C1	C1/-10	NE	-20/C-1	C2/+20	C-1/+10
4 Trap	C2/+20	C1/+10	C-1/-20	NE	C-1/-20	C-1/C-1
5 Hold	C2/-25	—/C-1	+20/C2	-20/C-1	NC	NC
6 Withdraw	+20/C3	+10/C2	+10/C-1	C-1/C-1	NC	NC
	A / B	A / B	A / B	A / B	A / B	A / B

Note: Attack+ = forceful attack to over run

Attack = close and combat

Envelope = attempt to encircle foe

Trap = lure foe to an ambush

Hold = stand fast at all costs

Withdraw = retreat rather than fight

C1, C2, C3: casualties are increased by 10%, 20%, or 30%

C-1: casualties are decreased by 10%

+10, +25, etc: add this number to the force's BR

-10, -25, etc: subtract this number from the force's BR

NE: the plans cancel, with no effect on the battle

NC: No combat occurs; no losses are inflicted

**Special Note:** Some forces have clerics available to magically create food and water. If a besieged defender does not have a cleric, a record of food supplies should be kept. After these are exhausted, the defender loses 10% of its numbers (not rating points) per week until the siege ends.

**Optional Rules**

The following guidelines may be added to the War Machine mass combat system if desired. They give players the opportunity to control the battles more closely.

**1. Tactics**

A good leader will select a plan before com-

## The Campaign

mitting troops to battle. The success of this plan depends on the opponent's plan.

Each commander (player) chooses a Tactic from the Tactics Table. To indicate the choice, place a 6-sided die on the table before you, with the number of your plan facing up. Cover it with one hand until your opponent has also made a choice; then reveal both choices at the same time. Use the Tactics Table to find the results. (Remember that the die is placed to reflect the player's choice; it is not rolled randomly. Written choices can also be used.)

If the result gives only one effect (NE or NC), that effect is applied to both sides in the battle. If the result is two effects (separated by a slash), the result on the left applies to the "Side A," and the result on the right to "Side B." There is no advantage to being either A or B.

If more than one force per side is involved in the battle, choose one tactic per SIDE, *not* per force.

### 2. Mercy

After a battle is fought and casualties have been determined, the winner of the battle may choose to show mercy to the loser. If so, this is declared before the loser's casualties have been subtracted. When Mercy is shown, apply the following immediately:

1. The loser's casualties are cut in half.
2. All wounded may be recovered, even if the loser has been driven from the field.
3. A +2 bonus applies to all the loser's future Reaction Rolls involving the winner (including both leaders).
4. If the loser fights the winner again within 1 year, a -20 penalty applies to the loser's BR.

### 3. Character Actions

Some of the actions of player characters may have a great effect on the outcome of a battle. Use the following adjustments to the Battle Rating (BR). All modifications apply to the total BR of the force.

1. **Information** (use only one per force):
  - +50 with traitor, detailed plan, or spy
  - +20 with good reconnaissance
  - +10 with some reconnaissance
  - 25 with misinformation

The information must be known to the commander of a side before the battle begins. Use +50 if a plan has been captured, revealing the enemy's preparations, or if an enemy officer defects with information, or if a high-placed spy gives good reports. A single deserting soldier will not provide this benefit.

"Good reconnaissance" means that the entire opposing force has been scouted over several hours, from several different direc-

tions.

"Some reconnaissance" means that some scouting information has been gathered, but lacks detail.

"Misinformation" can be the capture of false plans, or belief in information provided by a double agent, or other unusual circumstances.

### 2. Surprise:

- +40 with surprise attack from ambush
- +20 with surprise attack on encampment

If a character does something exceptional to hide the force (camouflage them, occupy the heights over a narrow pass, etc.), the force has a 50% chance of surprising an enemy that moves into the ambush. If the ambushing force is invisible, the chance is 80%. Other adjustments for night, natural terrain (halflings in woods, for example), or magic should be decided by the DM.

A surprise attack on an encampment requires the elimination of enemy pickets, guards, and any magical protections. If this can be accomplished with a role-playing adventure without raising an alarm, the encamped force may be attacked with surprise.

### 3. Leader Loss:

- +30 if leader is "removed"
- +10 if other officer is "removed"

"Removed" can mean killed, captured, charmed, put to sleep, or otherwise "removed" from the force before the battle begins. Removing an opposing leader does not count as a heroic task (see 4.).

An attempt to remove an opposing leader can become a good role playing adventure. Be sure to allow a good chance of the PCs being "removed" themselves! Also, when a force led by a PC fights one led by an NPC, the enemy may send a group to "remove" the PC.

### 4. PC Heroics:

- +20 if PC leader accomplishes heroic task
- +10 if name level PC (not force leader) accomplishes heroic task
- 20 if PC leader fails heroic task
- 10 if name level PC (not leader) fails heroic task

Only PCs can attempt heroics, and the DM must first create a situation where they may do so. The heroic act must be visible to at least 10% of the PC's force, and the act should be risky (a 50% chance of failure, or worse). *Sample Heroics:* Fighting a huge and fearsome member of the opposing force (dragon, vampire, etc.); rescuing a "branch force" cut off from the main force; or single-

handedly battling a huge enemy force.

## Other Notes

A normal game session may be played in combination with the War Machine, using the system to determine overall results while focusing the game on the actions of the characters. The shift from role playing to mass combat situations (and back) can be accomplished easily with these guidelines:

**1. Damage to PCs:** PCs (and major NPCs) are never killed as a result of a War Machine battle. They may be scattered and separated (DM's option), but any attempts to actually damage the characters should be handled in normal game sessions.

**2. PC items and spells:** If a normal adventure is played, then only the spells and magic item charges actually used are lost. If no adventure is played, determine whether the PC is on the winning or losing side. If on the losing side, all combat spells and 2/3 of the charges in all offensive and defensive magic items are used. If on the winning side, 1/3 of the applicable magic item charges are used, and the PC keeps 1 combat spell uncast.

**3. Experience Points:** XP are earned both for commanding a force and for performing Heroics. If a PC leads a force, find the number of troops in the enemy force. If the PC wins the battle, the PC gets that number of XP. The PC gets 1/3 of that number if the battle is lost.

**4. Magic Items:** A *staff of health* or *rod of victory* can affect a battle and its aftermath, as follows:

*Staff of Health:* If the user holds the field after a battle, up to 500 wounded may be immediately restored to full strength.

*Rod of Victory:* Add a +25 bonus to the Combat Roll (to a maximum roll of 100). If the holder loses the battle by a difference of greater than 100, the "91-100" Combat Results category is used.

## Troop Movement

The following guidelines should be used when moving forces:

**Scale:** The scales for time and distance may vary by the size of a force and the distance involved. The standard 24-mile map hex may be used when large forces move over large distances. When opposing forces draw near each other, one move per day is recommended. Try to prepare a detailed map of the area when this occurs.

**Movement Rate:** *Up to 50* troops may move together at their base movement rate. When more troops are involved, travel slows. Remember that a movement rate is based on

the speed of the slowest member of any group.

51-100 troops move at 2/3 their usual rate  
101 or more troops at 1/2 the usual rate.

Movement rates for wilderness travel are discussed in the Expert Set (page 41). If a hex map is being used, these rates can easily be applied to the scale of the map. The DM may include a bonus or penalty for easy or rugged terrain, but most situations are covered in the War Machine.

**Food:** If a force is carrying food supplies, either on wagons or on individuals, keep track of the supplies. Remember to consider encumbrance when calculating the movement rate.

If a force forages for food, modify the basic rule (Expert Set, page 21) as follows. The force Leader may choose to slow movement to 2/3 normal rate, with a 2 in 6 chance of finding enough food, or may slow movement to 1/3 normal, for a 4 in 6 chance of success. Terrain may modify the chances by +1 or -1.

Without supplies, a force can travel for 1 day without penalty. After a second day, the force becomes "moderately fatigued." After a third day, the force is "seriously fatigued." A seriously fatigued force cannot move. One day's supply of food removes all of this fatigue (either moderate or serious), but does not affect fatigue caused as a Combat Result.

**Forced March:** A force may attempt a Forced March to increase its movement rate, but this might not be successful. If it is attempted, find the Troop Class, roll 1d6, and consult the following chart.

A force that is "seriously fatigued" cannot attempt a Forced March.

Troop Class	Die Roll					
	1	2	3	4	5	6
Untrained	F	F•M	F•S	M	M	M
Poor	F	F•M	F•S	N	N	M
Below Ave.	F	F•M	F•M	F•S	M	M
Fair	F	F•M	F•M	F•M	N	N
Average	F	F	F•M	F•M	N	M
Good	F	F	F•M	F•M	N	N
Excellent	F	F	F	F	F•M	N
Elite	F	F	F	F	F•M	F•M

F = Forced March successful; add 50% to day's movement

M = Force is moderately fatigued\*

S = Force is seriously fatigued

N = No forced march, no fatigue

\*If force is already Moderately Fatigued, it becomes Seriously Fatigued with this result.

All results are cumulative; "F•S" indicates that the Forced March is successful, but that the force is Seriously Fatigued afterward.

**Maneuvering:** When the forces of two opposing sides begin to move, the order of movement becomes important. This order is resolved with an Initiative roll at the beginning of each time unit. Dexterity adjustments do not apply to this roll.

The player or side with Initiative decides whether to move first, or to force the opponent to move first. The player or side chosen moves all of its forces, marking the movement on the map if one is being used. The remaining side then moves. After all movement is complete, forces that are in contact may engage in combat.

If a map is being used, two armies come into contact whenever they enter the same hex, square, or space. Each force must either stop or allow the opponent to attack with the "On the March" adjustment (+30).

If no map is being used, the same effect occurs whenever two forces come within 1 mile of each other. If either of the forces has at least 5,000 troops, the range for contact is 5

miles.

Once the forces are in contact, neither force can leave the area without allowing the enemy to attack with the "On the March" modifier *unless*:

- The loser of a battle is required to retreat farther than the winner can pursue, as indicated by the Combat Results Table. *For example*, the F/R+1 and the F+1/R+3 results allow the loser to break contact with the foe; the F/R and F+3/R+2 results do not.
- If one player chooses the "Withdraw" Tactic, and the other player chooses anything except the "Attack+" Tactic, the player who chose "Withdraw" may remove his force one terrain unit after the combat is resolved. Retreat results are added to this move if required. A withdrawing unit cannot occupy the Field or pursue an opponent, even if the Combat Result allows this.

## ORDER OF EVENTS in the WAR MACHINE

### A. When Troops are acquired:

- Divide the troops into separate forces or armies, or decide that they will be one large force.
- Determine the BASIC FORCE RATING (BFR) for each force.
- Determine the TROOP CLASS for each force.
- Determine the BATTLE RATING (BR) for each force.

### B. When Troops are Moved:

- Determine the MOVEMENT RATE of each force.
- Determine a map and time scale (terrain units and time units).
- Roll for Initiative. The winner decides which side moves first.
- The forces of one side are moved as far as they will travel during one time unit (usually a day or week).

Any forces that must break contact to move may be immediately attacked "On the March." After the battle, they may move normally *unless* they received an "R+" or "Rout" combat result.

- The forces of the other side are moved as far as they will travel during this time unit. ("On the March" attacks are resolved as given above.)

- The side with initiative may declare that it is attacking in any and all terrain units where the forces of two sides are in contact. (Resolve with Combat Order of Events.)

- The side without initiative may attack (as per 6.); resolve with Combat Order of Events).

### C. When Troops Fight (Combat Order of Events):

- Modify each side's BR as given.
- Modify each side's BR for any Campaign considerations.
- If the Tactics Option is used, choose Tactics.
- Roll d% for each side; add the modified BR to the roll.
- Use the Combat Results Table to find the results, and apply them (modified by Tactics, if used).

## Part 3: The Multiverse

### Introduction

The world in which the characters live is only one of many worlds in their infinite universe; the possibilities for "normal" adventure are limitless. But the D&D game involves other places and things not found in the "normal" world; the 3-dimensional universe is only a small part of reality! There are many other places waiting to be found. The most common beyond the Prime Plane (the "normal" universe) are the other Planes of Existence.

Think of the entire normal universe as only one page in a large book. Two pages next to each other are touching, but are separate and entirely different. Moving across one page *doesn't* take you to the next one; you must go in a different direction altogether. In a similar manner, many Planes exist, and magic is needed to travel from one Plane to another. The whole of existence, including all the Planes is called "the Multiverse."

#### Nearby Planes

Most of a Campaign takes place in a fantasy world similar to our own medieval times. That planet, and the whole of that universe, is called the Prime Plane.

One other Plane touches the Prime Plane, the Ethereal Plane, also called "the Ether." Travel to or through it requires magic. The "distance" to it cannot be measured in feet or miles; it is a magical distance, in a magical direction.

A *potion* or *armor of ethereality* allows the user to enter, travel in, and leave the Ethereal Plane. Many strange monsters wander through the Ether, including banshees, ghosts, and poltergeists.

The four Elemental Planes of Air, Earth, Fire, and Water are "near" the Prime Plane (as magical distances are measured), but do not touch it like the Ether does. To reach an Elemental Plane, a hole must be opened in the Prime Plane, and a tube must be created through the Ether, leading to the Elemental Plane. The hole is called a *vortex*, and the tube is called a *wormhole*.

Vortexes and wormholes can be created by *gate* spells, and can be made permanent with *wishes*. Several of these permanent wormholes connect the Elemental Planes with the Prime Plane, and elemental material is constantly flowing between the Planes. This movement creates wind, ocean currents, volcanos, and occasional earthquakes.

#### Distant Planes

Experienced travellers of the planes from the Prime Plane refer to the Prime, Ethereal, and Elemental Planes as the *Inner Planes*, for

there are many other Planes of Existence. The Inner Planes are surrounded by the Astral Plane, which can be reached from either the Elemental or the Ethereal Planes. Think of the Inner Planes as a group of islands in a vast ocean; this ocean is the *Astral Plane*. It is similar to the Ether, but much larger. Across the "Astral Ocean" are the *Outer Planes*, the homes of the Immortals and other strange creatures. The Outer Planes, and methods of visiting them, will be described in the D&D Master Set.

### Interplanar Adventures

#### 1. General Notes

**Visualizing:** When you describe a dungeon room or corridor to the players, they can usually imagine what it looks like. The characters' surroundings are always made of normal matter. Air exists, and can be breathed. Gravity exists, providing "up" and "down." These things rarely change, and the players can accurately "visualize" where their characters are, what they are doing, and what their surroundings are like. The hardest part of adventuring in other Planes is *visualizing* what they are like.

An adventure in a wormhole is much like a dungeon adventure, merely vertical instead of horizontal. Air exists, and the flow through the wormhole provides a gravity of sorts. Thus, the DM and players can gradually become used to elemental adventures by exploring the wormholes, leaving the Planes until ready for them.

**Time:** Time passes on the Ethereal and Elemental Planes just as it does on the Prime Plane. *For example*, if adventurers explore wormholes and other nearby Planes for a week, then a week will have passed on the Prime Plane when they return. However, time may pass at different rates—slower, faster, or not at all!—on more distant Planes.

**Gravity:** The pull created by very large masses, exists normally on the Elemental Planes, but is somewhat different on the Ethereal Plane. Creatures in the Ether are not affected by gravity, but can sense the pull of gravity on the nearby Prime.

#### 2. The Ethereal Plane

A character's first experience with another Plane will probably be a short trip into the Ethereal Plane.

*Ether*, the material of the Ethereal Plane,

appears to be a gray fog in its normal form. If compressed (either by a creature or by magic), it is a sticky gray solid.

Any ethereal creature can sense the direction of gravity on the Prime Plane, but is not affected by it. Thus, while ethereal, a character knows the direction of "down," but cannot fall.

#### Vision

When on the Ethereal Plane, vision is normal, with the same range as in a dark underground corridor. Except for creatures, everything is the same color (gray fog) and temperature (about 50 degrees Fahrenheit), so infravision is nearly useless. All light sources function normally (a torch or lantern shining light to 30' range, magical light to greater ranges, etc.), but they only light the Ether, *not* reaching into wormholes or into the Prime Plane.

An Ethereal traveller cannot see into the Prime Plane unless a *detect invisible* spell (or similar magical effect) is used. However, the gray fog of the Ether may be dense or thin, varying by what is nearby on the Prime Plane. Nearby water appears as dark Ether, and rock, earth and wood as even thicker Ether. Dense rock and heavy metals (lead, gold, etc.), appear as solid Ether (ectoplasm). Fire on the nearby Prime Plane appears as bright Ether. By noting these changes of density (which affect Ethereal movement), a traveller can tell what the conditions are nearby on the Prime Plane, or can at least make a good guess.

#### Movement

Without magical movement capability, a visitor to the Ether cannot travel. A *fly* spell allows normal movement (120'/round); a *potion* or *armor of ethereality* gives the same rate of travel as flying. Thus, a traveller moves through the Ether at the following rates, varying by conditions on the nearby Prime Plane:

Vacuum	240'/round	(double normal)
Air	120'/round	(normal)
Fire or Water	90'/round	(3/4 normal)
Soil, Wood	60'/round	(1/2 normal)
Rock	30'/round	(1/4 normal)
Metal	0	
Lead	0	



### 3. Elemental Planes

Use the following general guidelines to create adventures on and involving the Elemental Planes. Be sure to review the "Elemental Magic" section.

Each Elemental Plane is a universe much like the Prime, but all the material is a single element. The elemental matter collects in clumps (planets, moons, etc.); it can exist in solid, liquid, or gaseous form. The strange creatures of the Elemental Planes are mixtures of solid and liquid material, held together by a life force of thought and energy (much like creatures on the Prime Plane).

When a planet exists on an Elemental Plane in roughly the same "position" as a planet on the Prime Plane, natural vortexes and wormholes appear, connecting the planets on each Plane. Thus, for the "normal" D&D world, there are four other planets in similar positions, one on each of the Elemental Planes. Other planets in the Prime universe might not have corresponding Elemental planets; another world might thus be missing one or more elements.

Moons, comets, and other large moving bodies on the Prime Plane rarely have any elemental connections. They are sometimes created by temporary wormholes, which break when the corresponding body on the Elemental plane moves out of position. In a similar manner, a vortex may suddenly appear on a moving body, as a corresponding moon "nears it" on the Elemental Plane. For example, an ocean could suddenly appear on

a moon near the characters' world!

Some creatures of the Elemental Planes are described in Part 2 of the "Monsters" section (pages 38-42). You may construct whole civilizations, as interesting and complex as those on the characters' world, with that information. Adventuring can proceed much as it always has, but with entirely new settings, encounters, and even new treasures.

### 4. Vortexes and Wormholes

A vortex is an invisible hole in a Plane, with elemental matter either whirling into or erupting out of it. A current of elemental matter flows in one direction, to or away from the elemental plane.

If seen by a *detect invisible* spell or similar magic, it appears as a shimmering colored circle from the front or back—but cannot be seen at all from the side; it has no thickness. On the Prime Plane, the color of the vortex matches the Plane to which it leads—blue for Air, brown for Earth, red for Fire, and green for Water. Other colors match other more distant Planes. On other Planes, a vortex leading to the Prime Plane is a multi-colored swirl of the four elemental colors. A vortex may appear to float in the air or lie on a surface. A natural elemental vortex is always located in the element corresponding to its destination (whirlpool, volcano), but a created vortex (by a *gate* spell) may appear anywhere.

A *wormhole* is a connecting passage between

Planes. It is simply a round tube with wrinkled sides, appearing very similar to a dungeon corridor but without any corners. However, a wormhole seems to be a vertical passage, rather than horizontal, because of the current through it. Travelling in the wormhole with the current is easier than travelling against it.

A wormhole is never straight, bending and winding along its entire length, thus its name. Many of the things inside a wormhole are made of elemental material (matching the Plane to which it leads), but other elements and creatures are often present. Wormholes cannot be seen from the Prime Plane, and only the outside can be seen from the Ether. The outer surface looks like a wrinkled, lumpy gray tube; it is sticky. The surface is actually made of ectoplasm (solid ether), compressed by the magic needed to create the wormhole. Wormholes vary in size, from a thick string size to a pillar or slightly curved wall.

Each wormhole is usually 10 miles long or more. The network of permanent wormholes between the Prime and Elemental planes looks similar to the roots of a plant; each small wormhole joins a larger one, until all the smaller wormholes connect to one huge wormhole connected to the Elemental Plane itself.

Creatures and things in a wormhole are magically changed into the "proper" element when they reach the Elemental Plane, unless protected by powerful magic.

## 5. Elemental Magic

The following notes apply only to the Inner Planes. The Astral and Outer Planes cause other changes in magical effects, because of their differing natural laws. More information is given in the D&D Master Set.

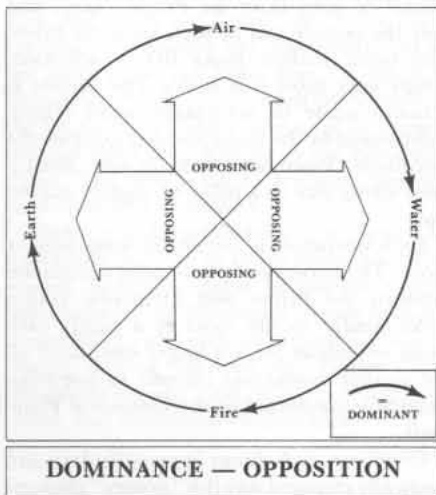
In the D&D game, magic on the Prime Plane is a highly developed art. However, magic as the characters know it was created in a unique setting—the Prime Plane, an odd mixture of all four elements. This situation is not found in any other Plane of the multiverse!

Some magical effects are not based on elements at all, but on Energy. Examples include most *detect* spells, cures, *light* and *darkness*, and *lightning bolts*. These effects will function “normally” (as they do on the Prime Plane) when used on any Inner Plane.

Other effects are partially or wholly based on matter, affecting it in various ways. These effects may be negated, partially changed, or completely different, as described in “Spells” below.

Beings of different elements affect each other in logical ways. The basic principles used are *dominance* and *opposition*. If one element has *dominance* over another, it has power over that element. If two elements are in *opposition*, they are enemies, but affect each other normally. The principles of dominance and opposition are easily summarized:

- Air has dominance over Water.
- Water has dominance over Fire.
- Fire has dominance over Earth.
- Earth has dominance over Air.
- Air and Fire are in opposition.
- Earth and Water are in opposition.



In combat between elemental beings, domi-

nance and opposition have the following effects:

Dominance results in double damage; the victim may make a Saving Throw vs. Spells to take normal damage.

When one creature has dominance over another, it is less affected by the other's normal attacks. Only minimum damage may be inflicted. In Example #1 above, the water elemental's normal damage is 3-24 points, so only 3 points are inflicted on any successful hit. The victim of dominance tends to fear the other; if a Reaction Roll indicates hostility, “flee” should replace “attack.”

Opposition results in hostility; a penalty applies to all Reaction Rolls. The penalty is -8 if the creatures are totally opposed (good vs. evil), or -4 otherwise.

When two creatures are in opposition, no change in damage occurs; only reactions are affected. The creatures' reactions to others are not affected; the penalty applies only to reactions to the creature of opposition.

*Example #1:* A party is attacked by a fire elemental, so their magic-user casts a *conjure water elemental* spell. Each blow from the resulting water elemental inflicts double damage to the fire elemental, but it may make a Saving Throw (per blow) to take normal damage.

*Example #2:* A djinni (good) meets an efreeti (evil); each has a -8 penalty to all Reaction Rolls. A kryst meets an undine (both good); a -4 penalty applies to all their Reaction Rolls.

### Notes on Spells

The spells learned on the Prime Plane usually function normally on the Ether and on the Elemental Planes unless affected by dominance or opposition (see above). Most spells can easily be translated by replacing the terms “stone” with “solid element,” “water” and liquids with “liquid element,” and “flesh” with “solid/liquid element.”

Spell-using creatures native to other Planes know “local” versions of many spells. These spells include the clerical *barrier*, *create water*, and *resist fire* spells, and the magic-user *charm person*, *cloudkill*, *fire ball*, *delayed blast fire ball*, *ice storm/wall*, *lower water*, *magic missile*, *massmorph*, *move earth*, *pass-wall*, *statue*, *water breathing* and *web* spells, and all *wall* spells.

A visitor from the Prime Plane could learn the “local” version of these spells, if taught by a friendly resident. However, local elemental versions of spells will work *only* on the same plane; a *flesh to ice* learned on the Plane of Water would have no effect if attempted on any other Plane, including the Plane of Fire (despite dominance).

### Spells with Limited Effects

Druid spells are useless on any Plane but the Prime; they are based entirely on knowledge of Nature as it exists on the Prime Plane. A cleric's *create normal animals* has no effect on an Elemental Plane unless the local versions of animals are well-known. A cleric's *aerial servant* has no effect on the Plane of Air, but functions normally elsewhere; the same applies to the *invisible stalker* magic-user spell. *Weather control* has no effect on any Plane but the Prime.

Prime Plane insect-based spells will not work on any other Plane.

### Special Spell Notes

*Conjure Elemental:* When a magic-user casts this spell on the Prime Plane, the magic opens a vortex on both Planes (both the Elemental and the Prime) and creates a tiny *wormhole* connecting them. The wormhole is very small—less than an inch across—and it pulls a life force from the Elemental Plane through the vortex. The life force appears on the Prime Plane near the spell caster, and forms a body from material nearby.

To form a body, the elemental life force can only use material it is familiar with; a water elemental must have water, an earth elemental must have earth, and so forth. When the magic ends, the creature's life force goes back to its Plane through the wormhole, and the wormhole and both vortexes disappear.

When seen from an Elemental Plane, the elemental affected by the spell simply disappears. The material of its body suddenly dissipates and drifts, with no life force left to hold it together. When the life force returns, it immediately forms a new body, and resumes its “normal” life.

*Disintegrate:* This spell works normally except against an *elemental* on its home Plane. It causes an elemental to split into many creatures of 1 Hit Die each; the number of creatures is equal to the Hit Dice of the elemental affected. Each new elemental has only 1-4 hit points.

*Stone to Flesh:* his spell affects solid matter and often material over which the caster has control, and turns it into living matter. Each Elemental Plane has a similar version, based on the same principles. Each Elemental version changes a solid element over which the caster has dominance into a living elemental form. *For example*, the local version on the Plane of Water is *ice to water* and *fire to water*. The reverse of the spell has similar local effects, but changes an elemental creature into non-living solid form. *For example*, on the Plane of Water, the reversed spell is *flesh to ice*.

## Procedures

- Aging
- Constructs
- Damage to Magic Items
- Demi-Human Crafts
- Hit Points (Maximum)
- Poison
- Reference Charts
- Speed
- Treasures
  - A. "Cashing" normal treasures
  - B. Buying and Selling Magic Items
  - C. Planning and Placing Treasure
- Weapons (new)

## Aging

In the D&D world, disease, blindness, and other afflictions can be easily cured by cleric spells. Furthermore, the *raise dead* and *raise dead fully* spells seem to bestow near-immortality—but this is not quite true.

Character aging should be a carefully restricted element of the game. When a character reaches the end of a long natural life span, magical means of prolonging or restoring life should have little or no effect. A *raise* spell should only restore the character for a brief period (1-10 days or whatever the DM chooses). The following ages are recommended as the maximum for character races:

Human	100	(95•2d12)
Halfling	200	(190•2d20)
Dwarf	400	(375•d%)
Elf	800	(750•2d%)

The DM may modify this for individuals, using the dice given to determine the maximum age of any one character.

A *potion of longevity* does remove 10 years of aging, but the DM may apply any restrictions as desired. For example, the potion might only affect unnatural aging (such as that caused by haunts), or each living creature might only be able to drink 5 such potions in a lifetime, all further uses having no effect. Each use might have a chance of creating a reverse effect, aging the character 10 years.

A *wish* should be the only magic capable of extending a character's life to a great degree. As a guideline, it should have a maximum effect equal to that of a *potion of longevity*, but without restrictions.

A person who has lived a long, exciting and fruitful life will probably accept, or even welcome, the final rest brought by death. The true Immortals, those powerful residents of the Outer Planes, would be aware of (and certainly resent) any character attempting to prolong mortal life to any excessive span. Ultimately, they would act, ensuring that the

final fate of mortals remains, as always, death.

## Constructs

A construct (CON-struct) is a monster that is not actually alive, but which has been created magically. A *Lesser construct* is costly to make, and can be hit by any weapon. The Lesser constructs in the D&D system include living statues (Basic Set), magen (game adventure X2), and juggernauts (X4). A *Greater construct* is very expensive, but can only be hit by magic weapons. The Greater constructs include gargoyles (Basic Set), golems (Expert Set), and drolems (this set).

The following general rules apply to all constructs:

1. They can be created only if the proper magical process is used. This often involves a special book, libram, or tome, plus special materials (which must usually be purchased), certain spells, and time. The time needed varies by the size and power of the construct, but is never less than a week, and may be greater than a year.
2. They do not heal normally; magic must be used to cure them of any damage incurred.
3. They are immune to the effects of poison (since they are not truly alive), and mental effects (*charm*, *sleep*, illusions, etc.).
4. They do not reproduce; there are never "baby gargoyles," for example.

The DM may add special treasures (such as a *book of gargoyle creation*) if desired. Player characters may wish to use constructs to help guard castles, dominions, or special treasures.

## Damage To Magic Items

Any item may be damaged by rough treatment. Armor and weapons, however, are made to withstand a considerable amount of punishment.

The DM should decide whether an item might be damaged, based on the item and the type of attack and then would make an Item Damage roll.

Some breath weapons (*acid*, *fire*, *cold*) should require such checks. If the user makes his Saving Throw against the breath, bonuses can be applied to the item's roll.

Long falls (100' or more) should require checks. Pools of acid, rockslides, and other cases of extreme damage should require checks for items carried. A scroll normally need not be checked except against fire damage; you may also include water damage, if desired.

To check for damage to items, roll 1d4 or 1d6 (using 1d6 if the chance of damage is high). If the result is greater than the item's Strength (number of "plusses"), the item is damaged. Items without plusses may be given ratings for this purpose. Consider:

- any potion or scroll as a +1 item;
- any wand or staff as a +2
- and all permanent items (such as rods, rings, and miscellaneous items) as +3.

This roll may be modified; for example, if a character is hit by a rockslide, Dexterity adjustments could be applied to the rolls. If a character tries to break something, Strength adjustments could be applied. No adjustment should be greater than +2. However, adjustments to the chance of survival can be any number of subtractions from the roll. A potion bottle dropped from a tabletop might require a check for breakage, but with a -2 adjustment (thus, only a roll of 4 indicating breakage).

If an item is damaged, it may either be partially damaged or completely destroyed. For items with magical bonuses, one or more points may be lost, because of damage, (DM's choice). Potions, scrolls, and rings should be completely destroyed by any severe damage.

## Demi-Human Crafts

The rules which follow are for DM and NPC use only; no player character can participate in the construction of these famous, but incredibly rare items. You may place one or more of these in a campaign, but very few should exist, if at all. Each requires centuries of work to create, and should be treated with appropriate awe and respect by the demi-human clan involved.

Details on rewards for the recovery of lost or stolen clan devices are given in each character class description.

**Dwarf:** By using the *Forge of Power*, the Keeper, Clanmaster, and several dwarven blacksmiths (all of maximum level) can work together to construct a *dwarven lens*—a sheet of pure gold, gently hammered out to perfect paper-thin texture. This is a long task; it must be worked slowly and carefully, and requires centuries to complete (800-1,000 years). The completed *lens* is a 10' diameter disk, mounted in a ring of pure gemstone, and is used only to create *oil of darkness*.

The *lens* actually concentrates and distills darkness itself to form the *oil*, and can only create one ounce per year if left in complete darkness throughout the year; any light will spoil the entire batch.

*Oil of darkness*, in turn, is used to make rockships, famous but extremely rare magi-



## Procedures

cal dwarven boats made of rock, which can move through solid rock as easily as birds move in the air. One hundred ounces of *oil* are needed for each rockship; each rockship can carry 10 dwarves.

The *lens* and *oil* cannot be created by any other means, magical or otherwise, including a *wish*.

Dwarven clans also can construct magical hammers, shields, armor, and other items typical to dwarves by using a Forge of Power. The cost and time for construction are left to the DM.

**Elf:** An elven Treekeeper, Clanmaster, and several aides (all maximum level) may use a *Tree of Life* to create the famous but extremely rare elven lightboats, in the following manner.

The Treekeeper draws one ounce of sap (at most) each month from the tree of life, distilling it to a single drop of golden liquid. Extreme care must be taken lest the Tree be harmed by the drawing of sap (which could seriously reduce or even negate its special powers). With the help of the Clanmaster and aides, the Tree's branches are guided so that a few leaves of perfect paper-smooth texture are grown each year. The distilled sap is mixed with the powdered leaf veins, creating *oil of sunlight*—the distilled essence of light itself. The process can only produce one ounce of *oil* per year.

Other perfect leaves are carefully pressed into the shape of the lightship hull, and enchantments (known only to the Treekeeper) are cast upon it. At the right moment of the year, the *oil* is spread on the specially prepared hull, and the final enchantments cast. If all goes well, the lightship is then complete, able to fly through the air at 360' per turn as long as it remains in sunlight (which propels it). One hundred ounces of *oil* are needed for each lightship; each lightship can carry 10 elves.

The *oil* cannot be created by any other means, magical or otherwise, including a *wish*.

Elven clans also can construct magic bows, arrows, swords, and other items typical to elves by using a *Tree of Life*. Cost and time for construction is left to the DM's discretion.

**Halfling:** A *Crucible of Blackflame* is a four-sided pyramid (as a four-sided die) made of rare wood, with a solid base, a triangular hole in each side, and a very odd fire inside—the *Blackflame*. This is exactly the reverse of a normal flame, black in color and emanating darkness and coolness, with flickering reverse "shadows" of light. The flame will burn anything normally not burnable, and will not harm combustible items (hence

the wooden container). *Blackflame* can be used to light a torch without burning it, and inflicts cold damage in the same manner as a normal fire (but reversed). *Blackflame* will also restore ashes to their original form, but does not return an incinerated victim to life.

Using the Crucible and the *Blackflame*, the halfling Keeper of the Flame, Clanmaster, and several halfling sheriffs can work together to construct a *web of shadows*. Occasionally but very rarely, the odd shadows cast by a *Blackflame* have material existence for a short time; if caught and immediately placed in the Crucible, these wisps of material can be stored. When enough shadows have been caught (a procedure that takes over 200 years), the Keeper can draw power from the Crucible itself (using the ancient secrets) and weave the *web of shadows*, a 10' square net of gossamer strands. It cannot be seen by any means (even magical) except in shadows or moonlight, and is carefully kept and stored by the Keeper.

The *web* is used for only one thing—collecting moonlight. When the Keeper and Clanmaster hold the web for an entire night under the light of a full moon, chanting the ancient phrases known only to themselves, the moonlight is caught and distilled, forming a single drop of silvery liquid. This *oil of moonlight* is collected and stored in shadow, avoiding the light of day. A full ounce is required for any effect (gathered over 7-10 years), and may then be rubbed into a fabric (often to make a sail or kite). Any object thus treated gains the ability to fly at 360' per turn when in moonlight which propels it.

Halfling clans also can construct magic daggers, slings, swords, and other items typical to halflings by using the Crucible of *Blackflame*. Cost and time for construction are left to the DM's discretion.

### Hit Points Maximum

The maximum hit points possible for any human character is the roll of 9 hit dice, plus the Constitution bonuses, plus the given hit point gains for additional levels. For an 18 Constitution and maximum die rolls, these totals are:

	MAXIMUM HIT POINTS				
	Dice Rolls	Con. Bonus	Maximum L15	L25	L36
Cleric	54	27	87	97	108
Fighter	72	27	111	131	153
Magic-user	36	27	69	79	90
Thief	36	27	75	95	117

Hit points for demi-humans are limited by their maximum levels (halflings 8, elves 10, dwarves 12). Halflings and elves use 1d6 per level, dwarves 1d8; thus, with 18 Constitution, the most possible hit points for maximum level demi-humans are:

	Dice Rolls	Con. Bonus	L 10-12	Maximum Total
Dwarf	72	27	+9	108
Elf	54	27	+2	83
Halfling	48	24	-	72

*Note that a halfling can have about half as many hit points as a fighter; that a dwarf can be as tough as a 36th level cleric; and that elves and magic-users have similar numbers of hit points at maximum level.*

### Poison

Poison is a dangerous tool. If characters are permitted to use poison, monsters should be able to do the same. And there are far more monsters than characters...

A potion is the most common form of poison. Its effects when used on blowgun darts (see *Players Book*, page 3) are recommended as a *maximum* for use on any weapon. any weapon.

You may wish to make poisons of lesser power available, lacking the strength to kill, but able to paralyze, intoxicate, sleep, and/or inflict slight damage.

Many natural plants are mildly poisonous, and saps or boiled leaves could yield poisons usable on weapons. However, poison preparation is not common knowledge, and the danger of error is high (including the accidental poisoning of the maker).

The poison used by poisonous monsters comes from poison sacs or glands within the creature's body. After defeating a poisonous monster, some of the characters in your game may try to get and use the poison.

The following method of controlling this unsavory practice is recommended. Monster poison should only remain potent while in the creature, becoming useless 1-10 rounds after exposure to air. Only a specially prepared *potion of poison* can last for a longer period. An intact poison sac (a rare thing after a swordfight!) should remain useful for only 1-10 rounds per Hit Die of the monster. Unprepared (non-potion) poison placed on a weapon becomes non-poisonous after 1-10 rounds of exposure to air.

The poisonous touch of certain powerful Undead creatures (*spirit* in this set) cannot be collected or used.

The use of poison is evil, and may cause alignment problems. Local and regional laws may punish poisoners.

# Hit Roll Charts

(XP numbers are in thousands)

## HIT ROLLS: ALL DEMI-HUMANS

Attack Rank	Dwarf		Elf		Target's Armor Class											
					Halfling	9	8	7	6	5	4	3	2	1	0	-1
A				120*	6	7	8	9	10	11	12	13	14	15	16	17
B				300	5	6	7	8	9	10	11	12	13	14	15	16
C	660*	600*		600	4	5	6	7	8	9	10	11	12	13	14	15
D	800	850		900	3	4	5	6	7	8	9	10	11	12	13	14
E	1,000	1,100		1,200	2	3	4	5	6	7	8	9	10	11	12	13
F	1,200	1,350		1,500	2	2	3	4	5	6	7	8	9	10	11	12
G	1,400	1,600		1,800	2	2	2	3	4	5	6	7	8	9	10	11
H	1,600	1,850		2,100	2	2	2	2	3	4	5	6	7	8	9	10
I	1,800	2,100		2,400	2	2	2	2	2	3	4	5	6	7	8	9
J	2,000	2,350		2,700	2	2	2	2	2	2	3	4	5	6	7	8
K	2,200	2,600		3,000(a)	2	2	2	2	2	2	2	3	4	5	6	7
L	2,400	2,850			2	2	2	2	2	2	2	2	3	4	5	6
M	2,600	3,100(b)			2	2	2	2	2	2	2	2	2	3	4	5

Attack Rank	Dwarf		Elf		Target's Armor Class										
					Halfling	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
A				120*	18	19	20	20	20	20	20	21	22	23	24
B				300	17	18	19	20	20	20	20	20	21	22	23
C	660*	600*		600	16	17	18	19	20	20	20	20	20	21	22
D	800	850		900	15	16	17	18	19	20	20	20	20	20	21
E	1,000	1,100		1,200	14	15	16	17	18	19	20	20	20	20	20
F	1,200	1,350		1,500	13	14	15	16	17	18	19	20	20	20	20
G	1,400	1,600		1,800	12	13	14	15	16	17	18	19	20	20	20
H	1,600	1,850		2,100	11	12	13	14	15	16	17	18	19	20	20
I	1,800	2,100		2,400	10	11	12	13	14	15	16	17	18	19	20
J	2,000	2,350		2,700	9	10	11	12	13	14	15	16	17	18	19
K	2,200	2,600		3,000(a)	8	9	10	11	12	13	14	15	16	17	18
L	2,400	2,850			7	8	9	10	11	12	13	14	15	16	17
M	2,600	3,100(b)			6	7	8	9	10	11	12	13	14	15	16

\*XP when maximum level is reached

(a) Same as Fighter 22-24, Cleric (or Thief) 29-32, or M-U 36

(b) Same as Fighter 25-27 or Cleric (or Thief) 33-35

## HIT ROLLS: ALL HUMANS

Magic-User	Class & Level		Target's Armor Class													
			Cleric/Thief	Fighter	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
1-5	1-4	1-3			10	11	12	13	14	15	16	17	18	19	20	20
6-10	5-8	4-6			8	9	10	11	12	13	14	15	16	17	18	19
11-15	9-12	7-9			6	7	8	9	10	11	12	13	14	15	16	17
16-20	13-16	10-12			4	5	6	7	8	9	10	11	12	13	14	15
21-25	17-20	13-15			2	3	4	5	6	7	8	9	10	11	12	13
	21-24	16-18			2	2	2	3	4	5	6	7	8	9	10	11
	25-28	19-21			2	2	2	2	2	3	4	5	6	7	8	9
		22-24			2	2	2	2	2	2	2	3	4	5	6	7
		25-27			2	2	2	2	2	2	2	2	2	3	4	5

Magic-User	Cleric/Thief	Fighter	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
	Normal Man		20	20	21	22	23	24	25	26	27	28	29
1-5	1-4	1-3	20	20	20	21	22	23	24	25	26	27	28
6-10	5-8	4-6	20	20	20	20	20	21	22	23	24	25	26
11-15	9-12	7-9	18	19	20	20	20	20	20	21	22	23	24
16-20	13-16	10-12	16	17	18	19	20	20	20	20	20	21	22
21-25	17-20	13-15	14	15	16	17	18	19	20	20	20	20	20
	21-24	16-18	12	13	14	15	16	17	18	19	20	20	20
	25-28	19-21	10	11	12	13	14	15	16	17	18	19	20
		22-24	8	9	10	11	12	13	14	15	16	17	18
		25-27	6	7	8	9	10	11	12	13	14	15	16

## Procedures

### HIT ROLLS: ALL MONSTERS

Creature's Hit Dice	Target'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
8+ to 9	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
9+ to 11	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15
11+ to 13	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14
13+ to 15	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13
15+ to 17	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12
17+ to 19	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11
19+ to 21	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10
21+ to 23	2	2	2	2	2	2	2	2	3	4	5	6	7	8	9
23+ to 25	2	2	2	2	2	2	2	2	2	3	4	5	6	7	8
25+ to 27	2	2	2	2	2	2	2	2	2	2	3	4	5	6	7
27+ to 29	2	2	2	2	2	2	2	2	2	2	2	3	4	5	6
29+ to 31	2	2	2	2	2	2	2	2	2	2	2	2	3	4	5
31+ to 33	2	2	2	2	2	2	2	2	2	2	2	2	2	3	4
33+ to 35	2	2	2	2	2	2	2	2	2	2	2	2	2	2	3
35+ and up	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2

Creature's Hit Dice	Target's Armor Class														
	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20
Up to 1	21	22	23	24	25	26	27	28	29	30	30	30	30	30	31
1+ to 2	20	21	22	23	24	25	26	27	28	29	30	30	30	30	30
2+ to 3	20	20	21	22	23	24	25	26	27	28	29	30	30	30	30
3+ to 4	20	20	20	21	22	23	24	25	26	27	28	29	30	30	30
4+ to 5	20	20	20	20	21	22	23	24	25	26	27	28	29	30	30
5+ to 6	20	20	20	20	20	21	22	23	24	25	26	27	28	29	30
6+ to 7	19	20	20	20	20	20	21	22	23	24	25	26	27	28	29
7+ to 8	18	19	20	20	20	20	20	21	22	23	24	25	26	27	28
8+ to 9	17	18	19	20	20	20	20	20	21	22	23	24	25	26	27
9+ to 11	16	17	18	19	20	20	20	20	20	21	22	23	24	25	26
11+ to 13	15	16	17	18	19	20	20	20	20	20	21	22	23	24	25
13+ to 15	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24
15+ to 17	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23
17+ to 19	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22
19+ to 21	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21
21+ to 23	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
23+ to 25	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
25+ to 27	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
27+ to 29	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20
29+ to 31	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
31+ to 33	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
33+ to 35	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
35+ and up	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17

\*Note that this chart continues. There is no limit to the Armor Class.

## SAVING THROWS: ALL CHARACTERS

Character Class	Death Ray or Poison	Magic Wands	Paralysis or Turn to Stone	Dragon Breath	Rod, Staff, or Spell
<b>Cleric</b>					
1-4	11	12	14	16	15
5-8	9	10	12	14	13
9-12	7	8	10	12	11
13-16	6	7	8	10	9
17-20	5	6	6	8	7
21-24	4	5	5	6	5
25-28	3	4	4	4	4
29-32	2	3	3	3	3
33-36	2	2	2	2	2
<b>Fighter</b>					
Normal Man					
1-3	14	15	16	17	17
4-6	12	13	14	15	16
7-9	10	11	12	13	14
10-12	8	9	10	11	12
13-15	6	7	8	9	10
16-18	6	6	7	8	9
19-21	5	6	6	7	8
22-24	5	5	6	6	7
25-27	4	5	5	5	6
28-30	4	4	5	4	5
31-33	3	4	4	3	4
34-36	3	3	3	2	3
<b>Magic-user</b>					
1-5	13	14	13	16	15
6-10	11	12	11	14	12
11-15	9	10	9	12	9
16-20	7	8	7	10	6
21-24	5	6	5	8	4
25-28	4	4	4	6	3
29-32	3	3	3	4	2
33-36	2	2	2	2	2
<b>Thief</b>					
1-4	13	14	13	16	15
5-8	11	12	11	14	13
9-12	9	10	9	12	11
13-16	7	8	7	10	9
17-20	5	6	5	8	7
21-24	4	5	4	6	5
25-28	3	4	3	4	4
29-32	2	3	2	3	3
33-36	2	2	2	2	2
<b>Dwarf</b>					
1-3	8	9	10	13	12
4-6	6	7	8	10	9
7-9	4	5	6	7	6
10-12	2	3	4	4	3
<b>Elf</b>					
1-3	12	13	13	15	15
4-6	8	10	10	11	11
7-9	4	7	7	7	7
10	2	4	4	3	3
<b>Halfling</b>					
1-3	8	9	10	13	12
4-6	5	6	7	9	8
7-8	2	3	4	5	4

## Haste

There are many magical ways for creatures to move and fight at greater than normal speed. The following rules apply in such situations.

1. Saving Throws are never affected by speed differences.
2. Hit rolls gain a +2 bonus for each speed difference. A *hasted* character who drinks a *potion of speed* thus gains a total bonus of +4 to all Hit rolls against opponents moving at normal speed, but only a +2 bonus against singly *hasted* opponents.
3. The Armor Class of a *hasted* creature is not different from that at normal speed, but a -2 bonus is gained for the next speed effect. Thus, a fighter wearing plate mail and shield (AC 2) is treated as AC 0 if "double-speeded" (such as from both the *potion* and the spell).
4. Wands, staves, rods, spells, and other magical effects are never affected by speed. Magic *always* takes standard time to use, without bonuses or penalties for speed effects.
5. Two (maximum) *different* types of speed are cumulative. For example, if a character drinks a *potion of speed* and is *hasted*, the character moves at four times normal rate—twice normal from the *potion*, and twice normal from the spell. *Four times normal is the maximum possible rate*; attempts at "triple speeding" or faster rates always fail. For every level of speed, double the number of attacks that round.
6. Identical types of speed are *not* cumulative. If a *haste* spell is cast on a character who is already under the influence of another *haste* spell, the second spell has no effect.
7. The DM may add other restrictions as desired. For example, problems in communication can develop through speed differences, especially when a character moving at 4 times normal speed tries to talk with others moving at normal speed.

Speed can be an extremely valuable tool for characters in combat. If the bonuses gained by speed make the challenges in your campaign too easily overcome, you should add any controls as needed to keep the game balanced and entertaining.

## Treasures

### A. "Cashing" Normal Treasures

**1. Gems and Jewelry:** At the end of each adventure, the characters earn Experience Points based on the actual value of all treasures found and kept. However, they might lose some of the value of gems and jewelry in the process of exchanging such items for coin.

Though gems and jewelry are easy to carry, they are also hard to convert to spendable money. Most specialists and mercenaries will accept gems as payment, but they do not normally "give change" for overpayment, nor do they accept jewelry (as it is easily damaged). For most expenses (such as normal equipment purchases, construction costs, etc.) coin must be used.

Most pieces of jewelry may be broken up into its gems, metal, etc. The whole piece is worth more than the individual parts; up to half of the value may be lost by such barbaric practices.

Any town or city will have a businessman (jeweler, moneychanger, collector of rare items, or even the town treasurer) who will exchange coins for gems and jewelry, and probably vice versa. For gems, a fee of 1-5% of the value is charged. Jewelry is harder to sell, and a 2-12% fee may be charged. Small towns have less cash on hand and may be unable to buy expensive jewels or gems. As a general guideline, the population of the town is equal to the largest value of item it can convert to coin, in gp (for example, a city of 10,000 could handle gems or jewelry of up to 10,000 gp value).

A businessman may always refuse to "cash" an item, for various reasons (lack of ready coin, suspicion of stolen merchandise, suspected magical origin, and so forth).

If a businessman refuses the transaction, a wealthy private individual might be found to buy the item. The amount offered will be 20-80% (2d4 x 10) of the stated value, and a jeweler is usually consulted to appraise the item.

**2. Special Treasures (non-magical):** Unlike gems and jewelry, special treasures (such as furs, spices and herbs, woods metals, weapons and armor, trade goods, ivory, wines and ales, perfume and incense, linens, sculpture, and art) must be sold before and XP award is given. The prices given are approximately what the items will bring in markets trading in these goods. The prices will not normally be higher, except where the items are scarce. Prices may be lower if the goods are in common supply.

### B. Buying and Selling Magic Items

At some point in your game, the characters

will probably find a magic item that they cannot use or do not want. They may then try to sell the item for cash.

This forces you, the Dungeon Master, to decide two things: whether magic items can be bought or sold, and where this would occur.

In a world full of magic, this sort of business should exist in some form. But it can easily get out of control; many items are *cursed* or otherwise dangerous. Spells may be used to create "fakes" (such as a *light* spell cast on a normal sword or gem). Any business dealing with magic items should, logically, have magical means of detecting, and identifying the worth of the items, and connections with authorities to be sure that an item is legally salable, and not stolen. Protection is also extremely important; a powerful Magic-user should not be able to loot the local magic shop.

Thus, the recommended place for this sort of business is the Magic-user's Guild. The "shop" should be lined with lead (blocking most magical effects), and heavily safeguarded with magical traps. Apprentices might be constantly on watch for magical visitors (possibly *polymorphed*), spell effects, invisible things, and so forth. An invisible stalker might automatically appear if any attempt at theft occurs. You may design such a place to be as tightly secure as you wish. Try to foresee the possible attempts at deception and theft, and create means to counter them.

You must also decide on the prices to be offered for items brought in, the items being offered for sale, and their prices. Many items might have limited availability; a powerful wand would not be freely sold to Chaotics.

You can assume that *all* powerful items would be sold to powerful persons. A church would certainly buy any *staff of curing* that appears; rulers are always interested in buying potions, scrolls, and other items usable by all classes. Miscellaneous Magic Items would be extremely rare, and much in demand.

Of all the magic items, potions are the easiest to make, and thus the most commonly found; some might be for sale. *Healing* and *super-healing* potions are those most often sought by adventurers; other types might be available as well.

If you wish to have magic items available for purchase, the following prices are recommended. They are designed for higher level characters, and for sales in a large city. Fewer items should be available, and for higher prices, in smaller places. Items not listed should *not* be sold. Note that these are the prices to be paid by PCs to buy items, *not* the prices offered if some are brought in for sale.

### MAGIC ITEM PRICE SUGGESTIONS

Armor	10,000 to 150,000 gp
Misc. Item	5,000 to 750,000 gp
Misc. Weapon	5,000 to 250,000 gp
Missile	1,000 to 50,000 gp
Missile Device	10,000 to 250,000 gp
Potion	1,000 to 10,000 gp
Ring	10,000 to 250,000 gp
Rod	25,000 to 500,000 gp
Scroll	5,000 to 75,000 gp
Shield	5,000 to 100,000 gp
Staff	15,000 to 300,000 gp
Sword	5,000 to 500,000 gp
Wand	5,000 to 150,000 gp

The most common problem you must face is what to offer adventurers to purchase items they bring in and wish to sell. Because of taxes, operating expenses, the lower value of "used goods," cost of identifying items, and so forth, you could offer 10-30% of the values given above. You may modify this by the Charisma of the seller, adding or subtracting 5% for each point of adjustment.

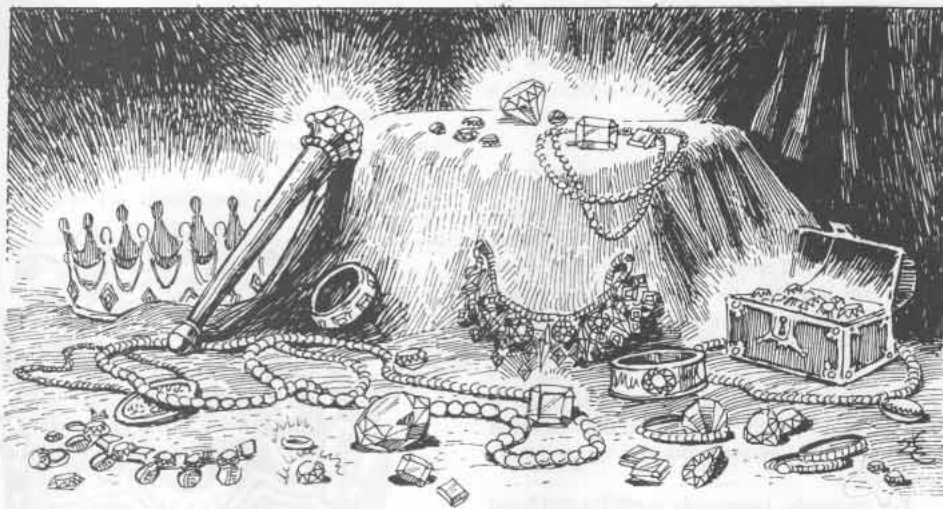
For example, a character with 18 Charisma gains a +2 bonus to reactions, and could thus "barter" the offered price upward by 10%. The transaction can be assumed, or may be role-played. You may also wish to create local laws that strictly prohibit the sale of magic except by and to authorized dealers, enforced by both the Guild and the highest authorities.

Remember that these are only guidelines. Whatever system you use, try to be consistent. You may wish to make a list of the various items, their selling prices (if available), and the prices offered for them. Notices might be posted, offering rewards for the discovery of certain items — giving the characters goals for adventuring.

**Experience Points:** You may choose to award XP for cash gained through the sale of magic items. Beware, however, for a rare item may bring vast amounts of unearned experience, and upset the balance of your game. You may choose instead to award a set XP value for each item, regardless of the cash acquired through its sale. This is recommended; regardless of the laws, items will occasionally be sold to characters (either PCs or NPCs), who may pay more than the Guild amounts. Whichever you choose, the details should be added to your price list.

### C. Planning and Placing Treasure

At this level of play, obtaining coins is no longer a primary goal of adventurers. Gems,



jewelry, magic, and “special” treasures should be the valuables most sought by Companion-level characters. They may pick up some coins if convenient, but such items are heavy and worth far less, “pound for pound,” than other treasures.

To advance a mere 10% of the next level XP goal in one adventure, each character needs ten or fifteen thousand Experience Points! With a maximum encumbrance of 2,400 cn, even platinum is barely worth the effort. More valuable, portable treasures are the goals—and gems, jewelry and “specials” are the primary targets.

As Dungeon Master, consider the need of the characters. Don’t make it too easy for them; hoards of coin should still be found regularly. But modify some of the “lair” treasure results, exchanging bulk coins for gems and jewelry of equal values. Otherwise, your players may become bored, if the time between level gains stretches into months of real time. High level characters need large treasures—and, of course, challenging monsters as well.

**Pre-calculating Treasure:** When designing adventures to fit the needs of the characters, you don’t need to guess the proper amount of treasure to place; a bit of simple math will help. Use 125,000 XP as the average needed per level. If you want a group of 4 characters, all level 12-25, to advance 1 level after completing 5 successful adventures, then they will need a total of 500,000 XP to do so. They should earn about 1/5 of it (100,000) by defeating monsters and another 1/8 (62,500) by reaching their goal and performance; subtracting that, the remaining 337,500 must be from treasure. Divide that by the number of adventures (5) and you find

that each adventure should bring them 55,000 gp—if they play well.

Five adventures to gain 1 level of experience is a good average. At that speed, level advancement doesn’t come easily enough to cause boredom, but isn’t rare enough to cause frustration. See the *Adventure Planning* section, page 2, for more guidelines.

#### Weapons (New)

The new weapons detailed in the *Character Section* may be used both by characters and by humanoid monsters. Monsters living within 48 miles (2 wilderness map hexes) of towns should be able to find and use any of the weapons you make available to characters!

All of the weapons are Optional. You may choose not to include some (or all) of them. Review the details before you decide; they have unusual effects, but should not disrupt your campaign.

The following notes are for your reference. The players should discover the special techniques and effects gradually, as the characters experiment with their new weaponry.

1. **Bastard Sword:** A shield cannot be used while using this item two-handed. However, it does *not* cause the loss of initiative, and can be used by a halfling or other small humanoid.
2. **Blackjack:** This weapon has no effect on a victim wearing a metal helmet (which is included in any set of plate, banded, chain, or splint mail), or on any unarmored monster of Armor Class 0 or less (indicating very tough skin or protective plating).
3. **Blowgun:** Of all the new weapons, this item is the most dangerous, and should be the one most tightly controlled. Warn the

players that, if they want their characters to use blowguns, the monsters will have them as well.

Any Undead creature, and any other creature immune to poison, cannot be harmed by a blowgun. A blowgun dart merely scratches the victim, with little penetration. No damage is inflicted, and no poison will cause instant death unless the victim is of small size.

The use of poison as a weapon is not a good act. Because of its dangers, poison may be declared illegal by local or regional rulers. In this case, no Lawful character would use it. Be sure to review the additional notes on Poison in this section.

4. **Bola:** This weapon can only affect solid creatures. Wraiths, spectres, ethereal creatures, and monsters made of water (such as a water elemental) cannot be affected.

Remember that if the Hit roll is a “natural” 20 (*not* including any adjustments), the victim must make a Saving Throw vs. Death Ray or be paralyzed and strangle in 3-8 rounds. Creatures that do not breathe (such as constructs) are immune to this effect. For any other successful Hit roll, the Saving Throw is still made, but with lesser effect (according to the chart).

When the victim hit makes the Saving Throw, the bola is removed. The victim may spend one round destroying the Bola if an edged weapon is used. Otherwise, the Bola falls to the floor, undamaged.

5. **Net:** This weapon should be readily available. Its cost is low, and it is easily damaged. The net is one of mankind’s first tools, invented in prehistoric times, and should be used by most humanoid monsters—for both hunting and defense.

A Net can only affect creatures made of solid material. Wraiths, spectres, ethereal creatures, and monsters made of water (such as water elementals) cannot be affected.

A Net can easily be damaged by any edged weapon (or claw or bite), but can be repaired, if rope or cord is available. A damaged net is useless, requiring 1-3 turns of undisturbed repair work.

6. **Whip:** This weapon is somewhat popular but not very useful except as a tactical device. It is most often used by a thief or other character who wants to help a front-line fighter somehow while not actually engaging in melee.

A Whip can only entangle creatures made of solid material. Wraiths, Spectres, ethereal creatures, and monsters made of water (such as a water elemental) cannot be entangled. Normal damage can, however, be inflicted by a Whip.

# Monsters

This section adds to the monster lists in the D&D Basic and Expert Sets. The terms used are explained in those sets, except for "Spell Immunity" (explained below). This section is presented in two parts.

**Part 1** is a standard listing of monsters found on the Prime Material Plane.

**Part 2** is a list of monsters found on, and native to, other planes of existence (Ethereal and Elemental). These creatures should *not* be encountered during adventures in the Prime Plane, except in very rare circumstances (when specially summoned, commanded to service, etc.). They are *only* for use in adventures on those other planes.

## Special Attacks

**Charm, Energy Drain, Paralysis, and Poison** are explained in the D&D Basic Dungeon Masters Rulebook (pages 23-25).

**Charge, Continuous Damage, Petrification, Swallow, Swoop, and Trample** are explained in the Expert Rulebook (page 45).

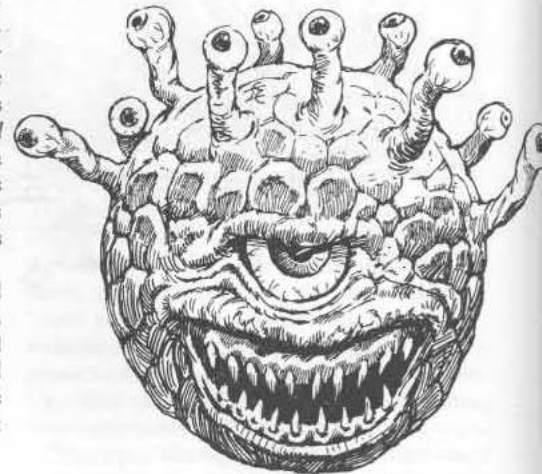
**Acid** damage is possible from the attacks of black dragon breath, gray ooze, and other

creatures. An optional method of finding the effect of acid damage on magic items is given on page 21. Normal items will usually be ruined if the victim of the acid attack fails a Saving Throw vs. Breath.

## Special Defenses

**Spell immunity** may take many forms. Undead are immune to all forms of *charm*, *sleep*, and *hold* spells; many fire-using creatures are immune to fire-type spells. Some powerful creatures may be immune to spells of low power, such as *all first and second level spells*, possibly in addition to immunity to a specific type of spell. When spell immunity is mentioned, it applies to all spell-like effects as well, including those produced by monsters or devices.

For example, immunity to all 1st-3rd level spells also confers immunity to fire balls from a wand or staff (since *fire ball* is a third level spell). However, dragon breath is a natural ability of dragons, not a magical one, and is not affected unless a description mentions it specifically.



## Monster List, Part 1:

### Prime Plane

#### Apparition to Will o' Wisp

**Apparition:** A form of Undead; see *Phantom*.

**Banshee:** A form of Undead; see *Haunt*.

#### Beholder

Armor Class:	0/2/7
Hit Dice:	11***** (see below)
Move:	30' (10')
Attacks:	1 bite + special
Damage:	2-16 + special
No. Appearing:	1 (0)
Save As:	Magic-user: 11
Morale:	12
Treasure Type:	L, N, O
Alignment:	Chaotic
XP Value:	5100

A beholder, also called an "Eye Tyrant" or "Sphere of Many Eyes," looks like a large floating ball (about four feet in diameter) covered with tough armor-plated skin. Atop the beholder are ten small eyes on stalks, each with its own magical power. A large central eye is on the front of the body, with a toothy mouth below it.

A beholder moves by magical slow flight, though this cannot be *dispelled*. It speaks most languages, and is extremely intelligent,

cruel, and greedy. It is normally found alone, but is rarely (5% chance) found with 1-6 young (each with 1/10 normal Hit Dice and range of eye effects, bite damage 1-4).

The beholder's front eye always projects an anti-magic ray, which temporarily "turns off" all magic within 60' in front of it. Magic weapons used within the ray are treated as if non-magical. Spells cast within its area of effect are instantly ruined; spells cast from further away are ruined when the effects get within range. A beholder will usually turn to face any character who starts casting, ruining the spell.

Magic weapons and items will work normally once they are removed from the anti-magic ray area, and existing spell effects with durations will resume once the ray is directed elsewhere. This ray cannot be aimed above or below the creature, but only straight out in front of it. As this ray can affect any magic, even that of the smaller eyes (as explained below), the small eyes cannot be used on targets within the anti-magic ray.

If a beholder is attacked with a weapon, the player must declare what his character is aiming at—the body, the large eye, or an eye

stalk. Each target has a different Armor Class and hit points.

The body is AC 0, and has 50 hit points.

The front eye is AC 2, and has 20 hit points. An eye stalk is only AC 7, but can withstand 12 points of damage. Damage to eye stalks does not count toward killing the creature.

**Small eyes and eyestalks:** If a hit roll against an eyestalk is successful, the DM should roll randomly to see which stalk is damaged. A "slain" eyestalk has been cut off, but a damaged stalk does not interfere with the eye's functioning. Lost eyes grow back in 2-8 days; partial damage to eyestalks regenerates 1 hit point per day.

Only four small eyes can aim in one direction at the same time, and they cannot see the area directly below the body. Each eye stalk can shoot a ray with a different spell-like effect once per round. Page references are given so the DM may refer to the complete spell descriptions; reversed spell effects are indicated by an asterisk.

- Eye 1. *charm person* (range 120'; B39)
- Eye 2. *charm monster* (range 120'; X13)
- Eye 3. *sleep* (range 240'; B40)

- Eye 4. *telekinesis* (range 120', up to 5,000 cn weight)
- Eye 5. *flesh to stone\** (range 120'; X16)
- Eye 6. *disintegrate* (range 60'; X16)
- Eye 7. *cause fear\** (range 120'; X5)
- Eye 8. *slow\** (range 240'; X12)
- Eye 9. *cause serious wounds\** (range 60'; X7)
- Eye 10. *death spell* (range 240'; X16)

**Blast Spore**

Armor Class:	9
Hit Dice:	1* (1 hit point)
Move:	30' (10')
Attacks:	1
Damage:	Disease only
No. Appearing:	1-3 (1)
Save As:	Fighter: 1
Morale:	9
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	13

A blast spore looks almost exactly like a beholder, and is usually (90%) mistaken for one; however, its eyes and mouth are harmless. There is a 25% chance that a character will notice the differences if within 10'. If a blast spore is damaged in any way, it explodes for 6-36 (6d6) points of damage to all within 20 feet; each victim may make a Saving Throw vs. Wands to take 1/2 damage. When approached, the creature may spray a shower of spores in a 20'x20'x20' volume before it. Each victim must make a Saving Throw vs. Poison; if failed, the spores penetrate and grow into 1-6 more blast spores, causing death in 24 hours unless a *cure disease* spell is applied.

**Dolphin**

Armor Class:	5
Hit Dice:	3*
Move:	180'(60')
Attacks:	1 head butt
Damage:	2-8
No. Appearing:	0 (1-20)
Save As:	Dwarf: 6
Morale:	10
Treasure Type:	Nil
Alignment:	Lawful
XP Value:	50

Dolphins are related to whales, but are much smaller. They are 20' long with a smooth hide. Dolphins cannot breathe water and must come to the surface once every 15 minutes for air. They are intelligent and have their own language. Dolphins can use telepathy with other dolphins in a 50 mile range, and they can detect magic underwater (360' range). They hate sharks and occasionally attack them. Dolphins are the friends of most sailors and have been known to help people in trouble.

**Dragon**

White	Large	Huge
Armor Class:	1	-1
Hit Dice:	9***	12****
Move:	120' (40')	150' (50')
Flying:	300' (100')	360' (120')
Attacks:	Up to 6 (see below)	
Breath cone:	80'x40'	90'x40'
Damage:	see below	see below
# Appearing:	1-3 (1-3)	1-2 (1-2)
Save As:	Fighter: 18	Fighter: 36
Morale:	9	10
Treasure Type:	Hx2, I	Hx3, Ix2
Alignment:	Neutral	Neutral
XP Value:	3,000	4,300
XP with spells:	3,700	5,100

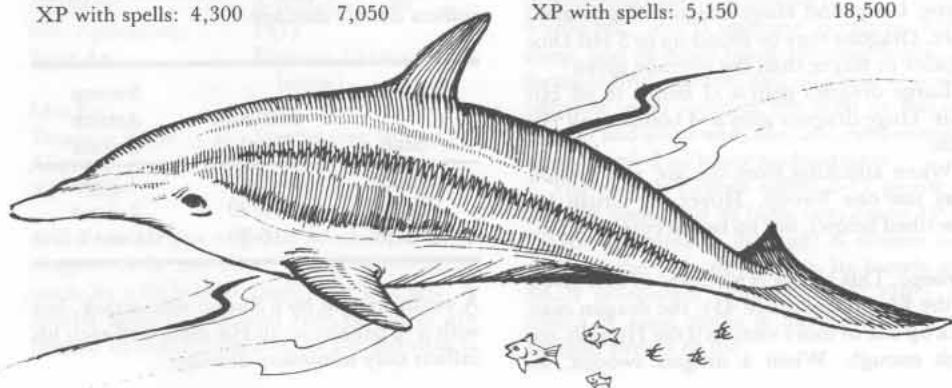
Black	Large	Huge
Armor Class:	0	-2
Hit Dice:	10+3****	14****
Move:	120' (40')	150' (50')
Flying:	300' (100')	360' (120')
Attacks:	Up to 6 (see below)	
Breath line:	90'x5'	120'x5'
Damage:	see below	see below
# Appearing:	1-3 (1-3)	1-2 (1-2)
Save As:	Fighter: 21	Fighter: 36
Morale:	9	10
Treasure Type:	Hx2, I	Hx3, Ix2
Alignment:	Chaotic	Chaotic
XP Value:	3,000	5,150
XP with spells:	3,700	6,100

Green	Large	Huge
Armor Class:	-1	-3
Hit Dice:	12***	16****
Move:	120' (40')	150' (50')
Flying:	300' (100')	360' (120')
Attacks:	Up to 6 (see below)	
Breath cloud:	50'x40'x30'	50'x50'x30'
Damage:	see below	see below
# Appearing:	1-3 (1-3)	1-2 (1-2)
Save As:	Fighter: 24	Fighter: 36
Morale:	9	10
Treasure Type:	Hx2, I	Hx3, Ix2
Alignment:	Chaotic	Chaotic
XP Value:	3,500	5,150
XP with spells:	4,300	7,050

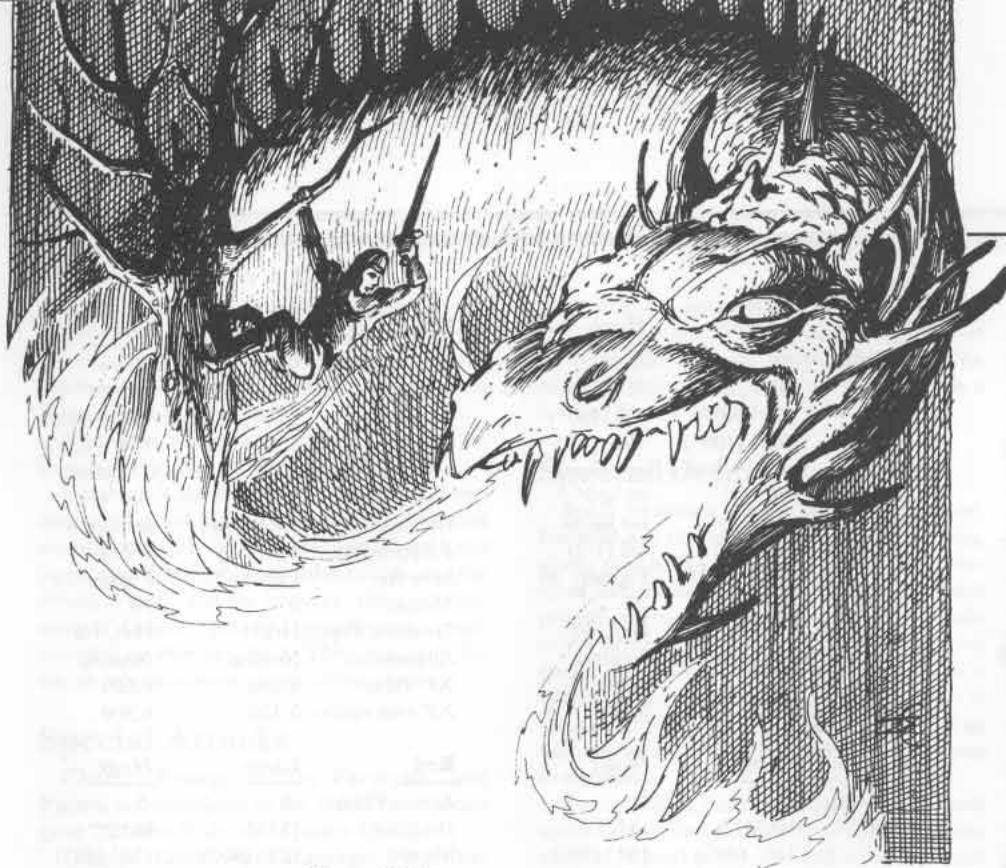
Blue	Large	Huge
Armor Class:	-2	-4
Hit Dice:	13+3****	18****
Move:	120' (40')	150' (50')
Flying:	300' (100')	360' (120')
Attacks:	Up to 6 (see below)	
Breath line:	150'x5'	200'x
Damage:	see below	see below
# Appearing:	1-3 (1-3)	1-2 (1-2)
Save As:	Fighter: 27	Fighter: 36
Morale:	9	10
Treasure Type:	Hx2, I	Hx3, Ix2
Alignment:	Neutral	Neutral
XP Value:	4,200	6,600
XP with spells:	5,150	8,900

Red	Large	Huge
Armor Class:	-3	-5
Hit Dice:	15***	20****
Move:	120' (40')	150' (50')
Flying:	300' (100')	360' (120')
Attacks:	Up to 6 (see below)	
Breath cone:	135'x30'	180'x30'
Damage:	see below	see below
# Appearing:	1-3 (1-3)	1-2 (1-2)
Save As:	Fighter: 30	Fighter: 36
Morale:	10	11
Treasure Type:	Hx2, I	Hx3, Ix2
Alignment:	Chaotic	Chaotic
XP Value:	4,200	6,600
XP with spells:	5,150	10,050

Gold	Large	Huge
Armor Class:	-4	-6
Hit Dice:	16+3****	22****
Move:	120' (40')	150' (50')
Flying:	300' (100')	360' (120')
Attacks:	Up to 6 (see below)	
Breath cone or cloud:	As Green or Red	As Green or Red
Damage:	see below	see below
# Appearing:	1-3 (1-3)	1-2 (1-2)
Save As:	Fighter: 33	Fighter: 36
Morale:	10	11
Treasure Type:	Hx2, I	Hx3, Ix2
Alignment:	Lawful	Lawful
XP Value:	4,200	11,750
XP with spells:	5,150	18,500







A victim held in a claw automatically takes normal claw damage each round, but if Initiative is won, the victim may act first (cast a spell, use a device, etc.).

A victim held in a bite automatically takes normal bite damage each round, and cannot concentrate (regardless of Initiative). The victim is swallowed when dead. A dragon may bite a victim held in a claw, but with a -2 penalty to the Hit roll. If successful, the victim is transferred to the mouth.

**Hover:** When using this attack form, the dragon pauses for a moment before landing, its wings beating furiously. The dragon may attack up to six opponents in one round while hovering, using 1 bite, 2 front claws, 2 rear kicks, and 1 tail (but no wing attacks). A breath weapon may *not* be used while hovering, because of the wind from the wings. After 1 round of Hover attacks, the dragon *must* land immediately, but the dragon cannot Crush after Hovering. (Note that the location of opponents might prevent the use of some attack forms.)

**Crush:** This maneuver is often used if the dragon surprises non-human victims, or possibly against any opponents if the dragon is seriously wounded. When Crushing, the dragon actually lands on its victims. Each may make a Saving Throw vs. Death Ray; success indicates complete evasion of the *crush*, and no damage is inflicted. A victim may choose to remain in the area, taking the full damage of the crush; if a weapon is held in hand, a Hit roll may be made with a +4 bonus. If the attack hits, double damage is inflicted. A *Small* dragon can *crush* one victim only. A *Large* dragon can *crush* all in a 10' radius circle. A *huge* dragon can *crush* all in a 20' radius circle.

#### Other Attacks

**Kick:** Any victim hit by a Kick attack must make a Saving Throw vs. Paralysis or be knocked over. A penalty applies to the Saving Throw, equal to the amount of damage inflicted. Any victim knocked over may get up during the next round, but will automatically lose Initiative. A kick attack is only effective during hovering or ground combat, not aerial.

**Tail:** Any victim hit by the tail attack of a Large or Huge dragon must make a Saving Throw vs. Paralysis or be knocked over (as with a kick) *and* disarmed. A penalty applies to the Saving Throw, equal to the damage inflicted. A disarmed opponent may spend one round picking up the weapon, or may switch weapons, merely losing Initiative.

**Wing:** A wing attack may be used against any opponent within range—which is large.

DAMAGES:		Bite or Crush	Claws, Kicks, Wings, or and Tail
Dice used			
White:	Small	2d8	1d4 each
	Large	2d8+4	1d6+1 each
	Huge	2d8+8	1d8+2 each
Black:	Small	2d10	1d4+1 each
	Large	2d10+4	1d6+2 each
	Huge	2d10+8	1d8+3 each
Green:	Small	3d8	1d6 each
	Large	3d8+4	1d8+1 each
	Huge	3d8+8	1d10+2 each
Blue:	Small	3d10	1d6+1 each
	Large	3d10+4	1d8+2 each
	Huge	3d10+8	1d10+3 each
Red:	Small	4d8	1d8 each
	Large	4d8+4	1d10+1 each
	Huge	4d8+8	1d12+2 each
Gold:	Small	6d6	2d4 each
	Large	6d6+4	3d4 each
	Huge	6d6+8	4d4 each

#### SPELLS (by level)

	1	2	3	4	5
White: Small	3	-	-	-	-
White: Large	4	2	-	-	-
White: Huge	5	3	1	-	-
Black: Small	4	-	-	-	-
Black: Large	5	3	-	-	-
Black: Huge	5	4	3	-	-
Green: Small	3	3	-	-	-
Green: Large	4	4	3	-	-
Green: Huge	5	5	4	3	-
Blue: Small	4	4	-	-	-
Blue: Large	5	5	3	-	-
Blue: Huge	5	5	5	4	-
Red: Small	3	3	3	-	-
Red: Large	5	4	3	2	-
Red: Huge	5	5	4	3	2
Gold: Small	4	4	4	-	-
Gold: Large	5	5	4	3	-
Gold: Huge	5	5	5	4	3

Considering the entire race of dragonkind, those given in the D&D Basic Set are small and weak. Only Small dragons are described there; Large and Huge dragons are detailed here. Dragons may be found up to 3 Hit Dice smaller or larger than the average given.

Large dragons gain a +2 bonus to all Hit rolls. Huge dragons gain a +4 bonus to all Hit rolls.

When attacking from the air, any dragon may use one Swoop, Hover, or Crush (as described below), but no two in combination.

**Swoop:** This ability is identical to that given in the Expert Set (page 45); the dragon may pick up one or more victims if the Hit rolls are high enough. When a dragon swoops, its

victims suffer a -1 penalty to their Surprise roll, because of the creature's silent glide. If the dragon Surprises the victim, each hit inflicts double damage.

Size	Hit Roll Needed	Swoop Attack Forms
Small	20	1 claw
Large	18-20	2 claws
Huge	16-20	2 claws + 1 bite

A victim caught by a Swoop may attack, but with a -2 penalty to all Hit rolls, and each hit inflicts only minimum damage.

The range is 3' per Hit Die of the dragon. Any victim hit by a wing attack must make a Saving Throw vs. Paralysis or be stunned. A penalty applies to the Saving Throw, equal to the damage inflicted. A stunned victim cannot attack or concentrate, suffers a +4 penalty to Armor Class, and may move (stagger) at only 1/3 normal rate. In aerial combat, wing attacks are used instead of kicks.

**Tactics**

**Small** dragons normally attack with claws and bite when on the ground, without using kicks or tail attacks. Their legs are too short for effective kicking unless an opponent is close behind them. They are not proficient in attacking with the tail (though it may be used

to inflict damage only, at the DM's choice). If its Swoop attack hits, a Small dragon may pick up one man-sized opponent.

**Large** dragons use all attacks except wings. Kick attacks may be used against any opponents within 10' of the body. A Tail attack may be aimed at any opponent to the rear or sides. If its Swoop attack hits, a Large dragon may pick up one or two man-sized opponents, or one horse-sized creature.

**Huge** dragons use all attacks effectively against any opponent within melee range, through maneuvering. Wing attacks may be aimed at any opponents to the sides, or, if more than one opponent is in front of the dragon, against those on either side. If its Swoop attack hits, a Huge dragon may pick

up one, two, or three man-sized victims, or two horse-sized, or one giant-sized opponent.

**Breath:** All Large and Huge dragons use breath weapons intelligently, not randomly. They are rarely aimed at single opponents, and are normally saved for use against groups. The volume of the breath weapon increases with the size of the dragon; the breath sizes are given in the statistics.

All other notes apply as given in the Basic Set, including breath weapon damage and type, chance of talking, chance of being asleep, subduing dragons, and treasure. All dragons are immune to normal or smaller versions of their breath weapons and take 1/2 damage from other types (see Basic Set, page 29).

**Dragon Turtle**

Armor Class:	-2
Hit Dice:	30*
Move:	30'(10')
Swimming:	90'(30')
Attacks:	2 claws/1 bite
Damage:	1-8 claw/10-60 bite
No. Appearing:	0 (1)
Save As:	Fighter: 15
Morale:	10
Treasure Type:	H
Alignment:	Chaotic
XP Value:	9,000

Dragon Turtles are a magic crossbreed of a dragon and a giant turtle. They have the head, limbs, and tail of a great dragon and the hard shell of a turtle. These creatures live in the depths of great oceans and seas, seldom surfacing or approaching land. Dragon turtles are so large that sailors have mistakenly landed on ones floating on the surface, thinking the hard shell to be a small island.

The dragon turtle is able to use a breath weapon just like a dragon. It can breathe a cloud of steam 50' long and 40' wide. This breath weapon does damage like a dragon, inflicting hit points of damage equal to the current hit points of the dragon turtle.

Dragon turtles live in great caverns on the bottom of the the deepest oceans, where they keep the treasures of sunken ships. On occasion, they will rise under ships, attempting to overturn them and devour the occupants.

*Note: Dragon turtles are extremely powerful creatures that should not be used unless the player characters are of very high level.*



**Drolem\***

Armor Class:	-3
Hit Dice:	20*****
Move:	120' (40')
Flying:	240' (80')
Attacks:	2 claws/1 bite
Damage:	2-12/2-12/11-30
No. Appearing:	1 (1)
Save As:	Fighter: 10 (and see below)
Morale:	12
Treasure Type:	Special (see below)
Alignment:	Neutral
XP Value:	7,750

A drolem is a type of golem which looks like a dragon. It is not alive, but a construction made by a high level magic-user or cleric. A special book and several rare materials are needed to make a drolem, so the monster is

extremely rare, made and used only to guard a special item or area. The finished drolem may look exactly like another normal dragon, or may simply be a dragon skeleton.

A drolem is non-intelligent, and obeys its instructions exactly. It can see invisible things within 60', and is immune to *charm*, *hold*, *sleep*, and all other mind-affecting spells, all forms of fire and cold, and all gases. It is also immune to all spells of 4th level or less, to normal and silver weapons, and even magical weapons of +2 or lesser enchantment.

The drolem's claws inflict 2-12 points of damage each, and its huge jaws cause 11-30 (1d20+10) points of damage. A drolem can also breathe 3 times per day. Its breath is a small poisonous cloud, 20'x20'x20'; all within it must make a Saving Throw vs. Dragon Breath or die.

## Monsters

**Druj:** A form of Undead; see *Spirit*.

### Gargantua

	<u>Carriion Crawler</u>	<u>Gargoyle*</u>	<u>Troll</u>
Armor Class:	3	1	4
Hit Dice:	25*	32*	51**
Move:	240' (80')	180' (60')	240' (80')
Flying:	—	300' (100')	—
Attacks:	8	4	3
Damage:	2-5 each + Paralysis	4-12/4-12/ 4-24/4-16	4-24/4-24/ 4-40
No. Appearing:	1 (1)	1 (1)	1 (1)
Save As:	Fighter: 13	Fighter: 32	Fighter: 36
Morale:	11	11	11 (9)
Treasure Type:	Bx4	Cx4	Dx4
Alignment:	Neutral	Chaotic	Chaotic
XP Value:	6,500	10,000	29,000

A *gargantua* is a very large variety of some normal monster. These monsters are extremely rare, the products of research of the mad wizard Gargantua. Monsters rumored to have gargantuan forms include various bugs (ant, bee, beetle, centipede, robber fly, scorpion, spider), carrion crawler, cockatrice, gargoyle, hydra, lizard man, minotaur, ogre, troll, and umber hulk. Three examples of Gargantuan creatures are given above.

Because of their incredible size, gargantuans are noisy while moving, and cannot surprise anything. They also suffer a -4 penalty to their Hit rolls when attacking man-size or smaller opponents.

The statistics for any gargantuan monster are calculated as follows:

Height: 2 times normal

Hit Dice: 8 times normal, counting each "plus" as one Hit Die added

Movement rate: 2 times normal

Damage: 4 times normal

Number Appearing: 1 (except near the Tower of Gargantua)

Save As: Fighter of equal level, 1/2 level if the monster is unintelligent

Morale: 11

Treasure Type: 4 times normal size, at 2 times normal percentages

Armor Class, Alignment, Number and type of Attacks, and normal and magical abilities are unchanged, *except* for regeneration (4 times normal rate). Other logical changes can be made; for example, the gargantuan carrion crawler's tentacles are large enough to inflict damage.

Gargantuan monsters with special abilities (spells, breath weapons, etc.) are not recommended. Breath weapons, for example, would be increased in both size and damage—too-deadly an effect.

### Gremlin

Armor Class:	7
Hit Dice:	1**
Move:	120' (40')
Attacks:	Special
Damage:	Special
No. Appearing:	1-6 (1-6)
Save As:	Elf: 1
Morale:	12
Treasure Type:	Nil
Alignment:	Chaotic

Gremlins are 3' tall humanoids with pasty gray-green skin, large saucer-shaped eyes and pointed ears. They are whimsical and have an evil sense of humor. Gremlins can radiate a chaotic aura with a 20' radius. Inside the area of effect, "If anything can go wrong in a given situation, it probably will." Characters must successfully save vs. Spells each round to avoid the effect of the gremlins.

Gremlins have no attack other than their chaotic aura. However, any creature which attacks a gremlin and misses must roll a second attack against himself or herself. Any character casting a spell within the chaotic aura must roll a save vs. Spells. If successful, the spell affects the gremlins, if unsuccessful, the spell affects the caster.

Gremlin magic usually affects mechanical devices before non-mechanical devices. A crossbow might break in half, belt buckles might pop-open, ax-heads might fall off their shaft, etc. The exact effects of gremlin magic depend on the situation and the DM's imagination. In general, the magic is not deadly but is playfully malignant.

**Ghost:** A form of Undead; see *Haunt*.

### Haunt\*\*

	<u>Banshee</u>	<u>Ghost</u>	<u>Poltergeist</u>
Armor Class:	-3	-2	-1
Hit Dice:	13****	14****	12****
Move (Flying):	60' (20')	90' (30')	60' (20')
Attacks:	1 touch/1 gaze	1 touch/1 gaze	2 missiles
Damage:	Age 10-40 years paralysis	Age 10-40 yrs/ paralysis	Age 10 years plus see below
No. Appearing:	1 (1)	1 (1)	1-4 (0)
Save As:	See below	See below	See below
Morale:	9	10	11
Treasure Type:	E, N, O	E, N, O	E, N, O
Alignment:	Chaotic	Any	Chaotic
XP Value:	5,150	5,150	4,300

DM Checklist:

Attacks: Ectoplasmic Net; Gaze (paralysis);

Aging damage per blow.

Defenses: Immune to all spells except those

affecting evil; harmed only by +2 or better weapons; Saving Throw vs. Turning destruction (spells).

A haunt is an undead soul of some creature (usually human) unable to rest. Haunts are most often encountered near the spots where their mortal bodies died—often a bog, old forest, or dungeon. They avoid, but are not harmed by, sunlight and magical light.

Haunts can only be harmed by magic weapons of +2 or greater enchantment. They are immune to all spells except those which affect evil. Each haunt has its own special attack form, given in the descriptions.

Haunts do not inflict normal damage; they cause aging with their physical blows. Each haunt can create an Ectoplasmic Net while doing other things, and all haunts can use a Gaze attack as well as its special or physical attacks. If seriously threatened (or if Morale fails), a haunt will escape into the Ethereal Plane and not return for 1-8 days. A haunt can only enter the Ether three times per day, but can leave it at any time.

**Net:** When first encountered, a haunt will normally start oozing Ectoplasm. This appears as wispy tendrils, slowly forming a net. The Net has no effect on the movement of the haunt or others, however, and is only a visual effect for 3 rounds; but after that time, the Net is complete, forming a 10' radius around the haunt and moving with it. Any living creature within a complete Ectoplasmic Net must make a Saving Throw vs. Spells or be pulled into the Ethereal Plane (where the net also exists). The ethereal victim is helpless unless special items or spells (*oil of etherealness*, *teleport*, etc.) permit travel from that Plane. The haunt will attack its ethereal victims when it returns to the Ether.

**Gaze:** A haunt's gaze attack has a 60' range, and may be used once per round (against a single victim) at most, in addition to other attack forms. The victim of the gaze must make a Saving Throw vs. Spells or be paralyzed for 2-8 rounds. A haunt often ignores its paralyzed victims, concentrating its attacks on other enemies nearby, until only helpless ones remain.

**Aging damage:** Each blow from a haunt ages the victim by 10 to 40 years. Elves may ignore the effects of the first 200 years of aging; dwarves may ignore the first 50 years, and halflings, the first 20 years. Otherwise, each 10 years of aging will cause the victim to lose 1 point of Constitution. This loss is permanent and cumulative (each additional 10 years drains another point). A *wish* will restore only one point lost in this manner, and less powerful magic cannot affect the loss. All aging should be noted on record sheets, as it does not wear off; it can be countered with a *potion of longevity* or a *wish*. If a victim's Constitution drops to 0, the victim dies permanently, and cannot be *raised*.

**Turning:** When a cleric's attempt at Turning a haunt gives a "D" result, the creature may make a Saving Throw vs. Spells to avoid destruction. If the Saving Throw is successful, the monster is not Turned or Destroyed, although the cleric can repeat the attempt. Other Turning results are handled normally.

Each haunt keeps the treasure of its victims in some area near the place where it is encountered. Victims of haunts do not become haunts themselves unless they are extremely evil beings.

**Banshee:** This lonely haunt prefers desolate moors and outdoor places, though it is occasionally found underground. It is a guardian of sorts, and may actually help one race in its area (often sprites or pixies) by frightening and chasing enemies away. It is rumored that a banshee is the soul of an evil female elf, atoning for its misdeeds in life.

A banshee can use its special attack, a wail, three times per day. All victims within 60' must make a Saving Throw vs. Death Ray or die on the spot. The creature often uses one wail at an out-of-range distance to ward off approaching enemies; an immediate Morale check must be made for NPCs and monsters hearing it, with a +4 penalty to the roll. The banshee may be tricked into wailing again (if the opponents are very clever), but will not use its third wail until it is in the midst of combat. If avoided, a banshee won't pursue.

**Ghost:** Of all the more powerful Undead, only a ghost may be of any alignment. Each form is explained below.

Every ghost has the ability to use a *magic jar* effect (Expert Set, page 15; range 30') on one victim per turn. If successful, one item carried by the ghost will glow, powered by the life force of its victim. The ghost's force then possesses the body of the victim, and causes it to attack others. During this time, and for as long as it possesses another, the ghost's figure stops, merely holding the light (but oozing the Ectoplasmic Net). The ghost and the item both remain ethereal. If its *magic jar* attempt fails, a ghost usually materializes and attacks with blows or its gaze attack.

Some ghosts appear in forms related to their death. A drowned human might appear soaked in water, soaking all things around it; the ghost of a person who died of fire might appear cloaked in ethereal flames. The DM may add details of this sort whenever desired.

A **Lawful** ghost appears as a transparent human, usually carrying a lantern or candle. If attacked, it can respond with the same attacks as any other ghost. If approached with caution, the ghost will gesture. If followed, it will lead to a special clue or treasure, and then disappear. Some Lawful ghosts exist only to guide Lawful living beings away from some area of great danger.

A **Neutral** ghost is a human soul who has become trapped, unable to rest, either because the body remains unburied, or because the being was greatly betrayed, harmed, or cursed. If this type of ghost is aided, and the body found and returned to a churchyard, the ghost will rest in peace. When aided, the ghost usually reveals its treasure hoard.

A **Chaotic** ghost looks like a nearly transparent bundle of cloth. It may assume any form desired, even (but rarely) that of a Lawful or Neutral ghost. Whatever the form, the creature will always have a dark candle, torch, or lantern with it. When first encountered, a Chaotic ghost uses its *magic jar* spell immediately unless it is masquerading as one

of the other types.

**Poltergeist:** This strange being is completely invisible, having the form of a cluster of ectoplasmic tentacles with dozens of tiny eyes. It cannot be seen except by magic. Its Ectoplasmic Net is usually the first thing seen. Its gaze attack will only affect creatures able to see invisible things.

A poltergeist throws and moves things with its tentacles. It is usually found in an area where loose items (sticks, rocks, etc.) can be easily picked up and used; otherwise, the poltergeist will move items carried by the intruders. The monster can throw 2 items per round; the damage done varies by the size of the item, from as little as 1 point (for a small stick) to 3-18 points (a large rock). In addition, any victim hit must make a Saving Throw vs. Spells or age 10 years; this Saving Throw must be made for every hit.

Unlike other haunts, poltergeists inhabit only indoor or underground areas, and may be found in groups.

#### Golem, Mud

Armor Class:	9
Hit Dice:	8*
Move:	90' (30')
Attacks:	1 hug
Damage:	2-12 + smothering
No. Appearing:	1 (1)
Save As:	Fighter: 8
Morale:	12
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	1,200

A mud golem is a humanoid monster magically created from mud. It can swim or walk on the surface of mud and quicksand without sinking. It can remain submerged in the substances indefinitely without sinking, rising to the surface when it wishes. Mud golems hug their victims with both arms, trying to smother the victim in its body. If a mud golem hits, it will automatically cause 2-12 points of smothering damage each round thereafter. Like other golems, mud golems can be hit only by magical weapons. They are immune to *sleep*, *charm*, and *hold* spells, as well as all forms of gases.

#### Golem, Obsidian\*

Armor Class:	3
Hit Dice:	6
Move:	120' (40')
Attacks:	1 weapon or 1 fist
Damage:	2-8
No. Appearing:	1
Save As:	Fighter: 3
Morale:	12
Treasure Type:	Nil
Alignment:	Neutral

## Monsters

Golems made of obsidian will appear as sharp-featured humanoids carved of this black glass. The obsidian golems have only a low intelligence, but they have the power of speech, and may be controlled by simple commands, passwords, or riddles. In combat, an obsidian golem reduced to 0 hit points will shatter into worthless rubble. As with all golems, these creatures are immune to sleep, charm, and hold spells, as well as all forms of gases.

### Grab Grass

Armor Class:	9
Hit Dice:	1 per 5' square
Move:	0
Attacks:	1
Damage:	Special
No. Appearing:	Not Applicable
Save As:	Normal Man
Morale:	12
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	10

Grab grass looks like ordinary tall grass (3'-5' tall). Grab grass is animated and will attempt to hold any individual that moves into or through it. There is a 5% chance each round that anyone with a strength of 12 or less can break free of the grab grass. For every point of strength greater than 12, the chance increases by 5% (an individual with 16 strength, for example, would have a 25% chance each round to break free). The grab grass patch has one hit die for every 5' square area (thus 5' square are destroyed for every 8 hit points of damage done to the grass).

### Malfera\*

Armor Class:	3
Hit Dice:	9**
Move:	60' (20')
Attacks:	2 claws, bite + special
Damage:	1-10/1-10/1-6
No. Appearing:	1 (1-2)
Save As: Fighter:	13
Morale:	11
Treasure Type:	E
Alignment:	Chaotic
XP Value:	2300

A malfera is a creature from the Dimension of Nightmares. It has a large, elephant-like face and a short trunk. The head is topped by large horns. Large fangs protrude from either side of the trunk. The chest is a mass of slimy, short tentacles. Long, muscular arms end in large, jagged pincers. Its feet are webbed and clawed. It is colored night-black but has red veins and eyes.

In combat, a malfera attacks with pincers and bite. If both pincers hit the same target, the victim is dragged to the chest of the malfera on the next round. The tentacles then automatically trap the victim. These tentacles are coated with an acid slime and do 2-12 points of damage each round. The victim may be freed only when the malfera is killed. In addition, the breath of a malfera is poisonous: each time it hits with a bite, its victim must save vs. Poison (at +3) or die. A malfera is immune to acid and may only be struck by magical weapons.

Aside from its combat abilities, a malfera can detect invisible and open all doors as if it had a knock spell. Because of its tough constitution and highly magical nature, it saves as a 13th level fighter.

A malfera may appear on this dimension only through the act of a powerful magic-user. No one can describe the malfera's dimension, except that it is poisonous and deadly to humans.

### Manscorpion

Armor Class:	1		
Hit Dice:	8**		
Move:	240' (80')		
Attacks:	1 weapon/1 tail		
Damage:	3-18/1-10*poison		
No. Appearing:	1-8 (2-20)		
Save As:	Fighter: 8		
Morale:	10		
Treasure Type:	(V) J, K, Mx2		
Alignment:	Chaotic		
XP Value:	1,200		
XP with spells, by HD:			
8***	2,300	11****	4,300
9***	3,000	12*****	5,100
10****	3,700	13*****	6,500

The manscorpion is an evil combination of man and arachnid. The upper body is humanoid, but its lower parts are those of a giant scorpion (with stinging tail). It may be found in nearly any climate, but most frequently in deserts, mountains, and dungeons.

This insect warrior normally wields a huge pole arm (damage 3-18), but may use a long-bow or any other weapon available. It may also strike with its dreaded deadly poisonous tail; the victim hit takes 1-10 points of damage, and must make a Saving Throw vs. Poison or die. Even if the Saving Throw is made, the victim is paralyzed for 0-7 rounds (1d8-1). Only victims immune to paralysis or poison can avoid this effect.

Some (1 in 20) of the insectoid creatures are clerics, of 8th-13th level (with the corresponding added Hit Dice). However, these are normally found only in their lair.

### Manta Ray

	Normal	Giant
Armor Class:	6	6
Hit Dice:	4*	10*
Move:	120' (40')	180' (60')
Attacks:	1 tail	1 buffet/1 tail
Damage:	1-8	3-12/2-20
	+ paralysis	+ paralysis
No. Appearing:	1-3	1
Save As:	Fighter: 2	Fighter: 5
Morale:	7	7
Treasure Type:	Nil	V
Alignment:	Neutral	Neutral
XP Value:	125	1600

Normal Manta Rays can grow to be 7 feet in width and 12 feet in length. The tail on the manta ray has many sharp poisonous spines that can paralyze its victim. A saving throw vs. Poison will prevent paralysis. When they lie in the sand on the ocean floor they are completely invisible.

Giant manta rays can be up to 75 feet long. A giant manta ray is also invisible when it lies in sand on the ocean floor. Treasure may often be found inside the creature, because it feeds on the ocean floor. It can buffet a creature for 3-12 points of damage.

### Mujina

Armor Class:	4
Hit Dice:	8*
Move:	120' (40')
Attacks:	2 weapon + special
Damage:	1-6 or by weapon
No. Appearing:	1-4 (1-4)
Save As:	Fighter: 8
Morale:	9
Treasure Type:	E
Alignment:	Chaotic
XP Value:	1750

A mujina, in its natural form, looks like a human except that it has no face. Where the eyes, nose, ears and mouth should be is nothing—the face is smooth like an egg. However, the mujina may create an illusion to give its face any appearance it wants. It most often poses as a typical human until it decides to attack.

A mujina is very strong and can handle any two-handed weapon (other than a lance, pole arm, or crossbow) in one hand. In combat it uses two weapons, one in each hand. It has the same chance to hit with either weapon. A mujina can also cause its true face to appear at will. Any creature of five hit dice (levels) or less who sees the blank face automatically runs in fear for 1-3 rounds, at three times normal movement rate. Creatures who have more than five hit dice (or levels) must save vs. Wands or also flee as explained above.

A mujina often joins a party of adventurers as a retainer fighter. It may serve faithfully for a long period, not revealing its true identity. However, if given the opportunity, it robs

the players of as much as possible and then flees. Mujina can speak *Common*, the language of their kind, and their alignment tongue.

**Odic:** A form of Undead; see *Spirit*.

**Phantom**

	<u>Apparition</u>	<u>Shade</u>	<u>Vision</u>
Armor Class:	0	0	0
Hit Dice:	10***	11***	12***
Move:	180' (60')	120' (40')	0 (see below)
Attacks:	2 claws	1 dagger	2-8 swords
Damage:	3-8/3-8	3-12	1-8 each (see below)
No. Appearing:	1 (1)	1 (0)	1 (1)
Save As:	Magic-user: 10	11	Cleric: 12
Morale:	10	9	12
Treasure Type:	(L) N, O	(L, N, V)	L, N, O
Alignment:	Chaotic	Chaotic	Chaotic
XP Value:	3,000	3,500	3,500

**DM Checklist:**

Attacks: Sight = fear; Special for each  
 Defenses: Ethereal at first; Saving Throw vs. Turning (spells); magic weapon to hit

Phantoms are undead beings which lurk nearly anywhere. They avoid sunlight, but are not bothered by magical light sources. They are immune to all *charms* and cold spells, and can only be damaged by magic weapons.

**Ethereal form:** When first encountered, a phantom is always in non-material form, and (though it can be Turned) cannot be damaged at all from the Prime Plane. Each phantom has a special attack form, given in the description, which it normally uses immediately. The phantom then materializes for physical combat, becoming AC 0.

**Fear:** Everyone seeing a phantom (within 120') must make a Saving Throw vs. Spells or run away in fear. Creatures of 3 Hit Dice or less are automatically affected (no Saving Throw) and will utterly refuse to return to the area in which the phantom was seen. Other creatures are unaffected if the Saving Throw is successful.

**Turning:** All phantoms are resistant to Turning by clerics. "D" results are handled normally, but if a "T" result occurs, the phantom may make a Saving Throw vs. Spells; if successful, the Turn effect is reflected back onto the cleric, who must also make a Saving Throw vs. Spells or be paralyzed with fear for 2-12 rounds.

Each phantom keeps the treasure of its victims. The apparition and shade keep their treasures in some area near where they are encountered, but a vision's treasure will appear in the area if the vision is destroyed.

**Apparition:** This is a single humanoid creature, appearing much like a wight but semi-transparent. It is always seen standing in a clear area when first encountered, and never uses any weapons. An apparition's first attack is the creation of a swirling semi-transparent mist, 10' high with a 20' radius. All within the mist must make a Saving Throw vs. Spells or be *entranced*, unable to do anything but watch the mist until it disappears. Those remaining within the swirling mist must make the Saving Throw each round. The mist lasts for 12 rounds, or until the creature is destroyed or Turned. When the entrancing effect wears off, a victim need not make any further Saving Throws against the mist. The mist will move with the creature.

After *entrancing* at least one victim, the apparition materializes and rakes the victim with both bony claws (+4 bonus to Hit rolls, damage 1d6+2 per claw). An apparition rarely attacks moving victims, trying to slay at least one victim per encounter.

Any human or demi-human slain by an apparition will become one in one week; the only way to avoid this fate is to cast a *dispel evil* spell on the body before casting a *raise dead* (all within the week's time). If a *raise dead* is cast without the *dispel evil*, the character will revive, apparently none the worse for the experience—but will begin to fade a week later, turning into an apparition.

**Shade:** Similar to an apparition, this creature looks like a single humanoid, but always carries a dagger. It surprises its victims 90% of the time, normally moving through a wall or door when first encountered. It moves quickly toward one target, threatening with its weapon; the victim must make a Saving

Throw vs. Death Ray or immediately fall dead in horror.

After this initial attack, the shade materializes and viciously slashes any nearby victims with its dagger. If seriously endangered or if Morale fails, it will dematerialize and flee. Unlike other phantoms, a shade always inhabits indoor or underground areas.

**Vision:** Quite different from other phantoms, a vision always inhabits a specific area of no greater than 500 square feet. The vision is of 2-8 humanoids, rather than a single one, and most have weapons and armor of various types. A vision often looks like the remains of a fierce battle with no survivors. The vision is actually a collection of lost souls.

When first encountered, all the souls start to cry and howl. All within 90' hearing the noise must make a Saving Throw vs. Spells. All those failing the Saving Throw are filled with sorrow and sympathy for the souls in the vision; they will believe all action is hopeless, and sit down and cry for the lost souls for 11-20 rounds (1d10+10). Those within range must continue to make one Saving Throw each round.

After crying out for 1-3 rounds, the creatures in the vision start to rise (materializing) and attack, continuing their awful wailing. No single individual has any hit points; the vision as a whole has 12 Hit Dice, and all damage inflicted on all individuals is counted against that total. The vision attacks once per individual phantom within it, each individual attacking as a 12 HD monster and inflicting 1-8 points of damage per hit. (Each is typically armed with a normal sword; the DM may equip the phantoms otherwise, using the appropriate damage by weapon type. However, no magic weapons or other magic items will be used.) Within their restricted area, phantoms of a vision move at 40' per round.

If a vision is successfully Turned, it disappears for 1-6 hours before returning; it cannot move away from the given location. All individual phantoms in a vision are confined within the area, and cannot pursue or evade.

## Monsters

**Poltergeist:** A form of Undead; see *Haunt*.

**Revenant:** A form of Undead; see *Spirit*.

### Rock or Cave Toad

Armor Class:	2
Hit Dice:	3+1*
Move:	60' (20')
Attacks:	1 bite + special
Damage:	1-6 charm
No. Appearing:	1-4 (1-4)
Save As: Fighter:	3
Morale:	7
Treasure Type:	V
Alignment:	Neutral
XP Value:	75

About the size of a large dog, the rock or cave toad weighs 150 pounds. It carries a hard, bumpy shell on its back (like a turtle). On its head, it has bulging, multi-faceted eyes similar to a fly's. The eyes shine with a hypnotic glow. Any creature gazing into the eyes must save vs. Paralysis, or be paralyzed for 2-8(2d4) rounds. The eyes will continue to cast a feeble light (5' radius) for 1-3 hours after the creature dies, but the hypnotic powers will be lost. When attacking, it bites with a horny, beaked mouth. The rock toad lives in rocky, cold regions such as high mountains or frozen deserts.

**Shade:** A form of Undead; see *Phantom*.

### Snow Ape

Armor Class:	6
Hit Dice:	3 + 1
Move:	90' (30')
Attacks:	1 club/1 hug
Damage:	1-6/2-12
No. Appearing:	0 (2-20)
Save As: Fighter:	3
Morale:	7 (11)
Treasure Type:	K
Alignment:	Chaotic
XP Value:	50

Snow apes are squat, baboon-like creatures with shaggy white fur. They are somewhat intelligent, and often make simple tools, like clubs or sharpened bones. They cannot, however, grasp more complicated concepts, such as the use of a bow and arrow. Because of their camouflage, they are extremely difficult to see in snowy conditions (surprising on a 1-4). The snow ape uses one arm to attack with a weapon and attempts to hug its victim with the other. Because the snow ape is so strong, any creature caught in its hug takes 2-12 points damage each round until freed. The ape will maintain its hug until it is slain or its morale breaks.

Although generally reclusive, the snow ape is clever and cruel, preferring to ambush its victims whenever possible. If trapped or cor-

### Shark

Armor Class:	4
Hit Dice:	2*
8 Move:	180' (60')
Attacks:	1 bite
Damage:	2-8
No. Appearing:	0 (3-18)
Save As: Fighter:	1
Morale:	7
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	25

Sharks are vicious predators. They have little intelligence and are unpredictable. They are attracted to the scent of blood within 300' and it will drive them into a feeding frenzy (they attack but make no morale checks). They attack by making long, curving passes. Sharks are found in salt water.

**Bull Shark:** These are 8' long and brown in color. Bull sharks will ram their prey first (save vs. paralysis lasting 3 rounds) to stun it, and then attack the helpless prey the next round.

**Mako shark:** These are 12' long and blue-gray or tan in color. Mako sharks are extremely unpredictable, ignoring swimmers one moment, and then, for no apparent reason, attacking.

**Great white shark:** These are 30' long or

	Bull	Mako	Great White
Armor Class:	4	4	4
Hit Dice:	2*	4	8
8 Move:	180' (60')	180' (60')	180' (60')
Attacks:	1 bite	1 bite	1 bite
Damage:	2-8	2-12	2-20
No. Appearing:	0 (3-18)	0 (2-12)	0 (1-4)
Save As: Fighter:	1	2	4
Morale:	7	7	7
Treasure Type:	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral
XP Value:	25	75	650

larger and gray with a white underside. They have been known to destroy small boats.

**Wereshark:** These are mermen, or tritons inflicted with a form of lycanthropy which enables them to take the form of a mako shark anytime they choose so long as it is in darkness. When the moon is full they must change into a shark and will maraud the seas. Under this forced change they lose their intelligence and become bloodthirsty killers. The only difference between a wereshark and a mako shark is that weresharks are intelligent and only magic or silver weapons will harm a wereshark.

Weresharks have treasure type C in their lair. They save as a 4th level fighter and have an XP value of 125.

nered, the snow ape fights viciously (use the morale in parentheses in this case). Although they cannot make intelligible sounds, snow apes communicate with each other using a complex sign language. In addition, snow apes often leave messages for each other using a system of stacked rocks and snowballs. They live in high mountains and snowy wastes.

### Spectral Hound\*

Armor Class:	-2
Hit Dice:	5**
Move:	150' (50')
Attacks:	1
Damage:	2-12 + special
No. Appearing:	1-6 (1-6)
Save As: Fighter:	5
Morale:	12
Treasure Type:	Nil
Alignment:	Chaotic
XP Value:	425

Spectral hounds are creatures from the Dimensional Vortex—the void between all dimensions. In this world they appear as ghostly dogs—pale in color and translucent. Their eyes are formless pools of utter blackness. They are excellent trackers and once on

the trail of a creature, they follow it for days.

In combat, a spectral hound attacks by biting. Any one bitten by a spectral hound must save vs. Spells. If he saves, the character suffers only the 2-12 points of damage from the bite. If he fails to save, he begins to fade. This fading is very gradual: in 24 hours the character has faded completely, having the same translucent appearance as a spectral hound. The character's equipment is not affected. When the character fades completely, he is unable to hold any normal items. He is unable to hear or talk to unfaded players. From the faded character's point of view, all normal things appear translucent, while faded things (i.e. the spectral hounds and other affected characters) seem solid and normal.

At any time after someone has been affected, he may be restored to the normal world by a dimension door spell. When the spell is cast, the affected character or characters can step through the dimension door and return to the normal world.

Spectral hounds may be struck only by silver or magic weapons. They are immune to fire- and cold-based spells.

## Spirit

	<u>Druj</u>	<u>Odic</u>	<u>Revenant</u>
Armor Class:	-4	-4	-3
Hit Dice:	14****	16****	18****
Move:	90' (30')	0 (see below)	120' (40')
Attacks:	1 or 4	1 (see below)	2 claws/1 bite
Damage:	See below (all + poison)	1-12 + poison (see below)	2-8/2-8/3-6 (all + poison)
No. Appearing:	1 (1) or 2-5	0 (1)	1 (1)
Save As:	Fighter: 14	Fighter: 16	Fighter: 18
Morale:	11	12	10
Treasure Type:	I, O, V	I, O, V	I, O, V
Alignment:	Chaotic	Chaotic	Chaotic
XP Value:	5,150	5,150	6,600

## DM Checklist:

Attacks: Poison touch and presence; cleric spells; other specials

Defenses: +2 weapon or better to hit; immune to 1st-3rd level spells

Spirits are powerful evil beings inhabiting the bodies (or body parts) of others. They are immune to spells below 4th level, and cannot be harmed by normal weapons or magic weapons of less than +2 enchantment. All spirits are travellers, never staying in one place for more than one night; they become invisible and nearly powerless (except to move) with the light of dawn, regaining their powers at dusk. In daylight, any spirit can travel up to 24 miles per day (1 hex).

All spirits are poisonous. When hit by a spirit in hand-to-hand combat, the victim must make a Saving Throw vs. Poison or die immediately. A new Saving Throw must be made for each hit by the spirit.

The poisonous presence of a spirit causes all consumable items within 30', including normal food and water, holy water, all rations (even iron) and even magical potions to become spoiled and useless (but not poisoned), with no Saving Throw allowed. Even living plants and small insects within this area are paralyzed, dying if the spirit remains there more than an hour. This effect negates all forms of plant control, insect swarms and plagues, both normal and magical.

All spirits can sense invisible things, and can attack them without penalty. All spirits can once per round, at will, create the following cleric spell effects: *darkness*, *silence 15' radius*, *cause disease*, *animate dead*, *finger of death* (all as if cast by a 16th level cleric). A spirit will often pause to *animate* the body of a fallen victim, creating and controlling it as a zombie to fight for it and add to the chaos. (Attempts at Turning such zombies are made as if Turning the Spirit itself!) All of these spell-like abilities require concentration, as do normal spells, so while using an ability, a spirit cannot attack physically. Unlike normal

cleric spells, no words or gestures are needed.

A spirit normally has no treasure, though it may occasionally serve as a guard for some special item. Those characters who risk travel at night may encounter a spirit with 1-6 of its victims, who may carry treasure.

**Druj:** Druj appear as body parts, floating or crawling about in a horrible way. A druj is usually encountered in the form of a hand, eye, or skull. Druj are very intelligent and strongly evil, far more dangerous than they may seem.

A druj can split its essence, creating four (identical) forms instead of one. This can be performed only once per night. Each of the forms can attack separately, but only one of the forms is able to cast spells (as given above). The form using the spells can often be distinguished, as it will hover nearby while the other forms attack. If that form is slain, one of the surviving forms immediately gains all unused spellcasting abilities. All four forms are poisonous.

If turned by a cleric, the parts of a druj Turned are forced to reunite into one creature, remaining united for 2-5 rounds. Further success at Turning is handled normally.

Druj are always encountered singly unless commanded into service by a Lich or more powerful member of the Sphere of Death. In such cases, two druj eyes may rest within a druj skull, accompanied by two druj hands; no more than these 5 druj can ever gather in one place.

**Eye:** An eye druj darts about, trying to touch (poison) its opponent; a touch does not inflict any damage other than poisoning. Each eye druj can also gaze at one victim per round (30' range), in addition to its physical attack. The victim must make a Saving Throw vs. Paralysis or be paralyzed for 1-4 turns. The eye druj may touch a paralyzed victim automatically.

**Hand:** A hand druj inflicts 1-4 points of damage when it hits, and thereafter holds

onto its victim, causing automatic damage each round thereafter. The damage caused is equal to the AC of the victim, ignoring dexterity and shield bonuses, plus 1-4 points. If the adjusted Armor Class is a negative number, 1-4 points of damage will still be inflicted each round.

**Skull:** A skull druj floats toward and bites its victim. When first approached, the victim must make a Saving Throw vs. Spells or be frozen with fear, allowing the skull druj to bite (no Hit roll needed) for 2-8 points of damage. The normal Saving Throw vs. Poison applies to each bite.

**Odic:** This evil spirit travels up to 24 miles each day, settling into a plant by night. It is dangerous even if avoided, as it animates parts of the plant to do its bidding. The plant can easily be seen at long range (up to 300 yards), as the odic radiates a purplish light in a 20' radius. Any living being within this light must make a Saving Throw vs. Spells or lose 1 level because of Energy Drain (as if struck by a wight).

Once it has settled for the night, an odic cannot move from the spot until daybreak. While using its spells, it can attack by animating part of the plant. The longest branch or vine of the plant reaches out (usually to a 10-30' range), attacking as a 16 Hit Dice monster and inflicting 1-12 points of damage per hit (in addition to its poison effects).

The plant is immediately killed when the odic possesses it. The creature uses the plant's parts to seek out other life to feed on. Most commonly, it animates individual leaves, which float away (movement rate 30' per round) in search of victims; it can animate up to 6 such leaves at one time. The leaves may be sent up to 1 mile from the odic. Animated leaves normally gain surprise (90% chance). Each leaf attacks as if a 4 Hit Dice monster; no damage is inflicted, but each victim hit must make a Saving Throw vs. Spells or be *charmed*. A *charmed* victim is drawn toward the odic, and has a -4 penalty on the Saving Throw against the energy drain when entering the purple aura.

If the plant possessed has no detachable leaves, the odic may animate other portions (pine needles, flowers, etc.) in similar manner, as described above—up to 6 at once, each with a *charm* ability per touch.

Odics occasionally inhabit the bodies of plant-like monsters. The creature may make a Saving Throw vs. Spells to avoid the possession, but may die from the level draining and other abilities of the odic even if the Saving Throw is successful. The odic gains the abilities of any plant-like monster possessed. They may be used in addition to the normal



## Monsters

abilities of the odic.

Odics are always encountered singly.

**Revenant:** This horror appears to be a zombie, though it walks at a faster rate. It never carries weapons of any type. The revenant roams the night in search of victims, surprising them 50% of the time. It can leap once per turn to a 60' range; when both surprising and leaping on a victim, its three attacks all hit automatically (no Hit rolls needed), causing normal damage and three separate Saving Throws vs. Poison.

Once per night, a revenant can *summon* 1-4 spectres to come to its aid. The spectres will arrive 3-6 rounds after being summoned, and will obey and fight for the revenant. They may be Turned as normal spectres.

Revenants are resistant to Turning attempts. If any "D" result is indicated, the revenant may make a Saving Throw vs. Spells; if successful, the attempt has no effect (but the cleric may repeat the attempt). A "Turn" result gives no Saving Throw, but the revenant will return in 1-4 turns.

Revenants are always encountered singly.

### Undead

The types of Undead creatures found on land are *Ghoul*, *Skeleton*, *Wight*, and *Zombie* (Basic Set); *Mummy*, *Spectre*, *Vampire*, and *Wraith* (Expert Set); *Apparition*, *Druj*, *Ghost*, *Odic*, *Poltergeist*, *Revenant*, *Shade*, *Spirit*, and *Vision* (this set).

Undead creatures may also be found in the water. Undersea skeletons, zombies, ghouls, and wights are common, with the same descriptions as their land-bound forms plus swimming movement (usually 20'-50' per round).

**Vision:** A form of Undead; see *Phantom*.

### Weasel, Giant

Armor Class: 7  
Hit Dice: 4 + 4  
Move: 150' (50')  
Attacks: 1 bite + special  
Damage: 2-8  
No. Appearing: 1-4 (1-6)  
Save As: Fighter: 3  
Morale: 8  
Treasure Type: V  
Alignment: Neutral  
XP Value: 125

A giant weasel is 8'-9' long and covered with a richly colored fur of white, gold, or brown. These quick and vicious predators hunt singly or in groups. Once they bite, they will hold on and suck blood, doing 2-8 points of damage each round until their prey is dead or until they are killed.

Giant weasels have infravision to 30' and can track parties by scent. They will pursue wounded prey in preference to all other. They live in tunnels underground, and their treasure will be found on the bodies of creatures they have slain and pulled to their lair to eat.

### Whales

Armor Class: 6  
Hit Dice: 6  
Move: 240' (80')  
Attacks: 1 bite  
Damage: 2-20  
No. Appearing: 0 (1-6)  
Save As: Fighter: 3  
Morale: 10  
Treasure Type: Nil  
Alignment: Neutral  
XP Value: 275

	Killer	Narwhal	Sperm
Armor Class:	6	7	6
Hit Dice:	6	12	36*
Move:	240' (80')	180' (60')	180' (60')
Attacks:	1 bite	1 horn	1 bite
Damage:	2-20	2-12	3-60
No. Appearing:	0 (1-6)	0 (1-4)	0 (1-3)
Save As: Fighter:	3	12	15
Morale:	10	8	7
Treasure Type:	Nil	Nil	Nil
Alignment:	Neutral	Lawful	Neutral
XP Value:	275	1,100	12,000

**Killer whale:** These are 25' long and are found mainly in cold waters. They live by hunting other sea creatures. Creatures of halfling size or smaller will be swallowed whole if the killer whale scores a 20 on its hit roll. Those swallowed take 1-6 points of damage per round and will drown in 10 rounds unless freed.

**Narwhal:** The narwhal is 15' long, gray to white in color, and has an 8' long spiral horn on its head (like that of a unicorn). It is an intelligent magical creature, very independent and secretive. It is rumored that their horns vibrate in the presence of evil.

Their horns are worth from 1,000 to 6,000 gold pieces each for their ivory.

**Sperm whale:** This huge whale can grow to be 60' long. It preys on the most feared denizens of the deep (such as the giant octopus and giant squid). Man-sized or smaller creatures will be swallowed whole on a die roll that is 4 or more than the score needed to hit. A swallowed creature will take 3-18 points of acid damage per round. Sperm whales will sometimes (10%) attack ships, attempting to ram. The whale does 6-36 hull points of damage in a successful ram.

## Monster List, Part 2:

### Other Planes

#### Aerial Servant to Undine

Type of Elemental	Double Damage from	Normal Damage from	Min. Damage from
Air	Earth	Air, Fire	Water
Earth	Fire	Earth, Water	Air
Fire	Water	Fire, Air	Earth
Water	Air	Water, Earth	Fire

See page 20 for notes on spell effects on Elemental Planes. When double damage is indicated, the elemental may make a Saving Throw vs. Spells to take normal damage.

Note: Most other-planar creatures do not have "normal" treasures, but may have the equivalent in the material of their Planes. For example, valuable gems on the Plane of Water may appear as bits of colored ice. When the Treasure Type given is "Special," the DM may use any Type desired, changing the treasures to match the Plane.

An elemental takes double, normal, or no damage from certain attack forms.

**Aerial Servant\* (Haoou)** \_\_\_\_\_

Armor Class:	0
Hit Dice:	16**
Move:	240' (80')
Flying:	720' (360')
Attacks:	1
Damage:	8-32
No. Appearing:	1 (1-4)
Save As:	Fighter: 16
Morale:	9
Treasure Type:	Nil or Special
Alignment:	Chaotic
XP Value:	3,250

Aerial servants are beings native to the *Elemental Plane of Air*. They are only encountered on the Prime Plane when conjured by a cleric. On their home plane, they are known by a name which sounds like "haoou."

When summoned, an aerial servant will not fight, and can only be harmed by spells or magic weapons. It travels at super-speed, often surprising its prey (1-7 on 1d8). It can fly with up to 5,000 cn at normal speed, or 10,000 cn at 1/2 normal. The percentage chance of breaking free of the servant's grip is equal to the victim's Hit Dice.

On their home Plane, the haoou have their own evil empire, which reigns in places where there are few or no other creatures. Their enemies are the helions and the djinn. They fear earth-type creatures and attacks.

**Amir:** See *Efreeti, Greater*.

**Basilisk** \_\_\_\_\_

Basilisks are native to both the Prime Plane and their original home, the *Elemental Plane of Earth*. The details given in the Expert Set (page 46) apply to both Planes.

On the Plane of Earth, a basilisk is merely a lizard-like creature made of rock. Its 90' gaze slows creatures made of earth (as the reverse of the magic-user spell *haste* for 1-6 rounds (no Saving Throw). The gaze can still petrify creatures not made of earth (Saving Throw applies). A basilisk can burrow through very dense rock at a 180' (60') rate. It usually avoids other life forms.

**Cockatrice** \_\_\_\_\_

Cockatrices are native to both the Prime Plane and their original home, the *Elemental Plane of Earth*. The details given in the Expert Set (page 47) always apply to cockatrices encountered on the Prime Plane.

On the Plane of Earth, a cockatrice is a one-foot long bird-like creature made of soft earth. It is nearly harmless, able to inflict only 1 point of damage with a beak attack. Its touch can still petrify a creature not made of earth (Saving Throw applies).

*Elemental Plane Statistics: AC 6, HD 1+1, MV 240' (80'), NA 1-20 (2-40), Save F1, ML 7, TT Special, AL N, XP 15.*

**Djinni, Lesser** \_\_\_\_\_

The following additional information applies to djinn encountered on their own Plane, the *Elemental Plane of Air*. The details given in the Expert Set (page 48) always apply to djinn encountered on the Prime Plane.

A djinni is normally invisible, with a form like a shifting misty multi-colored cloud. It is immune to normal weapons, all 1st level spells, and to all attacks based on water. A djinni can *detect invisible* at will (120' range).

*Elemental Plane Statistics: AC 3, HD 7-1\*, MV 240' (80'), #AT 1 strike or special, D 2-16 or special, NA 1-4 (1-100), Save F14, ML 9, TT Special, AL C, XP 1,025.*

Djinn are basically good-hearted, though their behavior is very Chaotic. Their benevolent empire is noted for its lack of laws. The air elementals and the djinn are generally at peace, though occasional quarrels and rare fights do occur. Their enemies are the haoou and the efreet, and they fear earth-type creatures and attacks.

**Djinni, Greater\* (Pasha)** \_\_\_\_\_

Armor Class:	-2
Hit Dice:	15***
Move:	120' (40')
Flying:	360' (120')
Attacks:	2 fists or 1 whirlwind
Damage:	3-30/3-30 or 3-36 +special
No. Appearing:	1 (1)
Save As:	Magic-user: 30
Morale:	11
Treasure Type:	Nil
Alignment:	Chaotic
XP Value:	4,200

In the *Elemental Plane of Air*, the rulers of the djinn are known as pashas. They appear as very large normal djinn. A pasha cannot be affected by normal weapons, or even by weapons of less than +2 enchantment. They regenerate at the rate of 3 points per round.

A pasha can perform all the abilities of a normal djinni (Expert Set, page 48) as often as desired, up to once per round. It can also enter or leave the Ethereal Plane by concentrating for 1 full round.

Special powers usable once per day are grant another's wish, cast *cloudkill*, *water to gas*, or *weather control*.

A pasha's *whirlwind* is 120' tall, 40' diameter at the top, 10' diameter at the base, and can move at 240' (80') rate. Unlike normal djinn, it can enter or leave whirlwind

form in only 1 round. This form inflicts 3-36 points of damage to all in its path and slays any victim of less than 5 hit dice unless a Saving Throw vs. Death Ray is made. These nobles may fly with up to 20,000 cn of weight without tiring, or twice that if walking.

Pashas cannot be summoned by spells, and are influenced by very few magic items. They normally appear on the Prime Plane only in response to the cries of a mistreated djinni.

**Efreeti, Lesser** \_\_\_\_\_

The following additional details apply to efreet encountered on their own Plane, the *Elemental Plane of Fire*. The details given in the Expert Set (page 48) always apply to efreet encountered on the Prime Plane.

An efreeti is normally invisible, with a form like a shifting mass of flame. It is immune to normal weapons, all 1st level spells, and to all attacks based on earth. An efreeti can *detect invisible* at will (120' range).

*Elemental Plane Statistics: AC 1, HD 10\*, MV 240' (80'), #AT 1 strike or special, D 2-16 or special, NA 1-4 (1-100), Save F15, ML 8, TT Special, AL C, XP 1,600.*

Efreet are irritable and often evil. The fire elementals and the efreet are generally at peace, though the efreet pick fights and have been at war with the elementals in the past. Their enemies are the helions and the djinn, and they fear water-type creatures and attacks.

**Efreeti, Greater\* (Amir)** \_\_\_\_\_

Armor Class:	-2
Hit Dice:	20***
Move:	120' (40')
Flying:	360' (120')
Attacks:	2 fists
Damage:	3-30/3-30
No. Appearing:	1 (1)
Save As:	Magic-user: 36
Morale:	11
Treasure Type:	Nil
Alignment:	Chaotic
XP Value:	5,450

In the *Elemental Plane of Fire*, the rulers of the efreet are known as amirs (or amcers). They appear as very large normal efreet (15'-30' tall). An amir cannot be affected by normal weapons, or even by weapons of less than +2 enchantment. Amirs also regenerate at the rate of 2 points per round.

An amir can perform all the abilities of a normal efreeti (Expert Set, page 48) as often as desired, once per round. It can also enter or leave the Ethereal Plane by concentrating for 1 full round.

## Monsters

Special powers usable once per day are grant another's *wish*, cast *fire ball*, *earth to flame*, or *explosive cloud* (all as if a 20th level magic-user).

An amir's *pillar of flame* ignites all flammable objects within 15' and adds a bonus of 2-16 points to each fist attack. It can retain

this shape without limit. These nobles may fly with up to 25,000 cn weight without tiring, or twice that if walking.

Amirs cannot be summoned by spells, and are affected by very few magic items. They normally appear on the Prime Plane only in response to the cries of a mistreated efreeti.

### Elemental\*

Armor Class:	5 or better (see below)	Save As:	Fighter of equal level
Hit Dice:	1* or more (see below)	Morale:	9
Move:	360' (120')	Treasure Type:	Variable
Attacks:	1	Alignment:	Neutral
Damage:	By size (see below)	XP Value by	
No. Appearing:	1-6 (1-100)	Hit Dice:	Variable

Hit Dice	Armor Class	Damage	Hit Dice	Armor Class	Damage
1-2	5	1-2	17-18	-3	3-30
3-4	4	1-4	19-20	-4	4-32
5-6	3	1-6	21-22	-5	5-40
7-8	2	1-8	23-24	-6	6-48
9-10	1	2-12	25-26	-7	7-56
11-12	0	2-16	27-28	-8	8-64
13-14	-1	2-20	29-30	-9	9-72
15-16	-2	3-24	31-32	-10	10-80

The statistics above apply only to elementals encountered on their own Planes of Existence. On the Prime Plane, their abilities are very limited (Expert Set, page 49). One asterisk (for XP calculation) applies *only* to elementals encountered on their own Planes.

Elementals are the dominant life forms on the Elemental Planes, and refer to themselves as "people." Size may range from 1 to 32 Hit Dice, and the rulers are much larger (50 Hit Dice at least, and possibly over 100).

Their system of rule is similar to that of human Dominions (though other features are not).

An elemental's normal form is a blob-like shape. It can create "arms" as needed, to a maximum of 1 per Hit Die, but can only attack with one blow per round. The elemental's material form is held together by its life force. The younger the elemental, the less material it can hold together. Thus, aging effects can change an elemental's size. Its normal life span is 30 to 35 Hit Dice.

Small elementals are created when a large elemental splits itself. When this occurs, the "parent" elemental divides into a number of parts equal to its Hit Dice; each new elemental has 1 Hit Die. This does not occur frequently, and the elementals are very secretive about the details of the process.

Elementals usually distrust creatures from the Prime Plane (-1 penalty to all Reaction Rolls). They can recognize such visitors by smell. However, when visitors appear in ele-

mental form, they do appreciate the effort (+1 bonus to Reaction Rolls, instead of -1 penalty). In any event, they will not normally attack nor help visitors except in special circumstances. Though most are Neutral—Lawful (ruling) and Chaotic (renegade) elementals do exist. Some are even good or evil.

Elementals live in towns and cities on their own planets. Both the planets and the building materials are made entirely of pure elemental material, in solid, liquid, or gaseous form. In the universe of its own Plane, each elemental race occupies thousands of planets.

The elemental races are far older than humankind, and more civilized in many ways. They have art forms for all six senses.

Some elementals become clerics or magic-users in much the same ways as humans. However, an elemental must be an adult of 9 or more Hit Dice before this knowledge can be learned. Many of the spells of the elementals are entirely different, and some cannot be cast by humans except when in elemental form.

### Gorgon

Gorgons are native to both the Prime Plane and their original home, the *Elemental Plane of Earth*. Most details given in the D&D Expert Set (page 51) apply to gorgons on both Planes.

*Plane of Earth Statistics: HD 4, #AT 1 horn, D 1-4, NA 1-8 (3-36), Save F4, ML 5, TT Nil, AL N, XP 75.*

On the Plane of Earth, a gorgon is a local herd animal, bred by the *horde* creatures and "milked" (though this fluid is bitter and oily, in human terms) or slain for food. Its breath can still petrify creatures not made of earth (Saving Throw applies).

### Helion\*

Armor Class:	1
Hit Dice:	9*
Move:	90' (30')
Flying:	240' (80')
Attacks:	1 grasp
Damage:	See below
No. Appearing:	1-4 (2-40)
Save As: Fighter:	9
Morale:	9
Treasure Type:	Special
Alignment:	Lawful
XP Value:	1,600

Helions are intelligent giant-sized creatures made of fire. They are native to the *Elemental Plane of Fire*, and are rarely encountered elsewhere. Helions are extremely good, and shun violence.

A helion appears as a 20' diameter ring of flame. It is immune to poison, normal weapons, all 1st and 2nd level spells, and to all attacks based on earth.

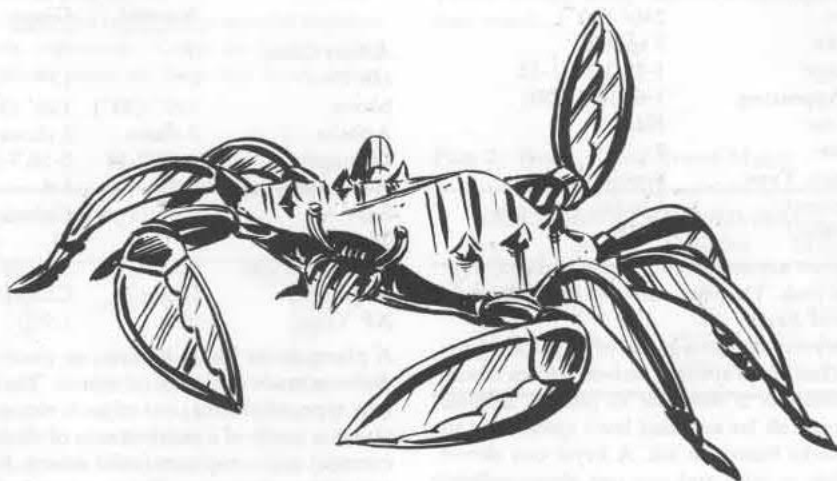
A helion can *detect invisible* at will, and can use *detect magic*, *dispel magic*, *wall of fire*, and *earth to fire* 3 times per day. It can also control fire completely, changing it to solid, liquid, or gaseous form at will (Saving Throw applies for fire-type creatures).

A helion attacks by forming a ring around its opponent. If its Hit roll is successful, it wraps around the victim, who then cannot move. The helion may squeeze for 2-16 points of damage (per round), but rarely tries to damage opponents in this way, preferring to negotiate peaceful terms. It will, however, defend itself if attacked.

Helions are famous philosophers and negotiators. Their enemies are the efreet and the haoou, and they fear water-type creatures and attacks.

The Sun Brothers (see module X2) are distant relatives of helions who dwell on the Prime Plane.

<b>Horde</b>	
Armor Class:	3
Hit Dice:	3* to 21*
Move:	150' (50')
Attacks:	1 bite or special
Damage:	Varies by Hit Dice
No. Appearing:	2-8 (10-1,000)
Save As:	See below
Morale:	12
Treasure Type:	Special
Alignment:	Lawful
XP Value:	Varies by Hit Dice



*telepathy*, speaking directly to the minds of others. It is incredibly intelligent, and can easily handle dozens of conversations at once.

Each horde is very Lawful and always dangerous. A horde creature sacrifices as many bodies as needed to reach a goal, and thus the Morale of a body is 12. The creature is immune to all mental effects (*charm, hold, sleep, etc.*), but the bodies are susceptible to blows and damage-causing attacks of most types. Because of its disregard for individual bodies, a horde normally does not bother to attempt to save them; in play, it simply fails all Saving Throws voluntarily. However, if 10% or more of a horde's bodies are lost in a single activity (an encounter with enemies, for example), the creature will either resolve the problem peacefully (negotiating, avoiding, etc.) or call other hordes for assistance.

The hordes' enemies are the kryst and the undines. They fear fire-type creatures and attacks.

<b>Hydrax*</b>	
Armor Class:	2
Hit Dice:	5** to 12**
Move:	60' (20')
Swimming:	180' (60')
Attacks:	2 claws or special
Damage:	1-10/1-10 or see below
No. Appearing:	1 (1)
Save As:	Fighter, double level
Morale:	9
Treasure Type:	Special
Alignment:	Lawful
XP Value by Hit Dice:	Variable

A hydrax is an intelligent crab-like creature

"The hordes" are life forms native to the *Elemental Plane of Earth*. Each single life force has hundreds of separate insect-like bodies. The size of the bodies ranges from 3 to 21 feet long; the length corresponds to the Hit Dice. Details on the individual bodies are given above.

One horde life force can control up to 10,000 Hit Dice of bodies. Replacement bodies can be created at the rate of 1 Hit Die per turn. Unlike insects, there is no "queen" body; the life force is widely spread, occupying all the bodies evenly. The life force can only control bodies within a volume 100 miles across; if taken outside that range, a body becomes a mindless thing, dying in 1-10 days. Each planet in the realm of the hordes is occupied by 1-100 life forces.

Each individual life force has its own name. All the bodies of a single life force will respond to the same name, and this can cause confusion in dealing with a horde creature. The creature itself can only die if *all* of its bodies are destroyed.

The horde creatures do not consider any other life forms to be intelligent. When more room is needed, a horde will simply try to take it, without regard for other creatures; thus, they are considered evil. The horde creatures often grapple with each other in this war for living space.

A horde creature can use *ESP* and *telekinesis* (up to 20,000 cn) as often as desired, up to once per round. It communicates by

made of ice. It is native to the *Elemental Plane of Water*, and almost never found on the Prime Plane. Although the hydrax are Lawful in behavior, most are evil.

A hydrax has 6 legs and 3 claws, equally positioned around a crab-like body. Hydrax are immune to normal weapons, all 1st and 2nd level spells, and to all attacks based on fire. A hydrax can *detect invisible* at will, and can cast *detect magic, web, dispel magic, ice storm/wall, and water to ice* 3 times per day (all as if a 9th level magic-user).

The hydrax use tools made of ice, and build cities and devices of all sorts. Their enemies are the undines and the kryst, and they fear air-type creatures and attacks.

**Invisible Stalker (Sshai)**

The race of "invisible stalkers" (a human term) live on the *Elemental Plane of Air*. They call themselves the "sshai." All details given in the Expert Set (page 52) apply on both the Prime and Elemental Planes, except they are much faster speed on their home Plane: 360' (120').

On their home plane, the sshai are much like doppelgangers; they can use ESP at will, and can shapechange to nearly any form native to their plane. They usually appear as air elementals, djinn, or haoou. Their true form is nearly identical to that of an air elemental, though that race can tell the difference. Sshai are occasionally hired by the djinn and the haoou as spies or guards.

Sshai may have 1 to 12 Hit Dice, though all are about man-size in their true forms. Some are known to use spells. They prefer negotiation to combat, and have few enemies. They fear earth-type creatures and attacks.

## Monsters

### Kryst

Armor Class:	2
Hit Dice:	9*
Move:	240' (80')
Attacks:	3 spikes
Damage:	1-12/1-12/1-12
No. Appearing:	1-6 (10-1,000)
Save As:	Elf: 9
Morale:	9
Treasure Type:	Special
Alignment:	Lawful
XP Value:	1,600

The kryst are intelligent beings made of crystalline rock. They are native to the *Elemental Plane of Earth*.

A kryst looks like a group of 12 golden crystal spikes, all projecting outward from a central point. It is immune to poison, normal weapons, all 1st and 2nd level spells, and to all attacks based on air. A kryst can *detect invisible* at will, and can use *detect magic*, *dispel magic*, *haste*, or *air to earth* 3 times per day (all as if cast by a 9th level magic-user). The kryst communicate by *telepathy* (120' range) or, if mental contact causes poor reactions, by written messages.

A kryst can attack by ramming opponents with its spikes, and can attack up to 3 times per round.

The kryst have a widespread and complex society in their own realms, peacefully living with and helping the earth elementals. They welcome visitors, and are eager to gain new knowledge of all types. They fear and wage a never-ending war against the *hordes*, and seek to unite all other creatures against them. The kryst are also enemies of the *hydrax*, though they rarely encounter them. They fear water-type creatures and attacks.

### Medusa

Medusae are native to both the Prime Plane and their original home, the *Elemental Plane of Earth*. The details given in the Basic Set (DMR page 34) always apply to medusae encountered on the Prime Plane.

On the Plane of Earth, a medusa is an ugly writhing mass of 10' long tentacles connected to a small lumpy spherical body. Several eyes on foot-long eyestalks also protrude from the body; the mouth has many teeth. The tentacles are used both for movement (180' per turn) and combat. The medusa can attack with 10 tentacles per round; each hit requires a Saving Throw vs. Paralysis (lasting 2-8 rounds if failed). A paralyzed victim is drawn to the mouth and bitten for 2-16 (2d8) points of damage per round (no Hit roll required while the victim is paralyzed).

*Elemental Plane Statistics: AC 4, HD 8\*\**, *MV 180' (60')*, *NA 1-4*, *Save F4*, *ML 9*, *TT (V) F, AL C*, *XP 1,750*.

**Pasha:** See *Djinni, Greater*.

### Plasm

	Normal	Giant
Armor Class:	0	-4
Hit Dice:	6*	12*
Move:	120' (40')	120' (40')
Attacks:	2 claws	2 claws
Damage:	2-12/2-12	3-18/3-18
No. Appearing:	1-10	1-4
Save As:	Fighter: 6	Fighter: 12
Morale:	9	11
Treasure Type:	Special	Special
Alignment:	Chaotic	Chaotic
XP Value:	500	1,900

A plasm looks like a human- or giant-sized skeleton made of elemental matter. There are four types of plasms, one of each element. A plasm is made of a combination of elemental material and ectoplasm (solid ether). It cannot safely exist on any Plane except the Ethereal, and is sometimes encountered within a wormhole. On any Plane except the Ethereal, a plasm automatically loses 1 Hit Die per round from Energy Drain, vanishing when dead.

A plasm feeds on its element, and regenerates damage when feeding at the rate of 1 point per round. Any magical attack based on its element will cause a plasm to gain Hit Dice and hit points. *For example*, a *fire ball* cast at a fire plasm by a 9th level magic-user would cause it to immediately gain 9 additional Hit Dice (9-72 hit points).

Plasms are immune to poison and normal weapons, and are only slightly damaged by magical weapons. Each blow from a magical weapon inflicts only its magic damage ("pluses"), ignoring normal weapon damage and strength bonuses. *For example*, a *sword +4* would inflict 4 points of damage on a plasm.

A plasm can only be damaged by magic weapons (as given above) and by attack forms based on elemental dominance.

Once per turn, a plasm can "spend" 10 of its hit points to create an acid cloud based on its element. This cloud is a 30' diameter sphere, which inflicts 20 points of damage to all within it (except the plasm); each victim may make a Saving Throw vs. Dragon Breath to take 1/2 damage. The cloud lasts for 1-6 rounds. A plasm normally saves this attack form to use when fleeing.

### Salamander

Though rare on the Prime Plane, frost and flame salamanders are common predators on their home Planes (the *Elemental Planes of Air* and *Fire*, respectively). All details given in the Expert Set (page 55) apply on both Planes. They have limited intelligence, and

sometimes raid civilized areas for food.

### Undine\*

Armor Class:	4
Hit Dice:	8***
Move:	90' (30')
Swimming:	240' (80')
Attacks:	1 fist or 1 coil
Damage:	2-16 or 1-10
No. Appearing:	1 (1)
Save As:	Fighter: 16
Morale:	9
Treasure Type:	Nil
Alignment:	Chaotic
XP Value:	2,300

An undine is an intelligent creature made of water. It is rare even on the *Elemental Plane of Water*, its home, and is almost never encountered on the Prime Plane. Undines are Chaotic in behavior, but (similar to djinn) have very good intentions and despise evil.

On its home Plane, an undine normally has a form like a featureless transparent snake. It can easily change shape, sometimes using a form with many tentacles to handle objects. Once per turn, it can swim quickly in the form of a revolving coil, moving at 480' (160') rate for up to 10 rounds.

Undines are immune to poison, normal weapons, all 1st and 2nd level spells, and to all attacks based on fire. An undine can *detect invisible* at will, and can use *detect magic*, *web*, *dispel magic*, *ice storm/wall*, and *fire to ice* 3 times per day (all as if a 9th level magic-user). An undine's *web* is made of ice strands, which function in the same way; however, flame merely melts the *web*, rather than burning it, and trapped victims take no damage from the melting.

An undine can attack with one "fist" (arm-like extension) per round. If the blow hits, the undine may choose to coil around the opponent, squeezing for 1-10 points of automatic constriction damage each round. An undine can coil around any creature of giant size or less, and the victim cannot move, attack, nor concentrate.

On the Prime Plane, an undine appears identical to a water elemental. While in water, it is invisible, and regenerates damage at the rate of 3 points per round. When out of water, however, it does not regenerate, and instead takes 1 point of damage per round from drying. An undine is not as limited as an elemental; it is not blocked by a *protection from evil* effect, and is not forced to remain within 60' of water.

Undines live far from the realms of the water elementals, but occasionally visit them. Their enemies are the *hydrax* and the *hordes*, and they fear air-type creatures and attacks.

## CHARTS AND TABLES

The treasure lists in this section include all the items given in the Basic and Expert Sets, plus several new items.

All charts and tables are presented together for easy reference. Refer to the detailed descriptions once an item has been determined.

### 1. Treasure Types

#### 1a. Group Treasure (In Lair, not carried)

##### Part 1: Coins

Type	COINS (in thousands)				
	cp	sp	cp	gp	pp
A	25% 1-6	30% 1-6	20% 1-4	35% 2-12	25% 1-2
B	50% 1-8	25% 1-6	25% 1-4	35% 1-3	Nil
C	20% 1-12	30% 1-4	10% 1-4	Nil	Nil
D	10% 1-8	15% 1-12	Nil	60% 1-6	Nil
E	5% 1-10	30% 1-12	25% 1-4	25% 1-8	Nil
F	Nil	10% 2-20	20% 1-8	45% 1-12	30% 1-3
G	Nil	Nil	Nil	50% 10-40	50% 1-6
H	25% 3-24	50% 1-100	50% 10-40	50% 10-60	25% 5-20
I	Nil	Nil	Nil	Nil	30% 1-8
J	25% 1-4	10% 1-3	Nil	Nil	Nil
K	Nil	30% 1-6	10% 1-2	Nil	Nil
M	Nil	Nil	Nil	40% 2-8	50% 3-30
L,N,O	Nil	Nil	Nil	Nil	Nil

##### Part 2: Gems, Jewelry, and Magic

Type	GEMS, JEWELRY, AND MAGIC		
	Gems	Jewelry	Magic Items
A	50% 6-36	50% 6-36	30% Any 3
B	25% 1-6	25% 1-6	10% 1 Sword, Misc. Weapon, or Armor
C	25% 1-4	25% 1-4	10% Any 2
D	30% 1-8	30% 1-8	15% Any 2 + 1 Potion
E	10% 1-10	10% 1-10	25% Any 3 + 1 Scroll
F	20% 2-24	10% 1-12	30% 1 Potion, 1 Scroll, +3 Any but weapons
G	25% 3-18	25% 1-10	35% Any 4 + 1 Scroll
H	50% 1-100	50% 10-40	15% 1 Potion + 1 Scroll + Any 4
I	50% 2-12	50% 2-12	15% Any 1
J,K	Nil	Nil	Nil
L	50% 1-4	Nil	Nil
M	55% 5-20	45% 2-12	Nil
N	Nil	Nil	40% 2-8 Potions
O	Nil	Nil	50% 1-4 Scrolls

#### 1b. Individual Treasure (Carried, not in Lair)

##### Part 1: Coins

Type	COINS				
	cp	sp	cp	gp	pp
P	3-24	Nil	Nil	Nil	Nil
Q	Nil	3-18	Nil	Nil	Nil
R	Nil	Nil	2-12	Nil	Nil
S	Nil	Nil	Nil	2-8	Nil
T	Nil	Nil	Nil	Nil	1-6
U	10% 1-100	10% 1-100	Nil	5% 1-100	Nil
V	Nil	10% 1-100	5% 1-100	10% 1-100	5% 1-100

Percentage Dice are used for all rolls unless noted otherwise. The DM may always *choose* a result from a Table, instead of rolling a random result.

##### Part 2: Gems, Jewelry and Magic

Type	GEMS, JEWELRY, AND MAGIC		
	Gems	Jewelry	Magic
P, Q, R	Nil	Nil	Nil
S, T	5% 1	Nil	Nil
U	5% 1-2	5% 1-4	2% Any 1
V	10% 1-2	10% 1-4	5% Any 1

### 2. Gems

d%	GEM VALUE	
	Value	Examples
01-03	10 gp	agate, quartz, turquoise
04-10	50 gp	crystal, jasper, onyx
11-25	100 gp	amber, amethyst, coral, garnet, jade
26-46	500 gp	aquamarine, pearl, topaz
47-71	1,000 gp	carbuncle, opal
72-90	5,000 gp	emerald, ruby, sapphire
91-97	10,000 gp	diamond, jacinth
98-00	50,000 gp	starstone, trystal, Special

### 3. Jewelry

#### 3a. Jewelry Values

d%	JEWELRY VALUES			
	Value*	Enc**	d%	Value* Enc**
01	100	10	46-58	5,000 25
02-03	500	10	59-69	7,500 25
04-06	1,000	10	70-78	10,000 25
07-10	1,500	10	79-85	15,000 25
11-16	2,000	10	86-90	20,000 50
17-24	2,500	10	91-94	25,000 50
25-34	3,000	25	95-97	30,000 50
35-45	4,000	25	98-99	40,000 50
			00	50,000 50

\*All values may vary by up to 15% above or below the given amount, if the DM chooses to modify them.

\*\*Optional Encumbrance (Enc) in cn.

3b. Types of Jewelry

TYPES OF JEWELRY			
Value (in gp)			
100-3,000 1d10 Common	4,000-10,000 Uncommon	15,000- 50,000 Rare	
1	Anklet	Armband	Amulet
2	Beads	Belt	Crown
3	Bracelet	Collar	Diadem
4	Brooch	Earring	Medallion
5	Buckle	Four-leaf Clover	Orb
6	Cameo	Heart	Ring
7	Chain	Leaf	Scarab
8	Clasp	Necklace	Scepter
9	Locket	Pendant	Talisman
10	Pin	Rabbit's Foot	Tiara



4. All Magic Items

MAGIC ITEM TYPE	
d%	Use Table:
01-25	5. Potion
26-37	6. Scroll
38-46	7. Wand, Staff, or Rod
47-52	8. Ring
53-62	9. Misc. Magic Item
63-72	10. Armor or Shield
73-83	11. Missile or Device
84-92	12. Sword
93-00	13. Misc. Weapon

5. Potion

d%	Type of Potion
01-02	Agility
03	Animal Control
04-06	Antidote
07-08	Blending
09-10	Bug Repellant
11-12	Clairaudience
13-14	Clairvoyance
15-16	Climbing
17-18	Defense
19-20	Diminution (B)
21-24	Delusion (X)
25	Dragon Control
26-27	Dreamspeech
28	Elasticity
29-30	Elemental form
31-32	ESP (B)
33	Ethereality
34-36	Fire Resistance (X)
37-39	Flying (X)
40-41	Fortitude
42	Freedom
97	Treasure Finding (X)
43-45	Gaseous Form (B)
46	Giant Control (X)*
47-49	Giant Strength (X)
50-51	Growth (B)
52-57	Healing (B)
58-60	Heroism (X)
61	Human Control (X)
62-64	Invisibility (B)
65-66	Invulnerability (X)
67-68	Levitation (B)
69-70	Longevity (X)*
71	Luck
72	Merging
73-74	Plant Control (X)
75-77	Poison (B)
78-80	Polymorph Self (X)
81-82	Sight
83-84	Speech
85-88	Speed (X)
89-90	Strength
91-93	Super-healing
94-96	Swimming
98	Undead Control (X)
99-00	Water Breathing

\* More information is given in this set

6. Scroll

d%	Type of Scroll
01-03	Communication
04-05	Creation
06-13	Curse (occurs when read; B)*
14	Delay (S)
15-17	Equipment
18-19	Illumination
20-21	Mages (S)
22-25	Map to Normal treasure (B)*
26-28	Map to magical treasure (B)*
29-30	Map to combined treasure (X)*
31	Map to special treasure (X)*
32-34	Mapping
35-36	Portals
37-42	Protection from Elementals (X)
43-50	Protection from Lycanthropes (B)
51-54	Protection from Magic (X)
55-61	Protection from Undead (B)
62-63	Questioning
64	Repetition (S)
65-66	Seeing
67-68	Shelter
69-71	Spell Catching
72-96	Spells (see below)*
97-98	Trapping
99-00	Truth

\* More information is given in this set

SPELL SCROLLS

d%	6a. Type of Scroll	6b. Level of Spell		
		Cleric or Druid	M-U	Spell Level
01-70	Magic-User			
01-34		01-34	01-28	1
35-58		35-58	29-49	2
59-76		59-76	50-64	3
77-88		77-88	65-75	4
89-95		89-95	76-84	5
96-99		96-99	85-91	6
00		00	92-96	7
			97-99	8
			00	9

Roll for only one type per scroll; then find the level of each spell separately.

## 7. Wand, Staff, or Rod

d%	Type of Wand, Staff, or Rod	d%	Type of Wand, Staff, or Rod
01-05	Wand of Cold (M) (X)	67-69	Staff of an Element (M)
06-10	Wand of Enemy Detection (M) (B)	70-71	Staff of Harming (C)
11-14	Wand of Fear (M) (X)	72-78	Staff of Healing (C) (B)
15-19	Wand of Fire Balls (M) (X)	79	Staff of Power (M) (X)
20-23	Wand of Illusion (M) (X)	80-82	Snake Staff (C) (B)
24-28	Wand of Lightning Bolts (M) (X)	83-85	Staff of Striking (S) (X)
29-33	Wand of Magic Detection (M) (B)	86-87	Staff of Withering (C) (X)
34-38	Wand of Metal Detection (M) (X)	88	Staff of Wizardry (M) (X)
39-42	Wand of Negation (M) (X)	89-90	Rod of Cancellation (B)
43-47	Wand of Paralyzation (M) (B)	91	Rod of Dominion
48-52	Wand of Polymorphing (M) (X)	92	Rod of Health (C)
53-56	Wand of Sec. Door Detection (M) (X)	93-94	Rod of Inertia (N)
57-60	Wand of Trap Detection (M) (X)	95	Rod of Parrying
61	Staff of Commanding (S) (X)	96	Rod of Victory
62-63	Staff of Dispelling	97-99	Rod of Weaponry
64-66	Staff of the Druids (DR)	00	Rod of the Wyrms

Roll to find the number of charges in each:

Wand: 3-30 (3d10)

Staff: 2-40 (2d20)

Rods have no charges.

## 9. Miscellaneous Items

d%	Type of Miscellaneous Item	d%	Type of Miscellaneous Item
01-02	Amulet of Protection from Crystal Balls and ESP (X)	44-45	Gauntlets of Ogre Power (B)
03-04	Bag of Devouring (B)	46-47	Girdle of Giant Strength (X)
05-09	Bag of Holding (B)	48-49	Helm of Alignment Changing (B)
10-12	Boat, Undersea	50-51	Helm of Reading (X)
13-14	Boots of Levitation (X)	52	Helm of Telepathy (B)
15-17	Boots of Speed (X)	53	Helm of Teleportation (M) (X)
18-19	Boots of Traveling and Leaping (X)	54	Horn of Blasting (X)
20	Bowl of Commanding Water Elementals (X)	55-57	Lamp of Long Burning
21	Brazier of Commanding Fire Elementals (X)	58-59	Lamp, Hurricane
22-23	Broom of Flying (X)	60-61	Medallion of ESP, 30' range (B)
24	Censer of Controlling Air Elementals (X)	62	Medallion of ESP, 90' range (X)
25-27	Chime of Time	63	Mirror of Life Trapping (X)
28-29	Crystal Ball (M) (B)	64-66	Muzzle of Training
30	Crystal Ball with Clairaudience (M)(X)	67-68	Nail, Finger
31	Crystal Ball with ESP (M) (X)	69-71	Nail of Pointing
32-33	Displacer Cloak (X)	72-76	Ointment
34	Drums of Panic (X)	77-79	Pouch of Security
35	Efreeti Bottle (X)	80-82	Quill of Copying (S)
36-38	Eggs of Wonder	83-86	Rope of Climbing (B)
39-40	Elven Cloak (B)	87-88	Scarab of Protection (X)
41-42	Elven Boots (B)	89-91	Slate of Identification (S)
43	Flying Carpet (X)	92	Stone of Controlling Earth Elementals (X)
		93-94	Talisman of Elemental Travel
		95-97	Wheel of Floating
		98	Wheel of Fortune
		99-00	Wheel, Square

## 8. Ring

d%	Type of Ring
01-02	Animal Control (B)
03-08	Delusion (X)
09	Djinni Summoning (X)
10-13	Ear ring
14-17	Elemental Adaptation
18-23	Fire Resistance (B)
24-26	Holiness (C)
27	Human Control (X)
28-32	Invisibility (B)
33-35	Life Protection
36-38	Memory (S)
39-40	Plant Control (X)
41-45	Protection, +1
46-48	Protection, +2
49-50	Protection, +3
51	Protection, +4
52-55	Quickness
56	Regeneration (X)
57-59	Remedies
60-61	Safety
62-64	Seeing
65-67	Spell Eating
68-69	Spell Storing (X)
70-71	Spell Turning (X)
72-75	Survival
76-77	Telekinesis (X)
78-81	Truth
82-84	Truthfulness
85-86	Truthlessness
87-91	Water Walking (B)
92-96	Weakness (B)
97-98	Wishes
99-00	X-Ray Vision (X)





## Treasures

### 10. Armor or Shield

10a. Size	10b. Type
01-68 Human	01-10 Leather
69-81 Dwarf	11-17 Scale mail
82-91 Elf	18-30 Chain mail
92-98 Halfling	31-39 Banded mail
99-00 Giant	40-50 Plate mail
	51-75 Shield
	76-77 Scale mail & Shield
	78-85 Chain mail & Shield
	86-90 Banded mail & Shield
	91-00 Plate mail & Shield

### 10c. Strength of Armor or Shield

Scale, Banded,				Chance of	
Lthr.	Chain	Plate	Shield	Str.	Special
01-70	01-60	01-50	01-40	+1	10
71-88	61-81	51-74	41-67	+2	15
89-96	82-92	75-88	68-84	+3	20
97-99	93-98	89-96	85-94	+4	25
00	99-00	97-00	95-00	+5	30

### 10d. Special Armor or Shield

d%	Special power	d%	Special power
01-07	Absorption	51-60	Fly
08-17	Charm	61-66	Gaseous Form
18-32	Cure Wounds	67-75	Haste
33-42	Electricity	76-85	Invisibility
43-47	Energy Drain	86-93	Reflection
48-50	Ethereality	94-00	Remove Curse

### 11. Missile or Device

d%	Item Name	Weapon Class
01-37	Arrows	A
38-59	Quarrels	A
60-70	Sling Stones	A
71-72	Blowgun	D
73-80	Bow, Long	D
81-85	Bow, Short	D
86-87	Crossbow, Heavy	D
88-92	Crossbow, Light	D
93-00	Sling	D

### 11d. Number Found

(Missiles only)		
Weapon Strength	Number Found	
+1	2-20	(2d10)
+2	2-16	(2d8)
+3	2-12	(2d6)
+4	2-8	(2d4)
+5	2-5	(1d4+1)

### 11e. Extra Range

(Device only)	
1d4 + Weapon Strength	Range Multiplier
2 to 4	1 (no bonus)
5 to 7	1.5 (50% bonus)
8 to 9	2 (100% bonus)

Missiles: If a Bonus is indicated, divide the number rolled by 2 (rounding up if necessary). All the missiles found have the same

Strength Bonus. Devices: Multiply each maximum range figure by the number given; make a record of the new ranges.

### 11b. Strength of Missile or Device

Weapon Class		Weapon Strength	Chance* of Bonus
A	D		
01-40	01-70	+1	30
41-67	71-88	+2	25
68-84	89-96	+3	20
85-94	97-99	+4	15
95-00	00	+5	10

\* Missiles use 11c; Devices use 14a-c.

### 11c. Missile Bonuses

d%	Bonus type	d%	Bonus type
01-04	Biting	58-61	Refilling
05-09	Blinking	62-67	Screaming
10-14	Charming	68-72	Seeking
15-21	Climbing	73-76	Sinking
22-31	Curing	77-78	Slaying
32-34	Disarming	79-85	Speaking
35-38	Dispelling	86-89	Stunning
39-45	Flying	90-91	Teleporting
46-52	Lighting	92-96	Transporting
53-57	Penetrating	97-00	Wounding

### 12. Sword

#### 12a. Type

d%	Weapon Class	Type
01-65	C	Normal
66-84	C	Short
85-92	D	Two-Handed
93-00	D	Bastard

#### 12b. Strength

Weapon Class		Weapon Strength	Chance of Bonus
C	D		
01-60	01-70	+1	40
61-81	71-88	+2	30
82-92	89-96	+3	25
93-98	97-99	+4	20
99-00	00	+5	15

### 12c. Intelligence of Sword

d%	INT	Communication	Powers	Languages
01-79	Nil	Nil	Nil	Nil
80-85	7	Empathy	1 P	Nil
86-90	8	Empathy	2 P	Nil
91-94	9	Empathy	3 P	Nil
95-97	10	Speech	3 P	1-3
98-99	11	Speech	3 P + RM	1-6
00	12	Speech	3 P + RM + 1 E	2-8

If Intelligence is indicated, refer to the Expert Set, p. 59-60.

P = Primary Power

E = Extraordinary Power

RM = Reads Magic on command

### 13. Miscellaneous Weapon

#### 13a. Type of Miscellaneous Weapon

d%	Weapon name	Weapon Class	d%	Weapon name	Weapon Class
01-09	Axe, Battle	C	48-51	Lance	D
10-15	Axe, Hand	B	52-63	Mace	C
16-17	Axe, Hand, Returning	B	64-65	Net	B
18-20	Blackjack	C	66	Net, Returning	B
21-22	Bola	B	67-71	Pole Arm	D
23	Bola, Returning	B	72-81	Spear*	B
24-28	Club	C	82-84	Spear, Returning*	B
29-40	Dagger	B	85-94	War Hammer	C
41-43	Dagger, Returning	B	95-97	War Hammer, Returning	C
44-46	Javelin	B	98-00	Whip	C
47	Javelin, Returning	B		* or Trident, if desired	

#### 13b. Strength of Misc. Weapon

Weapon Class			Weapon Str.	Chance of Bonus
B	C	D		
01-50	01-60	01-70	+1	40
51-74	61-81	71-88	+2	30
75-88	82-92	89-96	+3	20
89-96	93-98	97-99	+4	15
97-00	99-00	00	+5	10*

\* If a Bonus is present, automatically use Table 14c (Talent).

### 14. Weapon Bonuses

#### 14a. Bonus Type

Weapon Type		Bonus Type
Sword	Other	
01-29	01-33	+1 extra* vs. Opponent
30-50	34-57	+2 extra* vs. Opponent
51-64	58-73	+3 extra* vs. Opponent
65-72	74-82	+4 extra* vs. Opponent
73-75	83-85	+5 extra* vs. Opponent
76-00	86-00	Talent (14c)

\*Add to weapon strength to find the total Bonus strength, and use Table 14b to find the type of Opponent.

### 1. Treasure Types

Each monster is given one or two Treasure Types. Types A through O are Lair Treasures, found in the monsters' dens. Types P through V are Individual Treasures, carried by the creatures themselves. These charts are

#### 14b. Opponent for Strength Bonus

(Re-roll any duplicate results)

d%	Opponent Type
01-06	Bugs
07-09	Constructs
10-15	Dragons
16-24	Enchanted monsters
25-36	Giants
37-48	Lycanthropes
49-52	Other-planar creatures
53-58	Regenerating creatures
59-67	Reptiles (and dinosaurs)
68-70	Spell-immune creatures
71-76	Spell users
77-88	Undead
89-94	Water-breathing creatures
95-00	Weapon-using creatures

#### 14c. Talent

(Re-roll any duplicate results)

d%	Talent	d%	Talent
01-05	Breathing	47-54	Healing
06-12	Charming	55-59	Hiding
13-16	Deceiving	60-65	Holding
17-23	Defending	66-73	Lighting
24-25	Deflector	74-79	Silencing
26-27	Draining	80-81	Slicing
28-32	Extinguishing	82-85	Slowing
33-38	Finding	86-89	Speeding
39-43	Flaming	90-94	Translating
44-46	Flying	95-99	Watching
		00	Wishing

slightly modified for higher level play, and differ from the charts in the D&D Basic Set, but are used in the same manner.

You may either roll or select an amount within the range of treasure given. Note each

treasure and its amount, for later use. When the total treasure is determined, you may wish to convert the total value into an easier-to-carry form of treasure (as explained on page 26).

### 2. Gems

In games for characters of level 9 and above, use Table 2: *Gems*, instead of the one given in the Basic Set. You may use this chart for lower level adventurers if you apply a -10% penalty to the percentage roll (using a minimum gem value of 10 gp).

When several gems are found together, you may choose to make one roll for each group of 3, 5, or 10 gems found (depending on the total number). This is quite useful for dragon treasure (Type H, Gems: 50% 1-100) as well as others.

#### Unusual Gems:

**Special:** A gem of larger than normal size may have a value of 3-10 times normal. If a "special" gem is indicated, you may select any lower-value type and note its larger size and value. You may also use one of the following special types of gems:

**Starstone:** Any gem of 1,000 gp value or more, except for diamonds, may be found with a star-like formation in the center. These are often called by their individual names (Star Ruby, Star Sapphire, etc.) and are, as a group, called *starstones*. A Starstone has twice the value of the normal gem type.

**Trystal:** Corundum, a mineral, is the substance of which ruby and emerald is made. It may also be found in other colors, rare and usually transparent: golden yellow, deep violet, or brilliant orange, these gems are known as *tristals*. A trystal may have any value from 1,000 to 100,000 gp.

### 3. Jewelry

In games for characters of level 9 and above, do not roll 3d6 to determine the value of jewelry found. Instead, use Table 3a: *Jewelry Values*. You may use this table for lower level adventurers if you apply a -10% penalty to the percentage roll (using a minimum value of 100 gp per piece).

The value of each piece should be determined separately, except when large numbers are found, such as in Treasure Types A (50% 6-36) and H (50% 10-40). When several pieces are found together, you may choose to make one roll for each 3 or 5 pieces, simply making each a different type.

After you find the value, select or randomly determine a type for each, using Table 3b: *Types of Jewelry*.

## Treasures

All items are made of valuable metals, gems, and/or other treasured materials (such as ivory, ebony, fur, etc.). Their values may vary by up to 15% above or below the amount given on the chart, if the DM chooses to modify them. *For example*, a piece listed as 20,000 gp could be given any value from 17,000 to 23,000 gp.

### 3b. Types of Jewelry

Some suggested types of Jewelry are:

**COMMON** Types (Value 100-3,000 gp)

**Anklet:** Leather strap adorned with gems.

**Beads:** Several baubles on a string.

**Bracelet:** Ornamented wrist chain or strap.

**Brooch:** Ornamental piece with a pin on the back; silver or gold casting.

**Buckle:** Fastener for shoes, belts, or other item.

**Cameo:** A gem or stone engraved, in relief.

**Chain:** Valuable metal for wrist, ankle, or neck wear.

**Clasp:** Fastener to hold a cloak or dress.

**Locket:** Small case for holding a keepsake, often hung on a chain.

**Pin:** Usually gold or platinum, with a small gem on the tip.

**UNCOMMON** Types (Value 4,000-10,000 gp)

**Armband:** Chain or strap adorned by gems, worn on the upper arm.

**Belt:** Leather with gems or engraved metal, worn around the waist.

**Collar:** Ornate metal with clasp, or leather with gems, worn around the neck.

**Earring:** Usually found as a pair; small metal clasp with gem or engraved stone.

**Four-leaf Clover:** A traditional good luck symbol, fashioned of metal and gems.

**Heart:** Brooch or keepsake of fine metal, often engraved or with gems.

**Leaf:** Engraved brooch or keepsake of metal, studded with gems.

**Necklace:** Engraved metal strap or thong with engraved metal and gems, hung around the neck.

**Pendant:** Ornamental piece hung from a chain of fine metal.

**Rabbit's Foot:** A traditional good luck piece, made of fine metal, fur, and gems.

**RARE** Types (Value 15,000-50,000 gp)

**Amulet:** Ornate pendant or keepsake, gem-studded, possibly engraved.

**Tiara:** Small crown or headdress, of royal quality (but less than kingly).

**Crown:** Gold or platinum headwear, studded with large gems; kingly quality.

**Diadem:** Very fine and ornate crown, of

Emperor quality.

**Medallion:** Ornate gem-studded pendant.

**Orb:** Gem-studded globe held in the hand; often inlaid, engraved.

**Ring:** Solid fine metal with gems; may appear identical to magical ring.

**Scarab:** Carved and engraved gemstone of large size and high quality, sometimes as a beetle.

**Scepter:** Rod or wand of metal or rare wood, engraved and gem-studded.

**Talisman:** Engraved figure or symbol of rare metals and gems; may be an amulet or pendant.

### Damaged Gems and Jewelry

You may modify the value of gems and jewelry if they are subjected to harsh treatment.

**Gems:** Most gems will shatter if struck. Gems may crack or shatter because of normal fire or certain spells (*fire ball*, *lightning bolt*, etc.) All effects are left to the DM's choice; a cracked gem is worth 20-50% (1d4+1 x10) of the original value, and a shattered gem might leave a small piece worth 5-10% (1d6+4) of the original. Note that the pieces may still be of value to NPC Magic-Users, who may need powdered gems for potions, scrolls, rare inks, etc.

**Jewelry:** The gems found in certain types of jewelry are subject to the guidelines given above. Note also that the value of Jewelry is in its fine craftsmanship, not the parts; any rough treatment can result in the loss of 10-80% of the value.

### Special Treasures

You may wish to place unusual but valuable items as treasures, either mixed with or instead of coins, gems, and jewelry. The following chart gives guidelines, which may be used to determine the values of such items. They should be selected, not randomly determined, and should be placed in areas where they might reasonably be found, with some logical reason for their appearance.

The value should be determined by the rarity of the items, considering the place at which they are sold. *For example*, simple animal skins might be worth their weight in gold (literally) in civilization where few animals roam. The price of ivory is often higher, especially in areas where tusked animals (such as elephants, seals, and sabre-tooth tigers) are unknown, or when carved or engraved ivory is found.

To use Special treasures, simply replace some or all of the coins, gems, or jewelry with an equal value (or more) of Special merchandise. More value is often needed for fairness,

since buyers must be found before the items can be treated as cash treasure.

### VALUES OF SPECIAL TREASURES

Item Name	Encumbrance in gp	Value
Book, Rare	2-200 cn	10-1,000
Fur, Typical:*		
Pelt	10-60 cn	1-4
Cape	50-120 cn	100-600
Coat	80-200 cn	300-1,200
Fur, Rich:*		
Pelt	10-60 cn	2-12
Cape	50-120 cn	400-2,400
Coat	80-200 cn	1,000-6,000
Incense, Rare	1 cn/stick	5-30/stick
Ivory (Tusk)	100-2,000 cn	1/cn
Perfume, Rare	1 cn/vial	25-150/vial
Rug or Tapestry**	100-600 cn	2-20
Silk**	10-60 cn	1-8
Skin, Animal:	50-200 cn	1-10
Skin, Monster:	100-5,000 cn	10-1,000
Spice, Rare	10-100 cn	4-16/cn
Statuette	1-100 cn	1-1,000
Wine, Rare	40-90 cn	1-6/bottle

\* "Typical" furs include beaver, fox, marten, muskrat, and seal. "Rich" furs include ermine, mink, and sable.

\*\* Prices and encumbrances are for each square yard.

### 4. All Magic Items

The charts and tables in this booklet include all magical treasures. Some guidelines are given in the D&D Basic and Expert Sets. These charts are used in the same way as the previous charts; percentage dice (d%) are used for most random rolls.

**Descriptions:** Most magic items are explained in the Basic or Expert Sets. To help you find the descriptions quickly, the following notations appear on the charts:

**(B)** The item is described in the D&D Basic Set (Dungeon Masters Rulebook).

**(X)** The item is described in the D&D Expert Set rulebook. If neither letter appears, the item is described in this set.

**Range and Duration:** If the range or duration of the effect produced by a magic item is not given, treat it the same as a magic spell from a 6th level spell caster.

**Insulation:** Several items can detect, control, or otherwise perform actions within a given range. Any of these actions can be blocked by a thin sheet of lead, 1' of any other metal, or 10' of stone.

**Limitations:** Several items are only usable by a certain class, or by a spell caster. If any of the following letters appear on the charts, the item noted may only be used by the class specified.

- (C) cleric only
- (DR) druid only
- (D) dwarf only
- (E) elf only
- (F) fighter only
- (H) halfling only
- (M) magic-user only
- (N) non-spellcaster only (dwarves, fighters, halflings, and thieves)
- (S) spell caster only (clerics, elves, and magic-users)
- (T) thief only

**Random Determination:** To randomly determine a magic item, roll d% and find the result on *Table 4, All Magic Items*. Then use the Table indicated to find the exact item.

**Rejecting Results:** The DM may, at any time, decide not to use any result obtained randomly. A device may simply be too powerful, making things too easy for the characters. *Wishes* can cause many problems, which may be prevented by simply not using *wishes* in the game, or by strictly limiting their power. Generally, if you can foresee any game problems resulting from the introduction of an item or spell effect—  
**DON'T USE IT.**

**Curses:** Several items have unfortunate effects, and may require *remove curse* spells to negate their *curses*. If not specified otherwise, any *remove curse* spell or similar magical effect (such as that produced by a *ring of remedies*) will do. However, many items require powerful *remove curse* effects for effective treatment (usually 26th level, placing such treatments in the hands of higher level NPC spell casters). A *wish* may be used at any time to remove a *curse*; treat the *wish* as a powerful *remove curse* at 36th level magic use.

## 5. Potions

The effects of a potion last for 7-12 turns unless noted otherwise. If a character drinks a potion while another is still in effect, immediate sickness results (no Saving Throw). The sickness lasts for 3 turns, and neither potion has any further effect. A potion with permanent effect (*healing, longevity, etc.*) is not included in this rule.

*Control potions* are extremely limited in effect, as described in the D&D Expert Set, page 61. Some added details are given below.

**Agility:** The user's Dexterity score

becomes 18, and the user immediately gains all applicable bonuses.

**Antidote:** The user becomes completely immune to certain poisons, and gains a +2 bonus to *all* Saving Throws vs. Poison. The weakest type of Antidote protects against the poison of all creatures with 3 Hit Dice or less; stronger Antidotes affect the poison of larger creatures. Poisons avoided during the duration of the potion (by successful Saving Throws) have no effect after the duration ends.

- 1-4 3 Hit Dice Creatures or less
- 5-7 7 Hit Dice Creatures or less, or potion
- 8-9 15 Hit Dice Creatures or less
- 10 All poisons

A *potion of poison* is treated as poison from a 7 Hit Die monster; the DM may adjust this if desired.

**Blending:** The user may change color at will, to any color, pattern, or combination of colors. Only color can be altered, but all items carried can be affected. The user hidden by this chameleon-like camouflage can rarely be detected (10% chance) unless the observer can *detect invisible* things, or possesses *truesight* (as the cleric spell) or a similar ability.

**Bug Repellent:** "Bug" includes any form of arachnid (spider, tick, scorpion, etc.), insect (ant, beetle, fly, etc.) or chilopod (centipede, millipede, etc.). After using this potion, the user cannot be touched by any normal bug, and a giant-sized bug will ignore the user unless it makes a Saving Throw vs. Spells. If the Saving Throw is successful, the potion does not affect that giant bug. The potion adds a +4 bonus to any Saving Throws allowed against magically summoned or controlled bugs.

**Climbing:** The user may climb sheer surfaces as if a spider, with only a 5% chance of falling (checked per 100' of climbing, at least once per climb).

**Defense:** The user gains a bonus to Armor Class, which lasts for 1 turn (only). Roll 1d10 to find the power of the potion:

Protection Bonus			
1-3	+1	6-7	+3
4-5	+2	8-9	+4
		10	+5

**Dragon Control:** Up to 3 small dragons (see page 30) can be controlled, but a Saving Throw applies. Large and Huge dragons are not affected. Roll 1d20 to find the type of dragons affected:

1-5	White	15-17	Blue
6-10	Black	18-19	Red
11-14	Green	20	Gold

**Dreamspeech:** If the user speaks to one sleeping or paralyzed creature within 30', the creature will hear and silently answer as if awake. The user will hear the responses by ESP, and will be able to understand the language used. The creature is not compelled to be truthful. Dead and Undead creatures cannot be affected, but *cursed* sleeping victims are within the power of the potion. The effect lasts for 1 turn only, and applies to only one sleeping or paralyzed creature.

**Elasticity:** The user may stretch his or her body, plus all equipment carried, to nearly any form—flat, long, etc.—to a maximum of 30 feet long, or 1 inch thick. Items carried cannot be used or dropped unless they are first returned to normal form. While in "stretched" form, the user cannot attack or cast spells, but takes 1/2 damage from blunt weapons (mace, hammer, giant-thrown boulder, etc.). The effect lasts for 1 turn only.

**Elemental Form:** There are four types of this potion: for Air, Earth, Fire, and Water (equal chances for each). The user may change into the form of an elemental (of the appropriate type) and back to normal form as often as desired, while the potion lasts. Each change of form takes 1 round. While in Elemental form, no special immunities are gained, but the special attacks of each elemental are usable (as given in the Expert Set, page 49). Note that a *protection from evil* effect will *not* block a character using this potion. The user's Armor Class and hit points do not change. The duration is 1 turn only.

**Ethereality:** The user can become Ethereal once, at any time during the potion's duration, and may thereafter remain ethereal for up to 24 hours, returning to the Prime Plane at will.

**Fortitude:** The user's Constitution score becomes 18, and the user immediately gains any hit points added thereby. Points of damage to the user are taken from the magically gained hit points *first*. Damage applied to the user's original hit points will remain after the duration ends, until cured by the usual means.

**Freedom:** The user cannot be affected by paralysis of any sort, nor by *hold person* or *hold monster* spells.

**Giant Control:** Up to 3 giants can be controlled at once, but a Saving Throw applies. Roll 1d20 to find the type affected:

1-5	Hill	15-17	Fire
6-10	Stone	18-19	Cloud
11-14	Frost	20	Storm

**Longevity:** This potion will have no effect on any creature *forced* to drink it. In addition, age cannot be reduced to below 15, and the change cannot adversely affect any

ability scores or other abilities.

**Luck:** This potion makes the user lucky. The *player* of the character using this potion may *choose* the result of any one roll of his, instead of rolling a random result (a Hit or damage roll, Saving Throw, etc.). Other players' rolls cannot be affected, nor can the Dungeon Master's. The effect lasts for 1 hour, or until the luck is used.

**Merging:** The effect of this potion is quite unusual. The user can permit others to actually merge their forms with the user's, including all equipment carried, as if all were gaseous. A maximum of 7 other creatures can *merge* with the user of the potion. The merging cannot be forced; the user can, at will, prevent anyone from merging. Any other creature merged with the user can leave the merger by merely stepping out. Any creature merged with another (including the user) cannot attack or cast a spell, but may speak. Damage to the user of the potion does *not* affect those *merged*.

**Sight:** The user can *detect invisible* things (as the magic-user spell) for 1 turn. This will negate *blindness* for that time.

**Speech:** The user can understand any and all languages heard within 60', and may respond in the same tongues. A language must be heard to be used, unless already known.

**Strength:** The user's Strength score becomes 18, and the user immediately gains all applicable bonuses.

**Swimming:** The user may swim in any liquid at the rate of 180' per turn (60' per round), even if encumbered. The user cannot sink (or even be pushed below the surface) unless the encumbrance is over 3,000 cn. The ability to breathe water is *not* given. The effects last for 8 hours.

**Water Breathing:** The user can freely breathe either water or air (as the magic-user spell) for 4 hours.

## 6. Scrolls

**Communication:** This is actually two scrolls, one stored inside the other. They are easily separated. If a message is written on one scroll, it immediately appears on the other. There is no limit to the range, as long as both scrolls are on the same Plane of Existence. The message may be up to 100 words in length. If one message is erased, the other disappears as well. Each message must be erased before another can be written, and there is a 5% chance (not cumulative) that any erasing will destroy the magic of both scrolls.

**Creation:** The user of this valuable scroll may draw a picture of any normal item, up to

5'x10'x1' in size (though drawn much smaller), and up to 5,000 cn weight. The item may then be taken off the scroll and used! Magic items cannot be created, nor can any living things, but all types of armor and weapons (for example) are quite easily created. The item will vanish on command of the creator, or after 24 hours. The scroll can create one item per day at most.

**Curse:** The *curses* given in the D&D Basic Set are sufficiently nasty for this scroll. You need not increase their power for higher level characters.

**Delay:** This is a scroll of one spell. When casting the spell from the scroll, the user states an amount of delay from 0 to 12 rounds. Thereafter, if the user carries the scroll, the user has complete control of the spell when it occurs. If the scroll is not carried by the user, the spell effect appears around the scroll itself, affecting the nearest creature if a recipient is required. *The spell cannot affect the scroll, even if it is a fire-type spell. For example, an elf reads a delay lightning bolt scroll, delaying it 8 rounds, and then puts the scroll away. Eight rounds later, when the lightning bolt actually appears, the elf may choose the range and direction by mere concentration, as if casting the spell at that time.*

**Equipment:** This parchment is inscribed with the names of 6 normal items (which the DM selects or randomly determines, using the standard equipment list). When any item's name is read aloud, the item appears within 10' of the scroll, and the name disappears. The item will remain for 24 hours, or until the user commands it to vanish. The name reappears on the scroll when the item vanishes. Any 3 of the 6 items can be created each day.

**Illumination:** This scroll bears the drawing of a flame. If the scroll is set afire, it will burn with a clear light in a 60' radius, lasting for up to 6 hours per day. The burning does *not* harm the scroll, but is nevertheless "normal" fire (and can be used to light torches, for example). The flame cannot be extinguished except by water or on command of the user; any wind, normal or magical, cannot even cause it to flicker. This item may already be lit when found.

**Mages** (spell caster only): This scroll is blank; it is used to identify magical effects. The user may hold the scroll and command it to identify any one chosen magical effect within 30'. The name of the magic spell or effect then appears on the scroll, along with the level of the caster of the spell effect. The scroll will identify one magical effect per day.

**Map:** Treasure Maps are described in the D&D Expert Set. Based on the type of trea-

sure given, the DM should select a challenging monster with a similar treasure type, and design the Map and monster lair accordingly. Note that the Map may be partially incorrect, omitting an important detail (such as the type of monsters, dangerous traps, etc.) or giving some false information; however, the treasure mentioned should actually be there.

**Mapping:** This scroll is blank. When held and commanded to write, this scroll will draw a map of an area chosen. The area must be completely within 100' of the scroll, and may be up to 10,000 square feet in size. The scroll will function once per day.

**Portals:** This scroll creates a *pass-wall* effect, identical to the magic-user spell. When placed on a surface and commanded to function, the scroll disappears, and a 5' diameter hole appears, up to 10' deep. Living or magical things cannot be affected. The hole will disappear after 3 turns or when commanded by the reader of the scroll. When the hole disappears, the scroll reappears. The scroll may be used twice each day.

**Questioning:** The user of this scroll may ask questions of any non-living non-magical objects; their answers will appear on the scroll. The scroll will display up to 3 answers per day. The answers will be given as if the objects were living beings, but limited to simple observations, as if the objects could see, hear, and smell. The scroll *cannot* be used to question living or magical things.

**Repetition:** This scroll appears to be a normal scroll of 1 spell, and the standard restrictions apply to its use. However, 1 turn after the spell is cast, the scroll creates the same spell effect a second time, centered on the scroll or affecting the nearest creature if a recipient is required. As with a normal spell scroll, any spell cast from it is then gone; however, another spell may be written on the scroll *if it is of the same level*, and the *repetition* effect will again apply.

**Seeing:** This scroll is blank. When held and commanded to write, it will draw pictures of creatures within 100', in any area chosen by the user. Up to 4 different types of creatures can be pictured. The scroll will function once per day, regardless of the number of creatures pictured.

**Shelter:** This scroll is inscribed with an elaborate drawing of a 10' square lit room with two beds, a table and two chairs, food and drink for 2 on the table, and a pair of normal swords on the far wall, each hung over a shield. If the scroll is hung on any vertical surface, the room pictured may be entered, and the items used. The food and drink are pure and will nourish any living thing. The swords and shields may be taken down and used. However, none of the items can be

removed from the room.

If the scroll is taken down, the room cannot be entered or left, but remains in existence on another dimension (not another Plane). If any creatures are in the room when the scroll is taken down, the air inside permits survival for up to 24 hours. Any creatures so caught cannot escape by any means other than a *wish*. The food and drink are replenished each time the scroll is taken down. The room can be created once per day, but will remain for up to 12 hours per use; if not removed in that time, the scroll will fall down by itself.

**Spell Catching:** This scroll is blank when found. It may be used to "catch" a spell cast at the user. It cannot catch spell-like effects, nor device-produced effects (such as from a wand), but a spell cast from a scroll *can* be caught. There are four types of this scroll; roll 1d10 to determine the capacity:

- 1-4 1st or 2nd level spells
- 5-7 1st to 4th level spells
- 8-9 1st to 6th level spells
- 10 1st to 8th level spells

The user of the scroll must hold it up, like a shield; no other action is possible while using the scroll. The user must then make a Saving Throw vs. Spells, with a +4 bonus to the roll; if successful, the incoming spell has no effect, and is instead transferred to the scroll, appearing as a normal scroll spell. The exact spell caught will not be known until a *read magic* spell is used to identify it.

The scroll can only hold one spell at a time; the spell caught must either be used or copied into a spell book (magic-user spells only) before the scroll can catch another spell. Any type of spell (cleric, druid, or magic-user) can be caught, as long as the level does not exceed the scroll's capacity. The *scroll of spell catching* cannot affect spells of levels greater than the given capacity, and it can catch a maximum of one spell per day.

**Spells:** Use *Tables 6a and 6b* to find the exact spell levels, or choose the spells if you wish. Spell scrolls are good ways to introduce new spells in the campaign, and may thus be designed with the characters' current spell books in mind. Only druids can cast spells on druid scrolls, though the spell name can be revealed by a *read magic* spell.

**Trapping:** This scroll can create one trap. The type of trap differs by the placement of the scroll. The scroll is destroyed when the trap is created. If placed on a floor, a hidden Pit trap is created; if on a ceiling, a Falling Block trap appears. Otherwise, a Poison Dart or Gas trap will be created. The exact trap is left for the DM's design. The trap created is quite real, and not illusory or magical.

**Truth:** This scroll is blank when found.

The user may ask a question of any living being within 30'; the complete and true answer appears on the scroll, read from the victim's mind by a powerful version of ESP. Note that the answer is true only within the limits of the victim's knowledge. The scroll will display 1 answer per day.

## 7. Wands, Staves, and Rods

All notes given in the D&D Expert Sets still apply. If desired, the DM may use a larger number of charges: 3-30 (3d10) for a wand, 2-40 (2d20) for a staff. Rods are permanent items, and do not have nor use any charges.

**Staff of Dispelling:** The touch of this item has the same effect as a *dispel magic* spell from a 15th level caster, but will affect only the item or magical effect touched. Any potion or scroll touched is completely destroyed, and any permanent magic item touched becomes non-magical for 1-4 rounds (including armor and weapons). This may be permanently harmful to intelligent swords (DM's choice). Each use of the *staff* costs 1 charge.

**Staff of the Druids:** Any druid carrying this *staff* gains one extra spell of *each* spell level. The extra spells must be selected when the usual spells are acquired (usually during *morning meditation*). Each day's use of the *staff* uses 1 charge. The *staff* is a +3 weapon as well, and may be used as one (inflicting 4-9 points of damage per hit) without using any charges.

**Staff of an Element:** There are seven types of these *staves*; roll d% to determine the exact type found:

01-21	Staff of Air
22-42	Staff of Earth
43-63	Staff of Fire
64-84	Staff of Water
85-91	Staff of Air and Water
92-98	Staff of Earth and Fire
99-00	Staff of Elemental Power

Each *staff* is a *staff* +2, and may be used as one without using any charges, striking for 3-8 points of damage. Staves of two Elements gain all the powers of both staves, and the *staff of elemental power* has the powers of all four.

Each *staff* bestows the following powers when used on the Prime Material Plane:

1. +4 bonus to Saving Throws vs. attack forms based on that Element
2. Complete immunity to attacks by any Elemental of that type
3. Summon one 8 Hit Dice Elemental of that type per day (as the magic-user spell), each summoning costing 1 charge
4. Spell-like effects, each costing 1 charge

per use:

Air: *lightning bolt, cloudkill*

Earth: *web, wall of stone*

Fire: *fire ball, wall of fire*

Water: *ice* (storm or wall)

*Web* is described in the Basic Set; all others are described in the Expert Set. All created spell effects are treated as if cast by a 10th level caster.

When used on the Elemental Plane of the corresponding type, the powers are quite different. Instead of the Powers given above, the following Powers are bestowed by the holder, as long as one or more charges remain in the *staff*:

1. Immunity to damage from the Plane itself, and vision to 60' range
2. Movement within the Plane at the rate of 120 feet per turn (60'/round)
3. Communication ability with any resident of that Plane
4. If attacked by a resident of the Plane, -4 bonus to Armor Class

Note that the *staff* does not itself provide the ability to breathe on the Plane; some other device or spell must also be used. However, when a *staff* is used along with a matching *ring of elemental adaptation* or *talisman of elemental travel*, all effects given above are extended to a 10' radius around the user.

Except for the *staff of elemental power*, each *staff* can be used to negate effects relating to its Opposition (see page 20), at the cost of 1 charge if the effect was produced by the opposite *staff*, or 2 charges if a normal spell was used. For example, a *staff of air* could be used to negate a *wall of fire* cast by any magic-user, at the cost of 2 charges.

A summoned Elemental may be sent back to its home Plane, with the same cost of charges (1 if produced by the opposite *staff*, 2 if conjured by spell), but the Elemental must be touched by the *staff* (possibly requiring a normal Hit roll).

If a *staff* is ever taken to the Plane of its Opposition, it immediately explodes, inflicting 20 points of electrical damage plus 1-8 points per charge remaining in the Staff. The explosion fills a sphere of 60' radius; all creatures within the effect may make a Saving Throw vs. Spells with a -4 penalty to the roll to take 1/2 damage. The wielder of the *staff*, however, gets no Saving Throw.

**Staff of Harming:** This item functions similarly to a reversed *staff of healing*, but at the cost of 1 charge per creature harmed. It inflicts 2-7 points of damage if touched to any creature (no Saving Throw); a normal Hit roll may be required. This is in addition to normal weapon damage (1-6 points), if applicable. The *staff* can also create the following

## Treasures

effects, with the costs noted. Each effect is identical to the reversed form of a cleric spell. Note that the use of this *staff* is a Chaotic act.

cause blindness	2 charges
cause disease	2 charges
cause serious wounds	3 charges
create poison	4 charges

**Staff of Healing:** In addition to the curing abilities given in the D&D Basic Set (2-7 points per touch), charges may be used to create the following effects:

cure blindness	1 charge
cure disease	1 charge
cure serious wounds	2 charges
neutralize poison	2 charges

**Snake Staff:** In addition to the powers given in the D&D Basic Set, charges may also be used, in either of two ways. Up to 5 charges may be spent in any round to add bonuses to the snake's Hit roll (+1 bonus per charge spent). A charge may also be spent to cure the snake while it is in combat. The user casts a curing spell (any), and spends one charge to transfer the cure to the snake. The amount of curing is determined normally; no range limit applies.

**Rod of Cancellation:** Any intelligent magic sword, and any +5 item may resist the effect if the user makes a Saving Throw vs. Wands. This merely indicates successful resistance, and the Rod then remains useful. A *sword* +5 with intelligence gains a +2 bonus to the Saving Throw.

**Rod of Ruling:** This item aids in rulership. If a ruler carries it throughout his or her dominion, it adds a bonus to all Confidence Level rolls, based on the percentage of residents viewing it:

1-50%	+10	91-99%	+40
51-75%	+20	100%	+50
76-90%	+30		

When not on display, it must be kept in the ruler's stronghold. The effects last for 3 months, but may be re-shown as desired.

**Rod of Health** (cleric only): This item has all the powers of a *staff of healing*, but without expending any charges. It can affect any one creature only once per day, whatever the effect.

**Rod of Inertia:** Only a dwarf, halfling, fighter, or thief may use this unusual item. It may be used as a *spear* +3 in all respects. On command of the user, it will stop, wherever it is, and cannot be moved by any means except a *wish*. A second command releases it. If the Rod is in motion when stopped, it will continue its direction when released. *For example*, it may be thrown toward a door and commanded to stop, later released if an enemy enters (a normal Hit roll is made). If

the user falls, a command will stop the Rod suddenly, and the user may hold onto it.

**Rod of Parrying:** This *rod* +5 can be used as a melee weapon, inflicting 6-13 (1d8+5) points of damage per hit (but no Strength bonus applies). It may also be used to *parry* attacks, if the user chooses this ability at the beginning of a round. When attacked in melee, the user's Armor Class gains a +5 bonus while parrying; however, this does *not* apply to missile fire. While parrying, no other action is possible except a *fighting withdrawal* (see Basic Set, page 60).

**Rod of Victory:** This item makes the user lucky in war (when the "War Machine" mass combat system is used; see page 16). The following bonuses apply to that system:

1. A +25 bonus applies to the Combat Results roll (to a maximum total of 100).
2. On the Combat Results Table, if the difference in overall totals is 101 or more, the result for "91-100" is used, limiting the number of casualties.

**Rod of Weaponry:** This *rod* +5 is only usable by a dwarf, halfling, fighter, or thief. On command of the user, it will elongate, and may be divided into two weapons of the same size, each +2. Each of those may be similarly divided into two +1 weapons. The *rod* cannot be divided accidentally, and can be reassembled simply by placing the parts together. Each weapon, regardless of size, inflicts 1-6 points of damage per hit, plus magic bonuses (but not Strength bonuses).

**Rod of the Wyrm:** There are three types of this Rod; roll 1d10 to determine the type, or select one:

1d10	Alignment	Dragon	AC	Breath(s)
1-5	Lawful	Gold	-2	Fire/Gas
6-8	Neutral	Blue	0	Lightning
9-10	Chaotic	Black	2	Acid

Each is a *rod* +5, and inflicts 6-13 (1d8+5) points of damage per hit (but without Strength bonuses). Once per day, the *rod* may be turned into a small dragon of the appropriate type. The created dragon has 30 hit points, and can only be affected by magic (weapons, spells, etc.). It will understand and faithfully serve the user of the *rod* to the best of its ability; it can act as messenger, steed, or guard, for example. It will fight to the death unless commanded otherwise. It knows no spells. The dragon will return to *rod* form on command; if slain in dragon form, however, it will not return to *rod* form, and is forever destroyed. Spells can be used to heal the crea-

ture, if desired (as can other magical forms of curing).

If any dragon is created by a user of a different Alignment, the dragon will attack the user immediately, fighting to the death. When this occurs, it cannot be commanded to return to *rod* form.

## 8. Rings

All guidelines and restrictions on rings given in the D&D Expert Set still apply.

**Ear Ring:** This ring has no effect when worn. When removed and placed against any surface (a door, chest, etc.), the user may hear any and all noises occurring within 60' of the door. Light breathing, heartbeats, and even faint breezes can be heard. The ring will function 3 times per day.

**Elemental Adaptation:** There are 7 different types of this ring; roll d% to determine the exact type, or select one:

01-21	Air	85-91	Air and Water
22-42	Earth	92-98	Earth and Fire
43-63	Fire	99-00	All Elements
64-84	Water		

The wearer of this ring can, when in the appropriate Elemental Plane, freely breathe and see through the gaseous element (the equivalent of air on the Prime Plane).

**Holiness:** This ring is only usable by a cleric or druid. If the ring is worn while spells are gained (usually during morning meditation), the cleric gains one extra spell of Levels 1, 2, and 3. (Extra spells apply only to spell levels obtainable. *For example*, a 5th level cleric would *not* gain any 3rd level spells.) If the ring is removed, the spells are forgotten (though this has no effect if the spells are already cast). In addition, a cleric (but not a druid) gains a +1 bonus to any *Turn Undead* rolls made, including the roll determining the Hit Dice of *Undead Turned*. The ring does not affect *Turn* attempts not requiring a roll.

**Life Protection:** This valuable ring will negate the effects of 1-6 Energy Drain attacks. If the wearer is struck by an Energy Draining Undead (or effect), charges are drained from the ring, and no levels are lost. If a single blow drains more Levels than there are charges remaining, the ring disintegrates; otherwise, it becomes a *ring of protection* +1 when all the charges are used.

**Memory:** This ring can only be used by a spell caster. It allows the wearer to recall any one spell cast. The wearer must decide, within 1 turn of casting a spell, to recall it; the memory then reappears, and the spell is instantly "relearned." The ring can restore the memory of one spell per day.

**Protection** (+1, +2, +3, or +4): These rings are identical to those described in the D&D Basic and Expert Sets. The bonus applies both to Armor Class and Saving Throws. A ring +1 may have an area effect, as described in the D&D Expert Set; however, only 10% of all rings +1 have this power, and no more powerful ring can affect an area.

**Quickness:** Once each day, the wearer of this ring can move and attack at double normal rates for 1 turn. The effect is identical to the magic-user spell *haste*, but can be produced by command, not spell casting.

**Remedies:** Once each day, this ring will produce one remedy—a *cure blindness*, *cure disease*, *remove curse*, or *neutralize poison* spell effect. Each effect is identical to the cleric spell of the same name, and is treated as if cast by a 25th level cleric. The ring produces the effect desired when the wearer concentrates and touches the recipient.

**Safety:** The effect of this ring is similar to that of a *potion of luck*. If any Saving Throw is failed, the *player* of the character wearing the ring may “change fate” by announcing that his Saving Throw was successful! The ring will negate 1-4 failed Saving Throws, and then disintegrate.

**Seeing:** Once each day, the wearer of this ring can see all things plainly for 3 turns, as if the cleric spell *truesight* were cast. The wearer need not be a spell caster.

**Spell Eating:** This ring appears and functions as a *ring of spell turning*, with one extra effect if the user is a spell caster. After one spell is cast while the ring is worn, the ring “eats” all the remaining spells memorized. The ring cannot be removed after it has eaten spells (though spells can be restudied, and safely cast) until a *remove curse* is applied by a 25th or higher level caster. This remedy only permits the removal of the ring, and does not affect its powers. A *dispel evil* cast by a 36th level caster will turn the ring into a normal *ring of spell turning*.

**Survival:** The wearer can survive without air, food, or drink while the ring is worn, by using charges contained within it. The ring contains 101-200 (d%+100) charges when found. By spending one charge, the user needs no food or drink for 24 hours. Survival without air requires 1 charge per hour. The ring turns black when 5 or fewer charges remain.

**Truth:** Three times per day, this item allows the wearer to know whether a spoken statement is true or false. If the person or creature uttering the statement *believes* it to be true, a “True” result will be obtained. By telepathy, the ring tells the wearer of its powers as soon as it is worn.

**Truthfulness:** This item claims to be a *ring of truth* when worn, but actually functions differently. When the wearer first tries to determine the truth of a statement, the statement will appear to be true—but thereafter, the wearer will be unable to lie. Full and completely true answers to any question must be given as long as the ring is worn. It cannot be removed until a *remove curse* is applied by a 26th or higher level caster.

**Truthlessness:** This item claims to be a *ring of truth* when worn, but functions in a manner opposite that of a *ring of truthfulness*—the wearer is unable to tell the truth, lying at all times. It cannot be removed until a *remove curse* spell, cast by a 26th or higher level caster, is applied.

**Wishes:** This item is identical to that described in the D&D Expert Set, except that to find the number of *wishes* contained, roll 1d10: 1-4 = 1; 5-7 = 2; 8-9 = 3; 10 = 4.

## 9. Miscellaneous Items

There is no limit to the many types of items possible; the devices and effects given here are a mere sampling. You may create others if desired, with nearly any powers. However, when designing such items, keep the balance of the game in mind. If an item duplicates cleric powers, for example, it may cause clerics to become less useful in the game. Keep such items rare, and limit them by the use of expendable charges, lest they adversely affect your game.

**Boat, Undersea:** This item appears identical to a standard riverboat (Expert Set, page 43), and can be used as one. As it is magical, however, its Armor Class is 4, and it has 40 hull points. No rowers or sailors are required, if the command words are known. It will obey commands to start, stop, turn to port (left), turn to starboard (right), stop turning (while keeping the same speed), submerge, level off, and surface. When underwater, the boat radiates a *water breathing* effect, protecting all passengers and crew as long as they touch it. The *undersea boat* can be fitted with grips so that the passengers can avoid drifting away.

(The DM may wish to create magical boats which travel only on ice, sand, in the air, and so forth.)

**Chime of Time:** This simple metal stick is 3 inches long, made of a silvery metal. On command, it will keep track of time, chiming every hour on the hour—but the chime can be heard by all within 60' (regardless of intervening walls, rock, etc.). If dampened by a *silence 15' radius* spell, the chime will dispel the *silence* but be dampened to 30' range for that turn. A second command will cause it

to turn color: the chime then turns gold at one end, the color slowly spreading to the other end in the hour's time. A third command word causes the chime to stop ringing—but not until 1 turn elapses after the command.

**Eggs of Wonder:** These strange items are the size of chicken eggs, but may be of any color. An egg breaks when dropped or thrown (to 60' maximum range); in the following round, a creature emerges from it and grows to normal size, thereafter obeying the thrower of the egg to the best of its ability. (Note that the creature must be able to hear the user's commands.) The creature will disappear after 1 hour of existence, or when slain. To determine the type of creature appearing, roll 1d12; the Basic Set contains all the needed descriptions. The creature appearing is never determined until the egg breaks. The DM may add other creatures.

1	baboon, rock	7	cat, panther
2	bat, giant	8	ferret, giant
3	bear, black	9	lizard, gecko
4	bear, grizzly	10	lizard, draco
5	boar	11	snake, racer
6	cat, mountain lion	12	wolf, normal

**Lamp of Long Burning:** This item is identical to a normal adventurer's lantern. It is made of metal, with a lower compartment for oil, a handle, and shutters around the body to protect the flame from wind. When filled with oil and lit, as a normal lantern, it will burn and shed light without using any oil. If the flame is ever doused by water, the *lamp* becomes non-magical.

**Lamp, Hurricane:** This item appears and functions as a *lamp of long burning* in all respects, but only after its storm has passed, as described hereafter.

It is always closed when found. When the shutters are opened, violent gusts of wind and rain come from the lamp, dousing the holder (who gets no Saving Throw) and all others within 30'. This “hurricane” lasts for 3 rounds; each victim must make a Saving Throw vs. Spells, and all those failing are knocked over from the winds. If this occurs, every item carried (except for body clothing and/or armor, but including caps, gloves, treasure, etc.) is blown about, landing scattered within 60'. A successful Saving Throw indicates that the victim has fallen to the ground in time, tightly grasping all items carried. The *hurricane lamp* may thereafter be used as a *lamp of long burning* for the remainder of the day. It resets its Hurricane every 24 hours, which must again be triggered before the lamp can be of other use.

**Muzzle of Training:** This item is a device of leather straps with metal buckles, and may be fastened over the mouth of any animal or



## Treasures

monster with a bite attack. It will magically expand or contract to fit the creature, and the victim can breathe, but cannot bite (or talk) while wearing the muzzle. The muzzle will lock in place with a command word (treat as a *wizard lock* by a 15th level caster), and will unlock and fall off with a second command. The muzzle can be commanded as often as desired.

**Nail, Finger:** This item appears identical to the common iron nail of medieval carpentry, 1-4 inches long and very crudely made. It may easily be overlooked if found with other construction materials, unless a *detect magic* spell is used. When commanded to function, it disappears. When the user next tries to avoid the attention of an enemy (by hiding, *invisibility*, etc.), the nail reappears as a large glowing finger, pointing at the character for 1-6 rounds. The *finger nail* may reappear during each similar attempt thereafter (25% chance for each), but a *remove curse* will cause it to vanish forever.

**Nail of Pointing:** This item appears identical to a common carpentry nail. If the command word is known, the user may cause it to point at any non-magical item named (door, stairway, gold piece, etc.); the nail then turns into a finger of bones, and points toward the closest item of that type. It will continue to point at that item for 1 turn, and then returns to nail form. There is no limit to the range of the nail's detection, but it cannot detect living or Undead creatures of any type, nor any magical item or spell effect. The *nail of pointing* will function once per day.

**Ointment:** This white creamy salve is found in a small wooden box with a cotton swab. If the entire contents of the box are rubbed on any part of the skin of the recipient, a magical effect is produced. All ointments look, smell, and taste the same.

To determine the type found, roll 1d6:

1. **Blessing:** This salve gives the recipient a -2 bonus to Armor Class and a +2 bonus to all Saving Throws for 1 turn.
2. **Healing:** This salve cures 4-14 points of damage.
3. **Poison:** This salve seems to be *ointment of blessing*, but forces the recipient to make a Saving Throw vs. Poison, with a -2 penalty to the roll, or die.
4. **Scarring:** This salve seems to be *ointment of healing*, but instead inflicts 2-12 points of severe burn damage, which can only be repaired by *ointment of soothing*, a *cureall* spell, or a *wish*.
5. **Soothing:** This salve cures the recipient of all burn damage, whatever the amount, and whether magical or normal.
6. **Tanning:** This salve causes all the recipient's skin to turn a bright color. The

effect cannot be removed, but will gradually wear off in 1-4 months.

**Pouch of Security:** This item is the size of a large sack (capacity 600 cn). Any attempt at stealing the Pouch causes it to scream "I am being stolen!" (in the Common tongue) repeatedly for one hour. Its cries can be heard to 120'. If its owner holds it and commands it to be quiet, it will obey, but will repeat its cries if stolen again.

**Quill of Copying:** A quill is a large feather which can be dipped in ink and used as a writing implement. This quill may be commanded to copy any spell on a scroll. It will copy only one spell per week at most. The original scroll must be burned, and the ashes mixed with rare ink (of 1,000 gp cost). The quill is then placed on a blank scroll, along with an inkwell containing the prepared ink. Upon command, the quill starts to write, creating two identical spells on the scroll instead of the single original. If the scroll burnt contains two or more spells, only one spell will be copied, either the lowest level spell or (if both are the same level) a randomly selected spell. The quill will not copy *protection* scrolls, nor any other writing except spell scrolls.

Unfortunately, there is a 25% chance per use that the quill will blot, spoiling the entire scroll upon which it is writing. The blot cannot be removed from the parchment by any means but a *wish*.

**Slate of Identification** (spell caster only): This valuable device can identify magic items of most sorts. It is a piece of slate (stone) held firmly in an ornate wooden frame, usually about 3 feet square (though slates of many sizes are possible, both larger and smaller). The user holds the slate horizontally and places a magic item upon it. When the item is lifted off, the name of the item appears on the slate. If an item has command words, one will appear on the slate with each identification. The slate will only repeat itself when all the command words have been revealed.

The slate is easily fooled by *cursed* or otherwise unuseful items. It cannot detect a number of charges or a special ability. A *potion of poison* will be mistakenly identified as some other type. Any *cursed* item will be identified as a normal item. (These guidelines should be strictly followed, lest the mystery of such items found be ruined.)

The slate may expend up to 10 charges per day; items require the following numbers of charges per use.

### Temporary magic items:

Potion:	2	Missile:	3
Wand:	4	Staff:	5

### Permanent magic items:

Any permanent magic weapon:	6
Armor or Shield:	7
Ring or Rod:	8
*Minor miscellaneous item:	10
*Major miscellaneous item:	Special

\* *The DM's judgment is required as to the value and frequency of such items in the campaign. A "major" item might be identifiable, but only by making the slate useless for 1-4 days.*

**Talisman of Elemental Travel:** There are 5 types of talismans. Roll 1d10 to determine the exact item found:

1-2	Lesser Talisman of Air
3-4	Lesser Talisman of Earth
5-6	Lesser Talisman of Fire
7-8	Lesser Talisman of Water
9-10	Greater Talisman (all Elements)

**Lesser Talisman:** This item is an engraved round amulet, and may be found on a chain. It is engraved with a triangle in the center, and a symbol above it (one of the 10 symbols of the Elemental ranks). On the Prime Plane, the user may press the central symbol while casting a *conjure elemental* spell; the talisman will reverse the effect, sending the wearer into the appropriate Elemental Plane.

While wearing the talisman, the user can breathe Elemental matter as if it were pure, clean air, and gains vision (normally 120'-1200' range, depending on conditions).

**Greater Talisman:** This item is similar to a *lesser talisman* in powers, but applies to all the Elemental Planes. It is engraved with the four triangle symbols of the Planes, meeting in the center. The 10 symbols of all the Elemental ranks are inscribed around the edge. If the proper command words are known, the wearer may also force an Elemental being to obey instructions. This uses one charge, and the talisman can expend up to 10 charges per trip into an Elemental Plane.

**Wheel of Floating:** This item appears identical to a normal wagon wheel, but enables any wagon upon which it is mounted to float on water. One *wheel of floating* allows a wagon to be towed across a river or stream, carrying up to 10,000 cn weight without sinking. Each additional *wheel* allows 5,000 cn more weight to be carried, to the normal maximum for the wagon of 25,000 cn. Swamp travel is also possible, but at very slow movement rate unless some water-type draft animal is available.

A *cursed wheel of floating* will, when reaching the center of any river or stream, become stuck at that point, and cannot be moved until a *remove curse* is applied by a 15th or higher level caster. This allows progress to continue, but the *curse* will remain until the wheel is destroyed.

**Wheel of Fortune:** This strange device is 10' in diameter, mounted on a stand or wall fixture and easily rotated. It is decorated with a black and white pattern of wedges, all intersecting at the center, where a green arrow is mounted; the arrow does not turn with the wheel. Near the rim, each black wedge is adorned by a white skull, and each white wedge by a red heart. If the wheel is spun (easily done by any creature of 3 Strength or more), it rotates for 3 rounds and then comes to rest, with the green arrow pointing at one of the wedges, either black or white (at equal chances for each). However, a *charmed* creature cannot move the wheel, and any one user can spin the wheel only once per day.

If the wheel has spun freely for the 3 rounds, not touched or interfered with in any way, a magical effect occurs, determined by the result of the spin. The wheel cannot be affected by magic of any kind, including *telekinesis*, and cannot be damaged in any way! Any *wish* used to affect the wheel will cause the wheel to vanish, whatever the *wish*. The wheel cannot be moved except by a creature of 26 or more levels (or hit dice). The wheel weighs 20,000 cn.

**White Wedge** (roll 1d6):

1. Gold pieces (1,000) appear.
2. Gems (10 garnets) appear.
3. Jewelry (1 brooch) appears.
4. One misc. magic item appears.
5. One ability score rises by 1 point (maximum score 18).
6. Prime Requisite or Constitution rises by 1 point (maximum score 18).

**Black Wedge** (roll 1d6):

1. One ability score drops by 1 point (minimum score 3).
2. Prime Requisite drops by 1 point.
3. Constitution drops by 1 point.
4. Least valuable magic item carried disintegrates.
5. All non-magical items, except for normal clothing, disintegrate.
6. Die (no Saving Throw).

The DM may select or randomly determine the results of the spin. If desired, the wedges may be numbered from 1-20 or 1-100, and a chart may be made with more results.

**Wheel, Square:** This odd "wheel," the size of a normal wagon wheel, is useless on roads and other flat terrain, as it is perfectly square. However, when mounted properly on a wagon, it magically allows movement through mountain and desert terrain where there is no road. A wagon with one *square wheel* can be pulled by 2 horses and moves at 20'/turn; with two wheels, 30'/turn; with three, 40'/turn; and with four, the normal rate of 60'/turn is possible.

**10. Armor and Shields**

1. Find the Armor size, using *Table 10a*.
2. Find the Armor type, using *Table 10b*.
3. Find the Armor Strength on *Table 10c*.
4. Check the Chance of Special on *Table 10c*. Use *Table 10d* to find the exact type.

**Shield Size and AC:** Human, dwarf, or elf shields are as "normal sized." A halfling shield offers no protection to others, but a normal-sized shield may be used by anyone. A giant shield is double normal size, for a -2 bonus to Armor Class.

**Special Armor or Shield**

All special powers can be used once per day at most, unless noted otherwise. When using armor and a shield that are both Special, only one effect can be used per round, unless noted otherwise.

**Absorption:** If the user is hit by a blow that would cause an Energy Drain, the armor or shield absorbs the draining effect, and only the normal damage affects the user. Each energy drain causes the loss of one "plus" of strength from the armor or shield. When reduced to zero "plusses," the item crumbles to dust. The normal limit of one use per day does not apply. This Special power is not under the control of the user; a character cannot choose to suffer the Energy Drain and leave the item intact.

**Charm:** When the user is hit by an opponent, the attacker must make a Saving Throw vs. Spells or become *charmed* by the user (as the magic-user spell *charm person* or *charm monster*). If a hand-held weapon is used in the attack, the attacker gains a +4 bonus to the Saving Throw. Only one victim can be *charmed* each day, but any number of Saving Throws may be made before the *charm* is successful.

**Cure Wounds:** The armor or shield can cure 1/2 of the damage the user has incurred. It can only cure the user, not another creature, and cannot affect poison, disease, or any other damage but wounds.

**Electricity:** The armor or shield can, on

command of the user, become charged with magical electrical force. If the user is hit while "charged," the attacker takes 6-36 points of electrical damage. The attacker may make a Saving Throw vs. Spells to take 1/2 damage, and if a weapon is used in the attack, a +4 bonus to the Saving Throw applies. The armor or shield may be charged or neutralized as often as desired, by using command words, but can only cause damage ("discharge") once per day.

**Energy Drain:** The armor or shield can become "charged" on command, as described under "Electricity" (above), but instead of inflicting damage, causes the loss of 1 of the opponent's levels or Hit Dice (as if a wight). The same Saving Throw applies (possibly with bonuses), and if made successfully, the Energy Drain does not occur. The item can Drain 1 Level or Hit Die per day, but any number of Saving Throws may be made before this occurs.

**Ethereality:** The user may become ethereal on command, and may remain ethereal for as long as desired. The user may return to the Prime Plane when a second command word is spoken. Each command word may be used once per day.

**Fly:** When commanded, the armor or shield creates a *fly* spell effect on the user, which lasts for 12 turns. The user may then travel in the air at up to 360' per turn (120' per round) by mere concentration (as the 3rd level magic-user spell).

**Gaseous Form:** This valuable armor or shield enables the user to turn into a cloud of gas (as the *potion of gaseous form*), including all equipment carried (unlike the *potion*). The user can remain gaseous for up to 6 turns, and can return to normal form by mere concentration.

**Haste:** When commanded, the armor or shield creates a *haste* spell effect on the user, allowing double normal movement and number of attacks (as the 3rd level magic-user spell). The *haste* lasts for only 1 turn.

**Invisibility:** When commanded, the armor or shield makes the user *invisible*, as if the 2nd level magic-user spell were cast. In

ENCUMBRANCE OF ARMOR OR SHIELD

Armor Type	Magical Item (by size)						Normal Item
	AC	Hfg	Dwf	Elf	Hum	Gnt	
Shield	(-1)	70	80	90	100	200	100
Leather	7	50	70	90	100	150	200
Scale	6	65	85	110	125	190	300
Chain	5	75	100	130	150	225	400
Banded	4	90	115	150	175	260	450
Plate	3	100	130	170	200	300	500

addition, the armor or shield can itself become invisible 3 times per day, on command of the user.

**Reflection:** If a *light* or *continual light* spell is cast at the user, the armor or shield will automatically reflect it back at the caster, who must make a Saving Throw vs. Spells or be blinded (as given in the spell descriptions). The item will reflect up to 3 spells per day. In addition, when the user is in melee against a creature with a gaze attack, the chances of gaze reflection are the same as if a mirror were held, but without the -2 penalty to the user's Hit rolls (which represents the awkwardness of holding the mirror).

**Remove Curse:** This armor or shield cannot itself be *cursed* when found. When commanded, the item will create a *remove curse* spell effect on the user (only) as if a 36th level caster (automatically removing one curse). NOTE: This item will function a total of three times, at a maximum rate of once per day. After its 3 charges are used, no other special abilities remain, and it cannot be recharged; the item does remain magical, regardless of charges.

## 11. Missiles and Devices

1. Find the type of missile or device on *Table 11a*. Note the Weapon Class.
2. Find the Weapon Strength on *Table 11b*, using the column for the Weapon Class.
3. Check the Chance of Bonus given on *Table 11b*. Check only once for each type of Missile or Device.
4. Is the item a Missile or a Device?

**Missile:** If a Bonus applies, determine the type, using *Table 11c*. Use *Table 11d* to determine the number of missiles found. If a Bonus applies, divide the number found by 2 (rounding up); all the missiles have the same Bonus.

**Device:** Check for Extra Range, using *Table 11e*. If a Bonus applies, use *Tables 14a-c* to find the exact type.

**New Weapons:** The new missile fire devices described in this set (blowgun and heavy crossbow) are included in the Tables. If you do not wish to use these weapons, roll again if one is indicated.

**Extra Range (Devices only):** Roll 1d4, and add the Weapon Strength to the result. Find the total on *Table 11e*, and multiply each maximum range figure (for short, medium, and long range) by the number given. Make a note of the new ranges, for quick reference during the game.

**Combined Effects:** If both a missile and a device have "plusses," the *total* of the bonuses applies in all cases. For example,

normal arrows shot by a *longbow +1* can harm gargoyles (which are damaged only by magic).

**Missile Bonuses (Missiles only):** A magical missile normally becomes non-magical after one use, whether or not the attempt hits a target. However, if the missile has a Bonus, a missed shot will *not* always destroy the magic, unless noted otherwise in the following descriptions. Usually, if the missile is retrieved after a missed shot, it may be reused.

**Biting:** When the missile hits, it turns into a poisonous snake. In addition to normal damage, the victim hit must make a Saving Throw vs. Poison or die (or, at the DM's choice, take extra damage; 2-12, 2-20, or 2-40 are recommended amounts).

**Blinking:** The missile will not hit any friend of the user, "blinking" in and out of existence until it reaches an enemy. (If the sight of the enemy is blocked by friends, a penalty may apply to the Hit roll).

**Charming:** The victim hit must make a Saving Throw vs. Spells or be *charmed* by the user (as the *charm person* or *charm monster* magic-user spell).

**Climbing:** This bonus only functions if the missile is shot at an object. The missile securely fastens itself to any object hit, and then creates a magical 50' rope, issuing from one end. The rope will support any weight of climbers, and disappears 1 turn later or upon command of the user. The missile cannot be moved after it hits, and disappears when the rope does.

**Curing:** This missile is obviously blunt, inscribed with a holy symbol. When it hits a living creature, it does not inflict damage. Instead, it *cures* 2-12 points of damage plus 2 extra points for each "plus" of the missile.

**Disarming:** This bonus will only function if the victim hit is holding a weapon or other item. The victim must make a Saving Throw vs. Spells or drop the item. A dropped item may normally be recovered in 1 round (unless it falls into a pit or chasm, or if someone else grabs it, etc.).

**Dispelling:** When this missile hits, it creates a *dispel magic* effect centered on the point of impact (a 20' cube), as if cast by a 15th level caster.

**Flying:** This missile can be shot to a range 5 times greater than normal. If the Missile Fire Device is not magical, use the following ranges:

Sling Stone	200/400/800
Arrow, Short Bow	250/500/750
Arrow, Long Bow	350/700/1,050
Quarrel, Light Crossbow	300/600/900
Quarrel, Heavy Crossbow	400/800/1,200

If the Device is magical, the effect is cumulative; multiply each maximum range (determined for the device) by five.

**Lighting:** The missile can create a *light* spell effect (30' diameter) either upon command or when it hits a target. If a creature is hit, the victim must make a Saving Throw vs. Spells or be blinded by the light (as if the spell had been cast at the eyes). The missile disintegrates when the *light* is created.

**Penetrating:** This missile cannot be slowed by underbrush, webs (normal or magical), or other forms of cover. The victim's Armor Class is not modified by cover of any sort.

**Refilling:** This missile has no special effects when shot. If left in a container (quiver, sack, etc.) with other missiles of the same type, it will magically create 1-20 more missiles (of normal type, not magical) each day.

**Screaming:** This missile's effect occurs when it is shot, even if it misses the target. As it travels through the air, the missile produces a loud cry, causing all within 30' of its path to check Morale. If the Morale check is failed, the victims will retreat in fear for 1-8 rounds.

**Seeking:** This bonus will only function when the missile is shot at an object. It will automatically hit any one target object within range, as long as a path of travel is clear. It may be used as a missile of Disarming, if desired, or to sever a normal rope, pierce a sack, push a button, trigger a trap, etc. It will automatically miss any creature at which it is aimed.

**Sinking:** When shot at a water craft of any sort, this missile inflicts 11-20 (1d10+10) Hull Points of damage when it hits. (The Armor Class of the vessel is used, as if the shot were a Ramming or Catapult attack; see the D&D Expert Set, page 43.)

**Slaying:** Use *Table 14b* to find one type of Opponent. When that opponent is hit by this missile, the victim must make a Saving Throw vs. Death Ray or die, instantly reduced to 0 hit points.

**Speaking:** This missile will miss any creature at which it is shot. It is used for communication. The user may give the missile any message of 20 words or less, and then shoot it, either naming a place within 10 miles or aiming at a target. The missile will automatically land on the floor or ground in the target area, and will repeat the message aloud.

**Stunning:** The victim hit by this missile must make a Saving Throw vs. Spells or be *stunned* for 1-6 rounds. A *stunned* victim cannot concentrate, and suffers a -2 penalty to Saving Throws, a -4 penalty to Hit rolls, and a +4 penalty to Armor Class.



**Teleporting:** A victim hit by this missile must make a Saving Throw vs. Spells with a +2 bonus to the roll, or be *teleported* to a point 1-100 miles away, with the direction and distance determined at random. Unlike the effect of the magic-user spell, the victim cannot arrive in the air or within a solid object.

**Transporting:** A victim hit by this missile must make a Saving Throw vs. Spells or be sent to a point up to 360' away, as determined by the user of the missile. The effect is identical to the magic-user spell *dimension door*, and cannot cause the victim to appear within a solid object. (See the spell description in the Expert Set, page 13).

**Wounding:** When this missile strikes a target creature, it inflicts normal damage. In addition, it causes the loss of 1 hp per round thereafter until magical curing is applied (a potion, *cure* spell of any type, etc.). However, any Undead creature or construct (golem, living statue, etc.) cannot be wounded in this way, and only suffers the initial damage.

## 12. Swords

1. Find the sword type (Table 12a). Note the Weapon Class, which determines the column used in step 2.
2. Find the sword Strength (Table 12b). Check the Chance of Bonus (a given percentage). If a Bonus is present, *check again*; up to 3 different Bonuses may apply to one sword. When the number of Bonuses is known, use *Tables 14a-c* to find the exact types.
3. Find the sword Intelligence, if any (Table 12c). Use the details given in the Expert Set (pages 59-60) to find alignment, powers, details on Control Checks, and so forth. If desired, the Ego may be determined by using 1d20 instead of 1d12.

## 13. Miscellaneous Weapons

1. Find the type of weapon on *Table 13a*. Note the Weapon Class, for use in step 2.
2. Find the Weapon Strength on *Table 13b*, using the column for the Weapon Class. Check the Chance of Bonus (a percentage). If a Bonus is indicated, *check again*; a maximum of 2 Bonuses may be applied. Use *Tables 14a-c* to find the exact Bonuses.

**New Weapons:** The new weapons described in this set (blackjack, bola, net, and whip) are included in the Tables. If you do not wish to use these weapons, roll again if one is indicated. If you *do* wish to add a trident, do so in place of a normal spear.

**Returning Weapons:** This type of hand-hurled missile weapon will return to the user

if it misses the target. This type is sometimes called a "boomerang" weapon. If it misses, it returns at the end of the same round, and may automatically be safely caught by the character throwing it (unless the user is paralyzed, confused, immobile, etc.). If it hits the target, the weapon does *not* return by itself.

**Intelligence:** Unlike swords, Miscellaneous Weapons are not normally intelligent. If desired, *Table 12c* may be used, but a penalty of -6% should be applied to the roll; only swords should be able to attain 10 or greater intelligence.

## 14. Weapon Bonuses

### Weapon Classes

Magic weapons must be made by a special procedure, usually performed by a Magic-user working with a blacksmith or armorer. "Weapon Class" is a measure of the difficulty of their construction. The Weapon Type charts give the Weapon Class for each weapon. Generally, Class A weapons are small and temporary magic items, the most frequently found; Class D weapons are the largest and rarest.

The DM may invent other new weapons, as desired. Each new weapon must be given a Weapon Class. The following notes will help in that procedure:

*Class A* weapons are temporary items; they normally become non-magical when used once, even if the Hit roll indicates a miss.

*Class B* weapons include all hand-hurled missiles (javelin, spear, etc.) and small melee weapons.

*Class C* weapons are the larger hand-held items, including short swords and normal swords.

*Class D* weapons are the two-handed items (including the bastard sword), including all missile fire devices.

### Designing Special Weapons

Instead of randomly determining results, you may wish to select them with a theme or purpose in mind. *For example*, if you want to place a special weapon for a cleric, you could select a mace or hammer from the Miscellaneous Weapons Table (13a), select a bonus against Undead (Table 14a), and give it a Talent for *deflecting Energy Drains* (Table 14c). In this way, you can provide the tools the characters will need for completing special adventures in the campaign.

Remember that the weapon will remain after the crisis is solved. Though the weapon can be later removed from the game (by using thieves, special damage, or various magical means), you should avoid placing items which are too powerful, and may cause prob-

lems later.

*Note:* This section is *not* used for missiles; see *Table 11c*.

The typical weapon Bonus is an increased strength against a specific opponent. However, some weapons have a special ability, called a *Talent*, which may be a spell or some other effect. Swords are more likely to have a Talent than other types of weapons; intelligence is not necessary for Talent.

A weapon may have more than one Bonus. If one is indicated, check the same percentage again. A sword may have up to 3 different Bonuses; a Miscellaneous Weapon or Missile Fire Device may have two. When finding the exact Bonus or Talent, re-roll any duplicate results.

**Strength Bonus vs. Opponent:** This is an extra number of "plusses" when the weapon is used against a specific opponent (for example, a sword +1, +2 vs. enchanted monsters). The amount of the bonus may be 1-5 "plusses" greater than the normal strength of the weapon, as determined by *Table 14a*.

**Talent:** Some weapons can create spell effects or have other useful abilities. All Talents are explained below.

### Explanations of Opponents and Talents

#### Opponents (Table 14b)

You may add other opponents, if desired. If so, be careful not to upset the balance of the game.

*Bugs* includes all normal and giant-sized forms of arachnids (spider, tick, scorpion, etc.), insects (ant, beetle, fly, etc.), and chilopods (such as centipedes).

*Constructs* includes all created monsters, such as living statues or golems. Gargoyles are also included.

*Dragons* includes all normal colors and sizes, plus the chimera, hydra (all types), salamander, and wyvern.

*Enchanted* monsters are those creatures which cannot be hit by normal or silver weapons.

*Giants* includes ogres, all normal giants, cyclopes, and other giant-sized humanoids (possibly a character who has consumed a *potion of growth*).

*Lycanthropes* includes all types of wercreatures, whether in animal form or not. This includes all characters afflicted with lycanthropy.

*Other-planar* creatures are those who come from the elemental, ethereal, astral, or outer planes. All types are included.

*Regenerating* creatures includes all creatures that regain more than 1 hit point per day by rest or other means. This includes any creature wearing a *ring of regeneration*.



*Reptiles* includes all normal and giant-sized forms of lizards, snakes, turtles, crocodiles, and dinosaurs.

*Spell-immune* creatures are those who are immune to 1 or more spell levels, as specified in the monster descriptions (such as haunts). This does *not* include creatures that are immune merely to certain specific spells (such as the Undead immunity to *sleep*, *charm*, and *hold*).

*Spell users* include all clerics, elves, magic-users, and other creatures able to use spells (such as Paladins, Spirits, etc.).

*Undead* includes all types, both land and water, from skeleton to lich.

*Water-breathing* creatures are all those able to breathe water, including characters under the influence of a *potion* or *ring of water breathing*. Note that aquatic mammals (whale, dolphin, etc.) breathe air, and are not included.

*Weapon-using* creatures applies only to opponents with weapons in hand (not claws) at the time of the melee. For example, a vampire wielding a special sword would be affected by the Bonus, but would not be affected if it were attacking only with its bite.

#### Talents (Table 14c)

General Note: All Talents may be used only once per day unless noted otherwise. Talents which duplicate spell effects are *not* actual spells, and require no verbal casting nor concentration. The use of a Talent occurs in the *magic spells and items* phase of a combat round.

**Breathing:** The weapon can create either one *water breathing* spell effect per day, or one *air breathing* effect per day. *Air breathing* supplies the user (only) with pure air for 1 turn, and can be used to counter the effects of airlessness, poisoned air (such as a gas trap), and so forth; however, it *cannot* negate the effects of any breath weapon.

**Charming:** The weapon can create one *charm person* spell effect per day, to 120' range (as the 1st level magic-user spell).

**Deceiving:** The weapon may be commanded to change the appearance of the user. The size cannot be changed, but facial features, equipment carried, etc. can all be modified. This is only an illusion; the real user remains intact. The weapon must be held to create the disguise (unsheathed, in the case of edged weapons), and cannot disguise itself.

**Defending:** The Strength of the weapon may be used normally (applying to Hit and damage rolls), or as a bonus to the Armor Class of the user. A Missile Fire Device cannot have this talent (roll again).

**Deflecting:** If the user is hit by a blow that

would cause an Energy Drain, the weapon may be used to automatically deflect the blow. After the attacker hits, the user may decide whether or not to *deflect* the blow. If used to *deflect*, the weapon absorbs the effect of the Energy Drain; one "plus" is drained from the weapon for each Energy Drain negated. If an Energy Drain deflected reduces the "plusses" to below zero (such as a +1 weapon *deflecting* a spectre attack), the weapon disintegrates; the "extra" Drain does *not* affect the user. If a Missile Fire Device has this talent, it must be held in hand to deflect the blow (and is useless in melee range).

**Draining:** Upon command, the weapon can drain 1 level or Hit Die when it strikes an opponent (as if a wraith), in addition to normal damage. The command may be spoken after the Hit roll is made. The weapon can drain 5-8 levels or Hit Dice in all, and then loses this ability forever. Energy Drain cannot affect any creature that has Energy Drain powers (wight, wraith, spectre, etc.). If a Missile Fire Device has this talent, it may be applied to any missile shot, but each level drained also drains 1 point of Strength (one "plus") from the device. If the device becomes non-magical because of this loss, it loses the ability to Energy Drain, as well.

**Extinguishing:** The weapon is cool to the touch. When used against a fire-using creature (such as a red dragon, fire elemental, etc.) the Strength (number of "plusses") of the weapon is doubled. In addition, the weapon will douse a normal fire if thrust into it. It has no effect on magical fire. If a Missile Fire Device has this talent, it applies to all missiles fired instead of to the device itself.

**Finding:** The weapon can create one *locate object* spell effect per day, to 120' range (as the 2nd level magic-user spell).

**Flaming:** The point or edge of this weapon will blaze with flames on command. The flames will not harm the weapon or the user, but add a +2 bonus to Hit rolls against hippogriffs, pegasi, rocs, and trolls, and a +3 bonus against treants and Undead monsters. The bonus applies both to Hit and Damage rolls. The flame may easily be used to light a torch, lantern, or other flammable item. If a Missile Fire Device has this talent, it applies to all missiles fired instead of the device itself.

**Flying:** This weapon can fly in the air and attack by itself. In battle, it must first be used normally at least once. If then commanded to fly, it will continue to attack the same opponent for 3 more rounds, returning to its master after that time (or when commanded to return). Its Hit rolls are made as if it were wielded normally, based on the class and level of the user. If a Missile Fire Device has this

talent, it creates normal missiles as it shoots; it cannot be supplied with missiles.

**Healing:** The weapon may create one *cure serious wounds* spell effect per day, curing the user (only) of 4-14 points of damage (as the 4th level cleric spell).

**Hiding:** The weapon may create one *invisibility* spell effect on the user (only) when commanded to do so. In addition, the weapon can itself become invisible 3 times per day.

**Holding:** The weapon may create one *hold person* spell effect per day, to 180' range (as the 2nd level cleric spell).

**Lighting:** The weapon can create one *light* spell effect per day, to 120' range and lasting for 6 turns (similar to the 1st level magic-user spell).

**Silencing:** The weapon may create one *silence 15' radius* spell effect per day, to 180' range (as the 2nd level cleric spell).

**Slicing:** This talent applies only to edged weapons (sword, dagger, etc.). If any other weapon type is being checked, roll again. If the Hit roll is 19 or 20 *counting the weapon strength but no other bonuses*, the opponent struck must make a Saving Throw vs. Death Ray or be struck dead with one blow, instantly reduced to zero hit points. If the Saving Throw is successful, the victim still takes triple normal damage from the blow. *No special bonuses apply when the weapon is used against Constructs or Undead creatures of any sort.*

**Slowing:** When a successful hit is made, the weapon can cause the opponent struck to become *slowed* (as the reverse of the 3rd level magic-user spell *haste*) for 1 turn (no Saving Throw). The user may decide whether or not to use this effect *after* the swing hits.

**Speeding:** The weapon will, on command, create a *haste* spell effect on the user (only). The user may then move at double normal speed, and attack twice per round, for 1 turn (similar to the 3rd level magic-user spell).

**Translating:** The weapon will, on command, enable the user to understand any and all languages heard. The ability lasts for 6 turns.

**Watching:** The weapon may be commanded to watch for any one monster type or race. The weapon can then sense the presence of the creatures specified, and will vibrate slightly if one or more of the named creatures comes within 60' of it. The vibration will silently alert the user. A specific creature cannot be named, only a race or monster type, and the weapon can only sense one race or type per day, even if none are sensed.

**Wishing:** The weapon will grant 1-3 *wishes* to the user (as explained in the D&D Expert Set).

The following scenarios are designed to fit any Campaign, whether or not the D&D world given in these sets is used. They will give the DM and players practice in dominion Tournament rules, Unarmed Combat, and the War Machine. They should provide several exciting games.

## 1. The Golden Dagger

This adventure illustrates the use of the guidelines for Tournaments (page 6). Any level of character may participate.

This is the scroll read throughout the dominions of the County of Garette. NPC rulers will attend by invitation, and PC rulers in the Campaign are invited. All other PCs are welcome. You may place the County of Garette in any of your structured Dominions, changing any material as needed, or may change the name to match an existing NPC dominion.

### Nobility Attending

Count Sir James tries to make a good impression, bringing:

- 5 Knights (F 10, 12, 14, 18, 25)
- Each Knight's squire (F 2, 2, 3, 4, 5)
- 4 Squires (F 1, 2, 3, 5)
- And 30 men-at-arms (NM, AC 4, swords)

Another Count and a Baron, with escorts, will attend the Tournament:

His Excellency Sir Niles Count Douglass (F 22) comes with:

- 3 Knights (F 9, 12, 20)
- Each Knight's squire (F 1, 1, 3)
- 3 Squires (F 2, 3, 5)
- And 20 men-at-arms (NM, AC 5, swords)

His Excellency Sir Mark Baron Acres (F 17) comes with:

- 2 Knights (F 12, 14)
- Each Knight's squire (F 2, 3)
- 2 Squires (F 2, 4)
- And 10 men-at-arms (NM, AC 4, swords)

The Nobles and Name Level characters (the Knights) count toward the feast costs, but the others do not.

### Knights Attending

A Count draws 6 NPC Knights to attend the Lists (according to the chart on page 6, of levels 10-21 (1d12+9):

- Francoise de Gras (F 21, L)
- Sir John of Celtar (F 20, N)
- Sir Goodson (F 19, C)
- Sir Guy de Gax (F 17, N)
- Madam Orimarr (F 15, L)
- Madam Thrush (F 13, C)

Sir Goodson claims to be a Paladin, but is an

*"OYEZ! OYEZ! OYEZ!"*

*His EXCELLENCY Sir James ESSEX  
Count of GARETTE has declared a  
DOMINION HOLIDAY and FEAST  
for his lands in honor of the Grande  
Journey of the GOLDEN DAGGER, three days  
of fighting and celebration in honor of  
his excellency and his Dominion.  
ALL are invited to attend the FIELD  
LISTS which include ARCHERY, WRESTLING,  
and many WEAPON CONTESTS. Forsooth, come  
and see the nobility of the land strive  
with great fervor in the JOUSTING LIST  
for the bejeweled and MAGICAL  
GOLDEN DAGGER!*

Avenger; he will try to win by using a magic sword +3. There is a 10% chance per contest that someone will be rude enough to use a *detect magic* spell near the "Paladin" (not counting PC actions), which would reveal the weapons' enchantment; thus, the deceit will probably go unnoticed.

Sir Goodson has one "squire" who is actually a 7th level thief. The "squire" will actively practice his trade among the Tournament crowds. Each other Knight brings 1-3 squires (Fighters, levels 1 to 5).

### Costs

**Holidays:** The three days of the Tournament include only one Holiday for the peasants, of course. There are 300 peasant families within Sir James' County; thus, he deducts 1,800 gp (1 gp per peasant, or 6 gp per peasant family) from his Tax income for the month, to account for the Holiday.

**Feasts:** Sir James pays the following costs with cash, and thus avoids a Confidence

Check for his dominion.

The "title value" for the highest Noble is 2 (a Count), for a base cost of 200 gp. Add 100 gp for each other Noble (2, for +200 gp), plus 50 gp per Name level escort (10, for +500 gp), plus 50 gp per other Knight attending (6, for +300 gp); thus, the feast cost is 1,200 gp per day. The affair runs for 3 days, for a total visitor cost of 3,600 gp. Add more for Noble or Name level PCs attending.

The single feast for the peasants costs 1 gp per peasant family in the dominion (300), or a total peasant cost of 300 gp. Added to the visitor cost, the total expense is 3,900 gp, plus costs for PCs.

### Field Lists

General Note: Sir James' escorts do not fight in any of the Lists unless an "extra" is needed for pairing off. If so, they must drop out before the last two pairings of any List. PCs may compete as desired.

**Archery List**

The following NPCs enter the Archery contest, all using longbows:

- 3 Peasants, with Hit rolls as if 7th level fighters (experts).
- 11 visiting Knights
- 1 Noble, Count Sir Niles

**Wrestling List**

Use the Unarmed Combat rules. All escorts (except for Sir James') participate, but no Nobles. Any Pin must be held for 2 rounds to be scored as a win. Damage should not be inflicted, as this is a friendly contest.

**Sword List**

Ten men-at-arms compete, as do all squires. Any NPC damaged to 1/2 hit points will check Morale and make a Reaction Roll, Yielding if he fails either.

**Field List Prizes**

The wealthy Sir James, a Champion (having won 7 Jousts), offers the following prizes for the victors of the Field Lists:

**Archery:** A silver arrow +2, Returning plus 500 gp.

**Unarmed List:** Potions of giant strength and heroism.

**Sword List:** A shortsword +2 and a (human sized) shield +1

**Jousting List**

All NPC Nobles (except Sir James) and the (6) visiting Knights enter the Joust. Noble or Name level NPCs may enter as desired. All NPCs are AC 2 (plate and shield) except the Avenger (plate +4, AC -2; the 10% chance of discovery again applies per fight). PCs entering the Joust must wear normal plate and shield at best, using a lance (D 1-10) from a war horse (either brought or provided; MV 40'/round). If any PC uses dishonorable magic, use the same base 10% chance of discovery per fight.

If the number of entrants is odd, add one from the Name level escorts. Pair opponents randomly, and use normal joust rules. After all have fought once, pair the winners, and continue until someone wins.

In this 3-day Tournament, the winner of each day's Jousting receives a Day Prize. On the third day, the winners of the two preced-

ing Jousts will face each other for the Grand Prize and the XP award. If the same character wins on both days, that character wins the Joust, and no third round is held. However, if this occurs, the winner will be challenged by Sir Niles' 20th level escort. Other challenges and duels usually occur during the third day as well.

The Joust winner receives credit for the victory (if the optional ranking system is used), the Grand Prize (described below) and 2,000 XP.

**Jousting List Prizes**

**1st Day:** Jeweled scabbard for longsword (1,000 gp value)

**2nd Day:** Jeweled helmet (1,000 gp value)

**Grand Prize:** The Golden Dagger (with jeweled sheath)

This dagger +4 is called Carillion. It and the sheath are worth 3,500 gp merely counting them as jewelry. When used to gently strike any other magic item, the dagger emits a clear musical tone to 30' range (a limited detect magic ability).

**2. The Arena of Garald the Blue**

This adventure for character levels 8-24 illustrates the use of the Unarmed Combat System.

**The Setting**

Garald the Blue is a renowned pirate and plunderer, who has formed a dominion for himself on a rocky isle off the coast of Vestland. He raids sea vessels. Though he always avoids the ships of Vestland, Ostland, and Soderfjord, he has nevertheless made a comfortable living through piracy.

A castle, designed and constructed by Garald, sits high upon a rocky promontory on the southern end of the island. The castle is well stocked with provisions and all of the comforts money can buy. The castle's dungeon is well stocked with prisoners.

Garald has a hobby: he enjoys watching heroic adventurers battling with nothing but their bare hands. He maintains his dungeon full of adventurers to satisfy his entertainment needs. Every night, he watches 1-6 wrestling bouts.

A real thrill for Garald occurs when one of his prisoners wins two bouts in a row. The pirate has a standing offer to all prisoners:

win three fights in a row, and freedom is yours! There is a "catch," however: Garald always fights the third bout himself, and he has never been beaten.

Garald's nickname arises because of the definite bluish tint of his great hooked nose. He is very sensitive to insults on this matter. If offended, he will wrestle the offender and inflict damage once a Pin has been achieved. If the victim breaks the Pin, he is returned to the dungeon. If the pin is not broken, Garald has several plots reserved in his graveyard for just such occurrences...

**Running the Scenario**

Players may choose to play a character from the list of prisoners provided, or may bring their regular PCs on this adventure. In the latter case, the DM should create an adventure resulting in the PCs' capture by Garald.

All matches occur in a 60' diameter pit that is 15' deep, with a railing around it. Garald and his audience watch from seats around the edge of the pit. This audience includes 2-12 ladies, an equal number of servants, and 11-20 fighters of Garald's castle guard.

Guards: AC 4; F5; hp 25 each; MV 60' (20'); #AT 1; D 2-9; ML 9; AL N

These guards are armed with longswords and daggers, and are responsible for security at the matches. Several always have daggers drawn and ready to use. If a prisoner begins a spell, the guards will automatically win the Initiative. A total of 3-12 daggers will be thrown at the caster, and any single hit will disrupt the spell, causing it to disappear from the caster's memory and have no effect.

Prisoners may try to escape by leaping for the railing around the pit. If so, roll 1d20, and make a Dexterity check. If the result is less than the prisoner's dexterity, the attempt succeeds. The prisoner automatically loses initiative on the next round, but may then climb from the pit onto the balcony. A halfling or dwarf may only attempt this if aided by someone in the pit.

An iron portcullis leads to the dungeons from the base of the pit.

**Restrictions**

Use all of the Unarmed Combat rules given, including all Options. As noted, prisoners have no equipment. Spells may be attempted, but with little chance for success.



**Wrestlers**

The following NPCs and monsters are kept in Garald's dungeon for the bouts. Select or randomly determine opponents for each bout, using the following charts.

All character types are AC 9 for wrestling. All of the monsters except the centaur will attempt to kill their opponents. If a monster is pinned, guards leap into the pit and drag it back to a cage.

The centaur wrestles as an NPC.

**Victory Bout:**

Garald The Blue: F 30, AC 9, S 18, D 16

**Variations**

The following variations should be tried separately, and may then be combined.

**Death Duels**

The NPCs held in the dungeon represent the finest wrestlers that Garald has collected. He occasionally "weeds out" the weaker ones by having a fight to the death. There is a 5% chance each night that Garald will declare a Death Duel. Only one match is held, but the wrestlers must continue until one or the other is killed. Failure to obey means death.

Death Duels are always between character

types, not monsters.

**Teams**

There is a 20% chance each night that Garald will choose to watch teams of wrestlers rather than individuals. Characters (2-5) battle an equal number of NPCs, or a single large monster.

If two teams of characters decide to make a break, use the rules for climbing out of the pit. Have the characters fight the guards as a melee. If they win, they will escape. Garald will use his bare hands if fighting an escape attempt.

d%	Character	Class/ Level	STR	DEX
01-06	Rudolfo	ftr/14	18	7
07-11	Gruuda	ftr/10	17	18
12-16	Fritz	thf/19	13	18
17-21	Hugo	ftr/12	17	14
22-26	Gandar	dwf/11	17	16
27-31	Carroll	thf/8	16	14
32-36	Edindol	m-u/24	10	15
37-41	Badger	hfg/8	17	16
42-47	Skyrrl	ftr/9	18	14
48-52	Trialor	ftr/23	17	11

	Monster	HD	AC	#AT	Damage
53-60	Large Crocodile	6	3	1	2-16
61-68	Centaur	4	5		will wrestle
69-76	Giant Scorpion	4	2	3	1-10 (x2) 1-4 + poison
77-84	Owl Bear	5	5	3	1-8 (x3)
85-92	Fire Giant	11+2	4	1	1-4 + poison
93-00	Amber Golem	10	6	3	2-12 (x2) 2-20

**3. The Fall of the Black Eagle**

This adventure is designed for use with the *War Machine* mass combat system. Any level character may participate.

The DM and players should organize the troops into Forces, and calculate their ratings (BFR, Troop Class, and BR). With that information, you can play a series of battles that should result in the defeat and destruction of the infamous Black Eagle Barony (of the D&D Expert Set). PCs may participate in the process if these scenarios do not conflict with the Campaign (DM's choice). If the Campaign requires the continued existence of the Barony as an evil force, use the scenarios as a separate game, with no connection to the Campaign.

Use Map #1 in the Expert Set (page 32) to display and resolve the following scenarios.

The scale of the map is 6 miles per hex.

**The Situation**

The tenuous trading route along the River Highreach is the economic lifeline of Specularum. Kelven, at the intersection of 3 branches of the Highreach, is the key to the river's defense.

Baron Ludwig "Black Eagle" von Hendricks has long hated the yoke of restraint placed upon him by Archduke Stefan Karameikos. The Baron now feels strong enough to challenge the Archduke. The town of Kelven is the ideal location, since the Archduke must bring his army into the field to fight. In the open, the Baron feels that he could win.



## Adventures

### The Sides

The underlying conflict of this brief war is between the Black Eagle Barony and the Grand Duchy of Karameikos. These sides remain opposed in each of the following scenarios, and allies join each. The following chart aligns all the opposing forces involved:

Black Eagle	Specularum
Black Eagle Guard	Ducal Guard
Goblins E	Men of Kelven
Goblins NE	Thyatian Mercenaries
Orcs	Western Elves
Bugbears	Eastern Elves
Were-creatures	Gnomes

### The Troops

With the following forces, use the standard system for rating troops.

Category	B. Eagle Guard	Men of Kelven	Ducal Guard	Western Elves	Eastern Elves	Thyatian Mercenaries
# of Troops	200	80	500	100	250	800
Level of Leader	15	4	18	5	6	16
Leader ability bonus	3	1	3	1	2	2
% Name level char.	3	0	1	0	0	4
Avg level-officers	6	2	4	2	3	7
Avg level-troops	1	1	1	1	1	1
Weeks training	20	4	12	12	14	18
Train w/Leader	12	4	4	12	8	8
Months together	12	1	12	3	3	12
Past Victories	4	0	6	3	3	8
Past Routs	0	0	0	0	0	0
Weapons quality	ex	avg	good	good	good	good
# weapons/troop	2	1	2	2	2	2
Average AC	4	8	5	7	7	4
Demi-Hum force	no	no	no	yes	yes	no
Missile troops	50	40	200	50	50	200
Magical troops	0	0	0	0	0	0
Spellcasters	12	1	21	100	50	80
Mounted Troops	200	0	100	0	0	200
Flying troops	0	0	0	0	20	0
Average movement	120'	120'	90'	120'	120'	90'

Use the "Quick System" for rating the following bodies of troops:

Category	Gnomes	Orcs	Bugbears	GoblinsE	GoblinsNE	Lycanth.
# of troops	150	300	80	300	300	100
Leader Level	4	3	5	3	3	7
Troop Level avg	1	1	3	1-1	1-1	4
Maximum damage/round	8	8	9	6	6	8
Archers	yes	yes	no	no	no	yes
Spellcasters	no	no	no	no	no	no
Magical creation	no	no	no	no	no	yes
Flyers	no	no	no	no	no	no

### Rules

Use a "time unit" of one day for these scenarios. (See the War Machine for its use.)

It takes the Leaders some time to coordinate their widely spread forces. To reflect this, each side can move one force on the first day, two forces on the second day, and so forth.

Only Fort Doom and Specularum are "strongholds" for these scenarios. When their armies are out fighting, each stronghold keeps a defensive force of 100 troops of the same type as the Guards. Other towns, ruins, and estates on the map are "walled" (for the War Machine defense factors).

In Black Eagle Barony, the Black Eagle

Guard (only) is in the territory of its liege. The Ducal Guard and Men of Kelven are in the territory of their liege everywhere in the Grand Duchy except in that Barony.

On Map #1, each force must begin each scenario within one hex of the word identifying its home territory. The Black Eagle Guard starts anywhere within the Barony, but the Ducal Guard's home is Specularum. The Western Elves are those nearest to Kelven; the Eastern Elves are near the right side of the map. "Goblins E" are the goblins east of Kelven; "Goblins NE" are those between the northeast branches of the river. The goblins and kobolds north of the Lost Valley (outside of the Grand Duchy) do not participate.

### Scenarios

The following three scenarios do *not* go together; each is a *different* version of the whole war, involving different forces. Use the War Machine rules for initiative, movement, and combat. Any Optional rule may be used if the players agree before starting. Each scenario continues until one player surrenders or has no unrouted units in the field.

The Baron's objective is to occupy and hold the town of Kelven.

The Archduke's objective is to destroy the forces of the Baron.

#### Scenario #1 Forces:

Black Eagle	Duchy
Black Eagle Guard	Ducal Guard
GoblinsE	Men of Kelven
Bugbears	Western Elves
	Gnomes

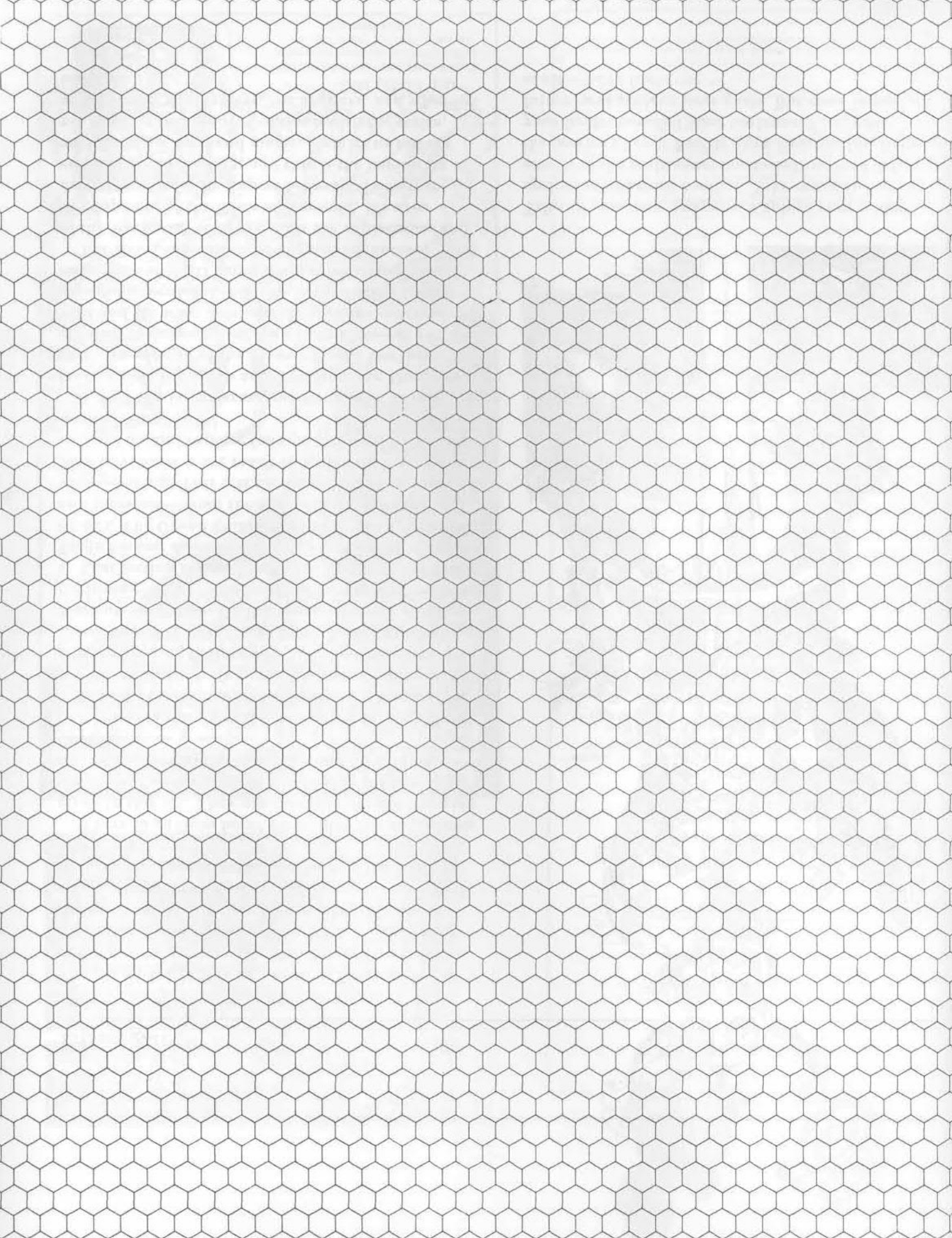
#### Scenario #2 Forces:

Black Eagle	Duchy
Black Eagle Guard	Ducal Guard
GoblinsE	Men of Kelven
Bugbears	Western Elves
GoblinsNE	Gnomes
Orcs	Eastern Elves

#### Scenario #3 Forces:

For this scenario, the Eastern Elves are all equipped with silver weapons. Thyatian mercenaries start on the coast road, at the border of the Grand Duchy. Lycanthropes begin at Wereskilot.

Black Eagle	Duchy
Black Eagle Guard	Ducal Guard
GoblinsE	Men of Kelven
Bugbears	Western Elves
GoblinsNE	Gnomes
Orcs	Eastern Elves
Lycanthropes	Thyatian Mercenaries



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## Epilogue

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The guidelines in this set are seeds for thought; develop them as you wish. Remember that they are suggestions, and not scribed in stone. Use them or change them to suit your own games. Be sure to make notes of your changes, additions, and so forth, so that your “house rules” can be applied fairly to all your players.

Where to go from here? First, play the adventures given in this set. They are carefully designed to give you a few “warm-up” exercises using the new rules for Tournaments, Unarmed Combat, and Mass Combat.

A whole fantasy world is unfolding through these boxed D&D rules sets and adventures; you may use it with confidence. You can be sure that an exciting and challenging fantasy epic is unfolding, piece by piece; the early adventures in the Grand Duchy of Karameikos (of the D&D Expert Set) were just the beginning—the “Threshold” of fantastic adventure.

That setting is greatly affected by the fall of Black Eagle Barony described in this set (Scenario 3, pages 61-62). The Grand Duchy becomes united, peaceful, and therefore—from the adventurers’ point of view—boring! This sets the stage for expansion; your adventurers are ready to widen their horizons, to move on and explore (and possibly rule) the continent.

A map of a larger area, including most of the lands stretching north and west from the Duchy, is given on page 32 of the Players Book. You can use the map to develop your own campaign—or you can wait and see what develops through the continuing series of adventures. For this is the setting for the entire line of D&D game adventures from TSR!

The first Companion-level game adventure, “Test of the Warlords” (CM1) details the exploration and development of the lands of Norwold, the area directly north of the Expert Set map. Two great empires are in conflict, and this is the beginning of an epic tale of men and magic...but let us not say too much at this point. Continue with the series, and discover the mystery, the answers, and what lies beyond....



Take up your new weapons. Explore your added options of unarmed combat. Take command of the armies of the realm; you must confront and defeat the powers of evil! Fortify your strongholds, develop your lands; broaden your horizons. Plan your future, and achieve your goals. But most important of all —have fun!



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# Index for PLAYERS BOOK and DUNGEON MASTERS BOOK

D = Dungeon Masters Book    P = Players Book

## A

Adventures .....	D59
Aging .....	D21
Armor, new .....	P3
Armor and Shields .....	D55
Artillerist .....	P8

## B

Bailiff .....	P8
Basic Force Rating (BFR) .....	D12
Battle Rating (BR) .....	D13

## C

Campaign .....	D2
Castellan .....	P8
Chamberlain .....	P8
Chaplain .....	P8
Clanmaster .....	P29
Cleric .....	P11
Spells .....	P12
Combat, Mass .....	D12
Constructs .....	D21

## D

Damage to Magic Items .....	D21
Demi-Human Characters .....	P29
Strongholds .....	P8
Demi-Human Crafts .....	D21
Dominions .....	D3
Colonization .....	D4
Confidence Level .....	D8
Conquest .....	D4
Enfeffment .....	D4
Events .....	D10
Expenses .....	D6
Founding .....	D4
Holidays .....	D6
Independent .....	D5
Income .....	D5
Land Grant .....	D4
Titles .....	D11
Tournaments .....	D6
Troops .....	D6
Druid .....	P14
Dwarf .....	P30
Dynast .....	D2

## E

Elemental Magic .....	D20
Elemental Plane .....	D18
Elf .....	P30
Engineer .....	P8
Equerry .....	P8
Ethereal Plane .....	D18

## F

Fighter .....	P17
---------------	-----

## G

Guard Captain .....	P8
Gems .....	D43,47

## H

Halfling .....	P31
Haste .....	D25
Herald .....	P8
Hero .....	P2

Hit Points, maximum .....	D22
Human Characters .....	P11
Human Strongholds .....	P8

## J

Jewelry .....	D43,47
---------------	--------

## L

Lady-in-Waiting .....	P9
-----------------------	----

## M

Magic Items .....	D48
Magic-User .....	P19
Spells .....	P20
Magist .....	P9
Magistrate .....	P9
Marshal .....	P9
Missiles and Devices .....	D56
Missile Weapons .....	P4

## P

Paragon .....	P2
Poison .....	D22
Polymath .....	P2
Potions .....	D49
Provost .....	P9

## R

Reeve .....	P9
Rings .....	D52

## S

Sage .....	P9
Scrolls .....	D50
Seneschal .....	P9
Sheriff .....	P9
Squire .....	P9
Steward .....	P9
Striking .....	P6
Strongholds .....	P8
Demi-human .....	P8
Human .....	P8
Swords .....	P4

## T

Thief .....	P27
Treasures .....	D26,43
Troop Class .....	D13

## U

Unarmed Combat .....	P6
Striking .....	P6
Wrestling .....	P6

## V

Vortexes .....	D19
----------------	-----

## W

Wands, Staves, and Rods .....	D51
War machine .....	D12
Warden .....	P9
Weapons .....	D27
Weapons, new .....	P3
Swords .....	P4
Missile Weapons and .....	
devices .....	P4
Wormholes .....	D19
Wrestling .....	P6

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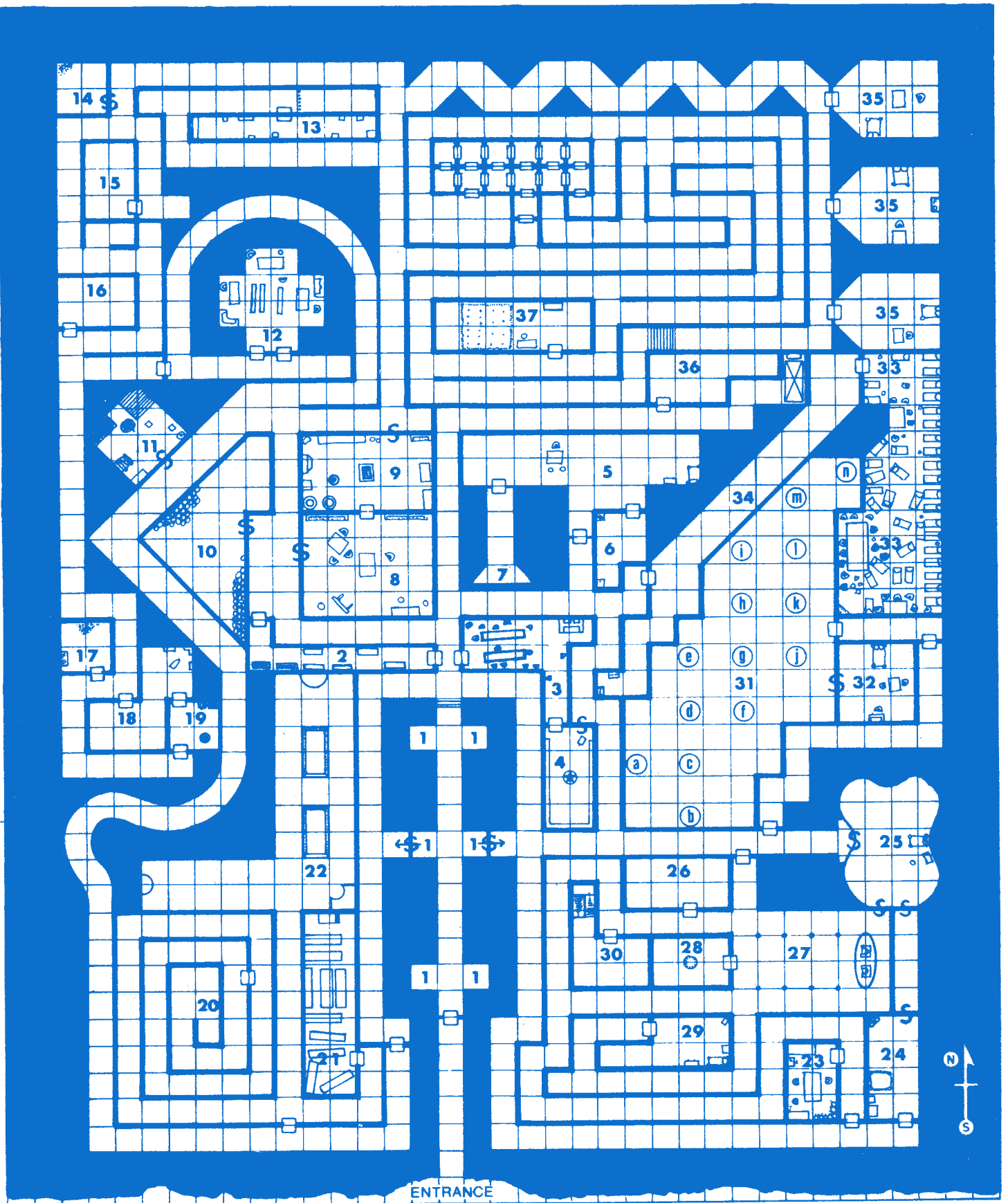
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# UPPER LEVEL



-  DOOR
-  SECRET DOOR
-  FALSE DOOR
-  ONE-WAY SECRET DOOR

-  STAIRS, UP
-  STAIRS, DOWN
-  STATUE
-  PITS, COVERED

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**DUNGEONS & DRAGONS® Basic Set**  
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**IN SEARCH OF THE UNKNOWN**  
by Mike Carr

**Introduction:** This package forms a special instructional module for play of DUNGEONS & DRAGONS® Basic Set, and as such, is specifically designed for beginning players and Dungeon Masters. Due to its special design, it has numerous applications and services a multiplicity of purposes.

Most material within this module is that contained in the D&D • Basic Set game booklet. In some instances, new material (such as additional monsters, magic items, etc.) is included, and when this is so, every effort has been made to provide a pertinent explanation of important aspects and effects.

Those who would intend to be beginning players using this module would be well advised to stop reading this now and to avoid further examination of the module details or game map. The reason for this is that enjoyment of the module will be enhanced when the challenge of the unknown and unexpected confronts the participants, who will not be able to benefit from any familiarity with the game situation other than the background provided by the referee. This element of the unknown and the resultant exploration in search of unknown treasures (with hostile monsters and unexpected dangers to outwit and overcome) is precisely what a DUNGEONS & DRAGONS adventure is all about, and "knowing too much" can greatly spoil the fun of the experience that makes D&D gaming so special. So, if you're going to be a player in this module, stop reading here, resist the temptation (which will be considerable) to go further in examining the contents, put the module aside, and wait for your Dungeon Master to get ready to use this package for gaming. You won't be sorry!

#### **NOTES FOR THE DUNGEON MASTER**

As a beginning Dungeon Master, you will find this module helpful in many ways. First of all, it serves as a graphic example of a beginning dungeon. For this reason, it should prove illustrative to fledgling Dungeon Masters who will benefit from a look at what another dungeon design "looks like." Those designing their own dungeons will want to note various aspects of this dungeon which will give them valuable insights into the creative process which allows them to formulate their own unique dungeon and gaming setting. Those going on to design their own dungeons and campaigns should be advised of the various playing aids available from TSR as official DUNGEONS & DRAGONS accessories—most notably the various sets of geomorphs (see the products list on the D&D Basic Set booklet for details) which allow preparation of large map areas with a minimum of time and effort.

Second, this package provides an almost "ready-made" game situation which can be utilized for one or more playings. Some initial preparation is necessary in addition to reading the material through one or more times before using it in a game. The preparation, however, is interesting and fun as well as instructional, for it shows how a Dungeon Master (or DM) "stocks" the dungeon with assorted treasures and monsters before any adventuring begins. Separate lists of monsters and treasures to key with the various locations inside the dungeon insure that no two similar modules will be the same when set up by different DM's, and will also guarantee that players will not know what to expect in any given room or location. As for player characters, participants can use their own characters rolled up according to the guidelines within the DUNGEONS & DRAGONS Basic rulebook or choose from a

list of pre-generated characters supplied here (including possible retainers to accompany the player characters in their adventuring).

Thirdly, there are several salient points of good dungeon design illustrated in this module which new DM's would be wise to note. Likewise, they should keep these factors in mind when they start to design their own game maps and situations:

- 1) Since it is important to offer a challenge commensurate to the players' level, this two-level dungeon design is made specifically for exploration by beginning players in a party of 3 to 6 adventurers (player and non-player characters combined). This is reflected in various ways:
  - a) In general, this dungeon is less deadly and more forgiving than one designed to test experienced players. It is designed to be fairly challenging, however, and is by no means "easy." Careless adventurers will pay the penalty for a lack of caution—only one of the many lessons to be learned within the dungeon!
  - b) The dungeon is designed to be instructive for new players. Most of it should be relatively easy to map, although there are difficult sections—especially on the lower level where irregular rock caverns and passageways will prove a real challenge.
  - c) The monsters encountered will generally be commensurate with the adventurers' ability to defeat them. For the few that are too formidable, the adventurers will have to learn the necessary art of fleeing or else employ more powerful means against them.
  - d) The treasures to be found will generally be small, although a couple of more lucrative finds are possible if the adventurers are clever or lucky.
- 2) The dungeon includes a good assortment of typical features which players can learn to expect, including some interesting tricks and traps:
  - a) Several one-way secret doors
  - b) Illusions and magic mouths
  - c) A wind corridor which may extinguish torches and open flames
  - d) A room of mysterious pools
  - e) A room of doors
  - f) A water pit trap which suddenly drops adventurers to the lower level
  - g) A portcullis trap where vertical bars drop behind the party in a dead end corridor
  - h) A pair of teleport rooms to confuse explorers
  - i) Several magical treasures—most beneficial, some cursed
  - j) Mysterious containers with a variety of contents for examination
- 3) There is a legend or story explaining some details of the setting and providing a background (i.e., why it exists, its background, how the characters became involved with it, etc.). Of course, players/adventurers will probably only know bits of this information—or perhaps only rumors of dubious reliability. Most good dungeons (and indeed, entire game campaigns) rest upon a firm basis of interesting background and "history" as set for the players by the game moderator, or Dungeon Master.

4) The setting is neither too simple nor too difficult. Adventurers can exit by either returning to the entrance or locating the other secret exit. Two ways down to the lower level are available for discovery, and a trap may also bring adventurers unexpectedly there.

## PREPARATION FOR THE USE OF THE MODULE

The use of this module by the Dungeon Master first requires a working familiarity with its layout and various design features. Therefore, the first step is to completely read the module, doing so with care and with reference to the two maps provided to learn the basic layout and location of the various parts described in the written commentary. A second and third reading will also prove beneficial in preparing for a game employing the module.

Once the DM has obtained a background knowledge of the situation and the various features of the areas to be explored, he or she must key the two maps by placing various monsters and treasures within the dungeon complex. To do so, the DM utilizes the two lists provided which follow within this booklet, taking advantage of the special system to allow easy setup and reference.

Upon examination of the two game maps, it will be noticed that each prominent room or chamber has a number for designation purposes. Each number corresponds to a written description within the body commentary which accompanies the maps and which is contained in this booklet. Thus, a description of each such area of the dungeon is easily referenced by locating the written material within the booklet, and these are arranged in numerical order. The basic descriptions are standard, but in most cases there is no mention of either monsters inhabiting a particular area or specific treasures to be found within (except for occasional items which are part of the furnishings and which may have some unusual value). A space exists after each description with a brief area for listing either a monster or a treasure (or both) which may be within that room; exactly what will appear in each room, however, is up to the Dungeon Master, who will fill in some of the spaces to denote their presence. This is done easily through the use of the number and letter-coded lists provided for monsters and treasures, respectively. It is important to note, however, that not every room will contain a monster, a treasure, or both—in fact, a fair number of rooms will contain neither, and in some cases the treasure will be hidden or concealed in some manner. Further details on the use of the two lists is contained in the description which precedes them in the section entitled KEYING THE DUNGEON.

Once the dungeon has been keyed and the Dungeon Master's preparation is complete, he or she must assist the players in getting ready for the adventure. The first step is in providing them with the background outline which sets the stage for the game. This "Player's Background Sheet" (which differs in some ways from the more detailed description/background for the referee) is on a perforated sheet at the end of this booklet. It is designed to be removed and handed to the players prior to the adventure (or simply read aloud to them if you do not wish to remove it from the booklet).

Once the players know the background, they can prepare their characters for the adventure. If new characters are needed (as they will be if the players are just starting their first game), they can be rolled up by using the dice and following the prescribed procedure within the DUNGEONS & DRAGONS Basic rule booklet. Each player also determines his or her amount of starting money (the number of gold pieces he or she has to begin with), and this amount is available for the purchase of arms and equipment for adventur-

ing. Once the players have decided upon the equipment they will be carrying, as well as their own arms and armor, they are ready to start play. A written record of abilities, wealth, and equipment owned and carried is kept by each player.

As an alternative to spending time rolling the characters up, a list of assorted adventuring characters is included on the reverse side of the "Player's Background Sheet." If the Dungeon Master decides to do so, the players can choose one of the characters listed there as their player character. In such a case, the DM then provides the pertinent specifications and ability ratings of the character to the player, who makes a note of it on the side. The DM's master list of character abilities is within this booklet.

If there are only two or three players, or if a party wishes additional assistance, one or more retainers (non-player characters who will be a part of the party but who will not be under the total control of the players) can be added to the group of adventurers at the Dungeon Master's discretion. These characters can also be from the list, and their specifications and ability ratings are also on the master list for the Dungeon Master.

When players have retainers (characters who serve out of admiration or loyalty), the Dungeon Master must use common sense in their employment within the game. Obviously, allowing players to assemble large bands of armed assistants at this stage of the game would be unfair and unbalancing, so it will be unusual to see more than one or two non-player characters appearing in the first games. Only after players have survived to earn some repute and wealth to attract (and afford) them will they be able to locate additional adventurers to aid their exploration.

Seeking retainers is a matter to be handled by the Dungeon Master. A player's success in attracting retainers will depend upon the charisma of the seeker. Once a retainer has decided to join a group (this usually being determined by a secret dice roll by the Dungeon Master), the non-player character will generally function according to the directions of the player character being served. However, in some situations—most notably those involving great risk or danger—the Dungeon Master serves as the "conscience" of the retainer, and may cause him or her to balk at ordered action or perhaps even desert in the face of danger or as a result of unrewarded courage or accomplishment. For example, if a party is facing a hazardous situation and a player tells his or her retainer to do something which would seem more dangerous than the actions pursued by the other player adventurers, the retainer may hesitate to act upon the order—or in some cases might simply run away if the chance of death is great (this being determined by the DM's secret morale role plus modifiers of his or her choosing, depending upon the situation). Likewise, if a retainer successfully executes a hazardous action (slaying a dragon without much help, for instance) and does not get a proportional reward, he or she will understandably consider deserting the player character who ill-treated him or her. In such cases, the DM will determine the outcome and, as always, the DM's decisions (often the result of die rolls at appropriate chances which he or she determines) are final.

An alternative to having retainers under player control is simply to have non-player adventurers available for single-game participation. In this case, an additional character accompanies the group and participates, but is independent of player control other than to be helpful and generally cooperative. The Dungeon Master runs the character in essence,

although his or her actions will generally follow the desires and suggestions of the players (unless an unduly hazardous action is demanded). The independent character participates in return for a share of the treasure gained, and this share (which will at least be proportional if the character is better than the player characters) must be agreed upon before the adventure starts. If your players are trying to attract such help, roll a die to see how hard a bargain the extra character drives in order to be convinced that participating is worthwhile. . . . After the adventure has been completed, the extra character might simply take his or her treasure share and disappear from further use, or if the DM desires, be available for similar service in future quests. The section entitled THE CHARACTER LISTS gives additional suggestions for the employment of non-player characters or retainers.

Once the players have completed their preparations for the game, the referee finishes "setting the stage" by bringing the player characters from the background story to the place where the game adventure will begin. This is usually simply a matter of providing a brief narrative (such as, "Your group, after purchasing supplies and getting organized, left their town and went cross country till a deserted pathway was found which led into the hills, and finally to a craggy outcropping of rock . . ."). Use of the LEGEND TABLE (described elsewhere in this booklet) is also made at this time.

To start the adventure, the players must decide on an order of march for all of the characters in their group—who will be in front, who in the middle, who at the rear, and so on. This should be diagrammed on a sheet of paper and given to the Dungeon Master for reference, and any change in the order of march during the adventure should be noted. In a standard 10' wide corridor, the most common arrangement is two adventurers side by side in each rank, although three characters could operate together in a single rank if all of their weapons were short and easily wielded (daggers or small axes, for instance).

One player in the group should be designated as the leader, or "caller" for the party, while another one or two players can be selected as mappers (at least one is a must!). Although individual players have the right to decide their own actions and relay them to the Dungeon Master as play progresses, the caller will be the one who gives the DM the details on the group's course of action as they move around and explore (such instructions as "We'll move slowly down this corridor to the east. . ." or "We'll break down this door while so-and-so covers our rear. . ." are typical directions given by a caller to the DM). In the course of the adventure, the caller will naturally discuss the options available to the party with the rest of the adventurers, but it is this person who the DM relies upon for the official instructions (although individual players can still pursue alternate courses of action at appropriate times, if they insist, by telling the Dungeon Master). Once a caller (or any player) speaks and indicates an action is being taken, it is begun—even if the player quickly changes his or her mind (especially if the player realizes he or she has made a mistake or error in judgment). Use your discretion in such cases.

The player or players mapping the explored area should use graph paper. Orient them according to the same directions on the referee's map (with the top being north in almost all cases). After that, allow them to draw their maps from your descriptions as they wish—but make certain that your verbal descriptions of the areas they explore are accurate (although you can say such things as "approximately sixty feet," especially in large or open areas or places where there are irregular rock surfaces). Above all, avoid the considerable temptation to correct their maps once they have drawn

them. It will not be uncommon for players to show you their map (especially if they're confused) and ask you, "Is this right?" In most such instances, you should avoid correcting any mistakes there, unless it would be obvious through the eyes of the adventuring characters. Encourage good mapping skills and an attention to detail rather than falling into the rut of continual player map questions.

Exploration of the entire area comprising the module may well take more than one game session. It is also quite possible that adventurers (especially if wounded or reduced in number) may want to pull out of the stronghold and prepare for a return visit when refreshed or reinforced. If this is done, they must work their way to an exit and discuss with you the pertinent details and time passage until their return. In such cases, the exact status of areas already explored will depend upon your judgment—whether areas cleared of monsters might in some cases be reoccupied by new ones, doors left open closed again and locked, or whatever.

If the exploring adventurers wish to suspend the game temporarily during a rest period (when the adventuring characters stop to sleep, as they must do every 24 hours), appropriate notes should be made of each adventurer's status so that resumption of the game can begin at the same point on the next meeting of the players. Their choice of where to camp is a factor to consider, as well, since in this dungeon a check for wandering monsters must be made up to three times for any 8-hour period they remain there (these checks are made at a normal 1 in 6 chance). It is customary to have one or more adventurers in the party standing guard at any one time, as the party members sleep in shifts in order to always have continual protection (although the devious DM may give a slight chance of a guard being asleep if a monster comes . . .). Just as with march order, it is important that players provide the DM with the sleeping location of each member and the placement of the guard or guards, since this may be crucial if and when a monster approaches from a given direction.

Experience points earned and any benefits gained will only be applicable if and when the adventurers successfully exit the dungeon; experience gained in an adventure is only credited after the adventure is complete. However, successfully exiting the dungeon and then returning later would allow the characters to use experience gained on the previous foray, if applicable.

## TIME

As adventures go on, the Dungeon Master is responsible for keeping track of time elapsed.

In normal movement and exploration, each turn is considered to be ten minutes. If an encounter or melee occurs, the Dungeon Master immediately (but temporarily, for the duration of the encounter) adjusts the time frame to melee rounds consisting of ten 10-second melee rounds.

Every third turn of adventuring, the DM should take a die roll for the possible appearance of wandering monsters at the indicated chances (which are normally 1 in 6, but which may vary depending upon location and dungeon level). Some occurrences (such as noise and commotion caused by adventurers) may necessitate additional checks.

Paper and pencil can be used to tally time, and the DM should monitor its passage as he or she sees fit, but keeping in mind that exploring, mapping and examining various features takes up considerable time—with the larger the area

and the greater the care taken in examining, the more time consumed. Wasted time is also a factor which should be noted, as players may waste time arguing or needlessly discussing unimportant matters or by simply blundering around aimlessly. On the other hand, time can pass quickly if adventurers move rapidly through the areas which have been previously explored and mapped. In all cases the DM should use good judgment and common sense.

Generally, eight hours of each twenty-four must be spent resting and sleeping, and prudent adventurers will sleep in shifts with a guard always awake. In this dungeon, three checks will be made each "night" for possible wandering monsters.

### COMPUTING EXPERIENCE

At the conclusion of an adventure (the party's emergence from the dungeon), the surviving characters divide the treasure (with equal shares generally awarded to each and magical or special items dived for by eligible characters) and experience is computed. Retainers usually get an equal share of any treasure, although their experience point award may vary at the Dungeon Master's discretion from half to the full amount awarded to player characters, depending upon their accomplishments.

As an example, let us assume that the first level player characters (a magic-user and a fighter) and a first-level retainer (a fighter) survive an adventure and return to the outside world from a dungeon which has claimed several of their comrades. The treasure they carry out with them amounts to the following: 630 g.p., 9—50 g.p. gems, a scroll of 2 magic-user spells, a **sword +1** and a **ring of protection +1**. In the course of their adventure, their party slew the following monsters: 8 kobolds, 5 orcs, and a black widow spider.

In this instance, the treasure is rather easily divided: the gold pieces are split into 210 apiece, 3 gems are awarded to each character, the scroll goes to the magic-user (since he is the only one who can use it), and the two fighters roll dice for the sword and the ring, with one going to each (in some instances, a non-player character may end up with the best treasure this way, but such is the luck of the dice . . .). This gives each adventurer the equivalent of 210 g.p. cash, plus 150 g.p. in gems (if traded or sold for gold pieces), plus one other item which can be retained and used.

The monsters slain are considered for experience point values as follows (see page 12 of the D&D Basic Set booklet): the 8 kobolds are worth 5 points apiece as creatures under 1 hit die, the 5 orcs are worth 10 points each as 1 hit die monsters, and the spider is worth 50 points (35 points as a 3 hit die creature plus 15 points for its special ability of poison). The total value of all monsters killed is thus 140 experience points—40 for the kobolds, 50 for the orcs, and 50 for the spider. This divides to 46 experience points per surviving adventurer for monsters slain.

Total experience points for each adventurer would be 360 (the g.p. equivalent of coins and gems) plus 46 (for the monsters killed), or 406 points each. No additional points are awarded for the special or magical items.

Once enough points are accumulated, a character can rise to the next higher level of experience, and gain the benefits of the new level. Wealth obtained, besides counting initially for experience, can be used to purchase equipment or supplies, defray everyday expenses, attract retainers, sponsor various enterprises, or can be spent in any manner (including payments of tithes to the church, especially for clerics!).

### HOW TO BE AN EFFECTIVE DUNGEON MASTER

The Dungeon Master, as referee, is the pivotal figure in any DUNGEONS & DRAGONS game. Accordingly, the DM's ability and expertise—as well as fairness—will be important factors in whether or not the game will be enjoyable for all of the participants.

The D&D game is a role-playing game, and is unlike traditional games which have a firm basis of regulated activity and repetitious action. A D&D adventure is free-flowing, and often goes in unknown and unpredictable directions—and that is precisely the reason it is so different and challenging. The Dungeon Master is best described as the moderator of the action, for the DM oversees the whole process, keeps the game moving, resolves the action based upon events occurring and player choices made, and monitors the actions and events outside the player group (i.e., handles monsters encountered, determines the actions of non-player characters encountered, etc.). The DM's responsibilities are considerable, but his or her foremost concern should be to provide an enjoyable game which is challenging to the players. This means that risk should be balanced with reward and that game situations are neither too "easy" nor too deadly. Above all, the DM must be fair, reasonable (without giving in to the unreasonable demands of the players), and worthy of the respect of all the participants.

Beginning Dungeon Masters who are not familiar with the game often ask the most common first question, "Exactly how do you referee the game?" The answer is that there is no single best way—different DM's have different styles, just as individual players do. However, there are certain guidelines which are important to follow . . .

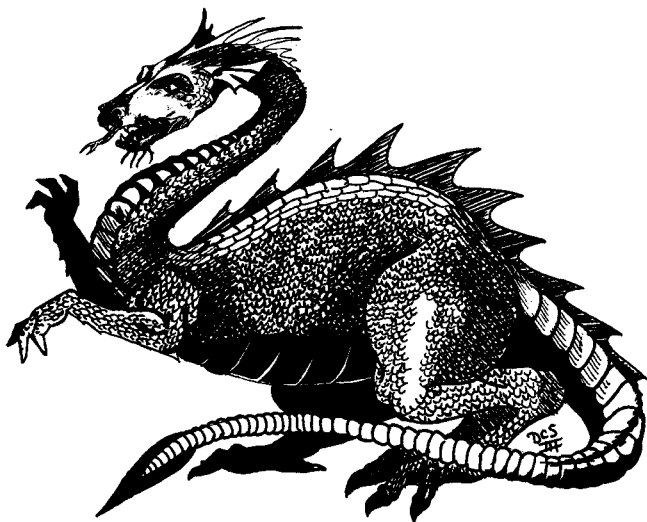
First, it is crucial to keep in mind that this is a game based on player interaction and player choice. The game generally follows the course of the player's actions—if not always their plans! As moderator, you present an ever-changing situation as it occurs (sort of like an unfolding story, or even a movie, if you like to think in those terms), and the players respond pretty much as they desire. As the game goes on, you are presenting them with a hundred different opportunities and choices—exactly how the game goes will depend upon their response to those opportunities and choices. For instance, if players decide to walk down a corridor and find a dead end with three doors, they have a number of choices—simply turn around and ignore the doors, listen at one or more before proceeding elsewhere, try to open one or more (either normally, by forcing them, or even by simply bashing them in), or whatever. You describe the situation, then await their decision as to a course of action. Of course, some decisions will be more difficult, or quick, or crucial to survival—and as always, imagination and resourcefulness, as well as quick thinking, will usually be rewarded.

Second, a good DM remains "above the battle" and does not attempt to influence player actions or channel the activity in a particular direction. The Dungeon Master should do everything possible to assist players in their quest without actually providing important information unless the players themselves discover it or put the pieces of a puzzling problem together through deduction or questioning, or a combination of the two. A large part of the game consists of player questions, many of which are, "What do we see?" Your job as gamemaster is to answer those questions without giving too much away. You need not hint to players any information that they do not ask for on their own, except in unusual instances. Allow them to ask the questions, and allow them to make the choices.

In the same vein, as Dungeon Master you will enjoy watching players wrestle with the problems you present them with. Although you may set up situations to challenge them, you must understand that you are not their adversary, nor are you necessarily out to "defeat" them. You will enjoy moderating a well-played game where players respond to the challenges encountered much more than one where the adventurers foolishly meet their demise in quick time. However, if your players abandon caution or make stupid mistakes, let them pay the price—but be fair. In many cases, a danger due to lack of caution can be overcome, or a mistake in judgment countered by quick thinking and resourcefulness, *but let your players do the thinking and the doing,*

As Dungeon Master, you are the game moderator. This means you set the tempo of the game and are responsible for keeping it moving. Above all, *you* remain in control of the situation, although with reasonable players your game should always be in control. If players are unusually slow or dilly-dally unnecessarily, remind them that time is wasting. If they persist, allow additional chances for wandering monsters to appear—or at least start rolling the dice to make the players think that you are doing so. If players are argumentative with each other, remind them their noise also serves to attract unwelcome monsters; if they persist, show them that this is true.

Lastly, it is important to remember that the Dungeon Master is the final arbiter in his or her game. If players disagree with you, hear them out and reasonably consider their complaint. However, you are the final judge—and they should understand that, as well as the fact that not everything will go their way, or as they expect. Be fair, but be firm. With human nature as it is, players will undoubtedly attempt to try to talk you into (or out of) all sorts of things; part of the fun of being a DM is this verbal interplay. But in the end, what you say is what goes.



## BACKGROUND

Many years ago, rumor has it, two noted personages in the area, Rogahn the Fearless (a fighter of renown) and Zelligar the Unknown (a magic-user of mystery and power) pooled their resources and expertise to construct a home and stronghold for the two of them to use as a base of operations. The location of this hidden complex was chosen with care, since both men disliked visitors and intruders. Far from the nearest settlement, away from traveled routes, and high upon a craggy hill, the new construction took shape. Carved out of the rock protrusion which crested the heavily forested

hill, this mystical hideaway was well hidden, and its rumored existence was never common knowledge. Even less well known was its name, the Caverns of Quasqueton.

Construction of the new complex, it is said, took over a decade, even with the aid of magic and the work of hundreds of slaves and laborers. Vast amounts of rock were removed and tumbled off the rough cliffs into large piles now overgrown with vegetation. A single tower was constructed above ground for lookout purposes, even though there was little to see other than a hilly, forested wilderness for miles around.

Rogahn and Zelligar lived in their joint sanctuary for quite some time, conducting their affairs from within except for occasional adventures in the outside world where both men attempted to add to their reputations as foremost practitioners of their respective arts.

The deeds and adventures of these two characters were never well known, since they both kept their distance from civilization. Some say, and perhaps rightly so, that their motives were based on greed and some kind of vague (or chaotic) evil. No one knows for sure.

What is known more widely is the reputation of each. Despite their questionable alignment, both Rogahn and Zelligar capped their reputation of power when they joined forces to stop a barbarian invasion threatening the great valley below. In a crucial battle at a narrow pass in the hills, the two combined powerful forces and decisively turned back the invasion. Rogahn slew a horde of barbarians single-handedly and Zelligar's powerful magic put their army to flight. A grateful populace rewarded the pair and their henchmen with considerable treasure, after which the two retired to their hideaway. Most of the reward treasure was apparently used to finance the further construction of Quasqueton, although some of it may yet be hidden somewhere. In any case, the hill stronghold was not completed in its entirety when, years later, the intrepid pair apparently embarked on their last adventure.

Some years ago, Rogahn and Zelligar apparently decided upon a joint foray into the lands of the hated barbarians. Taking most of their henchmen and associates along in a great armed band, the two personages disappeared into the forbidding alien lands to the north, far from the hills and forests surrounding Quasqueton.

Word just reaching civilization tells of some great battle in the barbarian lands where Rogahn and Zelligar have met their demise. This rumored clash must have occurred some years ago, and there are few details—and no substantiation of the story. The only thing certain is the Rogahn and Zelligar have been gone far too long. If only one had the knowledge and wherewithal to find their hideaway, there would be great things to explore! And who knows what riches of wealth and magic might be there for the taking???

## LEGEND TABLE

Prior to the first adventure into the stronghold, the Dungeon Master will utilize this table to impart "background knowledge" (from rumors or legends known) to the adventurers. The table itself includes bits and scraps of information regarding the place to be explored—most of it accurate; however, legends and rumors being what they are, some of the information is false and misleading. It will be up to the players

to act upon the information they "know"; the Dungeon Master will tell them that these are legends or rumors they have heard about the place, and that is all (it will be up to the players to decide upon the value or veracity of such information).

To determine legends/rumors known, each player character will cast a 4-sided die in secret conference with the Dungeon Master (non-player characters or henchmen/hirelings will get no roll). The result of the roll will give the number of rumors/legends known by the individual rolling the die:

- 1 One legend known
- 2 Two legends known
- 3 Three legends known
- 4 No legends known

Rolls of 1, 2, or 3 will result in that many rolls on the Legend Table using d20. A roll of 4 indicates that the adventurer has no knowledge of any rumors or legends pertaining to the stronghold; any information the player desires he or she must attempt to obtain from the other players.

The legends/rumors known are determined by the player's roll of the 20-sided die, and the DM reads the appropriate information off the table to the player for each roll (this is done secretly where the other players cannot overhear). The DM then tells the player that this is the extent of background information known by his or her player character; whether or not the player chooses to share this information (all or only part of it) with the other players is a personal decision. In this manner each player is given a chance to see what bits of additional information their character knows before the adventure starts.

## LEGEND TABLE (d20)

"F" denotes a false legend or rumor, but the player will not know it is false.

- 1) The name of the stronghold is Quasqueton.
- 2) F Zelligar had a wizard's workshop in the stronghold where he worked on magic stronger than any known to man.
- 3) F Rogahn owned a fantastic gem as big as a man's fist that was worth over 100,000 gold pieces; he kept it hidden in his personal quarters.
- 4) Zelligar and Rogahn had orc slaves to do the menial work, and some lived permanently at the stronghold.
- 5) The complex has two levels.
- 6) Part of the complex is unfinished.
- 7) The complex has a rear exit which is secret and well hidden.
- 8) No outsiders have ever entered the complex and returned to tell the tale.
- 9) Troglodytes have moved into the complex in the absence of its normal inhabitants.

- 10) F The place is protected by the gods themselves, and one member of any party of intruders is doomed to certain death.
- 11) F The treasures of Zelligar and Rogahn are safely hidden in a pool of water.
- 12) F The entire place is filled with guards left behind by Zelligar and Rogahn.
- 13) Rogahn's trophy room has battle relics and slain monster remains from his adventures.
- 14) There is a room with many pools of water within the complex.
- 15) The very walls speak to visitors.
- 16) F An enchanted stone within the stronghold will grant a wish to anyone who chips off a piece of it and places it within their mouth.
- 17) F All treasures of Zelligar and Rogahn are cursed to bring ill to any who possess them.
- 18) F Zelligar and Rogahn have actually returned to their stronghold, and woe be to any unwelcome visitors!
- 19) There are secret doors, rooms, and passageways in parts of the complex.
- 20) The complex has more than one level.

Note: When rolling on this table, roll again if any number duplicates one already rolled by the same player.

## THE DUNGEON

This area for exploration is designed to challenge a party of 3-8 adventurers (player characters and henchmen or hirelings) of up to the third level of experience, and is specifically intended for use with DUNGEONS & DRAGONS Basic set. Players will find it beneficial to have a mix of characters in their party who will complement each other and who will possess a variety of abilities due to their different classes (fighters, magic-users, clerics, thieves, etc.). Additionally, the carrying of one or two useful magic items will likewise be of great help (although more numerous or more powerful such items will unbalance the situation).

The Caverns of Quasqueton, as mentioned in the background description, are hewn from a great rock outcropping at the crest of a large wooded hill. Winds buffet the hill continuously, blowing and whistling through the trees, vines and other vegetation which blanket the prominence on all sides. The rock itself is a heavy blackish slate, and is evident all throughout the caverns on both levels.

The air within the caverns is heavy, wet, and musty. In some portions of the complex, a layer of dust lies upon everything, undisturbed for years. Burning anything within is slow and difficult, for the entire atmosphere resists combustion. Torches and lanterns will burn smokily.

There are many doors within the dungeon (the term "dungeon" being used generically for the entire underground area, as it usually is in DUNGEONS & DRAGONS games), and some of them are secret doors, discernible only by special examination or perhaps by an elf with his or her inborn ability

to notice them. In all cases, unless otherwise noted, doors will be locked one-third of the time—and any roll of a 1 or 2 on a six-sided die (d6) will mean that they will bar entrance unless the lock is sprung or broken. Breaking the lock or breaking down the entire door will be a noisy undertaking, to be sure, and may serve to attract unwelcome monsters . . .

The two levels of the dungeon are approximately equal in size and are located one above the other. If the two maps could be placed over one another, the three access points between levels would directly correspond to their locations on the maps and lead directly to each other up and down.

## THE CAVERNS OF QUASQUETON

### KEY TO THE UPPER LEVEL

Within the complex, the upper level is a rather finished abode with generally good stonework and masonry overall. There are rough spots, or portions where workmanship is not as good as overall, but for the most part the construction and excavation are well done. The walls are relatively smoothly hewn and finished and in generally good repair. The floors, while uneven in places, are likewise in good condition. Corridors generally measure 10' in width, while ceilings for the most part are approximately 8' to 10' above the floor. The blackish stone from which the halls and caverns were hewn is evident overall. Doors are uniformly of heavy wooden construction, approximately five or six inches thick.

### WANDERING MONSTERS

Check every second turn; 1 in 6 (roll a 6-sided die). If a monster is indicated, roll a six-sided die again and compare to the list below to determine what type of monster appears. Then check for surprise. The abbreviations which follow are the same as used and explained in the section entitled MONSTER LIST.

1. Orcs (1-4)-AC 6, HD 1, hp 6,4,3,1, #AT 1, D 1-6 or by weapon, MV 90' (30'), Save F1, ML 8
2. Giant Centipedes (1-2)-AC 9, HD 1/2, hp 2,2, #AT 1, D poison, MV 60' (20'), Save NM, ML 7
3. Kobolds (1-6)-AC 7, HD 1/2, hp 4,3,3,2,2,1, #AT 1, D 1-4 or weapon -1, MV 90' (30'), Save NM, ML 6
4. Troglydtes (1-2)-AC 5, HD 2', hp 6,5, #AT 3, D 1-4/1-4/1-4, MV 120' (40'), Save F2, ML 9
5. Giant Rats (2-5)-AC 7, HD 1/2, hp 4,3,2,1,1, #AT 1, D 1-3 + disease, MV 120' (40') swimming 60' (20'), Save NM, ML 8
6. Berserkers (1-2)-AC 7, HD 1 +1', hp 5,4, #AT 1, D 1-8 or by weapon, MV 90' (30'), Save F1, ML 12

### ENCOUNTER AREAS

**ENTRANCE.** A cave-like opening, somewhat obscured by vegetation, is noticeable at the end of a treacherous pathway which leads up to the craggy outcropping of black rock. By sweeping aside some of the vines and branches, the opening becomes easily accessible to human-size explorers.

The opening leads straight into the rock formation, with a 10' wide corridor leading the way to a large wooden door. The door opens freely, and close examination will reveal that bits of wood have been chipped away from the edge, indicating that it has previously been forced (this fact will certainly be known if adventurers indicate they are examining the door; otherwise, there will be a 10% chance per adventurer, cumulative, of this being noticed—40% if four adventurers, etc.).

1. **ALCOVES.** There are three pairs of alcoves past the entrance, located as they are for purposes of defense against intruders or invaders. These guardpoints are all empty and barren of any markings.

The second pair of alcoves are actually secret one-way doors, but totally unnoticeable to anyone on the side of the entrance corridor (even if close examination is made). These one-way doors are also a defensive measure to allow guards to appear in the rear of any invading group which passes this point.

The third pair of alcoves contains a double **magic mouth** spell, and this magic omen will be triggered as soon as any adventurers reach the point in the corridor between the two alcoves. When this occurs, a **mouth** appears on the side wall of the east alcove, and another **mouth** appears on the side wall of the west alcove. The east **mouth** speaks first, in a booming voice: "WHO DARES ENTER THIS PLACE AND INTRUDE UPON THE SANCTUARY OF ITS INHABITANTS?" After but a moment, and drowning out any attempted reply by the party, comes the reply from the west **mouth**: "ONLY A GROUP OF FOOLHARDY EXPLORERS DOOMED TO CERTAIN DEATH!" Then both **mouths** will shout in unison, "WOE TO ANY WHO PASS THIS PLACE-THE WRATH OF ZELGIGAR AND ROGAHN WILL BE UPON THEM!" The **mouths** will then begin a loud and raucous laughter, which fades in intensity as the twin **mouths** disappear from view. They are a permanent feature of the stronghold, and will reappear on every visit.

Past the third pair of alcoves and at the end of the corridor from the entrance are two steps up. At the top of the steps, the corridor continues straight ahead, and corridors meet from east to west. At this intersection is a grisly sight—the remains of a hand-to-hand battle where no less than five combatants died.

Upon examination of the bodies (if the adventurers choose to do so), it will be seen that three of them were adventurers themselves, explorers from the outer world. This ill-fated trio obviously had their first and last battle at this spot. Their opponents, also slain here, are two guards. The bodies arrayed here, each in various states of decomposition, are as follows (the stench of decaying bodies is strong and repulsive, and the sight doubly so):

**Body #1**—A human fighter, slumped against a wall. His broken sword, sheared off about eight inches above the pommel, tells the story of his demise. The body has been stripped of any armor, and there are no items of value on the remains, other than a belt pouch containing 5 gold pieces (g.p.).

**Body #2**—A human magic-user, impaled against a wall. The killing sword, still thrust through the body, is lodged in the wall, which has a large section of wood at this point. If the sword is removed, the body will crumple to the floor, exposing a blood-stained carving. The carved letters form the word "QUASQUETON" in the "common" language.

The sword, upon being removed, will prove worthless, since its handle is very loose and the overall quality of the weapon is poor.

The body is bereft of any items of great value. The magic-user's robe, now bloodstained and ruined, has a pocket and within it is a purse containing 2 g.p. and a pouch full of garlic buds.

Body #3—A dwarf fighter, face down in the corridor just east of the intersection. In his right hand he still clutches his war hammer, and it appears that he crawled, wounded, to this point, since a trail of dried blood leads back to the battle location. A sack turned inside out lies alongside the body, now empty.

Armor has been stripped from the body, although the fighter's helm is still on his head. This headgear, however, has a noticeable dent in it which will make it unusable and thus worthless. There are no items of value on the remains.

Body #4—A human berserker/fighter, obviously a guard who defended to the death. The body is sprawled on the floor, and a broken wooden shield lies nearby. The body has no armor on it. There is no weapon on the body or nearby, nor are there any other items of value on the remains.

Body #5—A human berserker/fighter, another guard. This body, with a bashed head from the blow of a war hammer, lies on the floor face down. There is no armor or weapon on the body except for a small sheathed dagger on the belt. The belt is very ornately decorated leather, which would appear to be worth something, except for the bloodstains ruining its appearance.

Monster:

Treasure & Location:

2. KITCHEN. The food preparation area for the complex is a very long room with a variety of details. At the southwest corner of the room are two cooking pits, each large enough to cook an animal as large as a deer. One of the pits is slightly larger than the other, but both are about 3 feet in depth. The pits are full of ash and charred remains of cooking fuel. A chimney leads upward, but its small size prevents further investigation.

Long tables line each wall, and there are scattered containers on them, some upturned, with spilled contents moldering on the table top. There are spoiled pieces of food all around, and the smell in the room is very uninviting. One chunk of moldy cheese is particularly noxious, as a fuzzy green growth covers its entirety.

Hanging from above are a variety of utensils, and some other of these are scattered about on the floor of the room. These are nothing more than pots and pans of various sizes, although there is a large cast iron kettle suspended from the ceiling by a thick chain. The kettle is empty.

Monster:

Treasure & Location:

3. DINING ROOM. This room serves as the main dining hall for the complex, and it is here that guest banquets are held.

The room is moderately decorated, but frugally so, since there appear to be no items of great value which are part of the decor. A nicely carved wooden mantle surrounds the room at a height 7 feet off the floor, and the stone walls are also carved in simple yet pleasant designs.

There are a number of tables and chairs in the room, these being of wooden construction and quite utilitarian in nature. Only two chairs stand out from the rest, these being the personal seats of the stronghold's illustrious inhabitants, Zelligar and Rogahn. Both of these chairs are ornately carved walnut, formed from an enormous block of wood which forms a portion of the wall in the northeast corner of the room. Upon closer examination, it will be seen that the chairs themselves are actually fixed seats connected to the wooden structure, thus being unremovable. Their great beauty is apparent, but is marred by a greenish fungus growing on portions of the walnut. It is obvious the seats have not been used for quite some length of time.

The lesser tables and chairs are scattered about, and several are overturned. All of these furnishings are of hard maple. They show wear, although they have obviously not been used recently.

The entire room has a musty, mildewy smell to it.

Monster:

Treasure & Location:

4. LOUNGE. This anteroom is through a south door from the dining room, and apparently was designed for before-dinner and after-dinner activity. Drinking was apparently the most popular pastime here, for several earthenware tankard mugs hang from a row of hooks high on one wall (many more are missing, it appears). An ale keg, long since dry but still smelling slightly of the brew, stands in one corner.

The stone walls are strangely textured for an unusual effect, but are devoid of further markings or details. A long wooden bench seat, actually attached to the wall, is along each side of the room. Those seated on the bench all face toward the center of the room and the statue there.

At the center of the room is a carved statue, full-size, of a nude human female, beckoning with arms out front in a very alluring pose. This statue, apparently of white marble, is obviously of great value (over 5,000 g.p.). However, due to its tremendous weight and the fact that it seems anchored to the floor, it will be impossible to remove without a major engineering effort. Even characters with a strength of 18 will be unable to move it in any way.

Monster:

Treasure & Location:

5. WIZARD'S CHAMBER. Zelligar's personal chamber is actually a rather austere abode. The most noticeable feature seen upon entering is a very large and fairly detailed stone carving which runs most of the length of the north wall of the room. Some 70 feet in overall length, the wall carving depicts a mighty wizard (obviously Zelligar) on a hilltop casting a spell in the air over a valley below, with an entire army fleeing in confused panic.

The east and west walls are devoid of detail, although there are several wall pegs on each, apparently for hanging garments.



There is a minimum of furniture within the room. Zelligar's bed, located in the southeast corner of the chamber, is a frame of ornately carved rosewood. The headboard, bed-sides showing the carved designs to advantage, boldly features Zelligar's name highlighted in gold leaf. The bed, obviously of value, is of fine workmanship and construction. Because of its sturdiness, it cannot be removed from the room without dismantling, and doing so will be difficult and likely to cause damage to the various pieces. If this is done, the baseboard and sides would be worth 100 g.p. each, and the headboard up to 500 g.p. However, anyone trying to sell the headboard for its value will run an 80% risk that the purchaser will recognize the original owner's name (since the fame of Zelligar is widely known)—and if this word spreads at large, the seller may have attendant problems, since it will be obvious from where the headboard was obtained.

A rosewood nightstand/table is beside the bed, and it has one locked drawer. The brass handle to the drawer has a pin trap which will be tripped by anyone grasping it, inflicting 1 hit point of damage. An oily substance on the pins is not a poison, but it does inflict unusual pain which will make the grasping hand unusable by the victim for 2-5 (d4 + 1) turns. If a key is inserted into the lock before the handle is grasped, the trap will be negated. Any key of a size comparable to the actual key (which is nowhere to be found) will accomplish this function. The drawer itself is empty (unless treasure in this room is to be located within the drawer).

Elsewhere in the room is a table and three chairs, none of which is of any exceptional worth or value. Upon the table is a pewter pitcher and three pewter mugs. The pitcher has a value of 15 g.p., and the mugs are worth 5 g.p. each.

Monster:

Treasure & Location:

6. CLOSET. Zelligar's closet lies through a door on the south wall of his chamber. The room is rather large for a closet, but is actually somewhat barren for its size.

In one corner of the room, several bolts of cloth are stacked, well covered with dust and partially moth-eaten and deteriorated. These are of no particular value.

On one wall, several garments are hung, mostly coats and cloaks. These are quite musty in smell, as well as being dusty and dingy in appearance. Of the five pieces of apparel there, only one is remarkable, being studded with circular bits of pewter for ornamentation. This bit of garb, however, has also suffered the ravages of age. While the first four garments are of no value, the last one could possibly bring up to 15 g.p. if sold.

A wooden stand in the corner of the room farthest from the door holds several books upon it. These large volumes are four in number, and apparently belong in the library (room 12).

Book #1—A historical work, this book, written in the common tongue, outlines the history of the civilized area within 100 miles of the stronghold location. It contains nothing remarkable.

Book #2—This tome is apparently an encyclopedia of various types of plants. Although the various illustrations given within provide a clue to its topic, it is written in the language of elves, so it will not be understandable to a reader who does not know the elfin tongue (unless a **read languages** spell is used).

Book #3—This volume appears unremarkable at first glance, seeming to be a notebook with many handwritten entries of undecipherable runes and markings. It is actually a diary kept by Zelligar, and it details one of his adventures from the distant past, written in his own hand. The writing is not discernible unless a **read languages** spell is used. This book is really of no value to any finder, but a book dealer/scribe/librarian would pay up to 50 g.p. for it. Of course, if the book is sold in this manner, the seller risks a 40% chance of word of its sale getting out as a rumor, with attendant problems developing as those who hear of it seek out the finder for further details.

Book #4—This work, -written in the common language, discusses weather. Although well-illustrated with drawings of meteorological phenomena, descriptive text is sparse. Some cryptic notes written in the margins were apparently made by Zelligar, but these are undecipherable without a **read languages** spell and are actually nothing more than notes such as a student would make in studying the work to highlight important points.

Along one of the walls within the closet is an oil lantern which contains no fuel and which has obviously been unused for a great deal of time. If fuel is provided, the lantern will be perfectly usable.

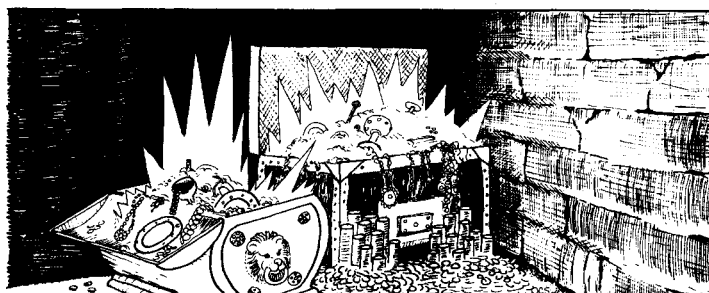
In another corner is a small table with a stack of papers upon it. These are very dusty, and they are held in place by a stone slab paperweight which is monogrammed with a fancy letter Z. The papers are written in the common language and upon examination will be seen to deal with mundane matters: an inventory of foodstuffs, a financial accounting of expenses, notes on construction work for the complex, a couple of routine messages received by Zelligar, and other unremarkable writings. The most recent date on any of the papers is still more than three decades in the past.

Monster:

Treasure & Location:

7. WIZARD'S ANNEX. Another room off of Zelligar's chamber is the unusually-shaped annex. This room apparently was for meditation and study, as well as the practice of magic spells. The triangular widening at the south end of this room was apparently for this purpose, and the stone wall (although not noticeable to adventurers) is actually thicker than elsewhere in the complex, the floor near the south wall is bumpy and darkly discolored, as if charred and partially melted by intense heat (this will not be noticeable until the **illusion** described below is dispelled).

At the south end of the room is a magnificent sight visible when explorers enter the door and cast light within. The spectacle is indeed impressive: two large wooden chests, each studded with jewels, overflowing with riches. A pile of gold pieces is arrayed around and within them, and scattered among this treasure trove is an assortment of glittering gems and jewels.



The massive treasure is in reality a permanent **illusion**, and it will be temporarily dispelled as soon as the first bit of "treasure" is touched by any creature. The **illusion**, once dispelled, reappears in the same place again within 24 hours.

In reality the room is empty (and it is recommended that no treasure be placed here).

Monster:

Treasure & Location:

8. **WIZARD'S WORKROOM.** Zelligar's workroom and laboratory (room 9) are located adjacent to each other, with a limited access by secret doors.

The workroom is a facility designed for various purposes related to the study and practice of magic. There are several large wooden tables within the room, one of which is overturned on its side, as well as one central table made of stone. The top of this prominent table is a slab of smooth black slate, although its cold black beauty is hidden by a thick layer of dust. None of the tables have anything upon them. There are several chairs and stools scattered about the room.

Along the north wall to both sides of the door leading to the laboratory are wooden cabinets on the wall, approximately 4 feet off the floor. The cabinets are not locked, and contain various chemical compounds and supplies of no particular value in glass or earthen containers. There are forty such containers, as well as one larger jar (described below). If the adventurers choose to open and examine the contents of any particular container, roll a die (d20) to determine the contents:

Contents	Possible Types
1 Sand	White, brown, black
2 Water	Pure, brackish, holy, urine
3 Salt	Common, mineral
4 Sulphur	—
5 Wood chips	Hickory, pine, oak, ash, maple, walnut
6 Herbs	Dill, garlic, chives, basil, catnip, parsley
7 Vinegar	Red, white, yellow
8 Tree sap (hardened)	Pine, maple
9 Carbon	Coal, ash, graphite
10 Crushed stone	Quartz, granite, marble, shale, pumice, obsidian
11 Metal filings	iron, tin, copper, brass
12 Blood	Human, orcish, dwarfin, elfin, dragon, halfling
13 Dung (hardened)	Human, canine, feline, dragon
14 Wine	White, red, alcohol (spoiled), fruit
15 Fungus powder	Mushroom, other
16 Oil	Vegetable, animal, petroleum, mineral
17 Insect bodies	Bees, flies, beetles, ants
18 Bone powder	Human, animal
19 Spice	Pepper, cinnamon, clove, paprika, oregano, nutmeg
20 Empty	—

If a die roll gives a duplication, use the column at the right of each entry to determine differentiation between different substances of similar types. If adventurers try to ingest any substance, the Dungeon Master will handle the situation accordingly. In not all cases will the contents be immediately identifiable—in the case of uncertain substance not obviously identifiable, multiply a character's wisdom times 5 to give

the percentage chance of positive identification. Up to 2 characters may try to identify any given substance, but if both fail, the material will be a mystery to the entire party.



The larger jar is of clear glass and seemingly contains a black cat's body floating in a clear, colorless liquid. If the large cork lid is unstopped, the liquid will instantaneously evaporate, the cat will suddenly spring to life, jump out of the jar, meow loudly, and run for the door. If the door is open, the cat will dash through and disappear. If the door is not open, the cat will be seen to pass through the door and disappear. In neither case will the feline be seen again. (This occurrence has no special meaning other than to surprise and/or mystify the adventurers, as well as provide some fun for the Dungeon Master.)

Monster:

Treasure & Location:

9. **WIZARD'S LABORATORY.** The wizard's lab is a strange but fascinating place. Zelligar's experimentation with many kinds of magic led to a collection of equipment and devices which was stored here, scattered about this 50' by 30' room.

Dominating the room is a large human skeleton suspended from the ceiling and hanging in the northeast corner of the laboratory. The skull is cracked. (Were there anyway to know, it would be discovered to be a barbarian chieftain's remains . . .)

About the room are several large wooden tables, just as found in the workroom (room 8), and another heavy stone table which is likewise similar to the one appearing next door. The tables are bare, except for a single stoppered smoked glass bottle on one of them. If the cork is removed, the gas within will immediately issue forth with a whoosh. The vapors are pungent and fast-acting, and all characters within ten feet must make an immediate save vs. poison or be affected by laughing gas. The gas itself is not poisonous, but will cause any characters failing their saving throw to immediately lapse into uncontrollable raucous laughter for 1-6 melee rounds (check each individually). During this time, the characters will have a 50% chance of dropping anything they are holding or carrying and will rock with spasms of great laughter, staggering about the room, chuckling and bellowing with great glee. The noise will necessitate a special additional check for wandering monsters being attracted to the ruckus, and even if a monster appears, the affected characters will be unable to oppose it until the gas effects wear off (if a monster does come, roll a 4-sided die to see how many melee rounds it appears after the laughing starts). Characters under the influence of the gas will not respond to any efforts by others to snap them out of its effects (even slapping the face will do no more than cause more laughing), although if a **dispel magic** spell is thrown, it will make them sober immediately. Otherwise, the only way to stop the laughter is to wait for the effects to wear off.

Several pine logs are piled underneath one of the tables, and if these are moved, a shiny "gold" ring will be found. Although it appears brilliant and seems to be worth up to 100 g.p., it is actually worthless. It has no special magical properties.

Along the west wall is a large wooden rack, apparently from some kind of torture chamber, since it is obviously sized for human bodies. A trickle of dried blood stains the oaken construction on the front.

On the south wall is a stretched leather skin with magical writings which will be undecipherable unless a **read magic** spell is cast. The legend, if interpreted, will read: "What mysterious happenings have their birth here? Only the greatest feats of wizardry, for which every element of earth, water and sky is but a tool!" The skin is old and extremely fragile, and any attempts to remove it will cause irreparable harm and render it useless because of the skin crumbling away.

A sunken fire pit, blackened and cold, is noticeable as the centerpiece of the room. The pit is only 2' deep, although it appears slightly less than that due to several inches of ashes resting within it. An iron bracing and bar across the 4' wide opening suspend a cast iron pot which is empty except for a harmless brown residue sticking to its interior sides and bottom. Another similar pot which is more shallow lies on the floor alongside the pit, and it is empty. Both pots are extremely heavy, and it takes great effort by two or more characters of 14 or greater strength to even move them.

Off in the southwest corner are two vats, each of approximately 100 gallon capacity. Both are made of wood and both are empty. A third vat nearby, only half the size of its neighbors, is half filled with murky, muddy water.

A stone block used as a table or stand is next to the vats, and along the west wall. It has six earthen containers just like those found in the workroom (room 8), and any contents within them should be determined in the same manner as described there. There are also pieces of glassware of various types on the top of the stand, as well as on the floor next to it. Some are clean, some show residues, but all are empty and dusty.

An empty wooden coffin, quite plain and utilitarian, rests upright in the northwest corner. It opens easily and is empty. The wood seems to be rotting in places.

Two kegs rest against the north wall, and examination will show them to be similar to those found in the storeroom (room 6). Each has a letter code to denote its contents, and a roll should be made in the same manner as described there to determine what is within if they are opened.

Wooden shelving on the north wall holds more glassware and three more containers (as those in room 8 and likewise determined). Two small trays hold powdered incense of different colors, and the smell of their aroma will give away their identity.

Monster:

Treasure & Location:

10. **STOREROOM.** This irregularly shaped room, hidden by a secret door, contains quantities of supplies which are only a bare fraction of its capacity. Although the casks and barrels storing the commodities have prevented spoilage, the contents are by no means "fresh." Although usable or edible still, they nonetheless have an off-taste which suggests staleness.

Approximately 60 barrels and casks are within the room, in two stacks—one against the northwest wall and the other along the east wall in the southern portion of the room. These containers are each marked in some letter code to denote contents. If any individual barrel or cask is chosen for examination, a die (d20) is rolled on the following table to determine its code marking, and if it is broken open, the appropriate contents will be discovered:

	<b>Code Letter(s)</b>	<b>Contents</b>
1	TL	Whole barley
2	B	Wheat flour
3	FT	Rye flour
4	MK	Salt pork
5	GG	Dill pickles
6	HU	Raisins
7	EJ	Fish in brine
8	Y	Dried apples
9	PF	Whole peas
10	SD	Ale
11	Z	Honey
12	AW	Wine
13	OG	Water
14	XR	Soft Soap
15	LC	Salt
16	VW	Lard
17	QS	Seasoning
18	RH	Sunflower seeds
19	UT	Hard candy
20	JS	Dried mushrooms

Note that any container opened and left unsealed, or containers whose contents have spilled, will (over a period of time) attract vermin and/or monsters. Spilled or uncovered material will also be subject to spoilage and rot. This is important if more than one foray into the stronghold is made, and time elapses between such adventures.

Monster:

Treasure & Location:

11. **SUPPLY ROOM.** The stronghold's supply room is also rather empty, containing mostly construction supplies.

Going through the room will reveal the following materials:

- A coil of very heavy rope, 200' in length
- A box of iron spikes (50)
- A box of metal nails
- A pile of wooden beams, each 10' in length and 6" by 6" in width (80)
- A sack of building mortar, almost empty
- A stack of stone blocks, each about 6" by 6" by 12" in size (400)
- Six wooden doors, leaning in a row against a wall
- A large box of assorted hardware (including several locks of various types, door hinges, clasps and hasps, door handles, assorted metal bolts, and similar items)
- A jug of dried glue

Monster:

Treasure & Location:

12. **LIBRARY.** Quasqueton's library lies behind a pair of ornately carved oaken doors. The floor of the room is covered with dust, but beneath is a beautiful and shiny surface of polished red granite. The stone is inlaid in large blocks and extends uniformly to within a foot of each of the walls. In the very center of the room within the floor surface are blocks of white

granite within the red stone, and these form the letters R and Z with an ampersand between.

There are three large oaken tables within the room, one in each of the west, north, and east wings of the room. There are several wooden chairs scattered about. In two corners of the room are plush divans, each covered with a rich, fleecy upholstery that makes them very comfortable for reclining. These, however, are rather dusty and dingy due to their age and lack of use.

Wall sconces designed to hold torches for illumination are mounted on the walls all around the room. Small cages inset into the north wall contain numerous fire beetles, and these unusual insects give off an eerie, glowing light from their bodies—enough to illuminate this portion of the room. The reddish glow from this source will appear as forbidding and mysterious when viewed from the entrance to the library, seeming to be a luminosity of varying intensity totally alien to anything viewed before. The insects themselves seem to be thriving in their captive abode, but their food source and longevity are totally puzzling . . . There is no way to open or force the cages themselves, so releasing the insects or gaining access to them is impossible to any adventurers.

The library is rather modestly supplied with books, volumes, and tomes of various sizes. There are likewise only a few scrolls, these being stored in a rack along the east wall. None of the books or scrolls is of any particular use or special interest to the adventurers, despite how many they examine.

Monster:

Treasure & Location:

13. IMPLEMENT ROOM. This elongated room is used primarily for storage of tools, equipment, and implements of various types. In the room are the following items:

- A box of wooden pegs
- A coil of light rope, 50'
- A coil of heavy chain, 70'
- A coil of fine copper wire, 20'
- Mining picks (32), all unusable and in poor repair
- Chisels (15)
- Shovels (13)
- Empty barrels (11)
- Mallets (8)
- Iron bars (29, each measuring 1" in diameter, 8' in length)
- An iron vise (12" jaws)
- Mining jacks (2), broken
- Crosscut saws (2, 2-man)
- Hacksaw (4)
- A mason's toolbox (containing trowel, stone chisel, plumb line, etc.)
- A cobbler's toolbox (containing small hammer, knife, heavy needles, etc.)
- A small barrel of unfletched arrows (60, all normal)
- An empty wooden bench, 10' long

On the north wall, fairly well concealed considering its size, is a counterweight mechanism for the portcullis trap in the corridor just outside the room, as well as a lever to raise the barrier once it has been tripped. No more than two men/dwarves/elves, etc. at a time can attempt to use the lever to raise the portcullis, and their combined strength ratings must total at least 30. This gives them a 20% chance to raise the impediment, with an additional 5% chance for each point of the total beyond 30 (for example, two men with strengths of 15 and 18 trying together would have a 35% chance to raise the portcullis). Each combination of characters (including

henchmen/hirelings) can attempt to raise the barrier but once, although different attempts can be made with different combinations of two persons making the try.

The trap itself is in the corridor outside the door of the room and just beyond it to the east. The trap will be sprung when one or more adventurers reach a point 10' in front of the dead end wall, in which case the portcullis is noisily dropped 20' to the rear of that point. Thieves in the front of the party will have a chance for their percentage chance on the "remove trap" category, in which case they discover the trap and alert the party without triggering it—provided the thief is the first one to reach the trigger point, of course.



The bars of the portcullis are rusty and weak. There are twelve vertical bars and several crossmembers. Persons who are very strong may attempt to escape the trap; however, each person has but one attempt, and if the attempt fails, that person will never be able to do so with that barrier. Adventurers with a strength rating of 13, 14, or 15 have a 5% chance to bend bars or lift the gate, those with a strength of 16 have a 10% chance of doing so and those with a 17 or 18 have a 15% chance of success.

If some way can be employed to use the hacksaws to cut through the portcullis, there will be a time delay of 24 hours if one saw is used, 18 if two are used, 12 hours if three are employed, and 6 hours if all four are utilized (no more than one saw per person). The sawing will make noise of some sort, and this may attract wandering monsters at the Dungeon Master's discretion beyond normal chances. Additionally, each saw has 20% of its blade breaking in any 6 hour period—and there are no extra blades.

If all attempts to escape fail, the persons trapped will be doomed to their fate.

Monster:

Treasure & Location:

14. AUXILIARY STOREROOM. This extra storeroom is empty of goods and supplies. In one corner is a pile of rock rubble.

Monster:

Treasure & Location:

15. & 16. TELEPORTATION ROOMS. A strong magic causing **teleportation** has been permanently placed upon these two

rooms of equal size and shape. This is a trick to fool and confuse unwary adventurers and is designed to upset their directional sense.

Both rooms function in the same manner once their doors are opened. In each room, at the corner farthest from the door, is a shiny, sparkling outcropping of crystalline rock which will dazzle when light is reflected off of it; in both rooms the outcroppings are identical. Once adventurers enter the room to investigate this, the entire party is instantly **teleported** to identical locations at the other room—whether they be in the room itself or nearby in the hallway. This teleportation occurs without the adventurer noticing that it has occurred; that is, they have no way of "feeling" that anything unusual has happened. And of course, this means that, although they are in a different location facing in different directions, the adventurers will still have reason to believe that they entered the room through a door which is on the east wall (if they originally entered room 15), or through a door which is on the south wall (if they originally entered room 16). To reflect this fact without tipping off the players, the Dungeon Master must turn his or her map on its side in order to be able to correspond to the directions the players **believe** they are facing. Of course, when the players emerge from the room and attempt to follow their maps, they will be confused by the fact that the details outside the room are not as they expect. They may question the Dungeon Master and even suspect a mistake has been made (with such comments as, "Wait a minute, that **can't** be like that, we just **came** that way!") When this occurs, the DM should avoid argument and simply state things as they are in the new location, letting players puzzle over the problem and arrive at their own conclusions and/or solutions.

Once the teleportation has been triggered in a room, it will not occur again until the room is empty and the door has been closed from the outside. It will thereafter be triggered when the door is opened and the room is entered. The door of the receiving room (the one to which the party is being teleported) will always appear exactly as the door of the first room entered. Doors to both rooms will automatically close themselves and the rooms will become "ready" to be triggered whenever all adventurers have passed to a point at least 120' from either door, as measured down any corridors. It is possible, however, that a party could trigger the trick, be teleported to the other room, then blunder back upon the original room, see that the two were identical but in different locations, and discover what had occurred. On the other hand, the adventurers could become totally confused, lose their way with an inaccurate map, and experience all kinds of difficulty—whatever does happen will depend upon players' actions and their ability to recognize and cope with the situation.

Note: It is recommended that no monsters or treasures be located in either of these rooms.

Monster:

Treasure & Location:

17. CHAR STORAGE CELLAR. This 20' by 20' room is used for storing fuel for the smithy across the hallway. The room is full of blackish soot and dust, but there is only a small pile of fuel against the north wall.

There is a false door on the west wall of the room. It cannot be opened, although it does seem to rest in a frame and even will rattle or move ever so slightly when great strength is applied.

Monster:

Treasure & Location:

18. SMITHY. The smithy is an irregularly shaped room which actually seems to be almost two separate parts. An eerie wind whistles through the upper areas of the room near the ceiling, and this natural effect provided exhaust venting when the fires, long since silent, were stoked with fuel.

Three fire pits lie dormant in the northeast 20' by 20' portion of the room, and these are located on the north wall, in the northeast corner, and on the east wall. In the center of the room is a gigantic forging anvil. A hand bellows hangs on the wall to the west.

The larger southwest portion of the smithy is mostly barren, although an assortment of blacksmith's tools and irons hang on the walls.

Monster:

Treasure & Location:

19. ACCESS ROOM. This room adjoins the smithy, and also provides a vertical access to the lower level of the stronghold.

In the northeast corner of the room and along the north wall are log sections of various size (8"-24" in diameter, 1'-4' in length) stacked in a pile, apparently as additional fuel for the blacksmith's fires. The room is otherwise empty.

In the southeast portion of the room there is a large hole in the floor about 3' across. If light is held from above and observation is attempted, it will be impossible to see how deep the hole is or to where it gives access. If a light source (such as a torch) is cast down the hole, it will come to rest on the floor of the lower level, and from above it will be seen that this is approximately 40' down.

There is a large iron ring anchored to the south wall near the hole, and if a rope is fastened to it, it can be used to assist in descending to the lower level. The fastening, however, is a bit loose, and each person using the rope will have a 1 in 6 chance (non-cumulative) of pulling the ring out of the wall, causing them and the rope to fall to the floor of the lower level. This chance is 2 in 6 for any persons with sizable encumbrance (the equivalent of 500 or more coins in weight). If any person falls, they will do so near the bottom and will take 1-4 hit points of damage (determined by the roll of a four-sided die). Once the ring has been removed from the wall, it cannot be replaced to be usable again.

As an alternative to use of the ring, clever adventurers could use one of the logs in the room measuring 4' in length, tie the rope around it, place it across the 3' opening, and climb down the suspended cord.

For purposes of descent, any rope must be at least 30' in length. In order to allow a return back up, the rope must be at least 35' in length so that it can be reached from below while suspended.

The final method for possible descent is to use a rope and grapple, either attaching the hook to the iron ring or anchoring it to one of the two doorways. If a grapple is used anchored at the south doorway, add 10' to required length, or 20' if the north doorway is used as the anchor point.

Monster:

Treasure & Location:

20. DEAD END ROOM. A turning corridor winds inward until ending in a dead end room. The walls are unfinished, and apparently this area of the stronghold was reserved for future development—although no one can say for sure.

Monster:

Treasure & Location:

21. MEETING ROOM. This long and narrow room apparently served as some kind of auditorium or meeting room. There are ten wooden benches scattered about the room, each about 15' in length. A large stone slab at the north end of the room serves as a sort of stage, rising 10 inches off the floor to accommodate any speakers and place them in full view of any assemblage.

On the north wall are four decorative cloth banners of red, green, blue, and yellow. Although once attractive, they are now deteriorated and rotting, thus being of no particular value.

Monster:

Treasure & Location:

22. GARDEN ROOM. Once the showplace of the entire stronghold, the garden has, over the passage of time, become a botanical nightmare. With no one to tend the gardens, the molds and fungi have grown out of control.

The room has two major portions, a north arm and a west arm. At the end of each of these extensions are large semi-circular stone formations overgrown with fungoid matter. In the southeast corner of the room is another similar outcropping likewise covered with the underground vegetation. In the center of the northern wing are two large sunken pits, each 10' x 20' in size.

Approaching the room from the corridor to the south reveals an eerie and forbidding sight, as unusual growths have extended themselves from within the room into the corridor, spreading inexorably onward and away from the garden room. Passing this feature and entering the room will reveal a sight totally unlike any ever seen in the outside world.

The floor is covered with a carpet of tufted molds that extends to all the walls and even onto parts of the ceiling, obscuring the rock surface. The molds appear in a rainbow assortment of colors, and they are mixed in their appearance, with splotches, clumps, swirls, and patches presenting a nightmarish combination of clashing colors. This is indeed a fuzzy fairyland of the most forbidding sort, although beautiful in its own mysterious way . . .

All around the room are fungi of a hundred different kinds. These are scattered in patches and clumps of growth. There are many different types of mushrooms (including an incredible "grove" of the giant variety, with stems looking like tree trunks and caps fully 8' in diameter), as well as such common fungi as shelf types, giant puffballs, coral fungi, and morels. The various growths all seem to be thriving, although any nutrient source is well covered by their proliferation. Perhaps some strange magic or extraordinary means keeps this incredible garden alive and growing . . .

Although passage through the room is possible, the various types of growth hinder movement. Furthermore, any kind of mass movement or commotion (such as a melee) will raise small clouds of spores which will obscure vision and be unpleasant to breathe.

If any adventurer attempts to ingest a certain type of fungus, there is a 30% chance of it being poisonous (a save vs. poison is necessary).

Monster:

Treasure & Location:

23. STORAGE ROOM. This room is used primarily for furniture storage, although it is mostly empty. There are three large oaken tables, a number of chairs, and fourteen wooden stools stacked against the walls. In the corner opposite the door is a woodworking table with a crude vise attached, and small saws and other carpenter's equipment are thereon. There are wood chips and some sawdust scattered about the floor.

Monster:

Treasure & Location:

24. MISTRESS' CHAMBER. This room is more tastefully decorated than the rather spartan living quarters found elsewhere in the stronghold. It is the personal chamber of Rogahn's mistress and lover, who apparently lived at the stronghold for some time. But now it appears that she, along with so many others who lived here, has long since been gone.

There is a large walnut bed against the west wall, rather ornately carved (somewhat resembling the bed in room 5—see the description there—but with no name engraved on the headboard). The bed has a large canopy of embroidered green cloth with a striking reddish trim, but it is very dusty like everything else in the room.

Next to the bed is a small table/nightstand with a single drawer. Beside it against the wall is a chest of drawers made of red cedar, which, despite its age, still has the characteristic smell. In the drawers are an assortment of leather items, old clothing, and personal effects like combs, brushes, and hairpins. One comb is a silver-plated item which is of moderate value, being worth 5 g.p. On top of the chest is a tortoiseshell dish which is empty except for a single gold piece coin lying in it, and this rests upon a frilly lace cloth along with two small capped bottles half full of perfume.

On the north wall just to the west of the secret door is a large full-length wall mirror in a wooden frame. The crown of the frame is carved into attractive curving designs, and there is an inscription hewn into the finished wood which says in the common language, "To the fairest of all in my eyes."

In the northwest corner of the room is an attractive water basin which is sculpted from the same rock which forms the wall of the room. Indeed, this protrusion is an integral part of the wall itself. A hole in the bottom of the basin is stopped with a rotting cork; this crude drain lets water drop to an inclined piece of rock which drains into a crack in the wall. There is no running water in the room, however.

A small tapestry measuring 3' x 4' hangs on the east wall. It depicts a handsome and robust warrior carrying off a beautiful maiden in a rescue scene set in a burning village, with a horde of ominous-looking enemies viewing from afar. Embroidered in gold cloth at the top of the scene are the words, "Melissa, the most dearly won and greatest of all my treasures." The tapestry is within a wooden frame, and is firmly anchored to the wall. It cannot be removed without damaging it, in which case it will only carry a value of 40 g.p.

Monster:

Treasure & Location:

25. **ROGAHN'S CHAMBER.** Rogahn's personal quarters are rather simple and spartan, showing his taste for the utilitarian rather than regal.

The curving walls of the room are immediately noticeable as different from all others in the stronghold, not only due to their layout, but also because of their covering. The walls are covered with vertical strips of rough-finished fir wood, and these narrow planks run in single pieces from floor to ceiling. The construction is not remarkable nor is it fancy in any respect, but the result is strikingly pleasing to the eye. If any of the wood is removed from the wall, nothing save back bracing and the rock surface wall will be discovered.

In each of the four curved corners of the room is a different wall hanging. These tapestries are each 6' wide and approximately 8' high. The four subjects depicted are: a dragon being slain by a group of warriors, with one standing prominently at the front of the group, thrusting the killing sword into the dragon's neck; a great battle in a mountain pass, with a small band of fighters led by a great wizard and a single hero putting an entire army to flight; a warrior and a maiden on horseback against a backdrop of mountains, holding hands with joyful expressions; and a depiction of a hero and a wizard joining in a firm handclasp on a deserted hilltop, with only a sunset in the background. The principals in all of these panoramas, of course, as well as the tapestry in room 26, are the same—the warrior/hero is Rogahn, the wizard is Zelligar, and the beautiful maiden is the Fair Melissa, Rogahn's mistress. The tapestries, if removed, will be heavy (equal to 600 g.p. in weight each) and bulky; they are worth 100 g.p. each.

Opposite the secret door on the west wall is a bed which is made of maple, with a feather mattress. The baseboard has an engraved letter R on it, but the bed is otherwise devoid of particular detail.

A free-standing cabinet of wood matching the bed is alongside it. Inside are some garments of general use: cloaks, a leather vest, a buckskin shirt, a metal corselet, etc., as well as a pair of boots. None is of any exceptional value.

A wooden stool is near the cabinet, but there is no other furniture in the room.

Monster:

Treasure & Location:

26. **TROPHY ROOM.** The stronghold's trophy room consists of an assortment of various curiosities accumulated over the years.

Covering most of the north wall is an immense dragon's skin, its brassy scales reflecting any illumination brightly. At the west end of the room is a basilisk frozen in stone, its menacing gaze forbidding but no longer a threat. On the east wall is a dwarfin skeleton, suspended from a pair of irons near the ceiling, giving the entire chamber a macabre presence. Elsewhere on the walls are a variety of mementoes: two gigantic sets of moose antlers each on a large head, four dragon paws with claws extended, a stuffed cockatrice, a largish black shield which could only be used by a giant, a pair of ram's horns, a pair of crossed swords, a bearskin, an entire door bearing religious symbols, and a set of three colorful flags which will be immediately recognizable as belonging to prominent barbarian tribes.

Monster:

Treasure & Location:

27. **THRONE ROOM.** The throne room, mostly for show, consists of two great chairs on a raised stone platform overlooking a rectangular court. The court is flanked on each side by a set of four large stone pillars.

The area is reminiscent of a ballroom of small size, although it is impossible to know the room's actual purpose. The floor is smooth slate, while the pillars and raised platform seem to be constructed of great blocks of red granite. The two chairs are sculpted from gigantic blocks of white marble and due to their bulk and weight, are for all intents and purposes permanent fixtures.

Great draperies in alternating panels of yellow and purple hang on the wall behind the raised platform. These are of no unusual value, although they add considerably to the appearance of the room (despite their color clash with the various shades of stone).

Monster:

Treasure & Location:

28. **WORSHIP AREA.** The stronghold's worship area is no more than a token gesture to the gods, it would seem.

On the back wall of the room, opposite the door, is a rock carving of a great idol which is actually sculpted from the wall itself. The image (of a horned head with an evil visage) appears about 4' wide and 6' high, and is surrounded by religious symbols and runes.

The floor is smooth black slate. In the center of the room is a circular depression, or pit, which measures 5' across and slopes to a maximum depth of 3'. This sacrifice pit is open and mostly empty, except for a small quantity of residual ash covering the bottom.

Monster:

Treasure & Location:

29. **CAPTAIN'S CHAMBER.** Home for Erig, Rogahn's friend and comrade in arms, is a rather simple room with few furnishings.

The door to the room is a large wooden construction just like the others in the stronghold, but its exterior surface is embellished with an irregular-shaped leather skin covering, which is studded with circular bits of brass which form the word "ERIG" prominently.

The door opens into a rather barren room. In the southeast corner is a crude bed, and alongside it is a table. On top of the table is a small stoneware crock with cover which contains 5 g.p., a large earthenware tankard mug, and a small hand mirror. On the south wall is a wooden chest which is locked. If opened, it will reveal its contents: several garments, including a pair of pants, several cloaks, a heavy cloth coat, and two pairs of boots. A broken dagger is at the bottom of the chest underneath the clothing. A leather pouch also therein contains an unusual memento, a walnut plaque with an inlaid piece of silver engraved with the words, "To Erig, great and trusted fighter by my side, and captain of the guard at Quasqueton—against all foes we shall prevail!" It is signed with an embellished "R." This plaque is of some value, and could bring up to 25 g.p. if sold.

In the northeast corner of the room is a wooden keg stand with a single barrel upon it. The barrel is marked with a letter code of "SD" and is full and untapped. If the keg is broken open, ale will issue forth.

On the wall at the western extremity of the room are numerous pegs and brackets, apparently for holding arms and armor. The wall is mostly empty, however, except for two shields and a heavy mace hanging thereon.

Monster:

Treasure & Location:

30. ACCESS ROOM. This room is devoid of detail or contents, giving access to the lower level of the stronghold by a descending stairway. This stairway leads down and directly into room 38 on the lower level.

Monster:

Treasure & Location:

31. ROOM OF POOLS. This room is the largest one on the upper level, and is quite different from all the others.

Although the walls are the same as elsewhere (rough blackish stone), the floor of this room is covered with ceramic tiles arranged in mosaic fashion. The majority of the thousands of tiles are golden brown in color, but patterns of white and black tiles appear in various places to enhance the effect of the very striking designs thus formed. The designs (various flowing lines, etc.) are purely decorative, and carry no mysterious message or meaning.

Arrayed throughout the room are fourteen different pools, each about ten feet in diameter, with sides sloping to a maximum depth of five feet in the center. This mystical arrangement is doubly amazing, since all the contents of the pools are different. . .

The individual pools are letter coded A to N, and examination of any particular pool will reveal the following:

a) Pool of healing—This pool contains a strange pinkish liquid that will cause instantaneous healing when ingested. It will also cure disease, but will not restore hit points in doing so. Whenever a drink is taken, 1-6 hit points of individual damage are restored immediately to the drinker, although this can only be done once per day per person (any further consumption will have no additional effect). Although the liquid can be placed into containers and removed from the pool, the healing properties will immediately disappear once it is taken from this room. Note: this pool disappears and reappears from time to time magically, so if adventurers make a return to this room, there is only a 30% chance that the liquid will be present again then (although it will always be there upon their first visit).

b) Acid pool—This pool is filled to the brim with a clear, fizzing liquid which gives off a strange and unpleasant aroma to those near it. It is full of acid, and most deadly. If any adventurer falls or leaps within it, certain and immediate death will result. Putting a hand or other body member within it will result in an immediate 2-5 hit points of damage (roll a 4-sided die and add 1 to the result)—more if a greater portion of the body is exposed to the liquid. Drinking any of the liquid (even but a sip) will cause immediate gagging and cause no less than 5 hit points of damage, plus a saving throw against poison to survive. Putting just a drop or two to the tongue will cause the loss of 1 hit point, plus induce gagging and choking for two melee rounds of time (twenty seconds), although no saving throw for poison will be necessary. Weapons or other objects dipped into the acid will deteriorate (swords will be marked and weakened, wooden items warped and cracked, etc.) and may even be ruined completely at the discretion of the Dungeon Master (who can roll a die for each item to determine how adversely it is affected). The strength of the acid is such that it will eat through any type of container within two melee rounds of time.

A single brass key of large size (about six inches long) is visible at the bottom of the pool, seemingly unaffected by the acid. This key, if somehow retrieved, will be worthless and it does not correspond to any of the locks within the stronghold.

c) Pool of sickness—This pool is filled with a murky gray syrup. If any of it is consumed (even but a sip), the victim will begin





to suffer sickness, but not until six turns (one hour) afterwards. If this occurs, there is no loss of hit points, but the victim suffers from strong and recurring stomach pains for 1-4 hours (roll a four-sided die) which make fighting and even movement impossible for that period (although a victim could be carried by others), after which all symptoms pass and the character returns to normal. Placing a drop of liquid upon the tongue will give a sweet taste, but will cause no symptoms. Weapons or other items placed within the liquid will be totally unaffected. Any portion of the liquid removed from the pool will lose its special properties within three melee rounds (thirty seconds).

- d) Green slime pool—The horrid contents of this pool are immediately obvious to any gazing into it. The slime (HP: 20) is covering the walls of the basin most of the way from the bottom to the edge.
- e) Drinking pool—This pool is filled with icy cold spring water which will refresh anyone who takes a drink from it. The water is pure and good, but has no other special characteristics.
- f) Pool of wine—This pool is filled with powerful wine of a deep red color. Not only is it excellent wine, it has a taste so inviting that anyone tasting it will be prone to drink more and more until intoxicated! If a sip is taken, the taster will have a 60% chance of drinking more (regardless of the player's wishes). If this is done, three 6-sided dice are thrown and compared to the character's constitution rating; if the number rolled is greater than the character's constitution score, then the difference is figured, and this is the number of **hours** the character will be intoxicated (if the roll is equal or less, the character "holds his liquor" and is unaffected). Any character so intoxicated will suffer the following penalties: -2 on all rolls "to hit" in combat, -3 to dexterity rating, and any other disadvantages to being drunk that the DM may deem in effect (prone to loud and boisterous speech, stumbling about, a greater chance to be surprised, etc.). After the allotted number of hours have passed, the character returns to normal. Any intoxicated character who returns to the pool of wine will have a 90% chance of drinking too much again, and the check against constitution will then be necessitated once more. If any of the wine is removed from the room, it will immediately lose its potency and be considered as normal wine, but actually rather weak in its effects.
- g) Dry pool—This depression is completely dry, and there is no trace of any liquid within it, nor any clue as to whether any type of matter was ever within it. The basin itself seems to be some kind of yellowish ceramic origin, but it will be impervious to striking or any similar attempt at cracking or fracturing.
- h) Hot pool—This steaming and bubbling cauldron is filled with boiling water, which will be obvious to any observer. The water itself is completely normal in all other respects, although it has a relatively high mineral content, as evidenced by a whitish crust built up around the edge of the pool.
- i) Aura pool—This pool of shimmering water (which otherwise appears normal in every respect) is less full than many of the others. The water itself seems to glisten and sparkle, and will be seen to radiate magic if an attempt to detect it is made. The water tastes normal in every respect, but those drinking as little as a single sip will experience a strange effect. Upon swallowing the liquid, the drinker will feel his or her entire body tingle, and at the same time the character and others in the area will see a

visual phenomenon: an aura of color will glow around the character's entire body for approximately a full minute. The color apparent will depend totally upon the character's alignment. It will glow blue for an alignment of lawful, yellow for chaotic, while any neutral characters will exhibit a white aura. Of course, upon first consuming the liquid, the players will have no idea what the strange appearing colors may mean, so they may be puzzled by the effects—and there are no clues around the pool to explain the colors. The water will retain its special magical characteristics even if it is removed from the pool, but there are only 10 suitable drinks possible due to the small amount of liquid present. This pool, just like the pool of healing previously described, disappears and reappears from time to time (see "a" above for details and percentage chance of re-appearance for future visits).

- j) Pool of sleep—This pool is full of a greenish liquid of varying shades, with a swirling pattern evident on its stagnant surface. Putting a drop on the tongue reveals a sort of fruity taste, but no special effects will be noticeable. Taking a sip will be tasty refreshment, but within ten seconds a real drowsiness will set in which may even cause (50% chance) an immediate sleep to begin, which will last from 1-6 minutes. Drinking any greater volume of the liquid will certainly induce a comatose slumber of from 1-8 hours, with no saving throw possible. Any removal of the liquid from the room will totally negate its effectiveness, although removing anyone who has consumed the stuff will not awaken them.
- k) Fish pool—This pool of normal lake water holds numerous small fish. It has no other special properties, nor are the fish unusual in any way.
- l) Ice pool—This basin is filled with steaming dry ice, although for some unknown reason it never seems to dissipate. The ice is "hot" to the touch due to its extremely low temperature. Since it is highly doubtful any character has ever seen dry ice, the entire spectacle will be highly mysterious, appearing as some kind of whitish rock giving off eerie vapors and feeling hot to the touch. If any pieces are broken off and removed from the pool, they will dissipate into carbon dioxide gas as normal dry ice would do. Such pieces could be handled with a gloved hand, but the nature of the substance will still likely be unapparent.
- m) Treasure pool—This basin, filled with normal water, seems to hold a great treasure underneath the water. A pile of gold pieces appears to lie on the bottom of the pool, and the golden image is sprinkled with an assortment of sparkling jewels. Alas, this treasure trove is nothing more than a magical **illusion**, which will be dispelled once the surface of the water is broken or disturbed. Once the waters are calm again, the image will reappear.
- n) Pool of muting—This pool is almost empty, but a small amount of water remains. Although the liquid appears to be normal water (and has no unusual odor or taste to belie its actual nature), it is actually a magical substance. This liquid, when swallowed, causes a complete loss of voice and verbal capabilities for 1-6 hours. This muting will become apparent only when it has been swallowed; merely putting a drop on the tongue will give no clue as to its effect, and it will seem like normal water. Any character drinking the water will suffer the effects, and that means that the players will be affected likewise. Thus, the referee informs the player or players of their limitation, and they are barred from any further communication by verbal means with the other players in the party for the duration

of the muting effects (1-6 game hours, determined by rolling a six-sided die). In such cases, they must remain completely silent (no grunts or groans allowed), and can only communicate with other players via nods, head shaking, hand signals, etc. If any player who is caller for the group is so affected, another player must take his place. Written communication is possible only if the muted player has an intelligence of 14 or more, and any such message can only be read by another character with a similar intelligence rating.

Monster:

Treasure & Location:

32. ADVISOR'S CHAMBER. Access to this room is only via a secret door on its west wall which gives access to the Room of Pools (31). The chamber is the dwelling area for Marevak, advisor to Zelligar and Rogahn.

The decor is rather pleasant, although uninspired. The floor is the most striking aspect of the room, for it is a continuation of the colored mosaic patterns of golden brown, white and black which are evidenced in the adjacent Room of Pools. There are some minimal furnishings in the room—a common bed, three chairs, a makeshift desk with a single drawer (locked), and a battered old table. The walls are barren rock, except for a framed picture hanging over the desk showing two figures standing side by side: a warrior of impressive proportions, and a wizened magic-user in a purple robe. This is actually a full-color painting, beautifully rendered, and in one corner is written in the elfish language the words: "To wise Marevak, worthy advisor and counselor, from a grateful Zelligar and Rogahn." These words are readable only to those who know the elfin language (or via a **read languages** spell), but the signed names of Zelligar and Rogahn will be apparent upon a close examination. In another corner of the painting is the signed name Tufloor—this being the artist who painted the picture, but this fact certainly not obvious to anyone finding the painting other than through deduction or by a character "asking around" once back in the civilized world.

The painting is quite large and bulky, as well as heavy, when removed from the wall. If carried undamaged out of the stronghold and back to civilization, it could bring up to 300 g.p. if sold. However, anyone trying to sell the painting for its value will run a 60% risk that the purchaser will recognize the origin of the painting—and if this word spreads at large, the seller may have attendant problems, since it will be obvious from where it was obtained.

The desk in the room is mostly empty, except for several attached sheets with various notes written in elfin. The first sheet is headed with the title, "Suggestions for the Further Development of Quasqueton," and the notes relate to certain details of construction for the stronghold (although there is no information of a sort to assist the adventurers, and no maps). The document (discernible only by those who know the elfin language or by a **read languages** spell) is signed at the bottom of each page by Marevak.

The locked drawer of the desk is well-secured, and any tampering (with the exception of a successful "remove trap" by a thief) will cause the release of a terrible gaseous emission which will be so penetrating as to drive all characters from the room for 1-4 hours, with no saving throw (this happens only once). The lock can only be picked by a thief character at his or her normal chances, but only a single try can be made—if he or she fails, the lock cannot be opened by that character. However, access to the drawer can be gained by dis-

mantling the desk, although this will require heavy blows from some kind of weapon (due to the noise, an extra check for wandering monsters must be made if this occurs). The contents of the drawer are determined by rolling a single twelve-sided die (only one roll is taken, for there is but a single item within): 1 **Potion of levitation**; 2 **Elven boots**; 3 10-100 g.p.; 4 A 50 g.p. gem (moonstone); 5 a golden medallion worth 20 g.p.; 6 **Read languages** scroll; 7 **Web** scroll; 8 **Cursed** scroll (permanently removes 1 point from charisma rating of first person to read it—**remove curse** (see D&D Expert rules) will not counteract it); 9 **Ring of protection +1**; 10 **Potion of healing** (two doses); 11 A **dagger +1** with ornately carved handle; 12 Nothing.

Monster:

Treasure & Location:

33. BARRACKS. This large, open room is the dwelling place for the guards and men-at-arms of the stronghold (most of whom left on the last adventure with Rogahn and Zelligar). Scattered throughout the room are about 40 common beds, and about half that number of chairs and stools. There are several large wooden tables along various walls, and at the south wall is a large wooden chest of drawers which is empty except for a few old socks, some common footwear, a few cloth vestments, and other similar items of no special value.

In the southwest corner of the room the floor slants toward the wall steeply and an opening (too small to give any access) leads into the wall. From the faint smell, it is apparent that this is some kind of crude toilet area.

The walls of the room are rough stone, but there are wall sconces designed to hold torches, and various pegs upon the wall. There are some odds and ends hanging from several of the pegs: an old battered shield, an empty canteen, a 20' section of light chain, a sheathed sword (old and rusty), and a bearskin.

Monster:

Treasure & Location:

34. ARMORY. This irregularly-shaped room is designed to house the arms supply of the stronghold. It is mostly empty now, however, since many of the arms were taken along on the last foray of the inhabitants of the hideaway.

When the room is entered, a slight whistling sound can be heard if the adventurers stand quietly. If the door is closed (unless spiked open it will close automatically one round after everyone has entered, and even if so secured, there is a 50% chance that it will close anyway) and the second exit is likewise closed, a howling wind will immediately result, with an 80% chance of putting out any torch carried by the adventurers, or a 50% chance to extinguish each lantern carried. The wind will cease whenever either or both of the exits is opened. Upon examination of the ceiling of the room (which is a full 20' from the floor), two sizable vents will be noticeable (neither providing usable access) to show that this is a natural, rather than magical, phenomenon.

The rock walls of this room are mostly smooth, and there are carved ledges within several of them. Wooden pegs also abound, and there are some items still left in place on the wall: a number of battered shields (several broken and in otherwise poor repair), bits and pieces of body armor (in uniformly poor condition), several crude bows (-2 "to hit" if used), a quiver of normal arrows, two swords (one in good condition), a dozen spears, two hand axes (one with a split

handle), a flail, a two-handed sword with broken blade, and a dagger. None of the items appears remarkable, although the flail, the dagger, and one of the swords seem to be usable and of normal value for such an item.

In the extreme southwest corner of the room are two locked chests, but they are empty. Both are large and bulky, as well as heavy.

Monster:

Treasure & Location:

35. GUEST CHAMBER. There are three identical guest chambers side by side, all opening into the same corridor. The rooms are all similarly furnished, with rough rock walls, and a minimum of furnishings: a wooden bed, a small table, and a single chair.

The middle chamber differs from the other two in one respect: there is a false door on its eastern wall. Although it seems to move just as a normal door would, it resists opening. If it is battered down, it will reveal only a stone wall behind it.

Monster:

Treasure & Location:

36. UTILITY ROOM. This extra room is empty and unused. Two special features of note near the room are described below:

FALSE STEPS. Although the steps here are very real, the entire area north of this room (the various winding corridors) is specially designed to confuse any explorers. The corridor leading past the guest chambers is on an upward slant which will be unnoticeable to casual adventurers (except dwarves, who will have a 2 in 6 chance to notice it). The stairs (8 of them) then lead downward, as if to another level—although this is only the impression created.

PIT TRAP. Just to the east of this room is a dead end to the corridor, with a false door on the north wall where the corridor stops. When any adventurer approaches the door (within 5'), the weight will trigger the trap, causing the entire 20' section of floor between the false door and the wall opposite it to open up. A giant crack opens in the center of the floor as the middle drops down and the sides slant inward, dropping all characters and their equipment through the 4' wide opening. The bottom of the trap, some 40' below, is a pool of cold spring water in room 50 of the lower level. Those falling through the trap will sustain 1-4 hit points each when they hit the water below. In addition, since the pool is about 8' deep, characters heavily encumbered (more than 50 coins of weight equivalent) will risk drowning unless they free themselves of the bulk and weight after landing in the water. If any character heavily encumbered does not, he or she will have a 90% chance of drowning, modified by a -5% per point of dexterity (for instance, a heavily encumbered character who elects not to unencumber and has a dexterity of 12 will only have a 30% chance of drowning— $90\% - [12 \times 5\%] = 30\%$ ). Items dropped to the bottom of the pool will be retrievable, but due to the extremely cold temperature of the water, characters will depend upon their constitution rating to see if they can stand the water enough to dive for things on the bottom. One check can be made for each character, with a 5% chance per point of constitution that they will be able to take the cold water (for example, a character with a constitution rating of 11 would have a 55% chance of being able

to take the cold water and dive effectively). If characters dive for items at the bottom of the pool, only one item at a time is retrievable and each dive takes one round (ten seconds) with two rounds between each dive for air. In any event, no character can stand to stay in the water for more than ten rounds—and one hour is required for rest and recovery after each diving session to dry off, fully warm up again, etc.

The trap, after being triggered and dropping persons from above to the pool, will close again until triggered once more from above. Refer to the room description of room 50 of the lower level for adventurers deposited here, and begin their progress from that location on the lower level map.

Monster:

Treasure & Location:



37. RECREATION ROOM. This room is designed for recreation and training, and was designed specially for Rogahn's use. The carved door, heavy and thick, bears a fancy "R" on its outer face.

The room is made for a variety of activities, as is apparent from its furnishings and contents. On the east and west walls, which are covered with pocked wood, are large archery targets, and six arrows are still stuck into the eastern target. Although there are several quivers of arrows around, there are no bows in the room.

There are several iron bars of varying length and weight in one corner of the room. These vary in circumference, and are apparently designed for weight lifting, although this fact is best discovered by the deduction of the players.

In another corner of the room, a metal bar is attached to the two walls and is about 7' off the floor. Nearby, a rope is suspended from the ceiling 20' above. Except for two heavy benches and a single stool, there are no furnishings in the room other than five heavy woven mats lying atop each other to form a sort of floor cushion measuring 20' by 20'. Hanging on the wall are several very heavy weapons which appear normal but which weigh almost double normal weight—a notched sword, a battle axe, a flail, and a mace. Leaning against the wall are two heavily battered shields.

Monster:

Treasure & Location:

## KEY TO THE LOWER LEVEL

The lower level of the complex is rough and unfinished. The walls are irregular and coarse, not at all like the more finished walls of the level above (except for the two rooms on this level which are more like those in the upper portion and in a state of relative completion). The corridors are roughly 10' wide, and they are irregular and rough, making mapping difficult. The floors are uneven, and in some cases rock chips and debris cover the pathways between rooms and chambers. The doors are as in the upper level, but the secret doors are either rock or disguised by rock so as to appear unnoticeable.

## WANDERING MONSTERS

Check every second turn; 1 in 6 (roll a 6-sided die). If a monster is indicated, roll a six-sided die again and compare to the list below to determine what type of monster appears. Then check for surprise. The abbreviations which follow are the same as used and explained in the section entitled MONSTER LIST.

1. Troglydites (1-4)-AC 5, HD 2\*, hp 9,8,5,4, #AT 3, D 1-4/1-4/1-4, MV 120' (40'), Save F2, ML 9
2. Crab Spider (1)-AC 7, HD 2\*, hp 12, #AT 1, D 1-8 + poison, MV 120'(40'), Save F1, ML 7
3. Kobolds (2-7)-AC 7, HD 1/2, hp 4,4,3,3,2,2,1, #AT 1, D 1-4 or weapon -1, MV 90' (30'), Save NM, ML 6
4. Orcs (1-8)-AC 6, HD 1, hp 6,5,5,4,4,3,3,2, #AT 1, D 1-6 or by weapon, MV 90' (30'), Save F1, ML 8
5. Zombies (1-2)-AC 8, HD 2, hp 8,7, #AT 1, D 1-8 or by weapon, MV 90' (30'), Save F1, ML 12
6. Goblins (2-7)-AC 6, HD 1-1, hp 5,5,4,4,3,2,1, #AT 1, D 1-6 or by weapon, MV 90' (30'), Save NM, ML 7

## ENCOUNTER AREAS

38. ACCESS ROOM. This room is filled with piles of rock and rubble, as well as mining equipment: rock carts, mining jacks, timbers, pickaxes, etc. It is apparent that there has been no mining activity for quite some time.

Monster:

Treasure & Location:

39. MUSEUM. This room is an unfinished museum, a special monument to the achievements of the stronghold's most illustrious inhabitants.

The west wall is a sectioned fresco showing various events and deeds from the life of Rogahn, and the several views pictured are: a young boy raising a sword, a young man slaying a wild boar, a warrior carrying off a dead barbarian, and a hero in the midst of a large battle hacking barbarian foes to pieces.

The east wall is a similar sectioned fresco showing cameos from the life of Zelligar: a boy gazing upward at a starry night sky, a young man diligently studying a great tome, an earnest magician changing water to wine before a delighted audience, and a powerful wizard casting a type of death fog over an enemy army from a hilltop.

The north wall section is unfinished, but several sections of frescoes show the two great men together: shaking hands for the first time in younger days, winning a great battle against barbarians in a hill pass, gazing upward together from the wilderness to a craggy rock outcropping (recognizable to the adventurers as the place where the stronghold was built), with a fourth space blank. Next to the frescoes are other mementoes from the past: a parchment letter of thanks for help in the war against the barbarians from a prominent landowner, a barbarian curved sword, and a skeleton of the barbarian chief (so identified by a wall plaque in the common language). There is more blank space on the wall, apparently for further additions to the room's collection of items.

The frescoes are painted and they cannot be removed. None of the mementoes is of any particular worth or value.

Monster:

Treasure & Location:

40.-56. CAVERNS OF QUASQUETON. The bulk of the lower level of the complex is a series of unfinished caves and caverns, which are mostly devoid of special detail—all being characterized by irregular walls of rough rock. Uneven floors strewn with bits of rock and rubble, and joined by winding corridors. The majority of the rooms are empty of furnishings.

40. SECRET CAVERN.

Monster:

Treasure & Location:

41. CAVERN.

Monster:

Treasure & Location:

42. WEBBED CAVE. The entrance to this room is covered with silky but sticky webs, which must be cut or burned through to gain access to it. See web spell for details in D&D Basic booklet.

Monster:

Treasure & Location:

43. CAVERN.

Monster:

Treasure & Location:

44. CAVERN.

Monster:

Treasure & Location:

45. CAVERN OF THE MYSTICAL STONE. This ante-chamber is the resting place for a large, glowing chunk of rock which appears to be mica. The stone radiates magic strongly.

The stone rests permanently in its place and is not removable. Although chips can easily be broken off the rock by hand, only one chip at a time may be broken away; until anything is done with it, the rest of the rock will remain impervious to breaking.

Once a chip is removed, its glow will begin to fade, and after three rounds (thirty seconds) it will be a normal piece of mica with no magical properties (as will be the case if it is removed from this room). The chip's magical properties are manifested only if it is consumed (or placed in the mouth) by any character before three rounds have passed after breaking off from the chunk. The magical effects are highly variable and each individual can only be once affected—even if a future return to the rock is made at a later time. If any character places a chip within his or her mouth, a 20-sided die is rolled to determine the effect according to the following table:

- 1 Immediately teleports the character and his gear to the webbed cave (room 42)
- 2 Immediately blinds the character for 1-6 hours of game time (no combat, must be led by other adventurers)
- 3 Raises strength rating permanently by 1 point
- 4 Raises charisma rating permanently by 1 point
- 5 Raises wisdom rating permanently by 1 point
- 6 Raises intelligence rating permanently by 1 point
- 7 Raises dexterity rating permanently by 1 point
- 8 Lowers strength rating permanently by 1 point
- 9 Lowers charisma rating permanently by 1 point
- 10 Lowers intelligence rating permanently by 1 point
- 11 Cures all damage on one character
- 12 Causes **invisibility** for 1-6 hours of game time (subject to normal restrictions)
- 13 Poison (saving throw at +1)
- 14 Makes a 500 g.p. gem (pearl) appear in character's hand
- 15 Gives a permanent +1 to any single weapon carried by character (if more than one now carried, roll randomly to determine which)
- 16 Heals all lost hit points of character (if any)
- 17 Causes idiocy for 1-4 hours (unable to function intelligently or fight, must be led by other adventurers)
- 18 Gives a special one-time bonus of 1-6 hit points to the character (these are the first ones lost the next time damage or injury is taken)
- 19 Gives a **curse**: the character will sleep for 72 hours straight each month, beginning one day before and ending one day after each new moon (can only be removed by a **remove curse** spell)
- 20 Has no effect

Monster:

Treasure & Location:

46. **SUNKEN CAVERN.** This small cavern lies at the bottom of a short, sloping corridor. The walls are wet with moisture, and glisten in any reflected light.

Monster:

Treasure & Location:

47. **CAVERN.**

Monster:

Treasure & Location:

48. **ARENA CAVERN.** This cavern, designed as a small theatre or arena, is unfinished. The center portion of the room is sunken about 15' below the floor level, and the sides slope downward from the surrounding walls to form a small amphitheatre.

Monster:

Treasure & Location:

49. **PHOSPHORESCENT CAVE.** This medium-sized cavern and its irregularly-shaped eastern arm present an eerie sight to explorers. A soft phosphorescent glow bathes the entire area independent of any other illumination, and the strange light is caused by the widespread growth (on walls, ceiling, and even parts of the floor) of a light purplish mold. The mold itself is harmless.

Monster:

Treasure & Location:

50. **WATER PIT.** This room contains the 8' deep pool of water into which any unwary adventurers are precipitated from the trap on the upper level (see the special description of the trap under the description of room 36). As described there, the water is extremely cold. Anyone entering the water (whether voluntarily or not) must spend a full hour recovering from its chilly effects.

The pool is about 20' across and is filled by a cold spring.

Monster:

Treasure & Location:

51. **SIDE CAVERN.** This cavern is unusual only in that its eastern rock wall is striated with irregular diagonal streaks of a bluish ore (of no unusual use or value to the adventurers).

Monster:

Treasure & Location:

52. **RAISED CAVERN.** This room, off the southeast corner of the grand cavern, is accessible by climbing four upward steps. Its eastern wall also shows diagonal streaks of the same bluish ore noticeable in room 51. The room has a low ceiling (only 5'), so some humans may find it difficult to stand fully erect.

Monster:

Treasure & Location:

53. **GRAND CAVERN OF THE BATS.** This majestic cave is the largest in the complex, and is impressive due to its size and volume, for the ceiling is almost 60' above. A corridor sloping downward into the cavern (noticeable even by non-dwarves) gives primary access to the room on its south wall. A secondary entrance/exit is via a secret door to the west, while steps to the southeast lead up to room 52.

A southwestern arm of the room leads to an alcove of rock pillars of unusual and irregular shape, and these run from floor to ceiling to form a very meager catacomb.

When it is daytime in the outer world, a small opening in the ceiling just off a midway point of the north wall will show daylight. (If the DM has not been meticulously charting time as night vs. day, there will be a 60% chance of daylight being visible at the time the adventurers enter the room; if not, it will be very difficult to notice the opening—only a 10% chance per adventurer observing the ceiling.) The opening in the ceiling (which will be totally inaccessible to any and all attempts by adventurers to reach it) is used by the many thousands of bats which live on the ceiling of the cavern by day and which venture out at sunset each day for feeding. (Again, if exact time is not being tracked, a die roll may be necessary to determine what time of day the adventurers reach the cavern and whether or not the bats are present or active.)

The bats are nocturnal animals, but the species living in this particular cavern is very easily agitated. Any party of adventurers entering the cavern with torches or other bright sources of light (including unshielded lanterns) will have a base 5% chance per light source per turn (10 minutes) of disturbing the bats and causing them to swarm. In addition, any noises above subdued conversation will add another 10% to the chance of disturbing the bats, assuming of course that they are present in the cave when the party enters. (For example, a party with 4 torches would have a 20% chance of disturbing the bats and causing them to swarm, or 30% if they are arguing in addition.)

If the bats are disturbed, first a few begin squeaking and flying around (this will of course occur if any sleeping bats are physically prodded or awakened), then more and more until the mass becomes a giant churning swarm (this will take only two melee rounds, or twenty seconds). The swarming bats will squeak and squawk, flying madly about. They will fill the grand cavern and overflow into adjacent areas and corridors, but those flying out of the cavern will soon return. While swarming, the bats will buzz and harry any persons in the cavern or adjacent corridors, zooming past them at high speed while others hover about. Occasionally, one of the bats will try to land on a character (50% chance each round) to deliver a pinching bite which is unpleasant but harmless.

If adventurers leave the grand cavern and remove their light sources with them, the swarm of bats will slowly cease their activity and return to their inverted perches (this takes about 30 minutes). If the adventurers stay in the room, extinguish their lights, and lie silently on the floor for the same period of time, the bats will return to their dormant state.

Characters fighting swarming bats will find the task hopeless due to their sheer number, but attempts can be made using any hand held weapon larger than a dagger, with an 18, 19 or 20 needed to hit with a 20-sided die. Bats landing to bite can be hit on any roll of 7 or above. A single hit will kill any bat.

Characters fighting or otherwise enduring swarming bats will automatically be caught by surprise if any wandering monster comes upon them while they are doing so. Fighting the bats makes enough noise to necessitate an additional special roll for wandering monsters.

A sort of fluffy and dusty guano covers the floor of the grand cavern, quite different from the droppings of most other species of bats.

The bats will return and leave at sunset each day until returning as a swarm at the following dawn.

Monster:

Treasure & Location:

54. TREASURE CAVE. This secret room, itself opening to a corridor shielded by secret doors on either end, was designed as the hiding place for the valuables in the stronghold. There is a scattering of gold pieces (11-30; roll a twenty-sided die and add 10) on the floor of the room, and three locked chests (which are empty unless noted below).

Two short human statues (appearing lifelike, as if made from wax) are within the room. As soon as any item of value is touched or disturbed, both will immediately spring to life and draw their swords and attack the party. These are magical berserkers (4 Hit Points each, Armor Class 7) who will fight to the death. Neither has any treasure on his person.

Monster:

Treasure & Location:

35. EXIT CAVE. This large cavern is otherwise unremarkable, except for the fact that a secret one-way passage out of the stronghold is hidden in the northeast corner of the cave. This secret exit is triggered by pushing on a loose rock within the wall, at which time the opening occurs in the wall, leading to the outside world. The opening allows access for only 10 seconds, at which time it closes once more, and will not be triggered for another 24 hours.

If characters take advantage of this exit, they will find themselves on a rock ledge about 3 feet wide and 20 feet long. If they use ropes to scale down, they can rappel without too much difficulty to a location some 40 feet below where the drop is less steep and a descent can be made through the trees and vegetation toward the valley below. If the characters stand on the ledge and observe the view, they will notice that they are on the north face of the massive outcropping which houses the stronghold, whereas the other entrance is on the south face. Because of the wilderness which surrounds the entire area, it may take some doing to return to civilization or home.

The secret exit is but a one-way access, and allows only egress from the stronghold, never entrance. There is no way to trigger the door from the outside, and even if this were possible, a permanent magic spell upon the exit totally prevents movement into the complex via the opening.

Monster:

Treasure & Location:

56. CAVERN OF THE STATUE. In the southern end of this cavern is a solitary stone figure, roughly sculpted from the same black stone of the cavern walls and firmly anchored to the floor. The figure, obviously a human male (although lacking any finished detail), stands some 5 feet high, with both arms slightly outstretched and pointing to the jagged rock outcropping which divides the two corridors to the north-northeast. The statue is too heavy to be moved, and will completely resist any attempts to budge or topple it.

PIT TRAP. Just outside this cavern, in the corridor which leads eastward, is a large covered pit at the intersection of three corridors. The pit is about 12' across and 10' deep. A fall into this pit will inflict 1-4 hit points of damage, and any characters

reaching the area will have a basic 70% chance of falling in, with a 30% chance of noticing the trap (the danger would be greater if, for instance, they were running rather than simply exploring). If characters in the first rank of a party fall in, there is only a 20% chance of the next row of characters falling, and each checks separately as before. The trap, once sprung, does not shield the pit any further, and the pit will be noticeable.

Monster:

Treasure & Location:

## THIS ENDS THE MODULE "SEARCH FOR THE UNKNOWN"

### KEYING THE DUNGEON

Once the Dungeon Master has read the entire module over one or more times and has gained a working familiarity with it, he or she is ready to key it. In doing so, the DM will take the basic descriptive framework and add his or her own ideas as to how and where the various monsters and treasures are located. The result will be a dungeon with his or her own indelible stamp, a bit different from all others—even those using the same descriptive outline.

With over fifty rooms and chambers noted on the two level maps by numbers (and several other unmarked open areas), there is plenty of space to explore (though this dungeon is actually quite small compared to most). With 15 to 25 listed treasures (plus a few items of value that are part of the basic furnishings) and 16 to 20 monsters to place, the DM is offered a real choice in setting up the dungeon, for it is he or she who will decide on which areas are forbidding with danger or rich with reward.

The monsters (number keyed 1. to 25.) and the treasures (lettered A to HH) should be placed with care and consideration and in many cases there should be a reason or rationale *why* something is located where it is. Just as there is a logical explanation behind the entire setting or scenario, so too should there be a similar thought behind what is to be found within the dungeon. Of course, in some cases, the unexpected or the inexplicable will be the exception—not everything should follow the normal order of things or be too predictable for the players.

As mentioned previously elsewhere, not every room or chamber will have a monster, a treasure, or both. As a matter of fact, quite a number of places will simply be empty, while others may hold a monster with no treasure, or, rarely, a treasure without a monster guarding it. In the latter instance, the unguarded treasure will likely be well-hidden (as indeed any treasure can be) or concealed to make the room appear empty. Finally, in some instances, a room may contain a monster (being in its lair) as well as a treasure it is guarding, either wittingly (if it is its trove) or unwittingly (if its appearance there was only coincidental). In such a case, it will be necessary to defeat (either by killing or driving away) the monster or monsters before any attempt to discover or garner the treasure is made . . .

Although monsters will inevitably make their presence known, treasures are usually not obvious. It is up to players to locate them by telling the DM how their characters will conduct any attempted search, and it is quite conceivable that they could totally miss seeing a treasure which is hidden or concealed. In fact, any good dungeon will have undiscovered treasures in areas that have been explored by the play-

ers, simply because it is impossible to expect that they will find every one of them.

Once the DM has decided on where to place the various monsters and treasures, he or she keys both the maps and the descriptive copy within this booklet by using the letter and number codes for treasures and monsters, respectively. On the two game maps, he or she marks (preferably using a colored pencil for readability and possible erasure) the letter (for treasure) in each room containing a treasure from the master list. The DM then places a number (for monsters) in each room which will contain a monster, and may also make a note on the map what type of monster is there ("orcs" or "troggs," for instance). Each monster or treasure listing should appear but once on the game map when finished. The DM then refers to the descriptions of each room or chamber within the body copy of this booklet, and fills in the blanks following the proper sections corresponding to the marked map with the pertinent details and any side notes on: what monster is located there (if any), where it hides (if it does so—not all will hide), what treasure is located within the room (if any), where it is located, and how it is hidden or protected (if it is). Any remaining space should be reserved for further notes, especially listing of the effects caused by subsequent player adventuring—monsters scared away to new locations, creatures slain, treasures removed, equipment abandoned, etc. Of course, notes on the map can likewise be made as desired.

Once the dungeon has been keyed, it is ready for exploration by the players. Good luck, and have fun! Follow these guidelines when setting up your own dungeon from scratch, and you should be successful.

### MONSTER LIST

The monsters occupying the area to be explored are an assortment of creatures, some of which are former inhabitants (orc and kobold slaves), and some of which have moved into the dungeon by unknown means.

The monsters (keeping in mind that the term refers to any encounter, no matter what the creature type) can be encountered in two ways: either in their "lair" (the particular room or chamber where they live, as keyed by the Dungeon Master), or as "wandering monsters." The latter encounters are more irregular, uncertain, and unpredictable as adventurers happen to meet the monsters on a random basis while exploring.

The monster list below is keyed by number for easy reference, and shows the monsters which will be shown on the game map as being in their "lair." The wandering monster lists appear within the descriptive copy of the module and are given prior to the information on each of the two levels of the dungeon—one being for the upper level, and the other for the lower level.

Monsters are shown on the list with pertinent details given (consult the descriptions within the D&D game booklet for further information on each type), thus allowing them to be employed by the DM when encountered without additional dice rolling (except for the initial roll to determine number appearing). **Important: although there are 25 listings, the Dungeon Master should use only 16 to 20 of them in the dungeon, placing some on each of the two levels in the rooms and chambers desired. The remainder are unused.**

The following are brief explanations of the abbreviations used in the monster lists. **Name**—an asterisk (\*) after a name indicates that a special weapon or attack form is needed to hit this monster, **(#)**—number appearing, this type of die

should be rolled to determine the number of monsters, **AC**—armor class, **HD**—hit dice, an asterisk (\*) after hit dice means that the special abilities bonus should be added when calculating experience, **hp**—hit points, the number of hit points that each monster has, **#AT**—number of attacks, **D**—damage done by each attack given in ranges of hit points, **MV**—move of the monster in feet per turn (and feet per round). **Save**—the class and level at which the monster makes its saving throws, D = dwarf, F = fighter, NM = normal man, T = thief, **ML**—morale (optional, see page B27 of the D&D Basic rulebook).

## MONSTERS

1. Orcs (1-4)-AC 6, HD 1, hp 5,4,3,2, #AT 1, D 1-6 or by weapon, MV 90' (30'), Save F1, ML 8
2. Troglodytes (1-2)-AC 5, HD 2\*, hp 7,3, #AT 3, D 1-4/1-4/1-4, MV 120' (40'), Save F2, ML 9
3. Kobolds (2-9)-AC 7, HD 1/2, hp 4,4,3,3,3,2,2,1 #AT 1, D 1-4 or weapon -1, MV 90' (30'), Save NM, ML 6
4. Ghouls (1-2)-AC 6, HD 2\*, hp 6,4, #AT 3, D 1-3 each + special, MV 90' (30'), Save F2, ML 9
5. Giant Centipedes (1-4)-AC 9, HD 1/2, hp 2,2, #AT 1, D poison, MV 60' (20'), Save NM, ML 8
6. Carrion Crawler (1)-AC 7, HD 3+1\*, hp 6, #AT 8, D paralysis, MV 120' (40'), Save F2, ML 9
7. Orcs (2-7)-AC 6, HD 1, hp 5,5,4,4,3,2,1, #AT 1, D 1-6 or by weapon, MV 90' (30'), Save F1, ML 8
8. Crab Spiders (1-2)-AC 7, HD 2\*, hp 6,5, #AT 1, D 1-8 + poison, MV 120' (40'), Save F1, ML 7
9. Troglodytes (1-2)-AC 5, HD 2\*, hp 10,4, #AT 3, D 1-4/1-4/1-4, MV 120' (40'), Save F2, ML 9
10. Black Widow Spider (1)-AC 6, HD 3\*, hp 13, #AT 1, D 2-12 + poison, MV 60' (20'), in web 120' (40'), Save F2, ML 8
11. Stirges (2-5)-AC 7, HD 1\*, hp 4,4,3,2,2, #AT 1, D 1-3, MV 30' (10'), flying 180' (60'), Save F2, ML 9
12. Gnolls (1-4)-AC 5, HD 2, hp 13,7,6,3, #AT 1, D 2-8 or by weapon +1, MV 90' (30'), Save F2, ML 8
13. Shriekers (1-4)-AC 7, HD 3, hp 14,10,10,8 #AT special, D nil, MV 9' (3'), Save F1, ML 12
14. Skeletons (1-6)-AC 7, HD 1, hp 4,4,3,3,2,1, #AT 1, D 1-6 or by weapon, MV 60' (20'), Save F1, ML 12
15. Hobgoblins (2-5)-AC 6, HD 1+1, hp 9,8,6,4,3, #AT 1, D 1-8 or by weapon, MV 90' (30'), Save F1, ML 8
16. Goblins (1-8)-AC 6, HD 1-1, hp 7,5,4,3,3,3,2,1, #AT 1, D 1-6 or by weapon, MV 90' (30'), Save NM, ML 7
17. Giant Rats (2-7)-AC 7, HD 1/2, hp 4,3,3,2,2,1,1, #AT 1, D 1-3 + disease, MV 120' (40'), swimming 60' (20'), Save NM, ML 8
18. Zombies (1-2)-AC 8, HD 2, hp 10,7, #AT 1, D 1-8 or by weapon, MV 60' (20'), Save F1, ML 12

19. Kobolds (2-5)-AC 7, HD 1/2, hp 4,4,4,2,1, #AT 1, D 1-4 or weapon -1, MV 90' (30'), Save NM, ML 6
20. Bandits (1-4)-AC 6, HD 1, hp 7,5,4,2, #AT 1, D 1-6 or by weapon, MV 90' (30'), Save T1, ML 8
21. Ochre Jelly\* (1)-AC 8, HD 5\*, hp 16, #AT 1, D 2-12, MV 30'(10'), Save F3, ML 12
22. Gnomes (2-5)—AC 5, HD 1, hp 7,5,4,2,1, #AT 1, D 1-6 or by weapon, MV 60' (20'), Save D1, ML 8
23. Orcs (2-7)—AC 6, HD 1, hp 8,6,5,4,4,2,2, #AT 1, D 1-6 or by weapon, MV 90' (30'), Save F1, ML 8
24. Crab Spiders (1) AC 7, HD 2\*, hp 7, #AT 1, D 1-8 + poison, MV 120'(40'), save F1, ML 7
25. Goblins (1-6)-AC 6, HD 1-1, hp 6,5,5,4,3,2, #AT 1, D 1-6 or by weapon, MV 90' (30'), Save NM, ML 7

## TREASURE LIST

Listed below are 34 different treasures, each letter-coded for easy reference.

Considering their very nature, treasures, in most instances, should be concealed or hidden cleverly. The Dungeon Master should use his or her imagination in devising ways to hide items from discovery. Some suggestions for treasure location might be: inside an ordinary item in plain view, within a secret compartment in a container, disguised to appear as something else, under or behind a loose stone in the floor or wall, under a heap of trash or dung, or similarly hidden. Occasionally a treasure may be easily noticed, but this should be the exception rather than the rule.

In some instances, valuable treasure will be protected by locks, traps, or protective magic. The more deadly protections are reserved for more experienced adventurers, so any such devices will be uncommon in dungeons designed for beginning players, such as this one. The DM should feel free to create an occasional protection which may confuse or delay characters attempting to find a particular treasure, however.

Remember that all coin values are based on a gold piece (g.p.) standard, with equivalent values being: 100 copper pieces (c.p.) = 10 silver pieces (s.p.) = 2 electrum pieces (e.p.) - 1 gold piece (g.p.) - 1/5 platinum piece (p.p.). All coin weights and sizes are approximately equal.

- A) Leather pouch with 10 e.p.
- B) 15 **g.p.**
- C) 28 **g.p.**
- D) Small wooden box with 35 g.p.
- E) Dagger with jeweled handle (2—50 g.p. gems, onyx)
- F) 20 **s.p.**
- G) 8—10 g.p. gems (agate)
- H) **Mace +1**
- I) False map (shows room and adjacent corridor in detail; nothing else is accurate)
- J) **Spear +2**
- K) 120 **g.p.**



- L) Silver medallion on chain worth 500 s.p.
- M) 100 g.p. gem (pearl)
- N) 2450 c.p.
- O) Onyx statue worth 200 g.p.
- P) 820 s.p.
- Q) 4—100 g.p. gems (garnets)
- R) 620 g.p. in locked chest
- S) Scroll of 2 Spells (Cleric): 2 **cure light wounds** (or roll at random for determination)
- T) False **magic wand** (finely detailed; radiates magic but has no other magical properties)
- U) **Bag of devouring**
- V) 500 g.p. gem (peridot)
- W) **Shield +1**
- X) Bronze statuette, inlaid with silver and copper, worth 115 g.p.
- Y) Silver mirror of exceptional quality, 90 g.p. value
- Z) **Chainmail +1**
- AA) Gold ring (non-magical) worth 10 g.p.
- BB) Scroll of 1 Spell (Magic-User): **sleep** (or roll at random for determination)
- CC) Silver bracelet worth 80 s.p.
- DD) 840 c.p., 290 s.p., 120 e.p., 25 g.p. in locked chest
- EE) **Ring of protection +1**
- FF) 4 small gold rods, each worth 30 g.p.
- GG) Crystal goblet worth 15 g.p. (engraved with the word "Quasqueton")
- HH) Potion: **invisibility** (2 doses, each with a duration of 2 hours)

**Special note:** Even though 34 treasures are listed here, only between 15 to 25 of them should actually be placed in the dungeon by the Dungeon Master. The remainder should go unused. When treasures are chosen and placed, a good assortment of items should be represented: some very valuable, some worthless, most in between. The letter type treasures listed under the monster specifications in the D&D Basic booklet are ignored in this module, as the above treasure list replaces them and monsters encountered will possess or guard the appropriate treasure assigned by the referee's listings.

#### THE CHARACTER LISTS

The character lists are designed for multi-purpose use. First of all, they can be used by players to select a player character if they choose to do so rather than roll up abilities of their own. And secondly, they can be used as non-player charac-

ters in the position of retainers. In either case, certain dice rolls will be made to determine various particulars about each character. There are separate lists of 12 characters each. The guidelines below explain how to use the lists depending upon desired applications.

#### Selecting A Player Character From The Character Lists

If a player prefers to choose a character from the lists rather than roll one up, he or she first determines the class of character he or she wishes to play. The player then examines the list of character names and races which appears on the back side of the "Players' Background Sheet," and either chooses one or rolls a 12-sided die to determine which one will be used. In any event the choice is made without knowing further details about the character's exact ability ratings, which will be given to the player by the Dungeon Master once the decision is made. The ability ratings are fixed, and may not be adjusted.

Once a player has gotten a character in this manner, he or she records the ability ratings and selects the character's alignment (lawful, chaotic or neutral, with law or neutrality prevailing in this module setting). The player then determines wealth owned, purchases equipment, determines hit points, and chooses spells as normally. All characters will begin at first level of experience.

#### Using The Character Lists For Retainers or NPC's

Players about to embark on an adventure might well wish to have additional assistance on the part of other fellow explorers, and these other adventurers are non-player characters who will serve either for pay (as hirelings) or out of respect and loyalty (as henchmen).

Non-player characters, although not always plentiful, are nonetheless easier to find than retainers. They will serve for a fee, as well as a cut of any treasure gained—their exact price to be determined by the DM, who then interacts with the players if any bargaining is necessary, taking the part of the non-player character.

Retainers are usually characters who will be willing to serve a particular character out of admiration or respect without special regard for compensation. In any case, with only 1st level characters, players cannot expect to attract retainers until they have accomplished enough to gain a bit of reputation and notice. Thus, any non-player character gained for an adventure will have only a 20% chance of being a retainer. (Of course, this fact is not crucial to the immediate adventure, but may bear upon future considerations . . .) Note that no retainer will serve a character of lower level.

The number of non-player characters available to a party of player characters is determined by consulting the table below, and by appropriate dice rolls as noted. The number of NPC's available depends upon the number of player characters in the party—the more player characters participating, the fewer NPC's available.

#### AVAILABILITY OF NON-PLAYER CHARACTERS

Player Characters	Chance for Non-Player Characters & Number Available
2	100% chance of 1-4
3	75% chance of 1-3
4	50% chance of 1-2
5	25% chance of 1
6 or more	None

Once a party of players has determined that one or more non-player characters will be willing to join their adventuring group (dependent upon the financial arrangements being finalized), a 12-sided die is rolled for each NPC to determine their character class based on the following table:

## CHARACTER CLASSES OF HENCHMEN/HIRELINGS

- 1 Fighter\*
- 2 Fighter\*
- 3 Fighter\*
- 4 Cleric
- 5 Cleric
- 6 Thief
- 7 Thief
- 8 Magic-user\*\*
- 9 Magic-user\*\*
- 10 Any class desired
- 11 Any class desired
- 12 Any class desired

\*Also Dwarves and Halflings

\*\*Also Elves

Example: Three player characters—a magic-user, fighting man, and thief—wish to bolster the strength of their adventuring band by having others join the group. They have a 75% chance of locating 1-3 interested non-player characters who will listen to their offer and, if reasonable, likely be agreeable to joining the party for at least a single adventure. If they fail to locate any willing non-player characters, they will be forced to adventure without them, at least initially.

Once a class for each non-player character has been determined (this can be done prior to any terms being offered by the player characters), a 12-sided die should be rolled on the specific table corresponding to that type of character class to determine the individual character's name and race (although his or her other ability ratings will not be known by the players until he or she actually joins their group. If the arrangement is finalized, the DM gives the players specifics on the non-player character's abilities, as well as other pertinent details) which are described following each character list depending upon the particular class). The alignment of any non-player character will generally be compatible with the rest of the group, although there is a slight (10%) chance that a non-player character will be chaotic while professing otherwise, thus seeking to hoodwink the party and perhaps take advantage of them when the opportunity arises.

Non-player characters will carry no wealth other than 1-6 gold pieces for incidental expenses. In most cases, they will carry their own weapon and/or armor. However, player characters may purchase additional equipment, arms, or armor for them to use while adventuring—either as a loan or an outright gift—or even give them their own. Attention must be paid to character class restrictions in this regard, however.

Important: non-player characters may vary widely in personality. The Dungeon Master plays their part to a great degree, although the players indicate what instructions or orders they are giving to the non-player characters during the course of the adventure. The DM can choose any personality he wants for a non-player character, or can determine the various aspects by rolling for the categories of attitude, disposition, courage, and loyalty on the following chart. Players are

never informed of the exact personalities of non-player characters: they will discover them through interaction with the characters (as portrayed by the DM) and by observing them in the course of the adventure.

## NON-PLAYER CHARACTER PERSONALITY

<u>Attitude</u>	<u>Courage</u>
1 Helpful/cooperative	1 Reckless/daring
2 Helpful/cooperative	2 Courageous
3 Helpful/cooperative	3 Normal
4 Apathetic/lazy	4 Normal
5 Unreliable	5 Hesitant
6 Obstinate/argumentative/domineering	6 Cowardly
<u>Disposition</u>	<u>Loyalty</u>
1 Greedy/selfish	1 Loyal
2 Normal	2 Loyal
3 Normal	3 Normal
4 Normal	4 Normal
5 Normal	5 Fickle
6 Unselfish	6 Fickle

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## CLERICS

1. Famed of the Great Church  
Str 7, Int 10, Wis 14, Con 9, Dex 14, Cha 9
2. Dohram, Servant of Saint Carmichael  
Str 10, Int 10, Wis 14, Con 10, Dex 11, Cha 12
3. The Mystical One  
Str 12, Int 10, Wis 15, Con 15, Dex 8, Cha 14
4. Mulgar the Merciful  
Str 10, Int 10, Wis 18, Con 8, Dex 12, Cha 17
5. Seeful the Unforgiving  
Str 6, Int 8, Wis 12, Con 12, Dex 11, Cha 10
6. Philgo  
Str 9, Int 10, Wis 13, Con 9, Dex 7, Cha 12
7. Tassit, Servant of Saint Cuthbert  
Str 11, Int 9, Wis 12, Con 10, Dex 7, Cha 11
8. Wilberd the Silent  
Str 13, Int 8, Wis 17, Con 12, Dex 9, Cha 10
9. Kracky the Hooded One  
Str 8, Int 14, Wis 16, Con 8, Dex 8, Cha 12
10. Grampal of the Secret Church  
Str 12, Int 11, Wis 12, Con 10, Dex 9, Cha 10
11. Nupo, Servant of The Bringer  
Str 10, Int 7, Wis 15, Con 17, Dex 10, Cha 8
12. Eggo of the Holy Brotherhood  
Str 7, Int 10, Wis 13, Con 8, Dex 9, Cha 11

Non-player clerics will usually possess holy water as a matter of course, as well as a single non-edged weapon. A 6-sided die can be rolled once for each category shown below to determine the arms and armor of any non-player cleric:

Arms	Armor
1 Club	1 None
2 Club	2 Leather armor
3 Hammer	3 Leather armor
4 Hammer	4 Leather and shield
5 Flail	5 Chainmail
6 Mace	6 Chainmail and shield

All non-player clerics are of first level and use one 6-sided die to determine hit points, except for an independent NPC (one joining the adventure on his or her own rather than out of loyalty or for a fee other than a treasure share). An independent NPC cleric will be of either first, second, or third level depending upon a roll on the table which follows:

Level	Hit Dice	Spells Known
1 First	1d6	None
2 First	1d6	None
3 Second	2d6	Use table C, one roll
4 Second	2d6	Use table C, one roll
5 Third	3d6	Use table C, two rolls
6 Third	3d6	Use table C, two rolls

Table C below is used to determine randomly which spell or spells any non-player cleric knows. First level clerics have no spell ability. Player character clerics do not utilize this table; they choose which spells they wish to use according to the guidelines in the D&D Basic booklet.

## Table C

- 1 Cure Light Wounds
- 2 Cure Light Wounds
- 3 Cure Light Wounds
- 4 Detect Evil
- 5 Detect Magic
- 6 Detect Magic
- 7 Light
- 8 Light
- 9 Protection from Evil
- 10 Purify Food and Water
- 11 Remove Fear
- 12 Resist Cold

## FIGHTERS, DWARVES & HALFLINGS

1. Brandon (Human)  
Str 14, Int 8, Wis 11, Con 13, Dex 9, Cha 12
2. Evro (Human)  
Str 14, Int 13, Wis 7, Con 12, Dex 11, Cha 9
3. Glendor the Fourth (Human)  
Str 17, Int 10, Wis 9, Con 14, Dex 9, Cha 14
4. Zeffan (Dwarf)  
Str 14, Int 11, Wis 8, Con 8, Dex 14, Cha 7
5. Alho Rengate (Human)  
Str 12, Int 10, Wis 9, Con 11, Dex 12, Cha 12
6. Krago of the Mountains (Dwarf)  
Str 18/54, Int 9, Wis 15, Con 16, Dex 9, Cha 14
7. Pendor (Halfling)  
Str 12, Int 9, Wis 8, Con 10, Dex 6, Cha 10
8. Mohag the Wanderer (Human)  
Str 13, Int 12, Wis 9, Con 10, Dex 6, Cha 10
9. Norrin the Barbarian (Human)  
Str 15, Int 8, Wis 10, Con 14, Dex 9, Cha 9
10. Lefto (Halfling)  
Str 11, Int 10, Wis 11, Con 18, Dex 8, Cha 10
11. Webberan of the Great North (Human)  
Str 16, Int 10, Wis 13, Con 10, Dex 7, Cha 7
12. Sho-Rembo (Halfling)  
Str 9, Int 11, Wis 9, Con 18, Dex 9, Cha 15

To determine arms and armor for non-player fighters, halflings, dwarves or elves, roll once on each end of the tables below with a 12-sided die:

Arms	Armor
1 Dagger and hand axe	1 Shield only
2 Dagger and sword	2 Leather armor
3 Hand axe	3 Leather and shield
4 Mace	4 Leather and shield
5 Sword	5 Leather and shield
6 Sword	6 Leather and shield +1
7 Sword +1	7 Chainmail
8 Pole arm	8 Chainmail
9 Pole arm	9 Chainmail and shield +1
10 Morning star	10 Chainmail and shield +1
11 Flail	11 Plate mail
12 Short bow and 12 arrows	12 Plate mail and shield

All non-player fighters, dwarves and halflings are of first level and use one 8-sided die (or d6 for halflings) to determine hit points, except for an independent NPC (one joining the adventure on his or her own rather than out of loyalty or for a fee other than a treasure share). An independent NPC will be of either first, second, or third level depending upon a roll on the following table:

Level	Fighters' & Dwarves' Hit Dice	Halflings' Hit Dice
1 First	1d8	1d6
2 First	1d8	1d6
3 Second	2d8	2d6
4 Second	2d8	2d6
5 Third	3d8	3d6
6 Third	3d8	3d6

### MAGIC USERS & ELVES

- Presto (Elf)  
STR 9, Int 17, Wis 11, Con 14, Dex 11, Cha 14
- Mezlo (Elf)  
Str 11, Int 14, Wis 8, Con 9, Dex 12, Cha 13
- Nickar (Human)  
Str 11, Int 15, Wis 8, Con 12, Dex 5, Cha 13
- Shobaffum (Human)  
Str 7, Int 13, Wis 9, Con 13, Dex 11, Cha 10
- Yor (Human)  
Str 11, Int 14, Wis 8, Con 12, Dex 5, Cha 13
- Ralt Gaither (Human)  
Str 11, Int 18, Wis 7, Con 9, Dex 14, Cha 10
- Fencig (Elf)  
Str 8, Int 17, Wis 10, Con 5, Dex 11, Cha 9
- Glom the Mighty (Human)  
Str 12, Int 15, Wis 15, Con 7, Dex 10, Cha 11
- Trebbelos, Boy Magician (Human)  
Str 9, Int 16, Wis 9, Con 7, Dex 12, Cha 13
- Beska Miltar (Human)  
Str 10, Int 13, Wis 12, Con 15, Dex 8, Cha 14
- Lappoy the Unexpected (Elf)  
Str 11, Int 14, Wis 9, Con 10, Dex 7, Cha 9
- Surfal (Human)  
Str 12, Int 14, Wis 11, Con 8, Dex 12, Cha 5

Non-player magic-users will wear no armor and generally will be armed with nothing other than a dagger. All non-player magic users are of first level and use one 4-sided die to determine hit points, except for an independent NPC (one joining the adventure on his or her own rather than out of loyalty

or for a fee other than a treasure share). An independent NPC magic-user will be of either first, second, or third level depending upon a roll on the table which follows:

Level	Magic-Users' Hit Dice	Elves' Hit Dice	Spells Known
1 First	1d4	1d6	Use table A, one roll
2 First	1d4	1d6	Use table A, one roll
3 Second	2d4	2d6	Use table A, two rolls
4 Second	2d4	2d6	Use table A, two rolls
5 Third	3d4	3d6	Use table A, two rolls and Table B, one roll
6 Third	3d4	3d6	Use table A, two rolls and Table B, one roll

Non-player elves are determined as above but use the fighters' arms and armor tables to determine equipment.

Tables A and B below are used to determine randomly which spell or spells any non-player magic-user or elf knows. All first level magic-users and elves make but a single roll on Table A. Player character magic-users and elves do not utilize this table; they check which spells they can know according to the guidelines in the D&D Basic booklet.

#### Table A

- Charm Person
- Charm Person
- Charm Person
- Detect Magic
- Detect Magic
- Floating Disc
- Hold Portal
- Light
- Light
- Magic Missile
- Magic Missile
- Protection from Evil
- Read Languages
- Read Magic
- Shield
- Shield
- Sleep
- Sleep
- Sleep
- Ventriloquism

#### Table B

- Continual Light
- Continual Light
- Detect Evil
- Detect Invisible
- ESP
- ESP
- Invisibility
- Invisibility
- Knock
- Knock
- Levitate
- Levitate
- Locate Object
- Magic Mouth
- Mirror Image
- Mirror Image
- Phantasmal Forces
- Web
- Web
- Wizard Lock



## THIEVES

1. Luven Lightfinger  
Str 13, Int 14, Wis 9, Con 12, Dex 16, Cha 13
2. Treddo  
Str 10, Int 9, Wis 7, Con 11, Dex 17, Cha 14
3. Bozomus  
Str 5, Int 9, Wis 12, Con 6, Dex 13, Cha 12
4. Estra Zo  
Str 12, Int 12, Wis 11, Con 7, Dex 16, Cha 12
5. Laggamundo  
Str 11, Int 10, Wis 9, Con 13, Dex 13, Cha 6
6. Feggenger the Quick  
Str 10, Int 9, Wis 7, Con 11, Dex 17, Cha 14
7. Mezron  
Str 5, Int 9, Wis 12, Con 6, Dex 13, Cha 12
8. Drebb  
Str 7, Int 12, Wis 10, Con 11, Dex 12, Cha 11
9. Postue  
Str 10, Int 8, Wis 7, con 10, Dex 18, Cha 12
10. Harg of the City Afar  
Str 9, Int 13, Wis 10, Con 6, Dex 15, Cha 8
11. Afton Borr  
Str 11, Int 11, Wis 8, Con 10, Dex 13, Cha 9
12. Sporragha  
Str 10, Int 7, Wis 11, Con 14, Dex 12, Cha 18

To determine the arms and armor of any non-player thieves, roll a 6-sided die once on each of the following tables:

Arms	Armor
1 None	1 None
2 None	2 None
3 Dagger	3 Leather armor
4 Dagger	4 Leather armor
5 Dagger	5 Leather armor
6 Dagger +1	6 Leather armor +1

All non-player thieves are of first level and use one 4-sided die to determine hit points, except for an independent NPC (one joining the adventure on his or her own rather than out of loyalty or for a fee other than a treasure share). An independent NPC will be of either first, second, or third level depending upon a roll on the following table:

Level	Hit Dice	Thief Ability Category
1 First (Apprentice)	1d4	1
2 First (Apprentice)	1d4	1
3 Second (Footpad)	2d4	2
4 Second (Footpad)	2d4	2
5 Third (Robber)	3d4	3
6 Third (Robber)	3d4	3



## PLAYERS' BACKGROUND SHEET

Here is the standard background setting for all players to read prior to their first adventure:

Rogahn the Fearless and Zelligar the Unknown are legendary names. Even you, a young fledgling in a town far from the great cities of your world, know of their reputation—even though their tale begins long before you were born. The elders and the sages speak both names with respect, even awe, in a distant admiration for the memories of the two legendary figures . . .

You have heard parts of the story before, but never enough to know all of it, or even what is true and what is only legend or speculation. But it is a great and fascinating beginning in your own quest to learn more.

Rogahn the Fearless earned his name as a great warrior, and his reputation spread far and wide across the land. Zelligar the Unknown, equally renowned, earned his respected status and power as a foremost practitioner of the mystical arts of magic and sorcery.

and decisively turned back the invasion. Rogahn slew a horde of barbarians single-handedly and Zelligar's powerful magic put their army to flight. It was a great victory, and a grateful populace rewarded the pair and their consorts with considerable treasure. After that, the two heroes returned to their mystical hideaway, and rumor has it that the spoils of victory were spent to further its construction, although some of it may yet be hidden somewhere.

The most exciting portions of the legend are the most recent. Some years ago, perhaps in the decade before you were born, Rogahn and Zelligar apparently decided upon a joint foray into the lands of the hated barbarians. Taking most of their henchmen and associates along with them in a great armed band, the two personages, it seems, disappeared into the forbidding alien lands to the north on a great adventure which some say may have been asked by the very gods themselves.



No one knows what occurrences or coincidence brought these two men together, but tales tell of their meeting and forming a strong bond of friendship, a union that would last for the ages. As this occurred, legend has it, the two men virtually disappeared from the view of civilization. Stories occasionally surfaced about a rumored hideaway being built deep in the wilderness, far from the nearest settlement, away from traveled routes, and high upon a craggy hill—but no one seemed to know any more than that, or where this supposed hideaway really was located, if indeed it was. No one knows for sure, but some say their motive was to pursue the common goals of personal greed and some kind of vague (or chaotic) evil. In any case, they jointly led a hermit life with but a few occasional forays into the outside world to add to their own reputations.

Many years passed, until one day a great barbarian invasion came from the lands to the north, threatening to engulf the entire land with the savage excesses of the unchecked alien horde. Just when things seemed the darkest, Rogahn the Fearless and Zelligar the Unknown made their unexpected yet most welcome reappearance. Joining their powerful forces, they and their band of loyal henchmen met the barbarian army in a great battle at a narrow pass in the hills,

Word just reaching civilization tells of some great battle in the barbarian lands where the legendary Rogahn and Zelligar have met their demise. This rumored clash must have occurred some years ago, and there are few details—and no substantiation of the story. The only thing certain is that, if all this is true, Rogahn and Zelligar have been gone far too long . . . if only one had the knowledge and wherewithal to find their hideaway, he or she would have great things to explore!

Now, just recently, came the most promising bit of information—a crude map purporting to show the way to the hideaway of the two men, a place apparently called "Q." You or one of your acquaintances has this map, and if it is accurate, it could perhaps lead you to the mystical place that was their home and sanctuary. Who knows what riches of wealth and magic might be there for the taking??? Yes, the risk is great, but the challenge cannot be ignored. Gathering a few of your fellows, you share the secret and embark on an adventure in search of the unknown . . .

Note: Individual players may know of additional information in the form of rumors or legends as given to them by the Dungeon Master.

## PLAYERS' LIST OF POTENTIAL CHARACTERS

Listed here are 12 characters of each of the four character classes, showing name and race. The Dungeon Master has a more complete listing of each character's ability scores and other information.

### Clerics

1. Famed of the Great Church
2. Dohram, Servant of Saint Carmichael
3. The Mystical One
4. Mulgar the Merciful
5. Seeful the Unforgiving
6. Philgo
7. Tassit, Servant of Saint Cuthbert
8. Wilberd the Silent
9. Kracky the Hooded One
10. Grampal of the Secret Church
11. Nupo, Servant of The Bringer
12. Eggo of the Holy Brotherhood

### Magic-Users ft Elves

1. Presto (Elf)
2. Mezlo(Elf)
3. Nickar (Human)
4. Shobaffum (Human)
5. Yor (Human)
6. Ralt Gaither (Human)
7. Fencig (Elf)
8. Glom the Mighty (Human)
9. Trebbelos, Boy Magician (Human)
10. Beska Miltar (Human)
11. Lappoy the Unexpected (Elf)
12. Surfal (Human)

### Fighters, Dwarves & Halflings

1. Brandon (Human)
2. Evro (Human)
3. Glendor the Fourth (Human)
4. Zeffan (Dwarf)
5. Alho Rengate (Human)
6. Krago of the Mountains (Dwarf)
7. Pendor (Halfling)
8. Mohag the Wanderer
9. Norrin the Barbarian
10. Lefto (Halfling)
11. Webberan of the Great North (Human)
12. Sho-Rembo (Halfling)

### Thieves

1. Luven Lightfinger
2. Treddo
3. Bozomus
4. Estra Zo
5. Laggamundo
6. Feggner the Quick
7. Mezron
8. Drebb
9. Postue
10. Harg of the City Afar
11. Afton Borr
12. Sporrageha

Your Dungeon Master has a complete list of guidelines for the use of these lists; they appear for your reference only.

## TIPS FOR PLAYERS

Beginning players would do well to profit from some basic advice before beginning their D&D careers, and with that in mind, the following points are offered for consideration:

1) Be an organized player. Keep accurate records on your character (experience, abilities, items possessed, etc.) for your own purposes and to aid the Dungeon Master.

2) Always keep in mind that the Dungeon Master is the moderator of the game, and as such, deserves the continued cooperation, consideration and respect of all the players. If you disagree with him or her, present your viewpoint with deference to the DM's position as game judge, but be prepared to accept his or her decision as final—after all, keep in mind that you may not know all aspects of the overall game situation, and in that case, not everything will always go your way!

3) Cooperate with your fellow players and work together when adventuring. Remember that on any foray into the dungeon or wilderness, a mix of character classes will be beneficial, since the special abilities of the various characters will complement each other and add to the overall effectiveness of the party.

4) Be neither too hasty nor too sluggish when adventuring. If you are too fast in your exploration, you may recklessly endanger yourself and your fellow adventurers and fall prone to every trick and trap you encounter. If you are too slow, you will waste valuable time and may be waylaid by more than your share of wandering monsters without accomplishing anything. As you gain playing experience you will learn the proper pace, but rely on your DM for guidance.

5) Avoid arguing. While disagreements about a course of action will certainly arise from time to time, players should quickly discuss their options and reach a consensus in order to proceed. Bickering in the dungeon will only create noise which may well attract wandering monsters. Above all, remember that this is just a game and a little consideration will go far toward avoiding any hard feelings . . .

6) Be on your guard. Don't be overly cautious, but be advised that some non-player characters may try to hoodwink you, players may doublecross you, and while adventuring, tricks and traps await the unwary. Of course, you won't avoid every such pitfall (dealing with the uncertainties is part of the fun and challenge of the game), but don't be surprised if everything is not always as it seems.

7) Treat any retainers or NPCs fairly. If you reward them generously and do not expose them to great risks of life and limb that your own character would not face, then you can expect a continuing loyalty (although there may be exceptions, of course).

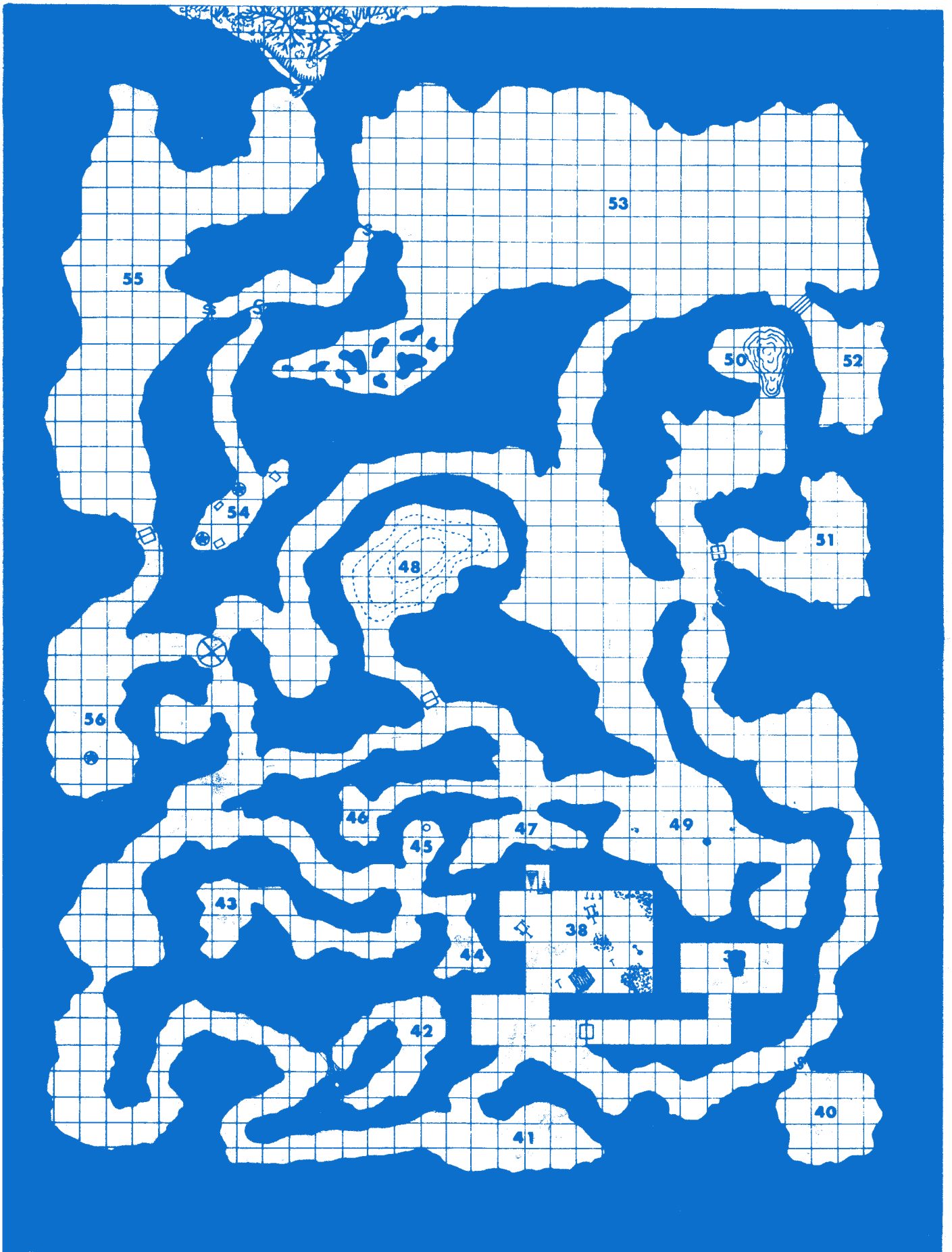
8) Know your limits. Your party may not be a match for every monster you encounter, and occasionally it pays to know when and how to run away from danger. Likewise, a dungeon adventure may have to be cut short if your party suffers great adversity and/or depleted strength. Many times it will take more than one adventure to accomplish certain goals, and it will thus be necessary to come back out of a dungeon to heal wounds, restore magical abilities and spells, and reinforce a party's strength.

9) Use your head. Many of the characters' goals in the game can be accomplished through the strength of arms or magic. Others, however, demand common sense and shrewd judgment as well as logical deduction. The most successful players are those who can effectively use both aspects of the game to advantage.

10) The fun of a D&D game comes in playing your character's role. Take on your character's persona and immerse yourself in the game setting, enjoying the fantasy element and the interaction with your fellow players and the Dungeon Master.

Enjoy yourself, and good luck!

# LOWER LEVEL



POOL



DEPRESSION



WEBS





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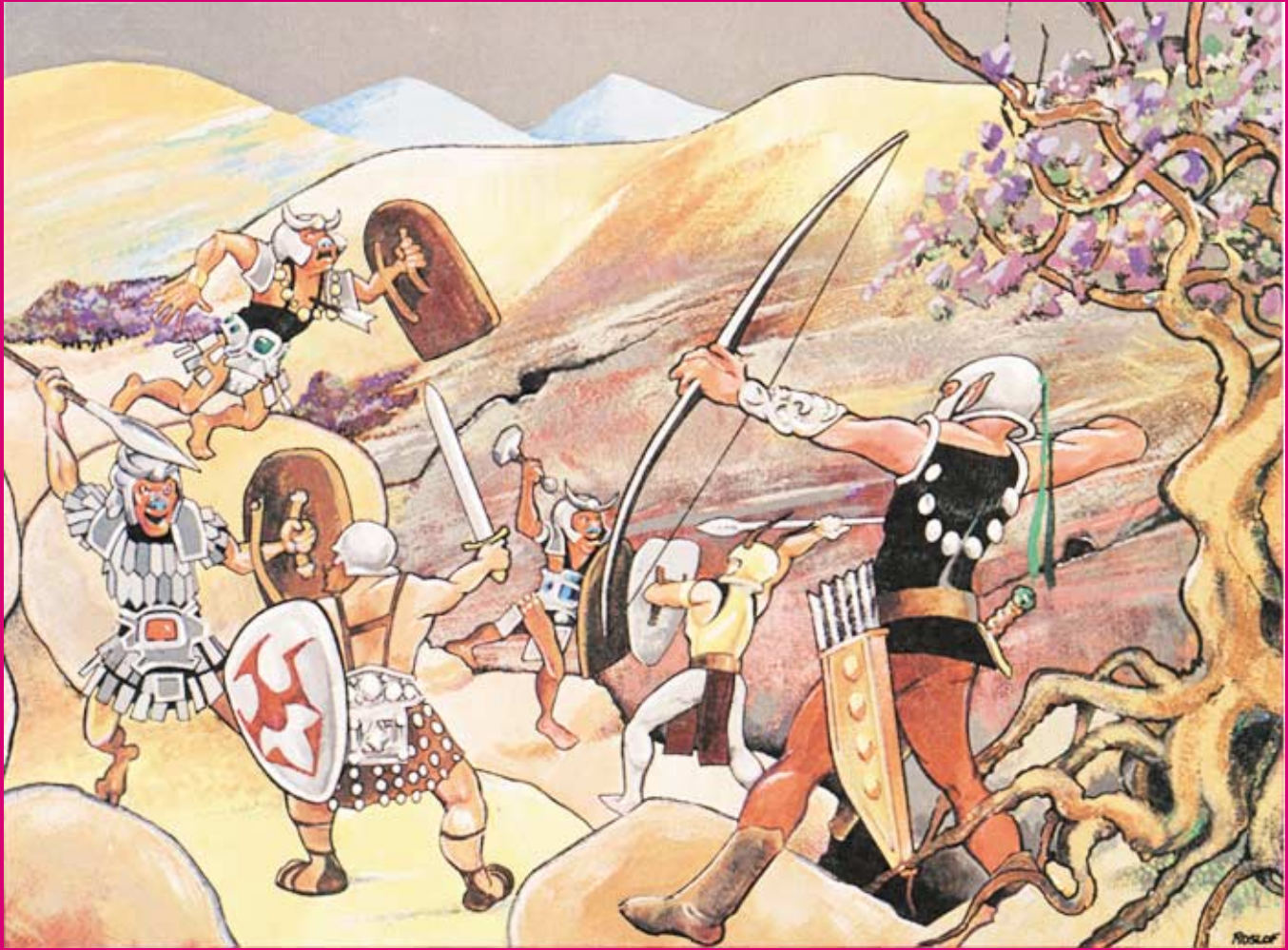
**B2**

**FOR DUNGEONS & DRAGONS®  
BASIC SET**

# Dungeon Module B2 The Keep on the Borderlands

by Gary Gygax

**INTRODUCTORY MODULE FOR CHARACTER LEVELS 1-3**



This module includes a cover folder with maps and a complete description booklet to form a ready-made scenario for DUNGEONS & DRAGONS® Basic Set. It has been specifically designed for use by beginning Dungeon Masters so that they may begin play with a minimum of preparations.

Within are many features to aid novice players and Dungeon Masters: legends and background information, a list of adventuring characters, tips on how to be an effective Dungeon Master, plus an interesting area for characters to base themselves in (the Keep) before setting out to explore the Caves of Chaos!

If you enjoy this module, look for more releases in the D&D® family from TSR, The Game Wizards.

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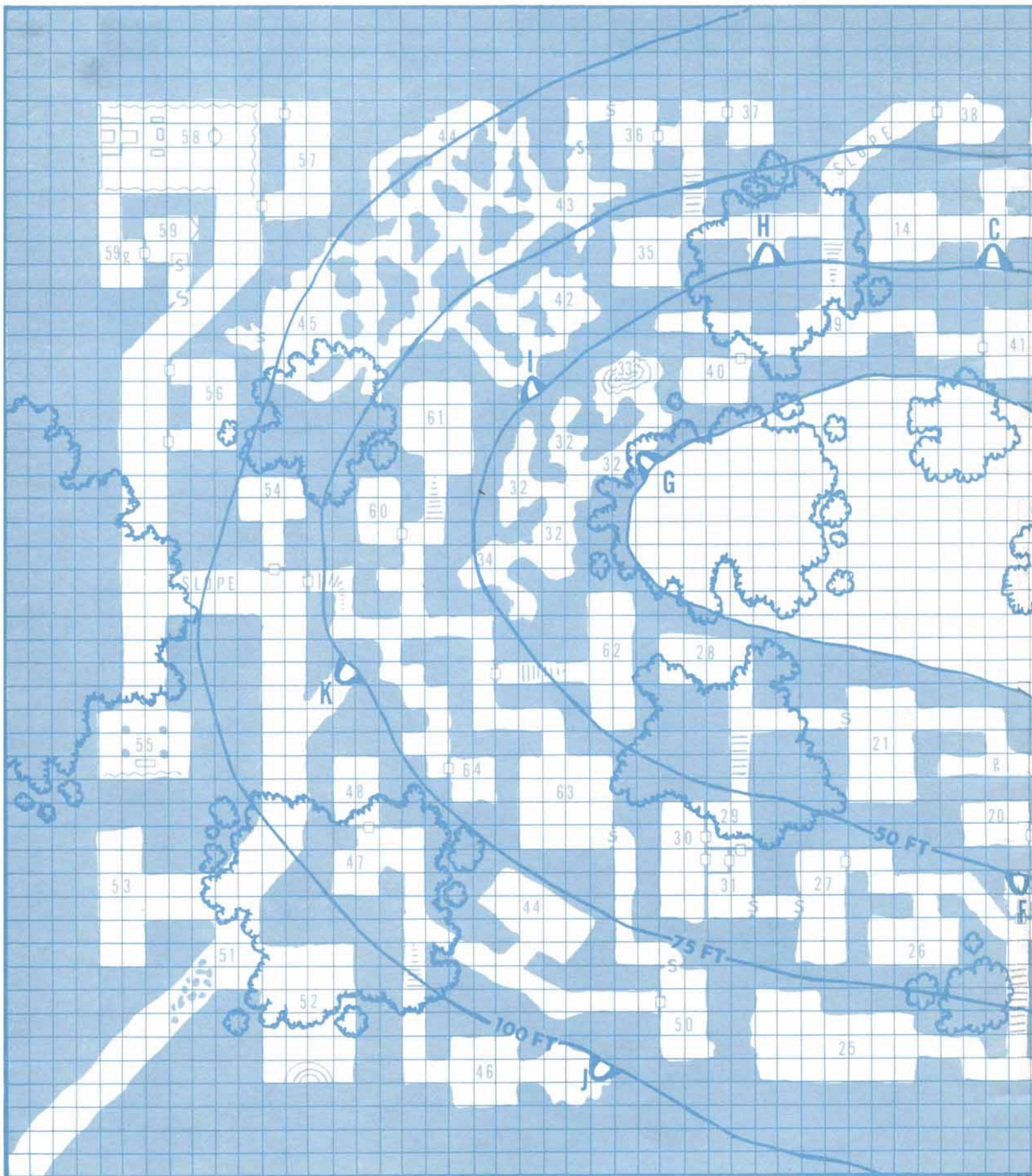


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Special  
Instructional  
Module

# Dungeons & Dragons

## Dungeon Module #B2

### The Keep on the Borderlands

**Introduction:** Welcome to the land of imagination. You are about to begin a journey into worlds where magic and monsters are the order of the day, where law and chaos are forever at odds, where adventure and heroism are the meat and drink of all who would seek their fortunes in uncommon pursuits. This is the realm of DUNGEONS & DRAGONS® Adventure Game.

If you plan to play in this module and participate in the fun of adventuring, **stop** reading now. The information in the rest of the module is for your Dungeon Master or DM, so that he or she may guide you and other players through a thrilling adventure. Knowing too much about the contents of this module will spoil the surprises and excitement of the game.

Dungeon Masters, if many copies of this module are available to the players, you may wish to alter sections of the Keep and the Caves of Chaos. If you do this, you will be sure to have new surprises for players who might be familiar with some of the contents of the module. You are not entering this world in the usual manner, for you are setting forth to be a **Dungeon Master**. Certainly there are stout fighters, mighty magic-users, wily thieves, and courageous clerics who will make their mark in the magical lands of D&D® adventure. You, however, are above even the greatest of these, for as DM you are to become the Shaper of the Cosmos. It is you who will give form and content to all the universe. You will breathe life into the stillness, giving meaning and purpose to all the actions which are to follow. The others in your group will assume the roles of individuals and play their parts, but each can only perform within the bounds you will set. It is now up to you to create a magical realm filled with danger, mystery, and excitement, complete with countless challenges. Though your role is the greatest, it is also the most difficult. You must now prepare to become all things to all people.

#### NOTES FOR THE DUNGEON MASTER

The basic instruction book for DUNGEONS & DRAGONS® Game has given you the information necessary to understand this game and start play. This module is another tool. It is a scenario or setting which will help you to understand the fine art of being a Dungeon Master as you introduce your group of players to your own fantasy world, **your** interpretation of the many worlds of DUNGEONS & DRAGONS® Adventure. **THE KEEP ON THE BORDERLANDS** is simply offered for your use as a way to move smoothly and rapidly into your own special continuing adventures or campaigns. Read the module thoroughly; you will notice that the details are left in your hands. This allows you to personalize the scenario, and suit it to what you and your players will find most enjoyable.

**NOTE:** Several words in the following text will be followed by an asterisk (\*). This means that the word will be explained in the **Glossary** at the end of this module.

This module has been designed to allow **six to nine player characters** of **first level** to play out many adventures, gradually working up to second or third level of experience in the process. **The group is assumed to have at least one magic-user and one cleric in it.** If you have fewer than six players, be sure to arrange for them to get both advice and help in the KEEP. For example, they should have advice from a friendly individual to "stay near the beginning of the ravine area, and enter the lower caves first", to avoid their getting into immediate trouble with higher level monsters. Likewise, the services of several men-at-arms\* **must** be available to smaller parties, if only two or three player char-

acters are to adventure, be sure to have a non-player character or two go along, as well as a few men-at-arms. In addition, give the player characters a magic dagger or some magic arrows and at least one **potion of healing** – family bequests to aid them in finding their fame and fortune when they go against Chaos.

The DM should be careful to give the player characters a reasonable chance to survive. If your players tend to be rash and unthinking, it might be better to allow them to have a few men-at-arms accompany them even if the party is large, and they don't attempt to hire such mercenaries\*. Hopefully, they will quickly learn that the monsters here will work together and attack intelligently, if able. If this lesson is not learned, all that can be done is to allow the chips to fall where they may. Dead characters cannot be brought back to life here!

Using the KEEP as "home base", your players should be able to have quite a number of adventures (playing sessions) before they have exhausted all the possibilities of the **Caves of Chaos** map. Assuming that they have played well, their player characters will certainly have advanced a level or two in experience when the last minion of darkness falls before their might. While your players will have advanced in their understanding and ability, you will likewise have increased your skills as DM. In fact, before they have finished all the adventure areas of this module, it is likely that you will have begun to add your own separate maps to the setting. The KEEP is only a small section of the world. You must build the towns and terrain which surround it. You must shape the societies, create the kingdoms, and populate the countryside with men and monsters.

The KEEP is a microcosm, a world in miniature. Within its walls your players will find what is basically a small village with a social order, and will meet opponents of a sort. Outside lies the way to the **Caves of Chaos** where monsters abound. As you build the campaign setting, you can use this module as a guide. Humankind and its allies have established strongholds – whether fortresses or organized countries – where the players' characters will base themselves, interact with the society, and occasionally encounter foes of one sort or another. Surrounding these strongholds are lands which may be hostile to the bold adventurers. Perhaps there are areas of wilderness filled with dangerous creatures, or maybe the neighboring area is a land where chaos and evil rule (for wilderness adventures, see DUNGEONS & DRAGONS® EXPERT SET). There are natural obstacles to consider, such as mountains, marshes, deserts, and seas. There can also be magical barriers, protections, and portals. Anything you can imagine could be part of your world if you so desire. The challenge to your imagination is to make a world which will bring the ultimate in fabulous and fantastic adventure to your players. A world which they may believe in.

**NOTE:** For your convenience, whenever a monster or non-player character (NPC\*) is described in the text, the details will be listed in the following order:

Name (Armor Class, Class/Level or Hit Dice, hit points, Number of Attacks per round, Damage per attack, Movement (per round), Save as class and level, Morale)

Armor Class = **AC**; Class: Cleric = **C**, Fighter = **F**, Magic-user = **M**, Thief = **T**, Dwarf = **D**, Elf = **E**, Halfling = **H**, Normal Man = **LVL** 0 or **NM**; Level = **#**; Hit Dice = **HD**, hit points = **hp**, Number of Attacks = **#AT**, Damage = **D**, Movement = **MV**, Save = **Save**, Morale = **ML**.

**Class/level** is only used for non-player characters (NPCs), while **Hit Dice** is used for all other monsters. Movement in a game turn is three times the movement given for one combat round. NPCs **save** at the same level as their class level of experience.

Examples: Taverner (AC 9, LVL 0, hp 6, #AT 1, D 1-6, ML 8)  
 Guard (AC 4, F 1, hp 7, #AT 1, D 1-6, ML 10)  
 Kobold (AC 7, HD v2, hp 3, #AT 1, D 1-4, MV (40')  
 Save NM, ML 6)

#AT 1/2 indicates that the player may only attack once every 2 rounds.

- An asterisk after Hit Dice indicates an experience point bonus.
- \* \* Two asterisks after Hit Dice indicates double the normal experience point bonus.

#### Determining Armor Class:

Armor Class	Type of Armor
9	None
8	Shield only
7	Leather
6	Leather&Shield
5	Chainmail
4	Chainmail &Shield
3	Plate Mail
2	Plate Mail &Shield
1	Plate Mail & magic <b>Shield +1</b> (or other combinations)

Note that an Armor Class (AC) of less than 2 is possible for characters wearing magic armor, carrying a magic shield, having a higher than normal Dexterity score, and/or wearing a **ring of protection**. Players using these items will **subtract** bonuses from their AC – for example, a fighter using both **Plate Mail + 1** and **Shield + 1** would have AC 0.

#### Using the Combat Tables:

To find the die roll needed to hit any Armor Class, look at the **HOW TO ATTACK** section in the **D&D Basic Set** rulebook. Compare the Level (if a character) or Hit Dice (if a monster) with the AC of the target to find the number needed 'to hit'. For Armor Classes lower than 2, adjust the number upwards; a character needing a roll of 17 to hit AC 2 would need an 18 to hit AC 1, 19 to hit AC 0, and so forth. Unless magic or silver weapons are needed to cause damage (and not available), a roll of 20 will **always** hit, and a roll of 1 will always **miss!**

A bonus of +1 should be added to the "to hit" die roll of high level characters, for they have more training and experience in fighting. This bonus will apply to Fighters of 4th level or above, to Clerics and Thieves of 5th level or above, and to Magic-Users of 6th level or above.

#### Movement in Combat:

Combat movement is usually very short and quick. In a combat situation, only short charges or retreats are allowed. After combat is resolved, movement rates return to normal. The movement speed for characters is:

Unarmored, unencumbered man:	40 feet per melee round
Metal armored or encumbered man:	20 feet per melee round
Metal armored, encumbered man:	10 feet per melee round

To determine a monster's movement speed in combat, divide its base movement speed by 3.

**Note:** Movement speed may be different if the optional encumbrance rule is used.

When dice are used to randomly determine a number, the type of dice used are abbreviated 'd#' ('d4' means a four-sided die, 'd6' a six-sided, and so forth). If more than one is rolled, the number required is placed before the 'd' ('2d6' means two six-sided dice). If any number is to be added to the total of the dice, it is indicated afterward ('d4 + 2' means to roll a four-sided die and add 2 to the total: '2d8 + 1' will thus give a number from 3 to 17). You will quickly get to know all of these abbreviations, and may use them when you design your **own** dungeon.

Become familiar with this module, then make whatever additions or changes you feel are necessary for **your** campaign. Once you are satisfied, gather the players together and have them create their characters. This will take some time, so at first, don't plan on getting much playing done unless there is a lot of time available. After each person has rolled the numbers for his or her characteristics (Strength, Intelligence, etc.), selected a class, and found how much money he or she has to begin, you should introduce them to the setting by reading the **Background** section to them. If you wish, feel free to limit the classes your players may choose as suits your setting. You might wish not to have elves or halflings in the KEEP, or you might not want any thieves as beginning characters. It is all up to you as DM to decide the shape of the campaign. Likewise, you can opt to give the player characters a special item of equipment to begin with – possibly mules, a weapon, some trade goods, or virtually anything of small value (within reason).

After you have explained the background, allow your players to begin interacting with their characters. Give them time to wander around the KEEP, learning what is there, finding the limits of their freedom, and meeting the other "inhabitants" of the place. They may quickly establish their base in the **Traveler's Inn**, purchase their equipment, and then visit the tavern – where they may gather bits of information for their coming adventures. All of this play, as well as what will come afterwards, requires that the players play the personae (personalities) of the characters that they will have throughout the length of the campaign, much like an actor plays a role in a play. You, however, have a far greater challenge and obligation! You not only must order and create the world, you must also play the part of each and every creature that the player characters encounter. You must be gate guard and merchant, innkeeper and orc oracle and madman as the situation dictates. The role of DM is all-powerful, but it also makes many demands. It is difficult to properly play the village idiot at one moment and the wise man the next, the noble clergyman on one hand and the vile monster on the other. In one role you must be cooperative, in the next uncaring and non-committal, then foolish, then clever, and so on. Be prepared!

Whether the first time you play or the next, the players will set forth to find and explore the many **Caves of Chaos**. You must describe the journey to the place and what the characters see, and allow them to choose how they will go about their adventuring. In such situations, the DM must be a truly disinterested party, giving information as required by questioning and proper action, but neither helping nor hindering otherwise. When the players experience their first encounter with a monster, you must be ready to play the part fully. If the monster is basically unintelligent, you must have it act accordingly. Make the encounter exciting with the proper dramatics of the animal sort – including noises! If the encounter is with an intelligent monster, it is up to the DM to not only provide an exciting description but also to correctly act the part of the monster. Rats, for instance, will swarm chitteringly from their burrows – a wave of lice-ridden hunger seeking to overrun the adventurers with sheer numbers, but easily driven off squealing with blows and fire. Goblins, on the other hand, will skulk and hide in

order to ambush and trap the party – fleeing from more powerful foes, but always ready to set a new snare for the unwary character.

If all of this seems too difficult, never fear! Just as your players are learning and gaining experience at D&D@ play, so too will you be improving your ability as a DM. The work necessary to become a master at the art is great, far greater than that necessary to be a top player, but the rewards are even greater. You will bring untold enjoyment to many players in your role as DM, and all the while you will have the opportunity to exercise your imagination and creative ability to the fullest. May each of your dungeon adventure episodes always be a wondrous experience!

## HOW TO BE AN EFFECTIVE DUNGEON MASTER

As Dungeon Master, the beginner is faced with a difficult problem. The DM is the most important person in the D&D@ game. He or she sets up and controls all situations, makes decisions, and acts as the link between the players and the world he or she has created. Perhaps the most common question asked by a beginning Dungeon Master is, "What do I do to run a game?" It is possible to read through the rules and become slightly lost by all the things that must be prepared or known before DMing a game.

Unlike most boardgames, D&D play relies on information, both from the players and the DM. In boardgames, the way the game is played is obvious. First one person moves, and then another. Actions are limited and choices are few. In this game, the action is only limited by the abilities of the character, the imagination of the player, and the decisions of the DM. The play will often go in unexpected directions and the DM will sometimes be required to decide on situations not covered in the rules. The DM is the judge.

As a judge, moderator, or referee, the DM must constantly deal with the players. Just as the referee of a sporting event, the DM must be fair. He or she cannot be "out to get the players", nor should he or she be on their side all the time. The DM must be **neutral**. If a party has played well and succeeded, the DM should not punish them by sending more and more monsters at them or thwart their plans; on the other hand, if the players have acted foolishly, they should get their "just rewards". In combat, the DM should play the monsters to the best of the monster's ability. If the creature is stupid, it may be easily tricked or may not always do the smartest thing. If the monster is clever or intelligent, it will fight to its best advantage. The DM must be fair, but the players must play wisely.

The DM is also the designer of the situations and must bear in mind the abilities of his or her players. It is the job of the DM to see that the situations and characters balance. If things are too difficult, the players will become discouraged; too easy and they will become bored. Is it possible for a good player to win, yet still be a challenge and a risk in doing so? Is the amount of treasure gained equal to the danger of trying to get it? As DM, much satisfaction comes from watching players overcome a difficult situation. But they should do it on their own!

To defeat monsters and overcome problems, the DM must be a dispenser of information. Again, he or she must be fair – telling the party what it can see, but not what it cannot. Questions will be asked by players, either of the DM or of some character the party has encountered, and the DM must decide what to say. Information should never be given away that the characters have not found out – secret doors may be missed, treasure or magic items overlooked, or the wrong question asked of a townspeople. The players must be allowed to make their own choices. There-

fore, it is important that the DM give accurate information, but **the choice of action is the players' decision**.

Throughout all this – making decisions, playing roles, handling monsters – the DM must remember that he or she is in control. The DM is the judge, and it is his or her game./ The DM should listen to the players and weigh their arguments fairly when disagreements arise, but the final decision belongs to the DM. The Dungeon Master's word is law!

## TIME

The Dungeon Master is responsible for keeping a track of game time. Inside the dungeon, a normal turn is ten minutes long (adventure time). A normal turn is determined by the distance the slowest party member can travel, using the **CHARACTER MOVEMENT TABLE** in the **Dungeons & Dragons Basic** Set rulebook. For example, a party whose slowest member moves at 120feet per turn, would travel 120 feet in a turn. When the party has mapped 120 feet of dungeon, one turn has passed.

If fighting should occur, the time reference shifts to **melee rounds** of 10 seconds each. Melee rounds are used to simulate the quick exchange of blows in combat. For convenience, a DM should consider one entire **melee\*** to last long as one normal turn (that is, 10 minutes), no matter how many melee rounds the combat actually took. The extra time is spent recovering one's breath, bandaging wounds, resharpening blunted weapons, etc.

The **actual** (clock-time) length of a turn varies. A turn might take longer than ten actual minutes, especially if a long combat has taken place. On the other hand, a turn may be quite short in actual time, if the party is heading back through a familiar area.

In general, a party should rest and sleep eight hours every 24. Cautious player characters will sleep in shifts, with a guard always awake.

Remember that player characters heal 1-3 points naturally every 24 hours of **full rest**.

## DIVIDING TREASURE AND COMPUTING EXPERIENCE

After the party leaves the dungeon safely, all surviving player characters should divide the treasure and be awarded their experience points. Division of treasure is the players' responsibility. Awarding experience points is the Dungeon Master's responsibility.

Ideally, treasure should be divided equally among surviving player characters, with retainers\* usually receiving a share (minus any advance payment already given them). Players may decide to only give magical items to character classes that could use them. For example, a fighter should take a magical sword as part of his or her share in preference to a scroll.

Non-magical treasure is usually divided first, since it is easier to divide equally. It is seldom possible to divide magic items equally. A suggested solution to division of magic items is to have each character roll percentile dice and let the highest score have first pick, second highest score second pick, and so on until there are no more magical items. Retainers may, or may not, be given an equal chance for a magic item. If they are excluded, a DM should note the fact and take it into account when it next comes time to test the retainers' loyalty.

For example, a party consisting of a fighter, a magic-user, and a retainer (all first level) returns safely to the Keep. Their recovered treasure equals 520 gold pieces, 1000 silver pieces, a necklace worth 400 gold pieces, a **sword +1** and a **ring of water walking**. The total value of all non-magical treasure is 1020 gold pieces. Without selling the necklace, it would be impossible for the party to split the treasure

equally. The two player characters compromise by giving the necklace to their retainer, to insure his loyalty with a greater share of treasure. They each take only 310 gold pieces, but the magic-user keeps the ring and the fighter keeps the sword.

Experience points are awarded by the DM to player characters on the basis of non-magical treasure recovered and monsters killed or overcome. Experience points for recovered treasure are calculated at one experience point for every gold piece worth of non-magical treasure. Experience points for monsters overcome or killed is calculated by using the **Experience Points for Monsters** chart in the **DUNGEONS & DRAGONS Basic Set** rulebook.

Unless a player character has earned extra treasure through the use of his or her class abilities (for example, a thief who steals treasure which he did not report to the party), the DM should **divide the experience points earned through treasure recovery equally among all surviving party members**. Since, in the above example, the entire party recovered 1020 gold pieces worth of non-magical treasure, the fighter and the magic-user each receive 340 experience points for the treasure recovered. The retainer receives 1/2 normal experience, since he was only following orders, and not doing his own thinking. The retainer thus receives only 170 experience points for recovered treasure.

To recover the treasure, it was necessary for the party members to kill 19 orcs, 7 skeletons, and an ogre. The party should receive 10 points of experience for each orc killed, as orcs have 1 hit die. The party should receive 5 experience points for each skeleton. For killing the ogre, they should receive 125 experience points, since it has 4 + 1 hit dice. The total experience points for defeating monsters would be 350. When this is divided, the magic-user and fighter each receive 117 additional experience points. The retainer receives only one-half, 59 additional experience points. The total experience for each player character is 457 (340 + 117) experience points apiece. The retainer receives 229 experience points.

When enough experience points are accumulated, a player character rises to the next higher level, and gains the benefits of that level (an additional hit die, a new spell, etc.). Wealth can be used to buy new equipment, to pay for everyday expenses, and to hire retainers.



## PREPARATION FOR THE USE OF THE MODULE

The use of this module first requires that the DM be familiar with its contents. Therefore, the first step is to completely read through the module, referring to the maps provided to learn the locations of the various features. A second (and third!) reading will be helpful in learning the nature of the monsters, their methods of attack and defense, and the treasures guarded.

Certain buildings of the KEEP will frequently be visited by the adventurers (such as the Travelers Inn, Tavern, and Provisioner). Floor plans are very useful in visualizing these areas. For information on their preparation, refer to the section entitled "Designing Floor Plans" near the end of the module.

Once you are familiar with the areas described in the module and have drawn whatever additional plans you wish, assist the players in preparing their characters by reading them the section entitled **Background**. This will set the stage for the game.

After the background is given, the players may prepare their characters. Full details are given in the **D&D BASIC SET** rulebook. A written record of each character should be kept by the players.

As an alternative to rolling up new characters, the players may (at the DM's option) select characters from the NPC\* list in this module. Note that the personalities given are for the DM's use with NPC's **only**, and are **not** to be used by the players.

Before the Players enter the KEEP, the DM may privately give each Player one rumor about the CAVES OF CHAOS. This information may be shared or kept secret, as the **players** wish. The DM should avoid interfering with their choices whatever the result. Additional information may be gathered in the KEEP itself; use the **Rumors Table** in the "DM Notes About the Keep" for this purpose, or create your own based on the CAVES.

To start an adventure outside the KEEP, the players must decide on an order of march – who will be in the first rank, middle, and at the rear of the party. This should be drawn on a sheet of paper and given to the DM for his or her reference. Any changes in the order (due to injuries, special procedures, etc.) should be noted on the sheet as they occur. In a standard 10' wide corridor, the most common arrangement is two adventurers, side by side, in each rank; however, three characters could occupy a single rank if all of their weapons were small (such as daggers and hand axes).

One player in the group should be selected as leader and 'caller' for the party; another one or two should take care of necessary mapping. **INDIVIDUAL PLAYERS MAY DECIDE ON THEIR ACTIONS**, but it is the 'caller' who gives the DM the details on the party's course of action (such as "We'll head down the eastern corridor."). The caller should discuss the party's actions with the players, and inform the DM of the decisions of the group. When a player speaks and indicates that an action is being taken, it **has begun** – even if the player changes his mind. Use your discretion in these cases, and remember that the DM has the final say in all matters.

The players should use graph paper to map the areas being explored. Have them indicate which direction is north, and use compass directions to describe details and direction of travel ("We'll go west and turn north at the next intersection"). Use the same method to describe areas to them ("You see a corridor which goes about 30' south and then turns west"). Be sure to keep your descriptions accurate, though you may say such things as 'about forty feet', especially in open areas or when describing irregular



surfaces. Players will often show you their map and ask "IS this right?" Do not correct their mistakes unless the error would be obvious in the eyes of the adventurers, and remember that, in most cases, maps do not have to be exact. Encourage good mapping skills and an attention to detail, and avoid falling into a rut of continually answering map questions.

Exploration of the CAVES OF CHAOS will take more than one game session. When the players want to stop play, they must find an exit and (preferably) return to the KEEP. You may divide treasure and award experience when this occurs. Remember to make adjustments to the areas they visited – the monsters may build new defenses, reoccupy areas that were cleaned out, and so forth.

If the adventurers wish to stop exploring for a while and take a rest period (for example, the customary 8 hours rest each night), they should tell the DM exactly where they plan to stay and who is standing guard. Just as with marching order, it is important that the guard and sleeping positions be noted on paper, since this may be crucial if and when a monster approaches.

During play, make careful notes on the monsters killed, the amount of treasure taken, experience gained, and any other details of interest. It is then a simple matter to compute the totals at the end of a play session. See the section of this module entitled "DIVIDING TREASURE AND COMPUTING EXPERIENCE" for more information.

## BACKGROUND

The Realm of mankind is narrow and constricted. Always the forces of Chaos press upon its borders, seeking to enslave its populace, rape its riches, and steal its treasures. If it were not for a stout few, many in the Realm would indeed fall prey to the evil which surrounds them. Yet, there are always certain exceptional and brave members of humanity, as well as similar individuals among its allies – dwarves, elves, and halflings – who rise above the common level and join battle to stave off the darkness which would otherwise overwhelm the land. Bold adventurers from the Realm set off for the Borderlands to seek their fortune. It is these adventurers who, provided they survive the challenge, carry the battle to the enemy. Such adventurers meet the forces of Chaos in a testing ground where only the fittest will return to relate the tale. Here, these individuals will become skilled in their profession, be it fighter or magic-user, cleric or thief. They will be tried in the fire of combat, those who return, hardened and more fit. True, some few who do survive the process will turn from Law and good and serve the masters of Chaos, but most will remain faithful and ready to fight chaos wherever it threatens to infect the Realm.

You are indeed members of that exceptional class, adventurers who have journeyed to the **KEEP ON THE BORDERLANDS** in search of fame and fortune. Of course you are inexperienced, but you have your skills and a heart that cries out for adventure. You have it in you to become great, but you must gain experience and knowledge and greater skill. There is much to learn, and you are willing and eager to be about it! Each of you has come with everything which could possibly be given you to help. Now you must fend for yourselves; your fate is in your hands, for better or worse.

Ahead, up the winding road, atop a sheer-walled mount of stone, looms the great KEEP. Here, at one of civilization's strongholds between good lands and bad, you will base yourselves and equip for forays against the wicked monsters who lurk in the wilds. Somewhere nearby, amidst the dark forests and tangled fens, are the **Caves of Chaos** where fell creatures lie in wait. All this you know, but before you dare adventure into such regions you must become acquainted with the other members of your group, for each life will depend upon the ability of the others to cooperate

against the common foe. Now, before you enter the grim fortress, is the time for introductions and an exchange of information, for fate seems to have decreed that you are to become an adventurous band who must pass through many harrowing experiences together on the path which leads towards greatness.

## START:

You have travelled for many days, leaving the Realm and entering into the wilder area of the Borderlands. Farms and towns have become less frequent and travellers few. The road has climbed higher as you enter the forested and mountainous country.

You now move up a narrow, rocky track. A sheer wall of natural stone is on your left, the path falling away to a steep cliff on the right. There is a small widening ahead, where the main gate to the KEEP is. The blue-clad men-at-arms\* who guard the entrance shout at you to give your names and state your business. All along the wall you see curious faces peering down at you – eager to welcome new champions of Law, but ready with crossbow and pole arm\* to give another sort of welcome to enemies.

(DM Note: Have each player identify his or her character's name and profession. Have them answer in their own words why they seek entrance to the place. If the answer sounds unnatural, assume the role of the corporal of the watch, and begin to cross-examine the speaker. Now is the time to make the players realize that whatever they say – as speech or relating their actions – will be noted by you, as Dungeon Master, and acted upon accordingly in whatever role is appropriate to the situation. A courteous and full reply might well win a friend amongst the soldiers who might be of aid sometime. Rudeness and discourtesy may bring suspicion and enemies to trouble the course of things within the otherwise safe base area. When you are satisfied that the scene is played out, have the group enter.)

## DM Notes About The Keep:

1. This whole place is well-organized for security and for defense. In time of need, many civilians will arm and help man the walls, while non-combatants bring ammunition, food, and water to the walls and help the wounded. Sentries are alert. A party of guards patrols the walls irregularly, and a commander checks every half hour to hour. It is very unlikely that persons can enter or leave without being seen, unless magic is used. (You can have magical traps placed in key areas to shout "ALARM" whenever an invisible creature passes within 10' or so!)

Within the Keep itself, the townspeople are generally law-abiding and honest. Boorishness and ill manners will be frowned upon. If any member of a party should be caught in a criminal act, the alarm will be sounded instantly. Citizens will try to prevent the escape of any lawbreakers (without sacrificing their lives) until the guard arrives in 1-2 turns. If met with resistance, the guard will not hesitate to use force, even killing if they must. Those offenders taken prisoner will be locked in the dungeons under the Keep and punished for their crimes.

— indicates a ballista, a huge, heavy crossbow manned by two men. It fires like a crossbow, but has a range of 480 feet, hits as if it were fired by a fighter of 1st-3rd level, and does 2 six-sided dice of damage plus two points (4-14 points of damage per hit).

Each ballista has 12 missiles. They may only be fired once every four rounds (requiring 3 rounds to load and 1 to fire).

□ indicates a light catapult with a range of 241 to 480 feet which fires half as often as a ballista (once per 8 rounds). Each requires two crewmen to operate, hits as if fired by a normal man, but can hit 1-6 targets in any close group (or one large target) for 1 six-sided die of damage each (6 dice if one large target). There is ammunition for six catapult shots per machine.

II. Floor plans might be useful. Note that most areas have two or more stories, and there is furniture in the rooms not shown. Also left out are details of heating, light, and descriptive touches such as color, rafters, decoration, etc. If you have time, floor plans and detailing of each area might be very helpful, exceptionally so in places frequented by the adventurers. See the appendix covering this near the end of the module.

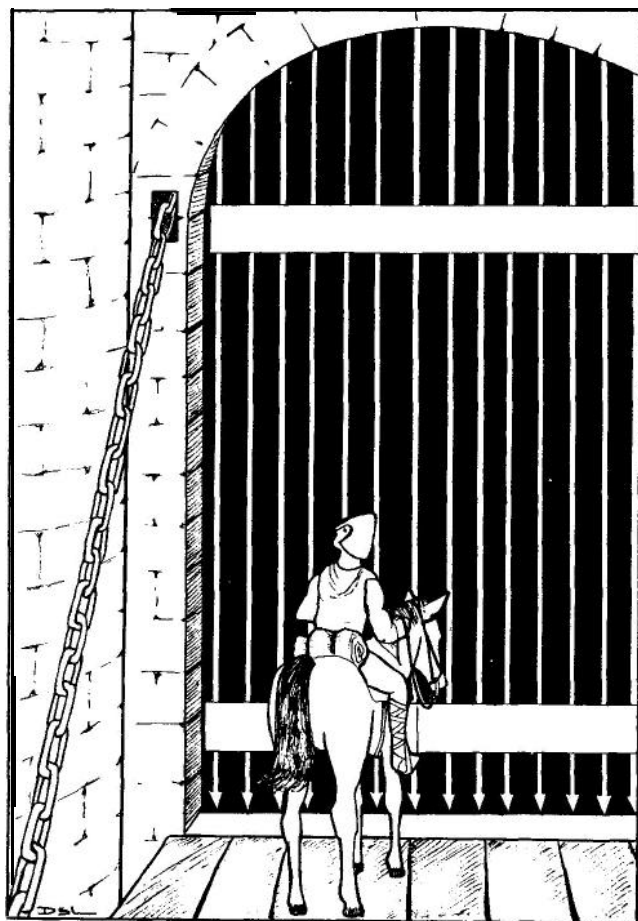
III. Information from inhabitants of the KEEP might be gained by player characters. You may give one rumor (at random, using d20) to each player as starting information. Other rumors may be keyed to other persons in the KEEP. For example: "Talking with the Taverner (#15) might reveal either rumor #18 or #19; he will give the true rumor if his reaction is good."

Do not give out all the rumors. You may add whatever false rumors you wish, but adding to the amount of true information is not recommended.

The false rumors are noted by an 'F' after the number.

#### RUMOR TABLE

1. A merchant, imprisoned in the caves, will reward his rescuers.
- 2.F A powerful magic-user will destroy all cave invaders.
3. Tribes of different creatures live in different caves.
4. An ogre sometimes helps the cave dwellers.
5. A magic wand was lost in the caves' area.
- 6.F All of the cave entrances are trapped.
7. If you get lost, beware the eater of men!
8. Altars are very dangerous.
- 9.F A fair maiden is imprisoned within the caves.
- 10.F "Bree-yark" is goblin-language for "we surrender"!
11. Beware of treachery from within the party.
12. The big dog-men live very high in the caves.
13. There are hordes of tiny dog-men in the lower caves.
- 14.F Piles of magic armor are hoarded in the southern caves.
- 15.F The bugbears in the caves are afraid of dwarves!
16. Lizard-men live in the marshes.
17. An elf once disappeared across the marshes,
18. Beware the mad hermit of the north lands.
- 19.F Nobody has ever returned from an expedition to the caves.
20. There is more than one tribe of orcs within the caves.



IV. Entrance to the Inner Bailey\* can be gained if the adventurers perform a heroic act in behalf of the KEEP, if they bring back an exceptional trophy or valuable prisoners, or if they contribute a valuable magic item or 1,000 or more gold pieces to the place. They will be invited to a feast and revel, and then closely watched and carefully questioned. If the Castellan' likes the looks of the group, and his assistants agree, he will ask them to perform a special mission (suitable to their ability, but difficult - use the area map or the Caves of Chaos to find a suitable goal). On the other hand, if they are rude or behave badly, he will simply retire early, ending the revel, and they will never be aided or invited back. If they try to steal or are threatening, the group will be attacked and killed immediately [if this can be managed, of course).

Groups sent on a mission will be blessed and given up to 100 g.p. each for any needed supplies. If they succeed, they will be given passes to the Inner Bailey and can ask the Castellan for aid if there is a major foe to overcome (in the Caves' area). He will send a minimum of one corporal and 3 archers in plate, or at maximum the sergeant, a corporal, and a dozen men-at-arms.

V. After the normal possibilities of this module are exhausted, you might wish to continue to center the action of your campaign around the KEEP by making it the base for further adventures which you may devise. For example (assuming that the group has done good service for the Castellan), have a large force of bandits move into the area, and then appoint the group to command an expedition of KEEP troops, mercenaries, and so on to drive them away. Or the party might become "traders" operating out of the KEEP, hoping to find adventures as they travel in the surrounding area (for wilderness adventures see the D&D@ EXPERT SET].

## AREAS OF THE KEEP

1. **MAIN GATE:** Two towers 30' high with battlements\*, flank a gatehouse 20' high. All have holes for bow and crossbow fire. A deep crevice in front of the place is spanned by a drawbridge (usually up). There is a portcullis\* at the entry and large gates at the far end of the passage. The passage is about 10' wide and high, the ceiling above pierced with murder holes\*, and walls to either side slitted for archery. It is obvious that the building is constructed of great blocks of the hardest granite, undoubtedly common throughout the entire fortress. Two men-at-arms (AC 3, F I, hp 5, #AT I, D 1-6, ML 10) will approach when the drawbridge is lowered and the portcullis raised. Each is clad in plate mail and carries a pole arm\*. They require that persons entering the KEEP put their weapons away, and then will escort them through the short tunnel into area 3..
2. **FLANKING TOWERS:** Atop each tower are four crossbowmen with crossbows cocked and ready to fire. Each is clad in chain mail (AC 5), wearing a sword and dagger, and has a shield (AC 4 when picked up) nearby. (AC 5 or 4, F I, hp 4, #AT 1 or 1/2 with crossbow, D 1-6, ML 10.) Inside each tower are 12 other men-at-arms, four being "on-duty" and armored and armed as the men-at-arms on the tower tops. The other eight in the tower are resting, and it will take one full turn for these men to ready themselves for battle. They are exactly like the others, except instead of crossbows, they carry long bows. (AC 5 or 4, F I, hp 4, #AT I, D 1-6, ML 10.) The three floors of these towers will contain supplies of bolts and arrows, spears, rocks, and several barrels of oil (all for hurling down on attackers). There will also be pallets\* for sleeping, pegs with clothing belonging to the soldiers, and some small tables, stools, and benches. Each man-at-arms will have (d6) copper pieces and (d4) silver pieces on his person.
3. **ENTRY YARD:** This narrow place is paved. All entrants, save those of the garrison, will be required to dismount and stable their animals (area 4., below). The **corporal of the watch** is here. He is dressed in plate mail and carries a shield, with sword and dagger at his waist. (AC 2, F 2, hp 15, #AT I, D 2-7; his sword is a +1 magic weapon, ML II.) The corporal is rather grouchy, with a low charisma, but he admires outspoken, brave fighters and is easily taken in by a pretty girl. Beside him is a man in robes (a scribe) who records the name of each person who enters or leaves, and flanking each man is another man-at-arms in plate with pole arms as noted in I., above. (AC 3, F I, hp 5, #AT 1, D 1-6, ML 10.) When dismounted, lackeys\* will come from area 4. (the stable) to take the mounts or mules. Any goods which are not carried by the adventurers will be stored in area 5. (the warehouse). Another lackey will then show travelers to the Traveler's Inn.
4. **COMMON STABLE:** This long building is about 15' high, with a 3' parapet\* atop its flat roof, so that it can be used in defense of the gate. The gateside wall is pierced for archery. There are always 5-8 (d4 + 4) lackeys inside tending to horses and gear. Each is unarmored (AC 9) but can fight with various available weapons (pitch forks and the like – treat as pole arms) and each has 1-4 hit points. There will be various light horses (AC 7, HD 2, hp 8 each, #AT 2, D 1-411-4, ML 7) and draft horses (AC 7, HD 2 + 1, hp 9 each, #AT 0) here, 2-8 of each, as well as 1-4 mules.
5. **COMMON WAREHOUSE:** Visiting merchants and other travelers who have quantities of goods are required to keep their materials here until they are either sold to the persons at the KEEP or taken elsewhere. The building is the same as the stable (4., above) with respect to height, parapet, etc. Its double doors are chained and padlocked, and the **corporal of the watch** must be called to gain entry, as he has the keys. Inside are two wagons, a cart, many boxes, barrels, and bales – various food items, cloth, arrows, bolts, salt, and two tuns\* of wine. (Average value is 100 gold pieces per wagon-load).
6. **BAILIFF'S TOWER:** The superintendent (or bailiff) of the outer bailey\* of the fortress lives here. (AC 1, F 3, hp 22, #AT I, D 2-7 due to **sword +1**, ML 12.) He is wearing magic **plate mail +1** or wields a **sword +1**, and is also able to use a longbow which is hanging on the wall. He and the scribe share offices on the lower floor. Their quarters are on the second story. (Usual furnishings of bed, chest, armoire\*, table, chairs, rug, etc.) (The bailiff has 3d6 gold pieces with him always, the scribe has 2d6 silver pieces and d4 gold pieces in his purse. There are 50 gold pieces hidden in the bailiff's old boots in the armoire\*, and hanging on his wall is a quiver with 20 arrows, 3 of which are magic **arrows +1**. The scribe has a jewelled ink pot worth 100 gold pieces, but it is dirty and ink covered, looks worthless, and is on his table in plain sight.) The third floor is a storage area, and the fourth story quarters twelve men-at-arms. Six are armored in leather and shield (AC 6) with pole arm and hand axe, the other six have chain mail (AC 5), crossbow, and sword and serve as the escort of the bailiff from time to time. (F I, hp 4, #AT I, D 1-6, ML 10.) Each carries 2d6 copper pieces and 1d6 silver pieces. Their room contains pallets, pegs with cloaks and other clothing, two long tables with benches, a supply of 180 bolts, and several dozen large rocks. The whole tower is 40' high, with a 5' tall battlement atop it. All walls are pierced for archery.
7. **PRIVATE APARTMENTS:** Special quarters are available for well-to-do families, rich merchants, guildmasters, and the like. The five small apartments along the south wall are occupied by families of persons dwelling within the Outer Bailey of the KEEP. The two large ones (indicated by **7a.** and **7b.**) currently house a jewel merchant and a priest:
  - a. **Jewel Merchant:** This normal man and his wife are guarded by a pair of 2nd level fighters in chainmail and shield with sword and dagger. (AC 4, F 2, hp 17, 12, #AT I, D 1-6, ML 8.) The four are lodged in the eastern portion of the building, the merchant and his wife being on the upper floor most of the time. Each guard commands a huge dog trained to kill. (AC 6, HD 3, hp 12, II, #AT I, D 1-6, MV (60') Save F 2, ML 9.) The merchant has a locked iron box with 200 platinum pieces and 100 gold pieces inside. Secreted in his belt are 10 gems of 100 gold piece value each. He will buy gems at 60% to 90% (d4 x 10 + 50%) of value. He sells at 110% to 140% (d4 x 10 + 100%) of value. His wife wears a jeweled bracelet, necklace, and earrings (600, 1,200, and 300 gold piece value respectively), also available for sale as per gems. They are awaiting a caravan back to more civilized lands. All persons here have 3d6 silver pieces each upon their person. The apart-

ment is well-furnished, but there is nothing of particular interest or value, except for the coins, gems, and jewelry noted.

b. **Priest:** The western portion houses the jovial **priest** who is taking advantage of his stopover at the KEEP to discuss theology with learned folk and to convert others. Everyone speaks well of him, although the two **acolytes** with him are avoided, as they never speak – the priest says they must follow vows of silence until they attain priestly standing. His well-appointed chambers are comfortably furnished and guests are always welcomed with a cozy fire and plenty of ale or wine. The priest is a very fine companion and an excellent listener. He does not press his religious beliefs upon any unwilling person. He is outspoken in his hatred of evil, and if approached by a party of adventurers seeking the **Caves of Chaos**, he will certainly accompany them. He has **plate mail +1** and a **shield +1** (AC -1) and a **mace +1**, and has a Dexterity of 15 (thus the low AC). He also has a magic cleric scroll with a **hold person** and a **silence, 15' radius** spell on it. He appears very robust (18 **hit points**), as do his assistants. The latter wear chain mail, carry shields and have maces. (AC 4, C I, hp 7 each, #AT 1, D 1-6, ML 7.) (**Note:** All are chaotic and evil, being in the KEEP to spy and defeat those seeking to gain experience by challenging the monsters in the **Caves of Chaos**. Once in the caves the **priest** will use a **cause light wounds** (does 2-7 points of damage to the creature touched, a normal "to hit" roll must be made to touch the victim) or a **light** spell as needed to hinder and harm adventurers. Betrayal will always occur during a crucial encounter with monsters.) Each cleric carries 4d6 silver pieces, and each wears a gold chain worth 100 gold pieces (the **priest's** has a bloodstone gem worth 500 gold pieces in addition). (A small sack hidden in the **priest's** chair contains 30 each of platinum, gold, electrum, silver, and copper pieces, plus one jeweled clasp worth 300 gold pieces. These are for bribes for subversion or to use to gain freedom if necessary.)

8. **SMITHY AND ARMORER:** This building is about 20' high, with the usual 5' parapet above and walls pierced for defense. The lower floor is occupied by a forge, bellows, and other items. Here horses and mules are shod, weapons made, armor repaired and similar work done. The smith is also an armorer, and has two assistants. (Smith: AC 7 from leather armor, F 1, hp 11, #AT 1, D 1-6; he uses his hammer as a weapon, ML 8. His two assistants: AC 8, LVL 0, hp 5 each, #AT 1, D 1-6; they will pick up any weapons handy if need be, ML 8.) There are 2 swords, 1 mace, a suit of man-sized chain mail, and 11 finished spears in the shop. In the second story are rooms where the smith, his family, and his assistants live. (The rooms have normal furnishings, but a jar hidden in the smith's bedroom holds 27 electrum pieces.) The smith carries d4 gold pieces, and each assistant has 2d6 silver pieces.

9. **PROVISIONER:** This low building houses a shop where all of the equipment needed for dungeon adventurers (as listed in the rulebook) are sold. He does not sell weapons other than spears, daggers, arrows and bolts. He has a few (7) shields, but does not sell armor or mounts. He will direct any persons interested in such items to the trader next door. Prices are as shown in the

rules. He will buy equipment from adventurers at 50% of listed price. The provisioner is a normal man: in time of need he has leather armor and shield (AC 6) and will man the walls or otherwise fight with a spear. (In the shop he is AC 9, LVL 0, hp 3, #AT 1, D 1-6, ML 7.) His wife and two children live in a small apartment in the place. He carries d6 gold pieces. He has a strong box with 100 gold pieces, 16 electrum pieces, and 30 copper pieces.

10. **TRADER:** This place deals in all armor, weapons, and large quantities of goods such as salt, spices, cloth, rare woods, etc. The trader is very interested in obtaining furs. (Prices are as per the rulebook, purchases from adventurers are at 50% of listed cost, except for furs which will be bought by him at whatever their stated value is **if the seller demands**.) He is a normal man (AC 9, LVL 0, hp 2, #AT 1, D 1-6, ML 7); his two sons are likewise (AC 9, LVL 0, hp 3 each, #AT 1, D 1-6, ML 7). All have leather armor and shields (AC 6) and pole arms and swords for use when necessary. [Hidden under the floorboards of their small apartment are 500 gold pieces and 1,110 silver pieces. Each carries 2d6 gold pieces in his purse.]

11. **LOAN BANK:** Here anyone can change money or gems for a 10% fee. The banker will also keep a person's wealth stored safely at no charge if it is left for at least one month, otherwise there is a 10% fee. Loans at an interest rate of 10% per month can be obtained for up to 5 gold pieces with no security deposit; over 5 gold pieces requires some item of at least twice the value of the loan. A sign on the shop states clearly that this place is under direct protection of the KEEP, and there is always a man-at-arms in chain mail with long bow and sword watching the place from tower 12.. (AC 5, F I, hp 4, #AT 1, D 1-6, ML 10.) (The banker is a retired 3rd level fighter (AC 9, F 3, hp 12, #AT 1, D 1-6, ML 9) with a sword handy, and plate and shield (AC 2) stored in his apartment above. He carries 6 platinum pieces and 12 gold pieces with him.) There is a scrawny old clerk in the place as well (2nd level magic-user, 5 **hit points**, with **sleep** and **ventriloquism** spells ready) who typically handles transactions. A hired mercenary fighter (AC 3, F 1, hp 7, #AT 1 or 1/2 with crossbow, D 1-6, ML 8) in plate mail and armed with battle axe and crossbow is on guard inside the door. Displayed for sale are the following items:

1 carved ivory tusk – price 50 g.p.

1 silver cup – 20 g.p.

1 crystal decanter\* – price 45 g.p. (actual worth 10 g.p.)

1 jade ring – price 250 g.p. (actual worth 400 g.p.)

1 dagger with jeweled scabbard – price 600 g.p.

1 fur-trimmed cape – price 75 g.p.

3 blank vellum\* books – price 20 g.p. each

1 gold & silver belt – price 90 g.p.

1 set of thief's tools – price 100 g.p. (actual worth 35 g.p.)

1 iron box with secret lock – price 50 g.p.

The strong room of the place is in the cellar. It is protected by a locked iron door which leads to a small vault with 12 compartments each protected by locks with hidden poison needles (save versus Poison at +1 or die). These compartments hold the following items:

#1, #4, #11 empty

#2 has 277 g.p. and 1 gem worth 500 g.p.

#3 has a gold altar service set forth 6,000 g.p.

- #5 is **trapped** with a sleeping gas – no save, sleep for 3 turns; characters above 4th level save vs. Poison to avoid effect.
  - #6 has 1,000 each platinum, gold, electrum, silver and copper pieces.
  - #7 has four pit vipers (AC 6, HD 1., hp 5 each, #AT 1, D 1-4 plus poison, MV (30') Save F 1, ML 7).
  - #8 has 3 gems of 1,000 g.p. value, 4 of 500g.p., 11 of 100g.p., 25 of 50g.p., and 18 of 10 g.p. value.
  - #9 has an arrow trap which will always hit anyone in front if its door – 4 arrows each doing 1-6 points of damage (Divide arrows amongst persons in front).
  - #10 has an alabaster and gold statue worth 3,000 g.p. in a rare wood and silk case worth 600 g.p.
  - #12 has a sack with 58 platinum pieces and 91 electrum pieces in it.
- (Empty compartments indicate funds out on loan. **Bold-faced** numbers are those belonging to the banker.)

12. **WATCH TOWER:** This 45' tall tower has all of the usual defensive devices. It houses six men-at-arms in chain mail (AC 5) with bows and swords, 6 others in leather and carrying shields (AC 6) and pole arms (F 1, hp 4 each, #AT 1, D 1-6, ML 10), and the **captain of the watch** (AC 2, F 3, hp 20, #AT 1, D 2-7 with **dagger +1**, or 3-8 with **sword +2**, ML 11). The captain lives on the first floor (with the usual furnishings, but he has a silver flagon and tankard worth 750 g.p.). He is known to carry quite a bit of money with him (20 platinum pieces, 11 gold pieces, 8 silver pieces), although the soldiers have only small coins (2d6 silver pieces each). The second and third floors are barracks for the men-at-arms. The upper story holds a supply of 200 arrows, many rocks, 2 barrels of oil, and 24 spears.
13. **FOUNTAIN SQUARE:** There is a large, gushing fountain in the center of the square. On holidays, local farmers and tradesmen set up small booths to sell their goods in this place.
14. **TRAVELERS INN:** This long, low structure has five small private rooms and a large common sleeping room for a full dozen. (Servants and the like always sleep in the stables, 4, of course.) Private rooms cost 1 g.p. per night, but sleeping in the common room is only 1 silver piece per night. The innkeeper and his family live in a small loft above the inn. They are obviously normal persons of no fighting ability. This building is some 18' high.
15. **TAVERN:** This place is the favorite of visitors and inhabitants of the KEEP alike. The food is excellent, the drinks generous and good. The place is always active, with 4-16 (4d4) patrons at any time of day or night. The bill of fare reads:

ALE	1 e.p.	SOUP	1 s.p.
SMALL BEER	1 s.p.	STEW	1 e.p.
WINE	1 e.p.	ROAST FOWL	1 g.p.
HONEY MEAD	1 g.p.	ROAST JOINT	2 g.p.
BARK TEA	1 s.p.		1 e.p.
BREAD	1 c.p./slice	CHEESE	1 s.p./wedge
PUDDING	1 s.p./bowl	FRUIT	1 s.p.

The barkeep, if talking with a good customer and drinking to his health, will sometimes talk about the lands around the keep (1 drink per story, half of which may be true). He is known to hate small beer and love honey mead. There is a 50% chance that 2-5 (d4 + 1) of the patrons will be mercenary men-at-arms looking for work. (AC 6, F 1, hp 5 each, #AT 1, D 1-6, ML 7.) Each will have leather armor & shield, and sword and dagger;

all other desired equipment must be purchased by the employer, including missile weapons, and dungeon gear. Wages for duty include all gear purchased, room and board, and 1 s.p. per day of service. If no gear is purchased, the cost rises to 1 g.p. per day. (Note that a mere spear or minor equipment is considered as **no gear**.) It is always necessary to buy mercenaries a drink before discussing terms of employment. There is a 10% chance that each of the following persons will be in the tavern at any given time:

- CORPORAL OF THE WATCH
- CAPTAIN OF THE WATCH
- BAILIFF (see 6., above)
- PRIEST (see 7b., above)
- 2-4 WATCHMEN (see 12., above)
- SERGEANT OF THE GUARD (see 18., below)

WANDERER (a 2nd or 3rd level fighter, dwarf, elf, or halfling as the DM decides, with complete equipment for adventuring; such a wanderer is 75% likely to join an expedition if offered 25% of the treasure gained, but 1 in 6 will be of chaotic alignment).

The taverner is a normal man (AC 9, LVL 0, hp 6, #AT 1, D 1-6, ML 7), as are his son and the pot boy' (AC 9, LVL 0, hp 5, 2, #AT 1, D 1-6, ML 7), but in time of need they will don leather armor, carry shields (AC 6), and bear arms against attackers. The place is also served by his wife, daughter, a serving wench, and a scullion\*. (The owner and his son each have 2d6 gold pieces in their purses, the wife d6, all others have 2d6 coppers.) The cellar is where drink and food are stored and prepared, and where the servants sleep. The family sleeps in the small loft. (Hidden in an old crock under empty flour bags in the back room are 82 copper pieces, 29 silver pieces, 40 electrum pieces, and 17 gold pieces.)

16. **GUILD HOUSE:** When members of any guild (merchants, craft, artisans, etc.) travel to this area, they are offered the hospitality of this two-story building. This is a fee collection and administragive post, and the staff is careful to observe what traffic passes through the KEEP. Any trader who passes through must pay guild dues of 5% of the value of his merchandise, but he then gains the protection of the Guild House, assuming he is not a regular member. Craftsmen and artisans must gain Guild permission to enter or leave the land, paying a fee of 2d6 gold pieces either way (depending on the value of their trade). The lower floor contains the Guild Master's and his two clerks' quarters and an office (all sparsely furnished, but the Master has a gold ring worth 50 g.p., and 2d6 g.p. in his purse; each clerk has d4 each of gold, silver, and copper pieces. A strongbox under the Master's bed holds 712 gold pieces.) They are normal men (AC 9, LVL 0, hp 4 each, #AT 1, D 1-6, ML 7), with chain mail (AC 5), crossbows, and swords kept in a closet for quick use. There are two servants who will not fight and who have quarters in the cellar. The upper floor is divided into two private rooms and a dormitory for guests. The Master is very influential, and his favor or dislike will be reflected in the treatment of persons by fortress personnel. Four men-at-arms with leather armor and shields and armed with spear and sword are on duty at all times, two on the first floor, two above (AC 6, F 1, hp 6 each, #AT 1, D 1-6, ML 8). They are fanatical Guildsmen who will obey any order from the Master. Guests of the Guild eat here. Drinking is frowned upon.
17. **CHAPEL:** The spiritual center of the Keep is opposite the Guild House. This building has a peaked roof two stories tall; the interior is one large room. The altar is located at the eastern end, with a colored glass window (worth 350 g.p. intact) above it; the window is 20' tall and 8' wide. An offering box is fastened securely atop a heavy pedestal in the southeast corner; it contains 1-100 c.p.

and 1-100 s.p. at any time of the day. It is emptied each evening by the **Curate** (5th level cleric), who deposits the coins with the Banker (11., above). A small stairway in the northwest corner, behind the bare wooden pews, leads to the cellar, where the Curate and his three assistants have their quarters.

The **Curate** is the most influential person in the Keep except for the **Castellan** (26., below). He has a +1 'to hit', due to his high level; (AC 0 due to **plate mail** \$1, normal shield, and a **ring of protection +1**, C 5, hp 24, #AT I, D see below, ML 10). He will wield either a **mace +1 (D2-7)** or a **snake staff**. The **snake staff** adds +1 to "to hit" rolls and does 2-7 (1d6+1) points of damage. On command the staff turns into a snake and coils around the person hit. The victim is held helpless until The Curate recalls the staff (or for 1d4 turns maximum). The snake staff crawls back to the cleric on command. He rarely wears his armor (unless the Keep is threatened), but is never without his ring and Staff. His three **Acolytes** (AC 9 or 2, C I, hp 6, 5, 5, #AT I, D 1-6, ML 7) have plate mail and shield (AC 2) and mace. They are normally clothed in robes (AC 9) but will arm for battle on command of the Curate.

The Curate normally carries the following spells: **cure light wounds**, **detect magic**, **bleed**, **hold person**. He will only use the **cure** on a member of his congregation, such as an officer of the Guard or a shopkeeper.

All of the clerics' armor and weapons are stored in the Curate's locked room in the Chapel cellar, which has normal but sparse furnishings. The Chapel also owns many magic potions (3 of **healing**, 1 or **ESP**, 1 of **gaseous form**) and a magic scroll with one **cure disease** (a higher level spell which will cure any one normal disease), one **hold person**, and three **cure light wounds** spells on it. All of these magic items are hidden in a secret compartment underneath the offering box pedestal. The door of the compartment cannot be found unless the pedestal is moved. The door has two locks in it; the Curate and the Castellan have the only sets of keys.

If questioned closely by a friend, the Curate might (50% of the time) reveal his distrust of the Priest (7b., above) who visits the Keep regularly. The Acolytes, however, think very highly of the Priest, and will say so to any who ask about him.

18. **INNER GATEHOUSE:** This stone structure is itself like a small fort. The southern portion is only about 15' high, plus battlement; the rear part is some 30' tall, plus battlement. There are arrow slits in the southern section of course, and along the walls of the 20' wide, 10' high passage through to the north. This passage slopes upwards towards the inner courtyard. The heavy gates are doublebound with iron and spiked. There are six guards on duty at all times (two inside the gateway, two on the lower battlement, two on the upper), plus one officer on call (see below). No visitor is allowed beyond this point except by invitation or unless he or she has special permits.

The first floor of the place is the main armory. There are dozens of shields and of each sort of weapon. Two small rooms are quarters for the **Sergeant** and **Captain of the Guard** (furnishings are sparse). The second story on the north houses the Guardsmen stationed here.

**Captain of the Guard:** (AC 0, due to **plate mail +1** and **shield +1**, F 3, hp 24, #AT I, D 1-6 plus magical bonus, ML II). He has a **sword +2** and a **spear +1**. This man is very kind, friendly and an excellent leader. (He will sometimes move about in the Outer Bailey disguised as a mercenary.) He has 15 gold pieces and a 150 g.p.

gem in the pommel\* of his dagger.

**Sergeant of the Guard:** (AC 2, due to chain mail with a **shield +1**, and a **ring of protection +1**, F 2, hp 16, #AT 1, D 3-8 due to Strength plus magic weapon bonus, ML 11.) This very strong fellow (strength 17) is a hard fighter and loves to drink and brawl. He wields a **sword +1** and a **dagger +1**. He carries d6 each of gold, electrum, and silver pieces. (There is a potion of **healing** in a chest in his room under a spare cape.)

**Guardsmen:** There are 24 quartered here. Each has chain mail and shield, sword, dagger, and hand axe. Eight are crossbowmen, eight are long bowmen, and eight have pole arms. (AC 4 or 5 when not using shield, F I, hp 5 each, #AT 1 or 1/2 for crossbows, D 1-6, ML 10.) Two from each group are on duty at any given time; the rest take a full turn to armor and arm and turn out. (Each has 2d6 silver pieces.)

19. **SMALL TOWER:** This typical tower houses eight guardsmen who are all armored in chain mail (AC 5) and carry crossbows and swords. Shields are stored below, so in hand-to-hand combat they are AC 4. (AC 5 or 4, F I, hp 5 each, #AT 1 or 1/2 for crossbows, D 1-6, ML 10.) Two are on duty atop the tower at all times. The other six are in the chamber below. The base of the tower is solid except for the small stair up.
20. **GUARD TOWER:** This 50' high structure houses 24 guardsmen (as in 18., above). Their commander is the **corporal of the guard** (AC 0, F I, hp 9, #AT I, D 1-6 plus magic bonus, ML II.) He is armed with a sword and a **dagger +1**. There are supplies of food, weapons, and oil on the upper floor. The rest of the building is barracks and a room for the leader.
21. **INNER BAILEY:** This entire area is grass-covered. The troops drill here, and there are practice and jousting areas. During the daylight hours they will always be a dozen or more soldiers engaged in weapons practice.
22. **CAVALRY STABLES:** There are 30 war horses (AC 7, HD 3, hp 11 each, #AT 2, D 1-6/11-6, ML 8) and 1-4 riding horses (AC 7, HD 2, hp 8 each, #AT 2, D 1-4/11-4, ML 7) kept within. They are tended by two lackeys' (AC 9, LVL 0, hp 2 each, #AT 1, D 1-6, ML 7) and guarded by two men-at-arms (AC 4, F 1, hp 4, #AT I, D 1-6, ML 8).
23. **GREAT TOWER:** This 60' high structure houses 24 guardsmen, one-third with crossbows, one-third with bows, one-third with pole arms, and another **corporal** as per 20., above. (See 18. for tower details and so on.)
24. **THE KEEP FORTRESS:** This place has many tiers and is solidly built to withstand attack. The lowest level consists of a 15' high front section. The round flanking towers are 60' high, while the main building is 30' high. All sections have battlements. The door is solid iron. Inside are a great hall, an armory for the cavalry, and several side chambers for small dinners or meetings. The cellars below have vast stores of provisions, quarters for a score of servants, a cistern\*, and a dungeon area with four stout cells.

The **Castellan** lives in area 27. (see below), but he and his assistants will be in the lower part of the building during the day, tending to business and holding audience. There will always be eight guardsmen in plate (AC 3) with crossbows and swords on duty on the wall, and the same number with plate & shield (AC 2) and swords stationed inside. (AC 2, F 1, hp 5 each, #AT 1 or 1/2 with crossbows, D 1-6, ML 8.) The whole place is well decorated, and the furniture is heavy and upholstered.

**Second Floor:** There are rooms here for up to 36 cavalymen, plus two chambers for special guests. There are 12 heavy cavalymen with plate & shield and

## ADVENTURES OUTSIDE THE KEEP

sword and dagger (AC 2, F I, hp 8 each, #AT 1, D I-6, ML 10). There are also 18 medium cavalymen in chain, each with crossbow and axe, quartered here. (AC 5, F I, hp 6 each, #AT I or 1/2 for crossbows, D 1-6, ML 10.) Their rooms are sparsely furnished with only a cot, chair, and armoire\* for each. Two couriers, men-at-arms with leather armor and swords, are currently quartered in one side chamber. (AC 7, F I, hp 3, #AT 1, D 1-6, ML 8.)

25. **TOWER:** Each is 40' high, with battlements, and pierced with arrow slits to protect the east and west corners of the building. The fortress men-at-arms are housed in these structures and in the towers indicated by 26.

26. **CENTRAL TOWERS:** These structures rise 20' above the roof of the fortress, with a 5' battlement on their roof. Their two upper stories house 12 men-at-arms each; 6 in plate (AC 3) with crossbow and sword, 6 in plate and shield (AC 2) with sword (AC 3 or 2, F I, hp 5, #AT 1 or 1/2 for crossbows, D 1-6, ML 10) who are off-duty. It will take one turn for them to get ready for battle. In the two lower floors are the **Castellan's** assistants.

**Scribe:** This individual is a 2nd level cleric, armored in plate & shield, with a mace. (AC 2, C 2, hp 11, #AT I, D I-6, ML 8.) He has a **hold person** spell on a scroll he carries; his own spell is **light** which he may cast on an opponent's eyes to blind him. The scribe's chamber is austere, and there is nothing of value within except a gold holy symbol worth 150 gold pieces. He has 48 gold pieces in his purse.

**Advisor:** This individual is a third level elf (AC 0 due to Dexterity 16 and **plate mail +1**, E 3, hp 18, #AT 1, D 1-6, ML 12). He wears a **ring of fire resistance** and carries a short bow (which he uses at +2 "to hit" due to high Dexterity) and 10 **arrows +1**. His spells are **charm person**, **read magic**, and **web**. Tapestries and carpets are all about the room (one tapestry is worth 500 g.p.); he has very nice furniture. He wears a jeweled pendant worth 1,000 g.p. and carries 6 platinum and 10 gold pieces in his purse.

27. **CASTELLAN'S CHAMBER:** This portion of the fortress is 10' above the main roof and has battlements. Inside is the private room of the commander of the whole Keep. It is lavishly furnished, with a silver mirror (worth 300 g.p.) on the wall, a malachite bowl (worth 750 g.p.) on a table, and a fox robe (worth 1,200 g.p.) in his armoire\*. He has a small silver case (worth 450 g.p.) which contains 40 platinum pieces and 12 gems worth 100 g.p. each. There is a **spear +1** on the wall by the door.

**Castellan:** 6th level fighter (+1 to hit due to his high level), (AC -3 due to Dexterity 16, **plate mail +1**, **shield +1**, and **ring of protection +1**, hp 48, #AT I, D I-6 plus magical bonus, ML 12) with **sword +2**, **dagger +1**, and an **elven cloak and boots**. (He also carries a **potion of levitation** and a **potion of healing** with him at all times.) His chain of office is silver with gems (worth 1,800 g.p.), and he carries 10 each of platinum, gold, and electrum pieces, plus a gem worth 500 g.p. He is a very clever fellow, but at times he can be too hasty in his decisions. His bravery and honesty are absolute. If a guest asks him any question, he will do his best to answer, providing that it does not compromise the security of the KEEP.

After the group establishes itself and obtains equipment, they will either follow clues gained in conversation with residents of the KEEP or set out exploring on their own (or both). Naturally, they will be trying to find the **Caves of Chaos**, but this will take some travelling, and in the meantime they might well run into more than they can handle. Thus there are two maps – an AREA MAP for use when the party searches for the caves, and the CAVES OF CHAOS MAP which is a dungeon level map. First, take a look at the AREA MAP.

The "Realm" is to the west, off the map. The road branches, one path to the KEEP ON THE BORDERLANDS, the other leading off into the forsaken wilderness beyond the ken of Law. Note that most features are unnamed, so you can name them as suits your campaign. Inspection of the map will also show that there are five special areas. Numbers 1-4 indicate outside encounters and are detailed below. The **Caves of the Unknown** area is left for you to use as a place to devise your own cavern complex or dungeon maze. You may also wish to expand on the other encounter areas, designing camps, lairs or lost ruins to permit more adventuring. If you do not wish to undertake this at first, simply DO NOT ALLOW YOUR PLAYERS TO LOCATE IT EVEN IF THEY THOROUGHLY SEARCH THE VERY SPACE IT IS IN. (It was hidden by a magical illusion so as to be undetectable . . . )

The normal movement rate is 1 square per hour searching, 3 walking. Walking in the fens is at the rate of 1 square per hour. Walking is done in the forest at 2 squares per hour.

(Wilderness adventures are more completely explained in the D&D EXPERT SET rulebook.)

**Camping Outdoors Overnight:** Nothing will bother the party when camped outdoors, unless they are within six squares of a numbered encounter area. For each square they are within the six square range there is a 1 in 6 chance that the monsters there will seek them; so at 6 squares there is a 1 in 6 chance, at 5 there is a 2 in 6, at 4 there is a 3 in 6, at 3 there is a 4 in 6, at 2 there is a 5 in 6 and at 1 square a 6 in 6 – automatic encounter. Treat otherwise as a normal encounter.

Organized parties should post at least one guard in shifts throughout the night. However, if the party posts no guards, the monsters will surprise automatically as the party was sleeping and unaware. If the party has a fire lit, the monsters will never be surprised, even though the party may be.

Also take note of what provisions are brought with the party. They are adventuring, not hunting, and so they should not expect to find food. They should bring enough food and water with them. If not, when the party eats all the food, they will either have to try their luck at hunting (1 chance in 6 to catch food for one day for d6 men), or return to the Keep to restock their supplies. Stress to them in some manner that they will probably prefer to return to the Keep, knowing that they will fare better there, and not risk encountering monsters while hunting.

If the party attempts to move off the map, have a sign, a wandering stranger, a friendly talking magpie, or some other "helper" tell them that they are moving in the wrong direction.

### Area Map Encounter Areas:

1. **MOUND OF THE LIZARD MEN:** The streams and pools of the fens\* are the home of a tribe of exceptionally evil lizard men. Being nocturnal, this group is unknown to the residents of the KEEP, and they will not bother individuals moving about in daylight unless they set foot on the mound, under which the muddy burrows and dens of the tribe are found. One by one, males will



come out of the marked opening and attack the party. There are 6 males total (AC 5, HD 2 + 1, hp 12, 10, 9, 8, 7, 5, #AT 1, D 2-7, MV (20') Save F 2, ML 12) who will attack. If all these males are killed, the remainder of the tribe will hide in the lair. Each has only crude weapons: the largest has a necklace worth 1,100 gold pieces.

In the lair is another male (AC 5, HD 2 + 1, hp 11, #AT 1, D 2-7, Save F 2, ML 12) 3 females (who are equal to males, but attack as 1 + 1 hit dice monsters, and have 8, 6 and 6 hit points respectively), 8 young (with 1 hit point each and do not attack), and 6 eggs. Hidden under the nest with the eggs are 112 copper pieces, 186 silver pieces, a gold ingot worth 90 gold pieces, a healing potion and a poison potion. The first person crawling into the lair will always lose the initiative to the remaining lizard man and the largest female, unless the person thrusts a torch well ahead of his or her body.

2. **SPIDERS' LAIR:** Two black widow spiders (AC 6, HD 3\*, hp 11, 10, #AT 1, D 2-12 plus poison, MV (20') (40') in web, Save F 2, ML 8) have spun their webs amongst the trees here. Under a pile of leaves nearby is the skeleton of a victim, a hapless elf. Everything he bore has turned to rot and ruin, save a filthy shield which appears quite worthless (but cleaning and oiling will return it to +1 magic status).

3. **RAIDER CAMP:** A party of a dozen chaotic fighters has camped here – close enough to be able to spy on the KEEP, far enough away so as to be unlikely to be discovered by patrols. The members of this group are:

- Leader: AC 5 (chain mail), F 2, hp 12, #AT 1, D 1-6, ML 10, bow and spear
- Lieutenant: AC 6 (leather and shield), F 1, hp 7, #AT 1, D 1-6, ML 9, spear and sword
- 2 Bowmen: AC 7 (leather armor), F 1, hp 4 each, #AT 1, D 1-6, ML 8, bows and daggers
- 8 Spearmen: AC 6 (leather and shield), F 1, hp 5 each, #AT 1, D 1-6, ML 8, spears and daggers

Each has 3d6 silver pieces, the lieutenant has an additional d6 gold pieces, and the leader has an additional 2d6 gold pieces. They each have a bed roll and the

bowmen have an extra quiver of 20 arrows. There is a cask of good wine on a tree stump in the camp. Several game animals are hung from branches and can be eaten or taken along as they are cleaned.

4. **THE MAD HERMIT:** For many years a solitary hermit has haunted this area of the forest, becoming progressively wilder and crazier and more dangerous. His home is in a huge hollow oak, the entrance to the hollow concealed by a thick bush. Inside is a mound of leaves and a couple of pieces of crude furniture. Even his cup and plate are handmade of wood and are of no value. (There is a small chest buried under a few inches of dirt under the leaves of the Mad Hermit's "bed". In this container are 31 gold pieces, 164 silver pieces, a potion of Invisibility, and a dagger +1.) The hermit also has a "pet", a mountain lion, which lurks on a limb of the oak, ready to spring upon any unwary intruder. (This creature will always get first attack.)

**Mad Hermit:** (3rd level thief, AC 4 due to leather armor, ring of protection +1 and Dexterity 17, hp 15, #AT 1 at + 2, D 3-8, ML 10.) The hermit has a 30% chance to move silently and a 20% chance to hide in shadows. His madness gives him a +2 bonus to hit and a +2 bonus on damage (thus the bonus for striking from behind is + 6 to hit, and double normal damage + 2 points). He carries no treasure (other than the ring he wears!).

**Mountain Lion:** AC 6, HD 3 + 2, hp 15, #AT 3, D 1-311-311-6, MV (50') Save F 2, ML 8. (This creature will always attack first in each round. If it leaps down upon an opponent, it gains +2 to hit on each of its attacks that combat round. Usually it will first attack by jumping, and then it will stay on the ground and fight normally. If it is not engaged in combat during any round, however, it will take the opportunity to leap into a tree and then spring down on the next round.)

(The DM may choose to have the Mad Hermit approach the group on friendly terms, claiming to be a holy man seeking goodness in nature – perhaps he actually believes that at times. He will suddenly turn on the group when the opportunity presents itself, striking from behind, and calling his ferocious "pet" to his aid.)



## THE CAVES OF CHAOS

(DM Note: When the players discover the ravine area, read the following paragraph to them. Add whatever you feel is appropriate to the description of what they see, but be careful not to give anything away or mislead them. Information on how you should handle the whole area is given before the encounter area descriptions.]

**START:** The forest you have been passing through has been getting more dense, tangled, and gloomier than before. The thick, twisted tree trunks, unnaturally misshapen limbs, writhing roots, clutching and grasping thorns and briars all seem to warn and ward you off, but you have forced and hacked your way through regardless. Now the strange growth has suddenly ended – you have stepped out of the thicket into a ravine-like area. The walls rise rather steeply to either side to a height of about 100' or so – dark, streaked rock mingled with earth. Clumps of trees grow here and there, both on the floor of the ravine and up the sloping walls of the canyon. The opening you stand in is about 200' wide. The ravine runs at least 400' west (actually 440') to where the western end rises in a steep slope. Here and there, at varying heights on all sides of the ravine, you can see the black mouths of cave-like openings in the rock walls. The sunlight is dim, the air dank, there is an oppressive feeling here – as if something evil is watching and waiting to pounce upon you. There are bare, dead trees here and there, and upon one a vulture perches and gazes hungrily at you. A flock of ravens rise croaking from the ground, the beat of their wings and their cries magnified by the terrain to sound loud and horrible. Amongst the litter of rubble, boulders, and dead wood scattered about on the ravine floor, you can see bits of gleaming ivory and white – closer inspection reveals that these are bones and skulls of men, animals, and other things, . . .

You know that you have certainly discovered the Caves of Chaos.

### NOTES FOR THE DM ON THE CAVES OF CHAOS

**CAVE AREA MAP:** There are woods overlays and rough contour lines\* shown on the map. These are only for surface movement references, and once your players are underground you should ignore these markings.

**WOODS:** The small groves and copses are thick growths, tangled and forbidding. You may, at your option, have characters encounter occasional monsters herein – stirges, humanoids (kobolds, orcs, etc.) from the caves nearby, or the like. Movement through these wooded areas is slow and difficult. Characters must move in single file. Even though not shown, there are single trees, shrubs, and bushes elsewhere.

**UNDERGROUND:** The caves, passages, and rooms of the complex are on different levels. Passages slope upwards and downwards between the contours, even where stairways are not shown. Areas are roofed by at least 5' of solid rock.

**INTERIORS:** Except where noted otherwise, all underground areas are natural or cut from living rock. All surfaces are rough (and easy for a thief to climb) with small ledges, minor cracks, small holes, etc.

**RANSOMING PRISONERS:** Organized tribes can optionally be allowed to take player characters prisoner, freeing one to return to the KEEP in order to bring a ransom back to free the captives. Set the sums low – 10 to 100 gold pieces (or a magic item which the ransoming monsters would find use-

ful) per prisoner. If the ransom is paid, allow the characters to go free. Then, without telling the players, assume that this success brought fame to the capturing monsters, so their numbers will be increased by 2-12 additional members, and the tribe will also be very careful to watch for a return of the adventurers seeking revenge for their humiliating captivity. The period of extra alertness will last for 1-4 weeks; the increase in numbers is permanent.

**TRIBAL ALLIANCES AND WARFARE:** You might allow player characters to somehow become aware that there is a constant fighting going on between the goblins and hobgoblins on one side and the orcs, sometimes with gnomes allies, on the other – with the kobolds hoping to be forgotten by all, and the bugbears picking off any stragglers who happen by. With this knowledge, they might be able to set tribes to fighting one another, and then the adventurers can take advantage of the weakened state of the feuding humanoids. Be careful to handle this whole thing properly; it is a device you may use to aid players who are few in number but with a high level of playing skill. It will make it too easy if there are many players, or if players do not actually use wits instead of force when the opportunity presents itself.

**MONSTERS LEARNING FROM EXPERIENCE:** Allow intelligent monsters (even those with only low intelligence) to learn from experience. If player characters use flaming oil against them, allow the monsters to use oil as soon as they can find some. If adventurers are always sneaking up on them, have the monsters set warning devices to alert them of intruders. If characters run from overwhelming numbers, have the monsters set up a ruse by causing a few to shout and make noise as if there were many coming, thus hopefully frightening off the intruders. This method of handling monsters is basic to becoming a good DM. Apply the principle wherever and whenever you have reason.

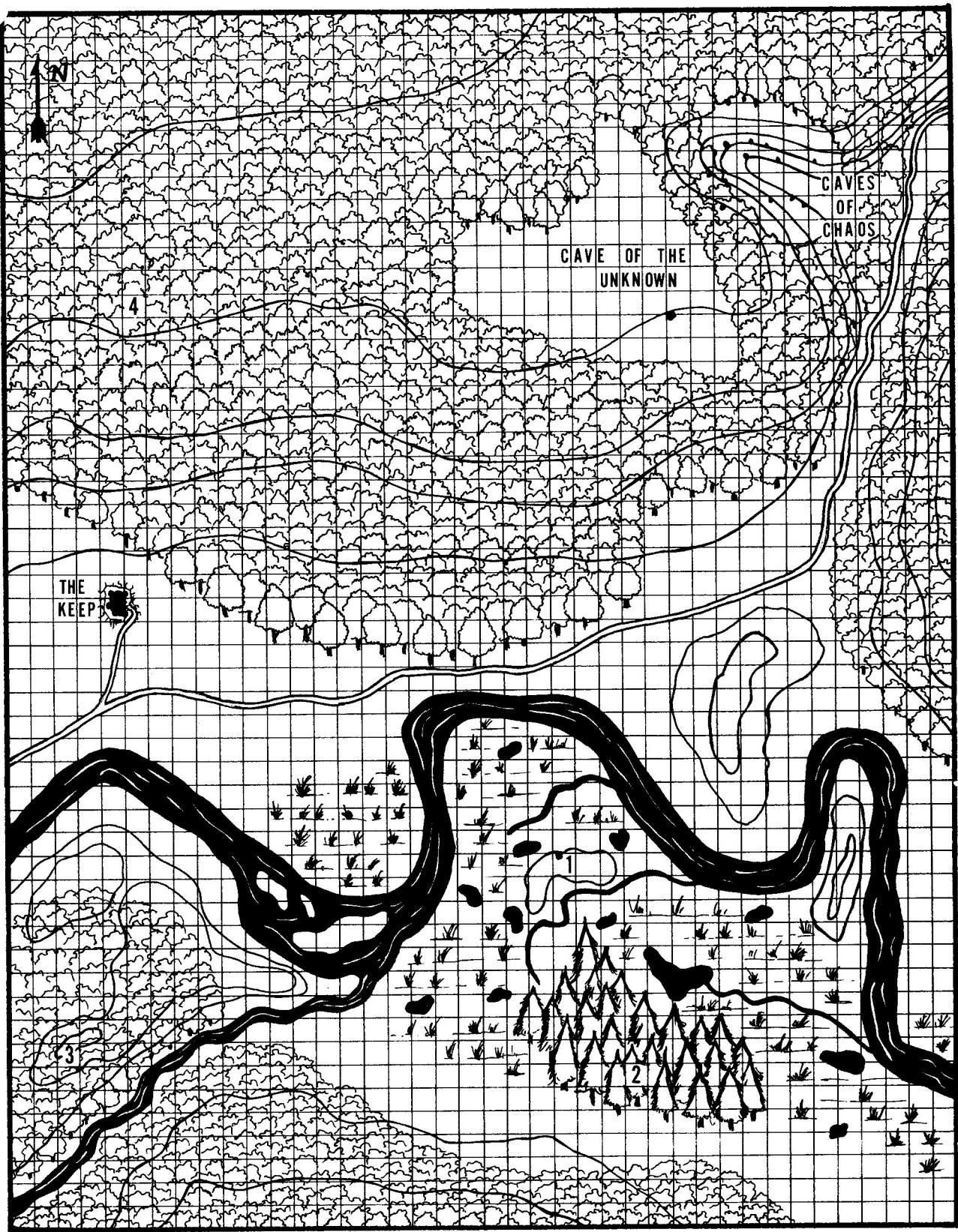
**EMPTIED AREAS:** When monsters are cleared out of an area, the place will be deserted for 1-4 weeks. If no further intrusion is made into the area, however, the surviving former inhabitants will return or else some other monster will move in. For instance, a *thou1* might move into the minotaur's cave complex (I.), bringing with him whatever treasure he has.

### Encounter Areas:

A. **KOBOLD LAIR:** There is a 2 in 6 chance that as the group enters the cave-like tunnel, 8 kobolds will come out from hiding in the trees above and attack. Kobolds: AC 7, HD 1/2, hp 3 each, #AT 1, D 1-4, MV (40'), Save NM, ML 6). Each carries d8 silver pieces.

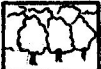



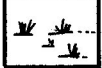


**Note:** 30' inside the entrance is a **pit** (☒) There is a 3 in 6 chance that each person in the front rank will fall in unless they are probing ahead. There is a 1 in 6 chance that individuals in the second rank will also fall in, but only if they are close to the first rank and the character ahead has fallen in. The pit is 10' deep, and those falling in will take 1-6 points of damage. The pit lid will close, and persons within cannot escape without aid from the outside. The noise will attract creatures from areas 1. and 2. Planks for crossing the pit are stored at #1., beyond.

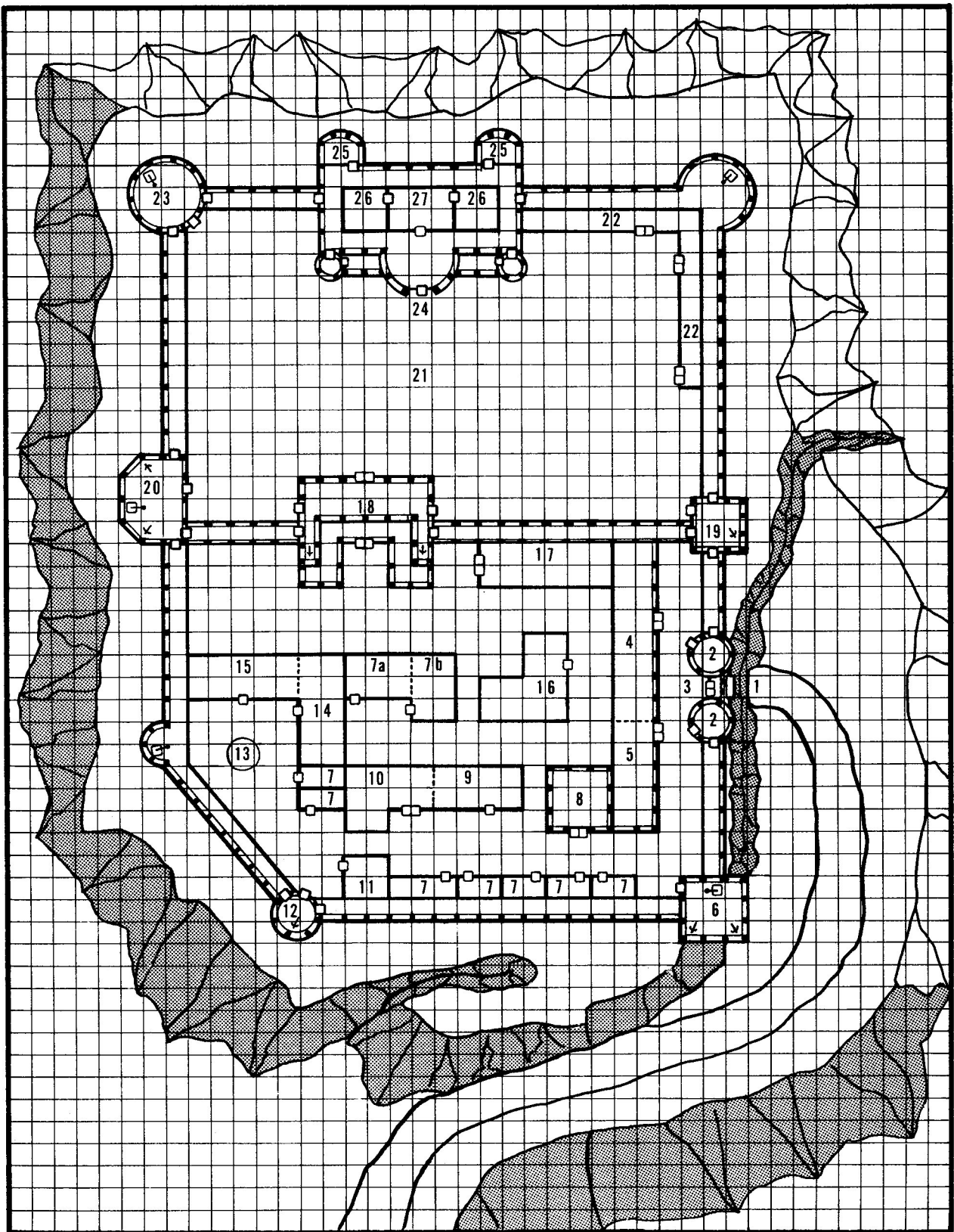
1. **GUARD ROOM:** 6 kobold guards (AC 7. HD 1/2 hp 3 each, #AT 1, D 1-4, Save NM, ML 6). They will throw their spears the first round if they have initiative. Each carries d6 silver pieces. One will run to warn areas 4. and 6.. The guards will be alerted by loud noises or lights.
2. **GIANT RATS** (amidst garbage and waste): There are 18 giant rats (AC 7, HD 1/2, hp 2 each, #AT 1, D 1-3 plus disease, MV (40'), Save F 1, ML 8). Each time a character



**WILDERNESS MAP**

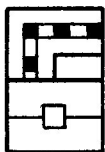
**SCALE: ONE SQUARE EQUALS 100 YARDS**

	<b>FOREST</b>		<b>CONTOUR LINE</b>		<b>ROAD</b>
	<b>RIVER</b>		<b>FENS</b>		<b>TAMARACK STAND</b>
					<b>WATER</b>



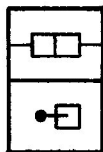
**MAP OF THE KEEP**

**SCALE: ONE SQUARE EQUALS 10 FEET**



**BATLEMENTS**

**DOOR**



**DOUBLE DOOR**

**CATAPULT**



**BALLISTA**

## CHARACTER ATTACKS

Attacker's level	Defender's Armor Class												
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
(Normalman)	11	12	13	14	15	16	17	18	19	20	20	20	20
1st to 3rd	10	11	12	13	14	15	16	17	18	19	20	20	20
4th + higher*	9	10	11	12	13	14	15	16	17	18	19	20	20

\* for NPCs or higher level characters

## MONSTER ATTACKS

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

## SAVING THROWS

Character Class	Type of Attack				
	Death Ray or Poison	Magic Wands	Paralysis or Stone	Turn Dragon Breath	Rods, Stave, or Spells
Clerics	11	12	14	16	15
Dwarves and Halflings	10	11	12	13	14
Elves	12	13	13	15	15
Fighters	12	13	14	15	16
Magic-users	13	14	13	16	15
Thieves	13	14	13	16	15

### Saving Throws for Higher Level Characters

In the D&D BASIC rules, NPCs higher than 3rd level should use the saving throws given above. In the D&D EXPERT SET, saving throws are given for higher level characters. In the more advanced game, a character's saving throws get easier to make as the character advances in experience level.

The DM may want to give higher level NPCs a bonus of +2 on all saving throw rolls to imitate their improved ability to save vs. special attacks. This should not be done, however, if the D&D EXPERT rules are used.

# DUNGEONS & DRAGONS®

## COST OF EQUIPMENT AND WEAPONS

### Weapons

Item	Cost in gp
<b>Axes:</b>	
Battle Axe (two-handed)	7
Hand Axe	4
<b>Bows:</b>	
Crossbow (fires quarrels)	30
Case with 30 quarrels	10
Long Bow	40
Short Bow	25
Quiver with 20 arrows	5
1 silver-tipped arrow	5
<b>Daggers:</b>	
Normal dagger	3
Silver dagger	30
<b>Swords:</b>	
Short Sword	7
Sword (normal)	10
Two-handed Sword	15
<b>Other weapons:</b>	
Mace*	5
Club*	3
Pole Arm (two-handed)	7
Sling with 30 Sling Stones'	2
Spear	3
War Hammer*	5

\* these weapons may be used by a cleric.

### Armor

Item	AC	Cost in gp
Chain Mail Armor	5	40
Leather Armor	7	20
Plate Mail Armor	3	60
Shield	(-1)*	10

\* deduct 1 from Armor Class number if shield is used.

## FANTASY ADVENTURE GAME

### REFERENCE TABLES

(This page is perforated for easy removal.)

### Miscellaneous

Item	Cost in gp
Backpack	5
Flask of Oil	2
Hammer (small)	2
Holy Symbol	25
Holy Water (1 vial)	25
Iron Spikes (12)	1
Lantern	10
Mirror (hand-sized, steel)	5
<b>Rations:</b>	
Iron Rations (preserved food for 1 person/1 week)	15
Standard Rations (unpreserved food for 1 person/1 week)	5
Rope (50' length)	1
<b>Sacks:</b>	
Small	1
Large	2
Thieves' Tools	25
Tinder Box (flint&steel)	3
Torches (6)	1
Water/Wine Skin	1
Wolfsbane (1 bunch)	10
Wooden Pole (10' long)	1

Sometimes the characters may wish to buy an item not on this list. In this case, the DM must carefully consider whether such an item could be found for sale and, if so, how much it would cost. The item should then be added to this list.

## CLERICAL ABILITIES

### First level Clerical Spells

- |                      |                          |
|----------------------|--------------------------|
| 1. Cure Light Wounds | 5. Protection from Evil  |
| 2. Detect Evil       | 6. Purify Food and Water |
| 3. Detect Magic      | 7. Remove Fear           |
| 4. Light             | 8. Resist Cold           |

### Second level Cleric Spells

- I. Bless
2. Hold Person
3. Silence 15' radius

### Clerics vs. Undead

Cleric's level	Skeletons	Zombies	Ghouls	Wights	Wraiths
1	7	9	11	No effect	No effect
2	T	7	9	11	No effect
3	T	T	7	9	11

T means that the cleric automatically Turns the undead; a **number** is the roll needed (on 2d6) to Turn. A complete explanation of Turning **undead** is given in the class description of clerics.

## VARIABLE WEAPON DAMAGE

<u>Damage</u>	<u>Weapon Type</u>
1-4 (1d4)	Torch
1-4 (1d4)	Dagger
1-4 (1d4)	Sling stone
1-4 (1d4)	Club
1-6 (1d6)	Arrow
1-6 (1d6)	Hand Axe
1-6 (1d6)	Mace
1-6 (1d6)	Quarrel' (Crossbow Bolt)
1-6 (1d6)	Short Sword
1-6 (1d6)	Spear
1-6 (1d6)	War Hammer
1-8 (1d8)	Battle Axe
1-8 (1d8)	Sword
1-10 (1d10)	Pole Arm'
1-10 (1d10)	Two-handed Sword'

\* Two-handed weapon

## MAGIC-USER AND ELF SPELLS

### First level Spells

- |                  |                         |
|------------------|-------------------------|
| 1. Charm Person  | 7. Protection from Evil |
| 2. Detect Magic  | 8. Read Languages       |
| 3. Floating Disc | 9. Read Magic           |
| 4. Hold Portal   | 10. Shield              |
| 5. Light         | 11. Sleep               |
| 6. Magic Missile | 12. Ventriloquism       |

### Second level Spells

- |                        |                      |
|------------------------|----------------------|
| 1. Continual Light     | 7. Levitate          |
| 2. Detect Evil I       | 8. Locate Object     |
| 3. Detect Invisible    | 9. Mirror Image      |
| 4. ESP                 | 10. Phantasmal Force |
| <b>5. Invisibility</b> | 11. Web              |
| <b>6. Knock</b>        | 12. Wizard Lock      |

### Third level Spells

1. Dispel Magic
2. Fire Ball
3. Fly

## ARMOR CLASSES

<u>Type of Armor</u>	<u>Armor Class</u>
Clothing only	9
Shield only	8
Leather Armor	7
Leather Armor &Shield	<b>6</b>
Chain Mail Armor	<b>5</b>
Chain Mail Armor&Shield	4
Plate Mail Armor	3
Plate Mail Armor&Shield	2

Armor Class is a measure of how well a character is protected from physical attacks. As the Armor Class number gets lower, the character becomes harder to hit. Armor Class is affected by such things as magic, magic items, and Dexterity, as well as by the type of armor worn.

Armor Class may be lowered (improved) by Dexterity and magical bonuses. A fighter with a Dexterity score of 16, **plate mail +1**, and a **shield +1** would have a total Armor Class of -2. Magical protection pluses are always subtracted from the number of the Armor Class.

### WANDERING MONSTERS: LEVEL 1

Die Roll	Wandering Monster	No.
1	Acolyte (A)	1-8
	Bandit (N-C)	1-8
:	Beetle, Fire(N)	1-8
<b>4</b>	Dwarf(L)	1-6
<b>5</b>	Gnome (L)	1-8
6	Goblin(C)	2-8
<b>7</b>	*Green Slime(N)	<b>1</b>
<b>8</b>	Halfling (L)	<b>3-18</b>
9	Killer Bee(N)	1-10
10	Kobold (C)	4-16
11	Lizard. Gecko (N)	1-3
12	Orc (C)	2-8
13	Shrew, Giant(N)	1-10
14	Skeleton(C)	3-12
15	Snake, Cobra (N)	1-6
16	Spider, Crab(N)	<b>1-4</b>
17	Sprite(N)	<b>3-18</b>
18	Stirge (N)	1-10
19	Trader (A)	1-8
20	Wolf(N)	2-12

### WANDERING MONSTERS: LEVEL 2

Die Roll	Wandering Monster	No.
1	Beetle, Oil (N)	1-8
<b>2</b>	Berserker (N)	1-6
<b>3</b>	Cat, Mt. Lion(N)	1-4
4	Elf (L/N)	1-4
5	Ghoul (C)	1-6
6	Gnoll (C)	1-6
<b>7</b>	*Gray Ooze (N)	1
<b>8</b>	Hobgoblin (C)	1-6
9	Lizard, Draco (N)	1-4
10	Lizard Man (N)	1-3
11	Neanderthal (N)	1-10
12	Noble (A)	2-12
13	Pixie (N)	2-8
14	Robber Fly(N)	1-6
15	Rock Baboon (N)	2-12
<b>16</b>	Snake, Pit Viper(N)	1-8
<b>17</b>	Spider, Black Widow(N)	1-3
<b>18</b>	Troglodyte (C)	1-8
<b>19</b>	Veteran (A)	2-8
20	Zombie(C)	2-8

### WANDERING MONSTERS: LEVEL 3

Die Roll	Wandering Monster	No.
<b>1</b>	Beetle, Tiger(N)	1-6
<b>2</b>	Bugbear (C)	2-8
<b>4</b>	Carriion Crawler(N)	1-3
<b>5</b>	Doppelganger Driver (C)	28 16
	Ant(N)	
6	*Gargoyle(C)	1-6
<b>7</b>	Gelatinous Cube(N)	1
<b>8</b>	Harpy (C)	1-6
9	Living Statue, Crystal (N)	1-6
10	*Lycanthrope, Wererat (C)	1-8
11	Medium (A)	1-4
12	Medusa (C)	1-3
13	NPC Party (A)	5-8
14	● Ochre Jelly(N)	1
15	Ogre (C)	1-6
16	Shadow(C)	1-8
17	Spider, Tarantella (N)	1-3
<b>19</b>	Thou1 (C)	1-6
<b>20</b>	White Ape(N)	1-6
	* Wight (C)	1-6

is bitten there is a 1-in-20 chance of getting a disease, unless a save vs. Poison is made. If the saving throw failed, there is a 25% chance the character will die in 1-6 (1d6) days. Otherwise the character will be too sick to adventure for one game month. These monsters are the pets of the kobolds, living off the garbage and waste of their hosts. They will rush to the sound of the trap door closing or of battle. They have nothing of value in their lair or on their bodies, but their leader (rat #18) who will be at the back of the pack, a huge fellow (AC 5 due to speed and cunning, HD 1-I, hp 4, #AT 2, D 2-4/2-4, MV (40') Save F I, ML 8) wears a thin silver chain set with 5 small gems (jewelry value 400 gold pieces, chain value 50 gold pieces, each gem worth 50 gold pieces). The weight of a few rats will not trigger the pit trap.

3. **FOOD STORAGE ROOM:** The door is locked. This place contains various sorts of dried and salted meat, grain, and vegetables in sacks, boxes, barrels, and piles. There are also bits and pieces of past human victims. There is nothing of value here; even the wine in a large cask is thin and vinegary.
4. **GUARD ROOM:** Here are 3 very large kobold guards with chain mail and bows to fire down the passage at attackers (AC 5, HD 1+1, hp 5 each, #AT 1, D 1-6, MV (40'), Save NM, ML 6). The guards will hide behind the corner for cover, so all missiles fired at them will be at -2 "to hit". Each carries a hand axe in his belt and a purse with 2d6 gold pieces.
5. **KOBOLD CHIEFTAIN'S ROOM:** This huge kobold (AC 5, HD 2, hp 8, #AT 1, D 2-8 (2d4), MV (40'), Save F I, ML 8) is so powerful that he fights with a battle axe. He has the key to the storage room (#3) and a large gem on a great golden chain about his neck (value 1,200 gold pieces). Five female kobolds (AC 7, HD 1/2, hp 2 each, #AT 1, D 1-3, Save NM, ML 8 due to the chief) are also in the room. There are heaps of cloth and bits of battered furniture in the place. Hidden in an old blanket hanging on the wall are 50 gold pieces (sewn into the hem). Each female has d6 gold pieces. A locked chest holds 203 copper, 61 silver, and 22 electrum pieces.
6. **COMMON CHAMBER:** The rest of the kobold tribe lives here. There are 17 males (AC 7, HD 1/2, hp 3 each, #AT 1, D 1-4, MV (40'), Save NM, ML 6), 23 females (AC 7, HD 1/2, hp 2 each, #AT 1, D 1-3, Save NM, ML 6), and 8 young (which do not attack). If their caves are invaded, those able will help in its defense. Males have d6 silver pieces each, females d4 silver pieces each; the young have nothing. Amidst the litter of cloth and bits and scraps of odds-and-ends there is a piece of silk worth 150 gold pieces. (If the party does not search it will not be located.)

**(DM Note:** Kobold losses will not be replaced, though injured kobolds will heal. If the attackers hurl oil at the kobolds, they will retreat if possible, rather than suffer damage. Should they have the opportunity to find any flasks of oil, the kobolds will use them against attacking characters!)

- B. **ORC LAIR:** Upon entering, the party will see that the wall 30' to the north is decorated with heads and skulls (human, elven, dwarven) in various stages of decay. These cheerful greetings are placed in niches which checker about 100 square feet of the surface of the wall. Close inspection will show that one is orcish (see g. below). Sounds of activity can be heard from the west, but all is quiet to the east.

**Areag:** This narrowing area is a guard post, the watcher (Orc: AC 7, HD 1, hp 5, #AT 1, D 1-6, MV (40'), Save F I, ML 8) having a small, window-

like opening from which he can observe the entrance to the lair. A piece of gray canvas behind gives the impression that the guard's head is another of the ghastly trophies which decorate the wall. If adventurers enter, he will quickly duck down, slipping a goblin head into the place his own was, and alert the orcs at 7.

7. **GUARD ROOM: 4** orcs (AC 7, HD 1, hp 5 each, #AT 1, D 1-6, MV (40'), Save F 1, ML 8). These guards are armed with spears. Each carries one for hurling and one to melee with. They have d8 electrum pieces each. When alerted, they will rush to engage intruders, raising the alarm when they see them. There is nothing of value in their chamber, there being only pallets and shabby clothing hanging on pegs.
8. The watcher (g.) will alert the 4 guards here (exactly as in 7., above) who will rush west and then south to flank or surround intruders threatening area 7. or 9. or approaching their own quarters.
9. **BANQUET AREA:** There is a great fireplace on the south wall and many tables and benches in this 30' x 50' chamber – the table at the north end having a large chair at its head where the orc leader usually holds court. The place is empty of orcs although there is a small fire of charcoal burning in the fireplace.
10. **COMMON ROOM:** Here are quartered 12 male orcs (AC 7, HD 1, hp 4 each, #AT 1, D 1-6, Save F I, ML 8) and 18 females and 9 young (who do not fight). The males have 2d6 silver pieces each, the others have nothing of worth. The few furnishings in the room are likewise of no value.
11. **STORAGE CHAMBER:** The door is locked. Amidst the stacks and heaps of supplies here (see 3., above), there are 3 shields, 17 spears, and 2 battle axes in excellent condition. A small crate in the far northeast corner contains a long-forgotten crossbow and 60 bolts. There is nothing else of value in the place.
12. **ORC LEADER'S ROOM:** This large creature is clad in chain mail, has a shield +1, and carries a mace. He fights as a 4 hit dice monster, has 15 hit points, and adds +2 to damage he causes when successfully striking an opponent (thus, 3-8 points of damage). This is due to his strength and skill. He carries 31 gold pieces, and wears a ring set with a gem (total value 700 g.p.).

The room is carpeted, has tapestries upon the walls (note one of these covers the entrance to the small cave to the west), and battered but still serviceable furniture and a cot. His two mates sleep on cushions at the foot of his resting place. The two females in the place fight as males (AC 7, HD 1, hp 3 each, #AT 1, D 1-6, Save F I, ML 8) and each has 2d6 gold pieces on her person. The chests and other furniture have nothing of value.

If hard pressed, the leader will wiggle behind the tapestries on the south wall and attempt to work the catch on the secret door to the south and go to the rival tribe for help, but his very life must be in great peril before he will do so. (Adventurers can only spring this catch by rolling a 1 (on a d6) twice in a row, or having two characters do so simultaneously.)

**Area 1:** This alcove is used by the orc leader to store arms and treasure. There are two complete suits of chain mail here (man-sized and dwarf-sized), 4 swords, and a locked iron chest which holds 205 copper, 286 silver, 81 gold, and 13 platinum pieces. A small niche in the back

wall, with a boulder in front covering it, hides a potion of healing and a scroll with a 6-die fire ball spell on it.

(DM Note: Orc losses cannot be replaced, but after an initial attack by adventurers, the males at location 10. will move four of their number into area 9., arm these orcs with crossbows, and lay an ambush for intruders. If the leader is slain, all surviving orcs from this locale will seek refuge with the tribe at C. (see below), taking everything of value (and even of no value) with them, and B. will thereafter be deserted.)

C. ORC LAIR: Similar to the orcs at area B., these monsters inhabit cave areas 14-16. These orcs, however, do not rely upon a continual watch being kept; instead, they have a series of nearly invisible strings running across the entry passage, about 11' from the entrance. When any of these strings is tripped, a heavy, weighted net suspended from the ceiling will drop upon intruders, and metal pieces tied to it will create an alarm sound. (The trip strings will be spotted only if careful observation is asked for, each observer having a 1 in 6 chance of seeing the devices. The camouflaged net is 10' wide and 18' long, made of thick, tarred ropes, and will entrap the victim for 1-4 rounds. Meanwhile, orcs from area 14. will be there in 1 round . . . .)

13. FORGOTTEN ROOM: Only the two orc leaders (from this area and from B.) know of this place. They secretly meet here on occasion to plan co-operative ventures or discuss tribal problems, for although separate tribes are not exactly friendly, both leaders are aware of the fact that there is strength in numbers. A small table and two chairs are in the middle of the room. There is a wooden chest to one side which holds a bow, a quiver of 20 arrows, 2 swords, and 2 daggers. Two shields are hung on the south wall. There are only odds and ends otherwise, except that in the southeast corner, hidden beneath an old bucket (which is filled with black, stagnant water) are two small pouches, each holding 1 gem of 50 gold piece value, 10 gold pieces, and 20 silver pieces. Nesting under these small pouches are 2 giant centipedes: (AC 9, HD 1/2, hp 2 each, #AT I, D illness, MV (20'), Save NM, ML 7).

14. COMMON CHAMBER: Here there are quartered 9 male orcs with shields and swords (AC 6, HD 1, hp 3 each, #AT 1, D 1-6, MV (40'), Save F 1, ML 8) and 8 females and 3 young who do not fight. The males have d20 silver pieces each, the females d4 copper pieces, the young have nothing. The place is a mess, and there is nothing of value in it. The males will go the entrance if they hear the net falling, arriving in 1 round.

15. COMMON HALL: General meetings are held here, and food is likewise cooked and eaten here. There are 6 males here, 2 with crossbows, (AC 7, HD 1, hp 3 each, #AT 1 or 1/2 for crossbows, Save F 1, ML 8) and 4 females (non-combatant), dwelling in the western forepart. Each has treasure on their person equal to 14., above. The males here will also go to the entrance if they hear the noise of the netfalling, arriving in 3 rounds.

16. LEADER'S ROOM: A guard (g.) is always posted just inside the door, and he cannot be surprised. (Orc: AC 5 for chain mail, HD 1 + 1, hp 6, #AT I, D 1-6. Save F 1, ML 8, carries 2d6 silver and d4 gold pieces.) He immediately shouts an alarm if any intruders attempt to enter. Behind him are stacks of barrels and boxes and sacks – extra supplies for the tribe. (One small wine barrel, 400 coins in weight, contains a good quality wine worth 55 gold pieces.) None of the other items here have value, and the foodstuffs is not up to human standards.

The area to the east houses the leader (AC 2, HD 3, hp 16, #AT I, D 1-6, Save F 3, ML 10). He is a very large orc who wears plate mail and carries a shield. He uses a sword and attacks as a 3 hit die monster. At his belt is a magic hand axe +1 which he will hurl at an opponent, and he can do so and still attack normally in the same round of combat. His belt is made of silver, with a gold buckle (total value 160 gold pieces), and his sword has a 100 gold piece gem set in its pommel\*. In his purse are 8 gold pieces, 17 electrum pieces, and 5 silver pieces. His mate is equal to a male orc in combat (AC 7, HD 1, hp 5, #AT I, D 1-6, Save F 1, ML 10), and she has a bracelet of ivory which is worth 100 gold pieces. The area is well furnished, and a small chest of drawers contains a sack with 50 platinum pieces tied shut with a rope of climbing. There is also a copper bowl, finely wrought and chased with silver, on a small table near the bed. However, it is filled with garbage and very tarnished, so it looks as if it were worth 10 silver pieces, rather than the actual 50 gold pieces, unless it is closely inspected.

(DM Note: Orc losses cannot be replaced. If this tribe is attacked, they will have the males at area 15. watching the entrance, ready for a second try by the adventurers. If the leader is slain, the survivors will seek safety in area B., if possible; otherwise, they will flee the place entirely, carrying their goods away.)

D. GOBLIN LAIR: The natural cave quickly turns into the worked stone tunnels typical of this whole complex. The passageways here are very busy, and for every 10' distance covered by the party there is a 1 in 6 chance that they will encounter a group of goblins (see below). Check each time the party travels 30' (a 3 in 6 chance) until wandering goblins are encountered, then check no further. When an encounter occurs, the entire bunch of goblins will attack and cry out an alarm (Bree-Yark!) at the same time. Wandering goblins are in addition to those found in numbered areas.

Wandering Goblins: 6 males (AC 6, HD I-I, hp 3 each, #AT I, D 1-6, MV (20'), Save NM, ML 7). Each will have d6 silver pieces. (They are patrolling and carrying messages back and forth. The group will also be carrying several bags (d6) of fairly good foodstuffs – not worth much, but quite suitable for human fare.)

17. GUARD CHAMBER: 6 goblin guards with several spears each (AC 6, HD I-I, hp 3 each, #AT 1, D 1-6, Save NM, ML 7) are alertly watching both passages here for intruders of any sort, including hobgoblins from the south. They each have d4 x 10 copper and d4 silver pieces. The chamber has a barrel with 60 spears, a small table, 2 benches and a keg of water.

18. GUARD CHAMBER: This is the same as 17., above, except the goblins watch mainly to the east. If there is a cry of "BREE-YARK" (similar to "Hey Rube!"), 2 of these guards will rush to the secret door, toss a sack with 250 gold pieces in it to the ogre (E., 22., below) and ask him to help them. The ogre will accept the payment and will enter the goblins' lair and move to attack intruders immediately, if possible. The sack of gold coins is hidden in a water barrel in the corner by the secret door.

19. COMMON ROOM: There are 10 males (AC 6, HD I-I, hp 3 each, #AT I, D 1-6, Save NM, ML 7) and 14 females and 6 young (who do not fight) dwelling here. Food is prepared and eaten here, and general meetings are likewise held here. There are heaps of bedding, tables, stools, benches, etc. all around the whole place, making it very cluttered. Each male has d6 silver pieces,

each female has 2d6 copper pieces. If the wandering group of goblins has not been encountered when the adventures enter this area, be certain to have those 6 additional males in this chamber.

20. **CHIEFTAIN'S ROOM:** The goblin leader (AC 4 due to chain mail and shield, HD 3, hp 11, #AT 1, D 2-7 due to Strength and skill, Save F 2, ML 9), 3 guards (AC 6, HD 1 +1, hp 7, #AT 1, D 1-6, Save NM, ML 9 due to presence of chief), and several females are quartered here. The chief has a purse with 18 gold and 2 platinum pieces in it; each of his guards has 8 electrum pieces and d6 silver pieces. There is a silver cup (value 90 gold pieces) under his bed. He and the guards have bows hung on the wall, and if there is time they will take them down and use them. If hard-pressed, 2 of the female goblins can fight as well as males, and will do so (2 female goblins (AC 7, HD 1-1, hp 2 each, #AT 1, D 1-6, MV (20'), Save NM, ML 9 due to the presence of the chief); the other females do not fight.

This place has quite a bit of good furniture in it – all scaled to goblin-size, of course. A low bench near the bed has a secret drawer under the seat, and inside is stored the treasure of the goblins: a tapestry with silver and gold threads which is worth 900 gold pieces. Nearby is a stand with a pewter bowl which holds 273 silver and 321 copper pieces.

21. **STORAGE CHAMBER:** Note that at position g. there are 4 goblin guards on duty (AC 7, HD 1-1, hp 4 each, #AT 1, D 1-6, Save NM, ML 7), armed with ready crossbows and swords. Many bales, boxes, crates, barrels, and sacks are stacked and heaped in the large chamber. They contain cloth, food, beer, and wine – all of no special worth. The hard-working but not-too-bright goblins continually bring supplies of stolen and looted goods to this place. They do not realize that their large cousins, the hobgoblins at area F., below, use a secret door known only to them to steal the best of the foodstuffs and drink. If the adventurers stay in this chamber for more than 1 turn, a party of 4 hobgoblins will come through the secret door:

**4 Hobgoblins:** (AC 6, HD 1 + 1, hp 6 each, #AT 1, D 1-8, MV (30'), Save F 1, ML 9.) Each carries d4 gold pieces.

(DM Note: Goblin losses cannot be replaced. If they are being soundly defeated by intruders, the goblins will attempt to hide or flee east. Those who do so will go from area 17. to area 23., inform the hobgoblins, and join forces with them, so adjust encounters appropriately.)

- E. **OGRE CAVE:** Persons entering this place will notice a strong, sour odor and then notice what appears to be a huge bear sprawled asleep in the southwestern part of the cave. This is nothing more than the skin of a huge bear which the ogre killed and uses as a bed, making it more comfortable by heaping leaves underneath. The ogre sits in the eastern portion of his lair, and noise will certainly bring him ready to do battle. This huge Ogre has AC 4 due to his thick hide and another thick bear-skin he wears for protection. Because of his high strength, he hits opponents for 3-12 (1d10+2) points of damage (AC 4, HD 4 + 1, hp 25, D 3-12, MV (30'), Save F 4, ML 10). The ogre has grown wealthy by serving as a mercenary – generally on the side of the goblins (and their occasional allies, the hobgoblins), although he has been bought off by the orcs and gnolls from time to time. He will rush to aid the goblins when they toss him the sack of coins (see 18., above). If anyone offers him a greater fee – one which he can actually see and feel – it is 90% likely that he will simply take it (and the goblins' money too!), and return to his lair.

22. The ogre sits here on top of a great leather bag. In this bag are seven large sacks which contain:

#1: 287 silver pieces; #2: a hard cheese; #3: 182 copper pieces and 91 electrum pieces; #4: 289 gold pieces; #5: a keg of brandy (value 80 gold pieces); #6: 303 copper pieces; #7: 241 gold pieces (actually lead coins with a wash of gold, so value of each is only 1 copper!).

If intruders offer him a bribe of 20 or more gold piece value, the ogre will be 90% likely to allow them to leave unmolested, but if he catches them again, he will attempt to kill them, whatever the offers. Hidden under a heap of old bones in the southern portion of his cave are 6 magic arrows +1, a **potion of invisibility**, and a magic scroll with 2 cleric spells – **cure light wounds**, **hold person**.

- F. **HOBGOBLIN LAIR:** Seldom are these fierce creatures troubled by marauders, for the entrance to their lair is guarded by a stout, barred door at the back of the entry cave. Skulls are lined along the walls, and several are affixed to the oaken door to highlight a warning written in common runes: "Come in – we'd like to have you for dinner!" (Which **could** be misinterpreted as a cordial invitation to dine.) Careful inspection of the barred door has a 1 in 6 chance per person examining it of detecting a secret mechanism which allows a person outside to slide the bar back so the portal can be entered. If it is forced open, it will require three 1s (on a d6) to indicate the bar has been broken, and the noise will alert area 26. If a **knock** spell is used to open the door, the noise of the falling bar will be heard, but guards will not have time to react, so the intruders will have two rounds of time before the guards will come.

23. **COMMON ROOM:** This place quarters 5 males (AC 6, HD 1 + 1, hp 5 each, #AT 1, D 1-8, MV (30'), Save F 1, ML 8) with d4 x 10 silver pieces each; 8 females (AC 7, HD 1, hp 4 each, #AT 1, D 1-6, Save F 1, ML 7) with 2d6 silver pieces each, and 3 young which do not fight and have no treasure. There are heaps of cloth and skins for beds, some odds and ends of furniture, and a small barrel of beer, buckets, etc. in the place, all worthless. The males are watching the east door which communicates with the goblin lair (D., above) and are battle-ready.

24. **TORTURE CHAMBER/PLAYROOM/FOOD STORAGE:** There are 2 very large, ugly hobgoblins here. Each is equal to a 2 + 1 hit dice monster, one having 10 hit points, the other 8 hit points, and both wear chain mail (AC 5). One also has a whip, as well as a sword, so that he can strike at opponents up to 15' distant, and if a hit is scored, the whip will jerk the victim off his or her feet and stun (paralyze) him or her for 1-2 melee rounds. However, once closely engaged, the hobgoblin cannot make use of his whip, so he will cast it aside. Each of these monsters has a purse with d6 each copper, silver, and electrum pieces. The larger also has a silver armband worth 135 gold pieces. They guard 6 prisoners who are chained to the walls. There are two chairs, a small table, a central fire pit, and various implements of torture in the chamber. The keys to the prisoners' chains are hanging on the wall in the southwest corner. The prisoners are:

#1: A plump, half-dead merchant, scheduled to be eaten tonight in a special banquet. If he is rescued and returned to the KEEP, the Guild will pay a 100 gold piece reward, grant the rescuers honorary Guild status, and exempt them for one year from any fees, dues, taxes, and the like which the Guild would normally collect.



- #2: An orc (AC 7, HD 1, hp 4, ML 8) who will fight goblins and hobgoblins gladly, if handed a weapon (of course, he will seek to escape from the adventurers at first chance, taking whatever he can with him, and informing his fellows at B. (above), of what happened).
- #3: A man-at-arms (AC 9 due to no armor, F 1, hp 5, ML 7) who formerly served as a guard for the merchant. He will take service with rescuers for 1 year if an offer is made, for room and board only, if given armor and weapons.
- #4: A normal female, the merchant's wife, in fact, who is also slated for the big feast. She will personally reward her rescuers by giving them a dagger +1 she has in her room back at the KEEP.
- #5: A crazy gnoll (AC 9 due to no armor, HD 2, hp 9, #AT I, D 1-6, Save F 2, ML 8) who will snatch up a weapon and attack his rescuers if he is freed. (He will cause only 1-6 points of damage due to his weakened condition.)
- #6: Another man-at-arms as #3, above, who will behave the same way his companion will.
25. **COMMON CHAMBER:** This large place is used for meals, meetings, and general revels of the hobgoblin tribe. There are many tables and benches set out now, as the place is being readied for the coming feast. 4 males (AC 6, HD 1 + I, hp 5 each, #AT 1, D 1-8, MV (30'), Save F I, ML 8), 5 females (AC 7, HD I, hp 4 each, #AT I, D 1-6, Save F I, ML 7), and 9 young (who will not fight) are working here. Males have d4 gold pieces each, females 2d6 silver pieces. The head table has a set of pewter dishes on it, and their value is 25 g.p. for the set.
26. **GUARD ROOM:** 6 hobgoblins (AC 7 when using crossbows or 6, HD 1+I, hp 6 each, #AT 1 or 1/2 for crossbows, D 1-6, Save F I, ML 8), 3 with crossbows which they'll fire once before dropping and taking their maces for close combat. Each carries d4 each gold, silver, and copper pieces. If they hear the door being battered, or the bar falling, all but one will immediately rush to the entry, while the other will alert area 27., and then join his fellows. It takes two rounds for them to reach the entry, and the sixth will join the other guards on round four.
27. **ARMORY:** 3 hobgoblin guards (AC 5 due to chain mail, HD1+1, hp6 each, #AT 1, D1-8, Save F1, ML 8) are on duty here at all times. If warning comes, two will move to the door to wait in ambush, and the other will pass through the secret entrance (to area 31.) to alert the chief. Each guard has 2d4 each of silver and electrum pieces. In the chamber are the following:
- 1 suit of man-sized plate mail
  - 1 suit of dwarf-sized plate mail
  - 3 suits of man-sized chain mail
  - 2 suits of elf-sized chain mail
  - 7 suits of man-sized leather armor
  - 11 shields
  - 6 daggers
  - 1 battle axe
  - 4 maces
  - 3 swords
  - 2 bows (short)
  - 1 longbow
  - 13 crossbows
  - 11 score\* arrows (14 arrows have silver heads)
  - 9 score' bolts
  - 51 spears
  - 19 pole arms
  - 42 helmets of various sizes
- Armor-type items are standing or hung from racks. Weapons are in chests or on pegs or in racks.
28. **STOREROOM:** Goods stolen from the stupid goblins are kept here until needed above. There will be a single guard (AC 6, HD 1 +I, hp 5, #AT I, D 1-8, Save F I, ML 8) on duty here at all times. He has 2d8 electrum pieces. (If the looting party does not encounter adventurers in area 21.. they will also be here: 4 hobgoblins (AC 6, HD 1 + I, hp 6 each, #AT 1, D 1-8, Save F 1, ML 8). Each of the four carries d4 gold pieces.
29. **GUARD ROOM:** 2 hobgoblin guards with crossbows and swords stand here. (AC 7, HD 1+I, hp 5 each, #AT 1 or 1/2 for crossbows, D 1-6, Save F 1, ML 8.) With them are 2 females who will fight (AC 7, HD I, hp 4 each, #AT I, D 1-6, Save F I, ML 7). Males have 2d6 each silver and copper pieces, females have no treasure. There are two cots, a bench, a stool, and a large box (filled with soiled clothing) in the room. If attackers are seen, one female will alert area 30., the other area 31.; then both will fight.
30. **HOBGOBLIN CHIEF'S QUARTERS:** This great, ugly creature (AC 2 due to his plate mail and shield, HD 5, hp 22, #AT I, D 3-10 due to Strength and skill, MV (30'), Save F 5, ML 10) has 5 platinum and 31 gold pieces in his purse. He wears a silver and gem studded belt (value 600 gold pieces). With him are 4 large female hobgoblins, each equal to a male (AC 6, HD 1 + I, hp 6 each, #AT 1, D 1-8, Save F I, ML 10 due to the chief), and each has 2d6 gold pieces. The room is crowded with furniture and junk – all of no real worth, except that there is a false bottom in a huge iron box filled with mangy animal skins. The secret portion of the iron box holds 25 platinum, 200 gold, 115 electrum, and 400 silver pieces plus a 100 gold piece gem and a potion of poison. Amidst a heap of kindling wood near the fireplace (southeast corner) there is concealed a wand of paralyzation, but it has only 7 charges left in it.
31. **GUARD ROOM:** 4 hobgoblins (AC 5 due to chain mail, HD 1 +I, hp 5 each, #AT I, D 1-8, Save F I, ML 8), each with 2d6 electrum, silver, and copper pieces. They are alert for danger, and when notified, they will pass the word to areas 29., 30., and/or 27., as required. The room is rather bare, having only 2 pallets, a stool, and a large water barrel.
- (DM Note: As usual, hobgoblin losses cannot be replaced during the course of normal play, which is a period of only several days or weeks of action. The hobgoblins are fairly smart, well-organized, and alert. If their chief is killed, they will typically seek to escape alive, unless their opponents are obviously weak and inferior. Survivors will reinforce the goblins at D., above, unless their attackers are very dangerous and the hobgoblins can see that the whole Caves' area is in trouble. . .)
- G. **SHUNNED CAVERN:** Even the normal inhabitants of this area, including the ogre, stay away from here, for the creatures who dwell herein are exceptionally dangerous. Any creature foolish enough to venture out at night becomes fair game. A horrible stench is noticed as soon as creatures enter the cavern area.
32. **EMPTY GALLERY:** The odor of these places is awful. Bones and rotting corpses are spread here and there amidst a litter of dead leaves and old branches. If a careful search is made, adventurers will find a coin every round: 1-2 = 1 copper piece, 3-4 = 1 silver piece, 5-6 = 1 electrum piece. The sound of such searching might bring visitors! Roll on the table below for an encounter:

- 1- Owl bear from 34., below
- 2 - 2-12 giant rats (AC 7, HD 1/2, hp 2 each, #AT 1, D 1-3 plus disease, MV (40), Save F 1, ML 8)
- 3 - Gray ooze from 33., below
- 4-6 – Nothing is attracted to the noise
33. **SHALLOW POOL:** This portion of the cavern is very wet, and all of the walls and the floor have a sheen from the dampness. There is a large pool of shallow water (as shown), and a few white, blind fish are swimming therein. There is a jewel-encrusted goblet worth 1,300 gold pieces in the water. There are 3 gray ooze monsters in this place (only 2 if 1 has already been encountered in a 32. area). Each causes 1-8 hit points of damage on the first round, unless attacking from above, because half of their damage will be taken up in destroying the foot and leg protection of the victim. Thereafter, attacks cause 2-16 points of damage, as do attacks from above. (AC 8, HD 3\*, hp 15 each, #AT I, D 1-8 first round, then 2-16 destroys armor, MV (3\*) Save F 2, ML 12.) The pair always in the place are the one at the south edge of the pool and the one on the ceiling in the southwestern portion of the area. There is only a 1 in 20 chance of noticing either unless a pole device is used to prod the area before the pool or unless two or more torches are held aloft so as to fully light the ceiling area. The third gray ooze will be on the ceiling to the left of the entrance, if present.
34. **OWL BEAR'S DEN:** The owl bear (AC 5, HD 5, hp 30, #AT 3, D I-811-811-8, MV (40') Save F 3, ML 9) sleeps in the most southerly part of its den, digesting a meal of gnoll it just caught at dawn. If aroused, the beast will roar and rush out, striking with its two great paws and toothy beak for 1-8 points of damage per hit, with three such attacks per round, i.e. a claw, another clawing attack, and then a snap of its beak. It has no treasure, but amidst the many sticks and bones it sleeps on is a bone tube (1 in 6 chance of noticing it for each person searching the heap, with a check for each once per round) with a protection from undead scroll within it.
- H. **BUGBEAR LAIR:** The group of bugbears is not numerous, but what it lacks in numbers, it makes up for in strength and cunning. There are signs beside the entrance cave in kobold, orcish, goblin, etc. Each says: "Safety, security and repose for all humanoids who enter – WELCOME! (Come in and report to the first guard on the left for a hot meal and bed assignment.)"
35. **GUARD ROOM:** 3 bugbears (AC 5, HD 3 + 1, hp 11 each, #AT I, D 2-8, MV (30'). Save F 3, ML 9) with 2d10 gold pieces each. These creatures lounge on stools near a smoking brazier which has skewers of meat toasting over the coals. Each will ignore his great mace when intruders enter, reaching instead for the food. Though they do not speak common, they will grab and eat a chunk, then offer the skewers to the adventurers – and suddenly use them as swords to strike first blow (at +2 bonus to hit due to surprise!) unless the victims are very alert. There are two cots in the place and a large gong. If the battle goes badly, one will smite the gong to warn the others in the complex.
36. **CHIEFTAIN'S ROOM:** This tough old bugbear is equal to an ogre (AC 5, HD 4+1, hp 18, #AT I, D 3-12 (d10+2), Save F 4, ML 9). He has a pouch with a key, 29 platinum pieces, and 3 50 g.p. gems in it. With him is a female bugbear equal to the male (AC 5, HD 3 + 1, hp 12, #AT I, D 2-8, Save F 3, ML 9). She has gold earrings worth 100 g.p. The furnishings of the room are battered and crude, but several pieces of silk are mixed up with the bedding, in all 6 may be found; the party will be able to sell them for 20 g.p. each. There is a gray chest stuck up on a ledge near the ceiling which will only be spotted if the room is carefully searched. It contains 1,462 silver pieces, a 30 pound statue of alabaster and ivory (worth 200 gold pieces), and 2 potions of healing (which will break if the chest is roughly handled). It will take three or four strong characters to bring this down safely. There is a **hand axe +1** on the wall, and if the chieftain has the chance, he will take it down and hurl it first, then close for full melee. He knows of the secret door – it is his escape route in desperate situations.
37. **SPOILS ROOM:** The heavy door is locked, and the key is in the pouch of the chieftain (36., above). Inside are a **shield + 1**, being used as a tray to hold a heap of dried herbs (catnip, something these particular bugbears relish), various boxes and crates of high quality dried or salted foodstuffs, leather hides in a stack, 3 barrels of ale, a tun of wine, and a small keg of oil (20 flask capacity). (If all but the shield and oil are sold at the KEEP, the value will be 400 gold pieces.) Breaking the lock or smashing the door will bring the guards from 35. and the chieftain and his mate from 36..
38. **COMMON ROOM:** 3 males (AC 5, HD 3 + 1, hp 12 each, #AT I, D 2-8, MV (30'), Save F 3, ML 9) with 2d6 each of gold and silver pieces, 7 females (AC 6, HD 2, hp 8 each, #AT I, D 1-8, Save F 2, ML 8), and 3 young bugbears (AC 7, HD 1, hp 3 each, #AT 1, D 1-4, Save F 1, ML 7) live here. There are piles of bedding and old garments here and there. Blackened by soot, there is a silver urn worth 175 g.p. near the fireplace, but only close examination will reveal its true value.
39. **GUARD ROOM:** Watching here are 2 males (AC 5, HD 3 + 1, hp 10 each, #AT 1, D 2-8, Save F 3, ML 9) with 2d8 gold pieces each, and 3 females (AC 6, HD 2, hp 7 each, #AT 1, D 1-8, Save F 2, ML 8) each with d10 gold pieces. Each has a spear in addition to normal weapons, so that they can hurl this missile and then close to fight hand-to-hand. These bugbears tend to the slaves as well as help to guard the entrance to their lair. There are bedrolls, a bench, a long table, a water pail, and sacks of meal scattered here and there in the chamber. Keys to the doors to 40. and 41. are on the wall opposite the stairs. Both corridors to the slave pens have meal sacks and small boxes and barrels of provisions and watered wine along their length.
40. **SLAVE PEN:** The iron door is secured by a bar, chain, and heavy padlock. Inside is a litter of straw, a bucket, and the following slaves: 3 kobolds (AC 9, HD 1/2, hp 2 each, MV (40'), Save NM, ML 6), 1 goblin (AC 9, HD I-I, hp 3 each, MV (20'), Save NM, ML 7), 4 orcs (AC 9, HD I, hp 5 each, MV (40'), Save F 1, ML 8), and 2 humans (AC 9, F 1, hp 4 each, MV (40'), ML 7) – optionally add 1 dwarf (AC 9, D 2, hp 12, MV (40'), ML 8) and 2 elves (AC 9, E 1, hp 7 each, MV (40'), ML 8) in place of 2 of the kobolds and 1 of the orcs. They are chained to the wall with a common chain and a heavy padlock. All will fight against the bugbears if given weapons. (Treat as AC 9 unless protection is provided.) The humans will serve as those noted in F., 24., above. The dwarf and elves, if used by the DM, may agree to help the adventurers as long as they stay in the Caves' area continuously and fight. The other creatures will desert at first opportunity.
41. **SLAVE PEN:** Another barred, chained, and padlocked iron door keeps safe the following slaves: 3 hobgoblins (AC 8, HD 1+1, hp 6 each, MV (30'), Save F 1, ML 8), 2 gnolls (AC 8, HD 2 + 1, hp 9 each, MV (30'), Save F 2, ML 8), 1 (rebel) bugbear (AC 7, HD 3 + 1, hp 14, MV (30'), Save F 3, ML 9) and 1 huge human – a seeming wild-man, with mighty muscles, shaggy hair and beard, and staring eyes. He is a **Hero** (a 4th level fighter). His 18

Strength and + 1 for his level give him a total of +4 "to hit" bonus and + 3 to damage (AC 9 due to no armor, F 4, hp 24, #AT 1, D 4-9, ML 10). (He is prone to fits of berserk fury due to his enslavement, and if armed and in combat it is 50% likely per round that he will strike a friend instead of a foe in his lust to slay!) If freed, these slaves will attempt to flee, although they will attack bugbears who are in the way of their escape. There are two exceptions: the big bugbear hates his fellows, and will take arms and fight against them or any of the other inhabitants of the whole area; he will continue to do so for as long as the party stays there. The hero is an evil person; once he is armed, and after battle madness leaves him, he will either kill the adventurers who freed him, so as to have all their treasure for himself, or else he will steal whatever is most valuable and then sneak off – but only if he knows the party is too strong for him.

(DM Note: There are 2 bugbears out hunting, and they will return with a human corpse and 83 gold pieces the day after adventurers first enter the bugbear lair. They will be placed on guard duty at 35., if appropriate, and their statistics are the same as the guards there. Bugbears will stay in the place until all are dead, save the chieftain, who will seek help from the minotaur at I., 45.)

I. **CAVES OF THE MINOTAUR:** This labyrinth\* houses a number of nasty things, but the worst is a fiendishly clever minotaur who abides herein. Immediately upon entering the place, adventurers will feel slightly dizzy – the effects of a powerful spell which will cause them to lose all sense of direction.

The minotaur will agree to help the bugbears against invaders at the cost of one human slave every three days of service – of course, the slave is eaten in that period. The minotaur keeps only the choicest of treasures, tossing unwanted loot to whomever happens to find it at the mouth of the labyrinth.

(DM Notes: You may allow players to find a few low-value coins, normal equipment, weapons, or armor at the entrance. After 30' past the cave mouth, a spell of **direction confusion** (a special spell) will begin to function, so start to misdirect them by naming incorrect directions, i.e. south-east instead of northeast, east instead of west, etc. Don't worry about calling the same passage as a different direction should they travel over the same route twice – that's the effect of the magic on **them**. You may wish to allow the mapping character a secret saving throw every couple of turns, a 19 or 20 indicating that the effect has been thrown off.)

42. **STIRGE CAVE:** There are 13 of these flying monsters here: (AC 7, HD 1, hp 3 each, #AT 1 at +2 to hit, D 1-3 first round plus 1-4 per additional round, MV (60') Save F I, ML 9). If opponent is hit, stirge will automatically suck blood each round thereafter, doing 1-4 hit points of damage due to blood drain until victim is dead or stirge is killed. The minotaur loves to catch and eat these creatures, so they avoid him, and they are quite hungry. In fact, this hunger makes it 90% likely that they will be squeaking and hooting to one another, so the party won't be surprised. They have no treasure.

43. **FIRE BEETLES:** Three dwell in this area: (AC 4, HD 1 + 2, hp 7 each, #AT 1, D 2-8 (2d4), MV (40'), Save F I, ML 7). They too are hungry and will hasten to attack any persons entering their area. They have no treasure, but 2 glands above their eyes and one in their abdomen will glow with a red light, 10' radius, for 1-6 days after the beetle is killed.

44. **FIRE BEETLES:** There are 2 of these creatures here, in all respects like those in 43., above.

45. **THE MINOTAUR:** This huge monster has AC 4 due to a great chain mail coat he wears, and carries a spear +1. When he first attacks, the minotaur (AC 4, HD 6, hp 35, #AT 1 or 2, D 4-9 or I-611-6, MV (40'), Save F 6, ML 12) will rush forward and stab with his spear for 4-9 (d6+ 3) points of damage, due to his strength. The next round he will gore and bite doing 1-6 points of damage with each successful attack. The minotaur may only use his spear or his horns and bite.

When intruders enter the area, the minotaur immediately moves to attack. He knows this area so well that the only way for victims to escape is to go through the secret door into area 36., or else to run out of the place and climb a large tree.

The cave the minotaur dwells in has skulls and bones arrayed in decorative patterns. The secret door is actually a slab of stone which takes not less than 3 humans to move. (It will be noticed by careful checking of the walls, but how it is moved requires a roll of a 1 on a six-sided die to indicate the searcher has found where it can be grasped. All of the minotaur's treasure is behind this slab of rock. It hides:

1 locked chest (with poison needle in lock) – contents 930 gold and 310 electrum pieces

1 staff of healing

1 suit of man-sized (optionally elf-sized) plate mail +1

1 locked coffer – contents 3 potion bottles (gaseous form, healing, growth)

1 locked chest – contents 3 pieces of jewelry worth 1600, 900, and 600 g.p. respectively



- J. **GNOLL LAIR:** The entry into this place is a small cave, and only at the end will worked stone be visible. If the adventurers have a light or make much noise, the guards (46.) will certainly be alerted and ready.
46. **GUARD ROOM:** There are always 4 gnolls (AC 5, HD 2, hp 9 each, #AT 1, D 2-8, MV (30'), Save F 2, ML 8) on duty here. Two have bows, and will shoot at intruders until melee takes place; they will then run for help while the other two fight. Each gnoll has d8 each of electrum, silver, and copper pieces.
47. **GUARD ROOM:** 3 males (AC 5, HD 2, hp 8 each, #AT I, D 2-8, Save F 2, ML 8) and 5 females (AC 6, HD 1 + 1, hp 5 each, #AT I, D 1-8, Save F I, ML 8) are quartered here. They will be ready to fight immediately. The males have d6 gold pieces each, the females have d4. There is a scattering of rude furniture in the place, heaps of bedding on the floor, several hides and pelts on the walls (one is a valuable sable cloak worth 450 g.p.), and a barrel of water in the southwest corner of the room.
48. **LOCKED ROOM:** This chamber is a store room and armory. Besides the usual provisions, there are 7 shields, a suit of dwarf-sized chain mail, 12 hand axes, 3 longbows, 5 quivers of arrows (20 in each), and a **sword -1, cursed**. One barrel of exceptionally fine ale is leaking, and the odor will tempt adventurers to taste it. It is so good, in fact, that there is a 5 in 6 chance per taste that he or she will draw a healthy draught and then spend the next 1-4 turns drinking. (If this occurs, be sure that you have the appropriate characters sing, make noise, and act foolishly. Any of their attacks will be at -2 to hit; this will continue for as many turns as they spent drinking, i.e. 1-4).
49. **COMMON ROOM:** This place quarters the gnoll tribe – 6 males (AC 5, HD 2, hp 8 each, #AT I, D 2-8, Save F 2, ML 8) 11 females (AC 6, HD 1 +1, hp 5 each, #AT I, D 1-8, Save F I, ML 8), and 18 young who do not fight. Males have d6 each of electrum and silver pieces, females d10 silver pieces each. There is the usual clutter of worthless furniture in the room.
50. **GNOLL CHIEFTAIN'S QUARTERS:** The gnoll leader (AC 3 due to pieces of plate mail worn, HD 3, hp 17, #AT I, D 4-10 (2d4+2) due to his strength, Save F 3, ML IO), his two sons (AC 4, HD 2+1, hp IO each, #AT I, D 3-9 (2d4+1), Save F 2, ML IO) and four female gnolls (AC 6, HD 1 + 1, hp 5 each, #AT 1,D 1-8, Save F 1, ML 9) are waiting in this room. The chieftain has a pair of silver armbands worth 50 gold pieces each, and there are 39 gold pieces in his belt pouch. His sons have d10 each of gold, electrum and silver pieces, Each female wears a silver neck chain worth 30 gold pieces and has 2d6 electrum pieces in addition. The furnishings of the place are crude and battered. A large metal pot beneath a flagstone in the fireplace alcove hides 200 copper, 157 silver, 76 electrum, and 139 gold pieces.
- The secret door and passage to area K, 63., is unknown to all. Just inside the entrance is the skeleton of a human thief, his leg is broken and he must have died here trying to escape through the secret door. The rotten leather armor and corroded weapons are valueless, but the purse at his belt holds 12 gems of 50 g.p. base value each, and the **elven boots** upon his bony feet are still in usable shape.
- K. **SHRINE OF EVIL CHAOS:** A faint, foul draft issues from the 20' wide cave mouth which is the entrance to this place. The worn path through the copse of obscenely twisted and oddly bloated trees gives those approaching along its length an eerie sense of unease, and as soon as they enter the cave mouth a dim awareness of lurking evil will pervade their senses. Red strata intertwines with bulging black veins running through the hewn rock walls beyond the entrance. The wide corridors and chambers are deathly still. A faint groaning sound, and a shrill piping may be occasionally heard, barely perceptible even if the party is absolutely silent and listening.
- The floors are smooth and worn by the tread of countless feet of the worshipers at this grim place. The footsteps of intruders will echo alarmingly in these vaulted halls (+ 2 chance of being surprised), and extreme care must be taken to muffle such sounds if the party has any hopes of remaining undetected until the moment of their choosing. Continual noise will bring a group of zombie guards to investigate:
- 8 zombies: (AC 8, HD 2, hp 8 each, #AT 1, D 1-8, MV (40'), Save F 1, ML 12). These ghastly monsters are clad in filthy red and black striped uniforms. Each carries a cleaver-like battle axe. (Each wears an **amulet of protection from turning**, so attempts by a cleric to turn them are made as if they were **ghouls** rather than zombies.)
51. **BOULDER FILLED PASSAGE:** Large rocks and boulders have been placed here in order to seal off this tunnel. It will take 100 man-turns to open a way large enough for a human to pass through into the area beyond. (You have the option of allowing this passage to lead to the outside somewhere to the southwest of the **Caves of Chaos**, or you may choose to have it go all the way to the **Cave of the Unknown**. If you opt for the latter case, you must, of course, prepare an appropriate underground area map and stock it with monsters and treasures.)
52. **HALL OF SKELETONS:** This unusual audience chamber has a dais and throne-like chair set with 4 large red gems (500 g.p. each) at the south end. It is otherwise empty except for a dozen skeletons, clad in rags of chain mail and bearing battered shields and rusty scimitars (swords), propped against the walls. These bony guards do not move, and any attempt to turn them immediately upon entering the chamber will have no effect, as they are obviously not animated. However, as soon as intruders touch the dais or throne chair, these monsters will spring to life from their positions on either wall of the chamber. Each has an **amulet of protection from turning** upon it, so they are turned by a cleric as if they were **zombies** (AC 7, HD 1, hp 3 each, #AT 1, D 1-6, Save F 1, ML 12). They have no treasure.
- Once the skeletons are disposed of, it is an easy matter to pry the 4 garnets (gems) from the back of the chair.
53. **GUARD ROOM:** There will always be 8 zombies (AC 8, HD 2, hp 8 each, #AT I, D 1-8, Save F I, ML 12), turned as if they were ghouls due to a **amulet of protection from turning** hulking silently here, 4 at either end of the hall. Anyone entering will be attacked unless they are robed in temple garb (see area 54.. below) and have an amulet identical to the ones which the undead guard groups or priests wear. There is no treasure here.
54. **ACOLYTES' CHAMBER:** There are 4 acolytes (1st level clerics) here (AC 5, C 1, hp 4 each, #AT 1, D 1-6, ML 8), all

(DM Note: Losses by the gnolls cannot be replaced. They are in a loose alliance with the orcs, so if there are surviving gnolls, they will move to the orc areas and vice versa. If you wish, allow the chieftain to be able to escape enemies by climbing up the chimney of the fireplace in his area.)

dressed in rusty-red robes, with black cowls\*. Under these robes each wears chain mail and a mace at his belt. Each carries 10 gold pieces in his purse, and the leader wears an amulet of **protection from good**. This amulet circles the wearer with a magic barrier. The amulet serves as some protection from good attacks (attacks by monsters of some alignment other than the wearer's alignment) by adding 1 to the wearer's saving throws, and subtracting 1 from the "to hit" die roll of these opponents. The spell will also keep out attacks from enchanted (magical) monsters (such as gargoyles), but not missile fire attacks from these creatures. Their room contains four hard pallets\*, a brazier\*, a table, four stools, a cabinet for clothing, a water pail, a waste bucket, and a flagon\* of wine and four cups. There is nothing of value amongst these items.

55. **CHAPEL OF EVIL CHAOS:** This place is of red stone, the floor being a mosaic checkerboard of black and red. The south wall is covered by a huge tapestry which depicts a black landscape, barren trees, and unidentifiable but horrible black shapes in silhouette – possibly demons of some sort – holding aloft a struggling human. A gray sky is torn by wisps of purple clouds, and a bloody moon with a skull-like face on it leers down upon the scene. Four black pillars support the domed ceiling some 25' overhead. Between these columns, just in front of the tapestry, is a stone altar of red veined black rock, rough-hewn and stained brown with dried blood. Upon it are 4 ancient bronze vessels – a shallow bowl, a pair of goblets, and a ewer, a vase-shaped pitcher. They are also bloodstained but obviously worth a great deal of money. (The value is 1,000 g.p. for each cup, and 2,000 g.p. for each of the other items, but these are relics of evil, and any character possessing them will **not** part with them or sell them nor allow others to handle them.) For each character who picks up one of these objects, the DM should have the character roll a saving throw vs. Magic at -2. Any who save successfully will get a "feeling of great evil" about the object, and he or she may voluntarily put it down. If the save fails, the character will rapidly fall under the influence of a demonic spell and within 6 days become a servant of chaos and evil, returning to this chapel to replace the relics, and then staying as a guard forever after. If someone attempts to destroy these relics the great bell (see 58., below) will sound and the Shrine's residents will come running in 3 rounds. If a **detect evil** spell is cast upon these items, they will glow an ugly purple, and all good characters will feel instant loathing for them. If the character who has taken them has a **dispel magic** and then a **bless** spell cast upon him or her, there is a 60% chance of removing the evil on the first day, 50% on the 2nd, 40% on the 3rd, 30% on the 4th, 20% on the 5th, and 10% on the 6th. Otherwise, **nothing** will be able to save the character!

56. **ADEPTS' CHAMBER:** There are 4 adepts (2nd level clerics) here, each clad in a black robe with a maroon colored cowl\* (AC 3, C 2, hp 8 each, #AT 1, D 1-6, ML 8). They have plate mail beneath their garments, and each bears a mace. Their waists are circled with copper chains (worth 40 g.p. each) with skull-shaped clasps fashioned of bone. Each carries a purse with 20 gold and 5 platinum pieces, and each wears an amulet of **protection from good** (#54.), which makes their effective armor class 2 vs. good creatures. The first and second have **cause light wounds** (does 2-7 points of damage to creature touched; normal "to hit" roll must be made to touch victim) spells, the third a **light** spell, the fourth a **cause fear** (those who fail to save vs. Spells must flee in terror for 1 turn. A normal "to hit" roll must be made to affect creature) spell. They will use their

spells first, if possible, before engaging in combat with weapons. In the room are four beds, four small stands, a table, four chairs, four chests for clothing, and various books and scrolls of evil nature – nothing of value. However, on the table are copper dishes and vessels (total weight 300 coins) of exceptional craftsmanship which are worth 175 gold pieces. (If the party opts to destroy the evil writings, they should receive an additional 600 experience points for the act, unless they are themselves evil, in which case they should receive points for keeping and reading these works.) If hard pressed, these evil clerics will attempt to flee and warn their master by striking the great bell (58.).

57. **HALL OF UNDEAD WARRIORS:** There are four files of the undead here, two of 10 skeletons each, two of 10 zombies each. The former face south, the latter north.

20 skeletons: AC 6 (due to chain mail rags and shields), HD 1, hp 3 each, #AT 1, D 1-6, Save F 1, ML 12, turned as if they were zombies.

20 zombies: AC 5 (due to chain mail), HD 2, hp 8 each, #AT 1, D 1-8, Save F 1, ML 12, turned as ghouls.

Upon striking of the great iron bell at 58., below, the skeletons will issue forth from the south door of the place and march into the temple (58.) to line the south wall, while the zombies plod out the north exit to line the north wall of the temple. If intruders enter room 57., are in the passage to the temple, or are within the temple itself, these undead warriors will attack. Proper garments and amulets will prevent attack unless the head cleric commands the undead to do so. They have no treasure.

58. **TEMPLE OF EVIL CHAOS:** This huge area has an arched ceiling some 30' or more in height. The floor is of polished black stone which has swirling patterns of red veins through it. The walls behind the draperies, and the ceiling as well, are of dull black rock, while the west wall is of translucent red stone which is seemingly one piece, polished to mirror-like smoothness. A great bell of black iron stands near the entrance point, with a pair of mallets beside its supports. To the south are several long benches or pews. There are three stone altars to the west, the northernmost of pure black, the middle one of streaked red and black, the last of red with black flecks. At the western end of the temple area is a dais of black stone, with four lesser chairs on its lower tier and a great throne above. The chairs are of bone; the ivory throne is set with gold and adorned with gems of red and black (10 black stones each worth 100 gold pieces, 10 red stones each worth 500 gold pieces, and one large red stone worth 1,000 g.p.). The signs and sigils\* upon these seats are of pure chaos and evil. The other walls are covered by draperies of deep purple with embroidered symbols and evil sayings, done in scarlet and gold and black thread. As soon as the party enters the place, black candles in eight great candelabras on either side of the place will come alight magically, shooting forth a disgusting red radiance. Shapeless forms of purple, yellow and green will dance and sway on the western wall, and if anyone looks at them for more than a moment, they must save versus Spells or be mesmerized into chanting a hymn to chaotic evil. Should three or more voices be so raised, the iron bell will sound automatically by magic, but even one such chant will alert the guards of the head cleric (see below). Zombie guards will enter here in 3 rounds after entry, even if the party is quiet.
59. **THE CHAMBERS OF THE EVIL PRIEST:** Location 59.g is the anteroom where special visitors are entertained by the chief cleric. There are lavish furnishings here, although

none are of particular value except for a golden flagon and cups (flagon worth 500 g.p., each of the nine cups has 100 g.p. value). Three zombies are on guard here. (AC 2 due to plate mail and shield, HD 2, hp 13 each, #AT 1, D 1-8, Save F 1, ML 12.) They stand unmoving unless they are summoned by a chant from the temple area, someone enters their area, or they are commanded by the evil priest.

Location 59. is the private chamber of the evil priest. He is 3rd level, wears **plate mail** + 1, has a **shield** + 1, and wears an **amulet of protection from good**, which adds a further +1 to his armor class when attacked by "good" creatures. (AC 0 or -1 due to magic armor and amulet, C 3, hp 14, #AT I, D 2-7 (staff) or 1-6 (mace), ML 10). He attacks with a **snake staff**, which is + 1 to hit. On command the staff will turn into a snake and coil around the person hit. The person is held helpless for 1d4 turns, or until the cleric recalls the staff. The staff then crawls back to the cleric on command. He also has a normal mace hanging from his belt. He has a gold ring with a black gem (value 1,400 gold pieces) and a purse with 51 platinum pieces in it. He wears a black cape and cowl, with red robes beneath. His spells are: **cause light wounds** (inflicts 2-7 points of damage) and **cause fear**. The priest must touch someone, strike to hit, for the spells to take affect. He also has a scroll with three cleric spells on it: **detect magic**, **hold person**, **silence**, **15' radius**. He has a **potion-of gaseous form** which he will use to escape through the boulder-filled corridor, 51., when all else fails.

His room is furnished lavishly, with a red carpet, furniture of black wood with velvet upholstery of scarlet, and a large bed covered with silken covers of black and red cushions and pillows. A demon idol leers from the wall to the north, directly over the bed. If anyone other than the priest touches it it will topple over upon the person, causing 2-12 points of damage. It has two gem eyes (100 g.p. value each). The evil priest will dart behind a screen in the southeast corner, enter a wardrobe there, slip through a secret door in its back, and then down a short passage and out into the corridor through another secret door, should his life be in danger. When the secret door in the back of the wardrobe is opened by the party, 500 gold pieces and 50 gems of 10 gold piece value each will spill from the wardrobe into the room to hopefully cause pursuers to stop for the loot. The priest will meanwhile either try to rally his forces, or else escape (assuming that most of his fellows have been eliminated already).

60. **GUEST CHAMBER:** This lower room is for important guests of the place. It contains a large bed, table, chairs, etc. There is nothing of value within, although the tapestries adorning the walls (things picturing evil cruelties and obscene rites) appear expensive. Beneath a velvet cloth on the table is a polished mirror.

61. **TORTURE CHAMBER:** There are various implements of torture here, both large and small – a rack, iron maiden, tongs, pincers, whips, etc. Comfortable chairs are scattered along the walls, evidently so placed to allow visitors an enjoyable view of the proceedings. The **torturer** lives in the forepart of the place, and he will attack unauthorized persons who enter. He is a third level fighter with chain mail under his black leather garments. His weapon is a huge battle axe. Torturer: AC 5, F 3, hp 19, #AT I, D 3-8 (1d6+2 due to Strength), ML 8. Hidden in his mattress are 135 gold pieces and a bracelet worth 700 gold pieces.

62. **THE CRYPT:** The door to this room is bolted shut. This long hall is of roughly hewn stone, with a low ceiling. In it are many coffins and large sarcophagi with the remains of servants of the Temple of Chaos. The sixth tomb opened will contain a **wight**: (AC 5, HD 3\*, hp 13, #AT I, D drain one level, MV (30'), Save F 2, ML 12). There is no treasure buried with any of the remains, but there is a secret compartment in the wight's tomb; this contains a **sword** +2, a scroll of **protection from undead**, a **helm of alignment change**, and a silver dagger worth 800 gold pieces because of the gems set into itsommel\*.

63. **STORAGE CHAMBER:** There are many piles of boxes, crates, barrels, sacks, and so forth here – the supplies of the temple are kept here. There is nothing of value, and if the party stays within the place for longer than 3 rounds, a **gelatinous cube** will move down the corridor into the place and block it. (AC 8, HD 4\*, hp 22, #AT I, D 2-8 plus paralyzation, MV (20'), Save F 2, ML 12.) Inside the creature are d12 each of copper, silver, electrum, gold, and platinum pieces, as well as several bones – evidently parts of a victim not yet wholly digested. (One of the "bones" is actually a **wand of enemy detection** with 9 charges left. If it is not gotten out of the monster within 1 turn, it will be ruined by digestive juices.) The secret door in the room leads to the groll chieftain's cave (50., above).

64. **CELL:** The door is of iron, locked and barred, but a window is set in the door. This is the place where prisoners are kept until tortured to death or sacrificed in the area above. There are several skeletons still chained to the wall, and one scantily clad female – a fair maiden obviously in need of rescuing! As she is partly around a corner, at first only her shapely legs and body up to the shoulders can be seen. Those who enter and approach closer are in for a rude shock! This is actually a **medusa** recently taken by the evil priest's zombie guards. (AC 8, HD 4\*\*, hp 20, #AT 1, D 1-6 plus poison, MV (30'), Save F 4, ML 8.) An opponent hit by the medusa's attack has been bitten by the asp-hair and must save vs. Poison or die. Persons looking at the creature – including those fighting her from the front – must save versus being Turned to Stone by the medusa.

Not being above such things, the cleric had plans for removing its snakes, blinding it, and then eventually sacrificing it at a special rite to a demon. The medusa will spare one or two of the adventurers from her gaze, promising them she has magic which will turn their companions back to flesh again, if they will free her from her chains. She does, in fact, have a special elixir\*, a potion of **stone to flesh** in a small vial, enough liquid to turn six persons, who have been turned to stone, back to normal, but she does not intend to give it away. If freed she will attempt to "stone" her rescuers.

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## NON-PLAYER CHARACTERS (NPCs)

Whenever the players encounter a person, it is helpful to have the characteristics of that person at ready. Before play, roll the Strength, Intelligence, etc. for each NPC. Make the adjustments as permitted in the D&D BASIC SET, select a personality, and equip the character (if details are not already given).

The tables below will help get you started. You may select from the list of personalities or roll (d20) at random, giving one or two types to each NPC. Use common sense – a character can't be rude and courteous, for example. Feel free to add to this list; it gives just a few examples for you to begin with.

### PERSONALITIES

1. Brave	11. Kind
2. Careless	12. Lazy
3. Cautious	13. Modest
4. Cheerful	14. Nosy
5. Courteous	15. Prankish
6. Dishonest	16. Rude
7. Forgiving	17. Suspicious
8. Friendly	18. Talkative
9. Helpful	19. Trusting
10. Honest	20. Wasteful

For your convenience, you may key the characteristics listed below to the persons mentioned in the module. For instance, a note after the Taverner "c#4" would indicate that when the players meet him, the DM is to use the characteristics of #4 (below) to represent him. Remember to make as many listings as you need! The class designations (Ftr, etc.) do not apply to normal men, of course, and may be ignored when used to represent normal men.

### HUMANS

Class	Str	Int	Wis	Dex	Con	Cha	Personality
1. Ftr	14	13	7	11	12	14	Cheerful, honest
2. Ftr	16	10	9	9	11	15	Talkative, careless
3. Ftr	17	8	13	10	15	12	Brave, forgiving
4. Ftr	15	8	11	14	16	6	Honest, wasteful
5. Ftr	18	10	7	11	13	9	Kind, trusting
6. Ftr	14	8	10	13	17	11	Helpful, forgiving
7. Ftr	13	10	6	10	14	17	Kind, dishonest
8. Thf	11	12	8	14	11	7	Prankish, rude
9. Thf	14	6	11	16	12	10	Nosy, suspicious
10. Thf	8	9	11	17	8	16	Modest, careless
11. Cl	11	10	14	8	13	9	Lazy, trusting
12. Cl	13	7	15	11	10	10	Friendly, wasteful
13. Cl	7	11	17	9	16	8	Courteous, helpful
14. M-U	10	17	12	6	9	11	Cautious, modest

### DEMI-HUMANS

Class	Str	Int	Wis	Dex	Con	Cha	Personality
15. Elf	16	14	7	9	13	10	Suspicious, dishonest
16. Elf	14	15	10	17	14	5	Cautious, rude

17. Hflg	17	12	8	14	10	9	Courteous, nosy
18. Hflg	15	10	11	11	11	7	Prankish, friendly
19. Dwarf	18	8	9	12	9	13	Brave, talkative
20. Dwarf	16	9	15	8	17	11	Cheerful, lazy

## DESIGNING FLOOR PLANS

Once you have become familiar with the KEEP – who its residents are, where the main buildings are located, and so forth – it will be helpful to have details about the layout and contents of certain places. Players can easily 'see' an area they are visiting if you have prepared a floor plan. The Guild House (#16) will be used as an example of this procedure.

On the map of the KEEP, the Guild House is shown to be an 'L' shape about 40' long. Draw a large version of it on a piece of graph paper (the kind with 1/4" squares usually works best). Leave room for a key (noting what symbols are being used) and index the sheet for easy reference.

The outer walls should have the same dimensions as the building's outline. Note the **scale** (what map length represents what real length) at the bottom of the key. In the example given, 1/4" equals two feet of 'real' length. Since the walls in a normal building are from six inches to one foot thick, they may be represented by single lines; an outer wall should be indicated by thicker lines.

Now look closely at the description of the building in the text. The lower floor contains the Guild Master's quarters, two clerks' quarters, and an office. Give equal spaces to the clerks, more to the Guild Master, and the most to the office (as it represents the main purpose of the building). The rooms may be in whatever order you like; just remember that the outer door shown on the map probably opens into the office, not into a private bedroom. Most doors are 3 to 5 feet wide. Be sure to include steps down to the cellar and up to the rooms on the second floor. Add some windows to help provide light.

Try and think of what items would be in a sparsely furnished office in the KEEP (probably chairs, tables, desks, a lockbox or chest, and a cabinet or two). Consider how necessities would be provided: heat (fireplaces), water (barrels), and food (a kitchen in the cellar). The fireplaces should be located first – chimneys go straight up, and must be placed in the same area on each floor. Most buildings have one or two chimneys. Remember to heat each room, if possible! Add other furnishings wherever you wish, including any information provided in the text.

The completed office in this example has the Master's desk along the west wall under a window, flanked by records cabinets. The clerks' desks and collection table are just inside a railing, which keep visitors from wandering into the work area. Waiting chairs are placed for the Guild members' convenience. A secret door in the fireplace leads to the Master's bedroom – a quick escape route in case of trouble. The locked chest is for money received in Guild dues, but is usually empty due to a clever 'drop' system. It is triggered by a lever under the Master's desk, which dumps the chest's contents down a short chute into a cellar storage room! (You may add whatever tricks and traps you wish.)

Arrange the bedroom furnishings (table, chairs, bed, armoire, etc.) in a similar manner. On the second floor (divided into private bedrooms and dormitory, according

to the text) build the rooms off of the stairs, hallways, and fireplaces. It's easy!

Now you design the cellar, remembering a few key facts:

1. The stairs and chimneys **must** connect properly to the first floor.
2. Two servants live in the cellar, but not as richly as the clerks or the Guild Master.
3. A heavily barred, locked room must be under the office to receive the Guild fees from the chute.
4. A kitchen must be located by one of the fireplaces.

You won't have to worry about windows or outside doors – but you might wish to include a secret entrance to a long-forgotten dungeon (which, of course, you must design and stock with monsters and treasure)!

Adding the details to a house, church, or other structure can take a lot of time, but it's not as hard as you might think. Before playing the module, lay out as many buildings of the KEEP as you can. The most commonly used buildings will be the TRAVELERS' INN (14.), the TAVERN (15), the GUILD HOUSE (16.1, and the CHAPEL (17.). You may add just a few simple furnishings to each if you wish, leaving the many smaller details for later. By designing floor plans, you can experiment with many of your own ideas before starting a major project – like the CAVES OF THE UNKNOWN.

## TIPS TO THE PLAYERS

It often helps for beginning players to have advice on how to play D&D. Many points are overlooked by novices in their eagerness to get on with the adventure, The following points are given to help these players.

Most importantly, players should be organized and cooperative. Each player should have complete information on his or her character easily on hand and should supply the DM with this information quickly and accurately if asked. As parties will usually involve a variety of alignments and classes, players should work together to use their abilities effectively. Arguing among players will cause delays, attract monsters, and often result in the deaths of some or all of the members.

Cooperation should also be given to the DM. He or she is the judge of the game and his or her decisions are final. If a player disagrees, he or she should calmly state why, and accept whatever the DM decides. Shouting, crying, pouting, or refusing to accept decisions only angers the other players. The game should be fun for all involved. Not everything will go the way players want it.

Planning is another important part of play. Players should be well equipped, comparing each member's list and balancing the items on each. No character should be overburdened nor under-equipped. This may mean sharing the costs of extra items. Rope, oil, torches, spikes, and other useful items should always be carried. Plans should be considered for encountering monsters and casting spells.

Caution is also necessary and is a part of planning. A party that charges forward without preparation is almost certainly doomed. Danger should be expected at any moment and from any direction, possibly even from one's own party. Lying and trickery are not unknown. Cautious play will help avoid many (but not all) tricks and traps and may save a life. However, too much caution is as dangerous as too little. Many instances will require bold and quick actions on the part of the players, before all is lost.

Above all a player must think. The game is designed to challenge the minds and imaginations of the players.

Those who tackle problems and use their abilities, wits, and new ideas will succeed more often than fail. The challenge of thinking is a great deal of the fun of the game.

## GLOSSARY

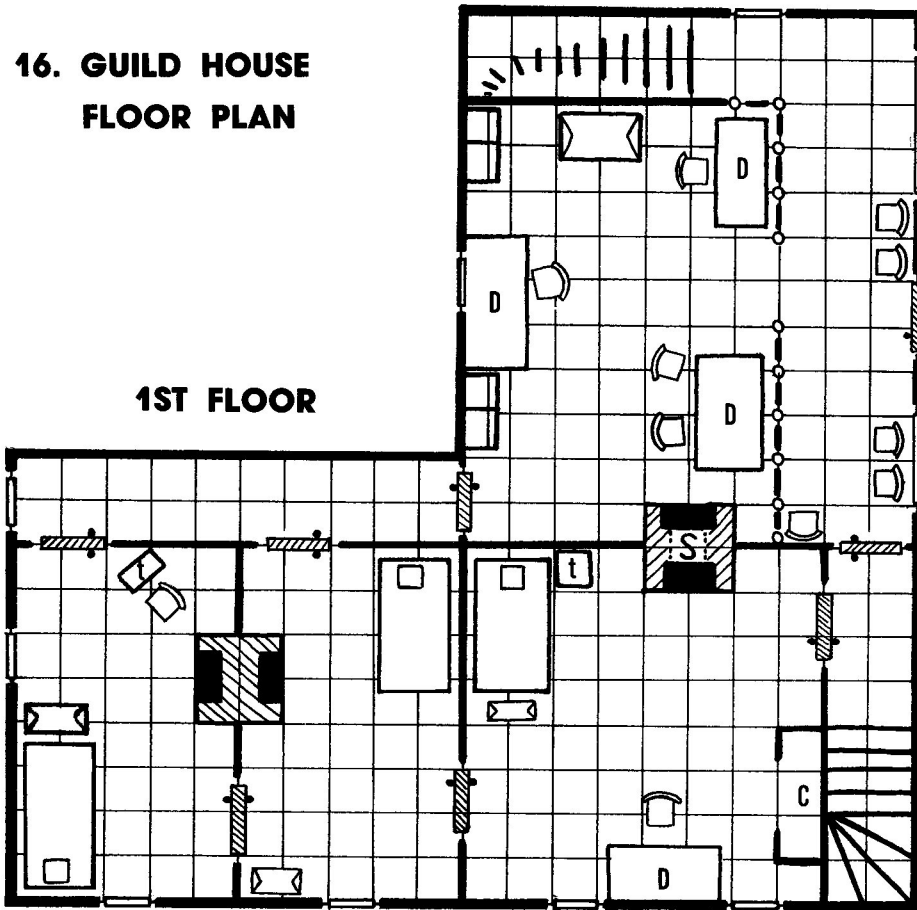
- amulet – A charm inscribed with a magic symbol.
- armoire – A large trunk or closet where clothes are kept
- bailey – The outer wall of a castle, or an area within such a wall.
- battlement – A parapet with open spaces atop a wall, used for defense or decoration.
- brazier – A pan for holding hot coals, usually on a tripod
- Castellan – A governor or warden of a castle or fort
- cistern – A reservoir for storing liquids, especially water
- contour line – A line connecting points having the same elevation on a map.
- cowl – The hood on a cloak.
- decanter – A vessel used to pour or store liquids; usually used for wines and other liquids containing sediment.
- elixir – A sweet liquid, or a cure-all.
- fen – Low land which is covered, wholly or partially, by water; a swamp.
- flagon – A large vessel or bottle of metal or porcelain, usually with a lid.
- hilt – The handle of a sword or dagger.
- labyrinth – A confusing maze, usually of tunnels underground.
- lackey – A servant, usually very low in class
- man-at-arms – A soldier of the most common type
- melee – Hand-to-hand combat between groups of characters and monsters.
- mercenary – A soldier who fights for wages rather than sworn loyalty.
- murder holes – Slits cut into a ceiling so that victims passing below may be attacked from above.
- NPC – A non-playing character, controlled by the Dungeon Master rather than one of the players
- pallet – A straw-filled mattress or small, hard bed
- parapet – A wall or elevation of earth or stone to protect soldiers.
- pole arm – A large, heavy weapon on a long pole. There are many types, all of which are considered equal for D&D BASIC SET combat.
- pommel – The knob on the hilt of a sword or dagger
- portcullis – An iron grate hung over a gateway and lowered between grooves to prevent passage.
- pot boy – A young servant or slave who works in a tavern or inn.
- retainer – Special NPC followers of player characters, who travel on adventures for a share of any treasure found.
- sarcophagus – A stone coffin (Plural – sarcophagi.)
- scenario – An outline of a possible course of events.
- score – 20 items,
- scullion – A kitchen helper, usually very low in class
- tun – A measure of wine: 252 gallons, or 8 barrels.
- vellum – A very strong cream-colored paper.



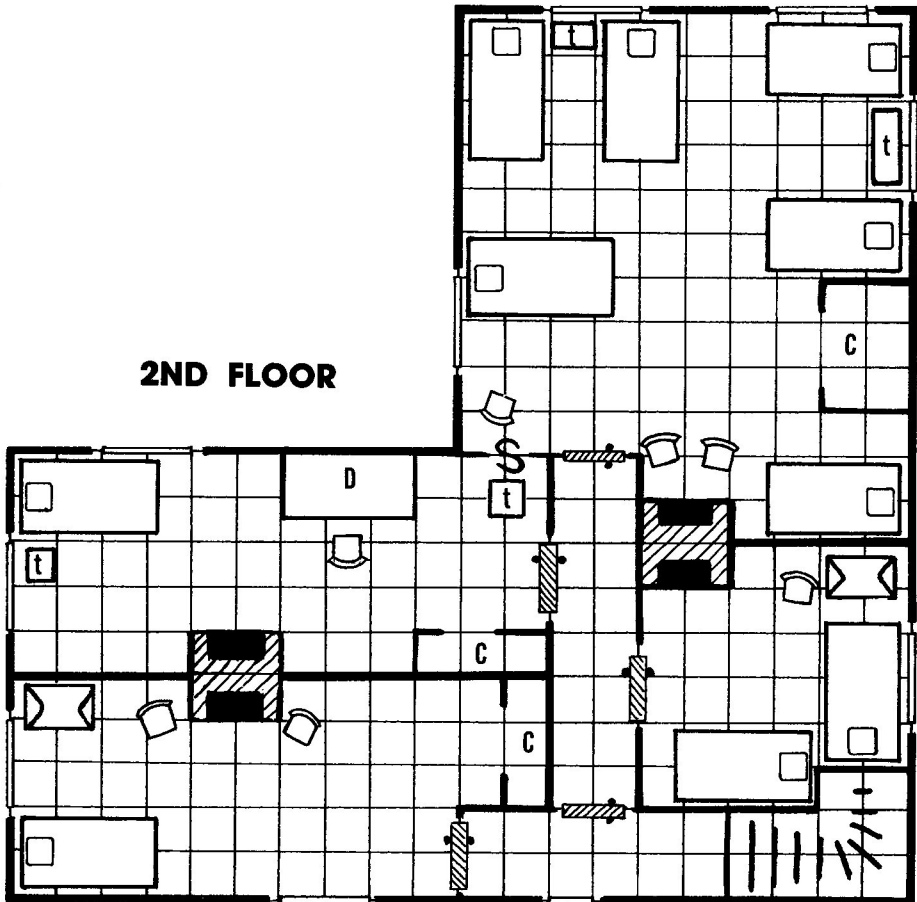
# 16. GUILD HOUSE FLOOR PLAN

SCALE: ONE SQUARE EQUALS 2 FEET

1ST FLOOR

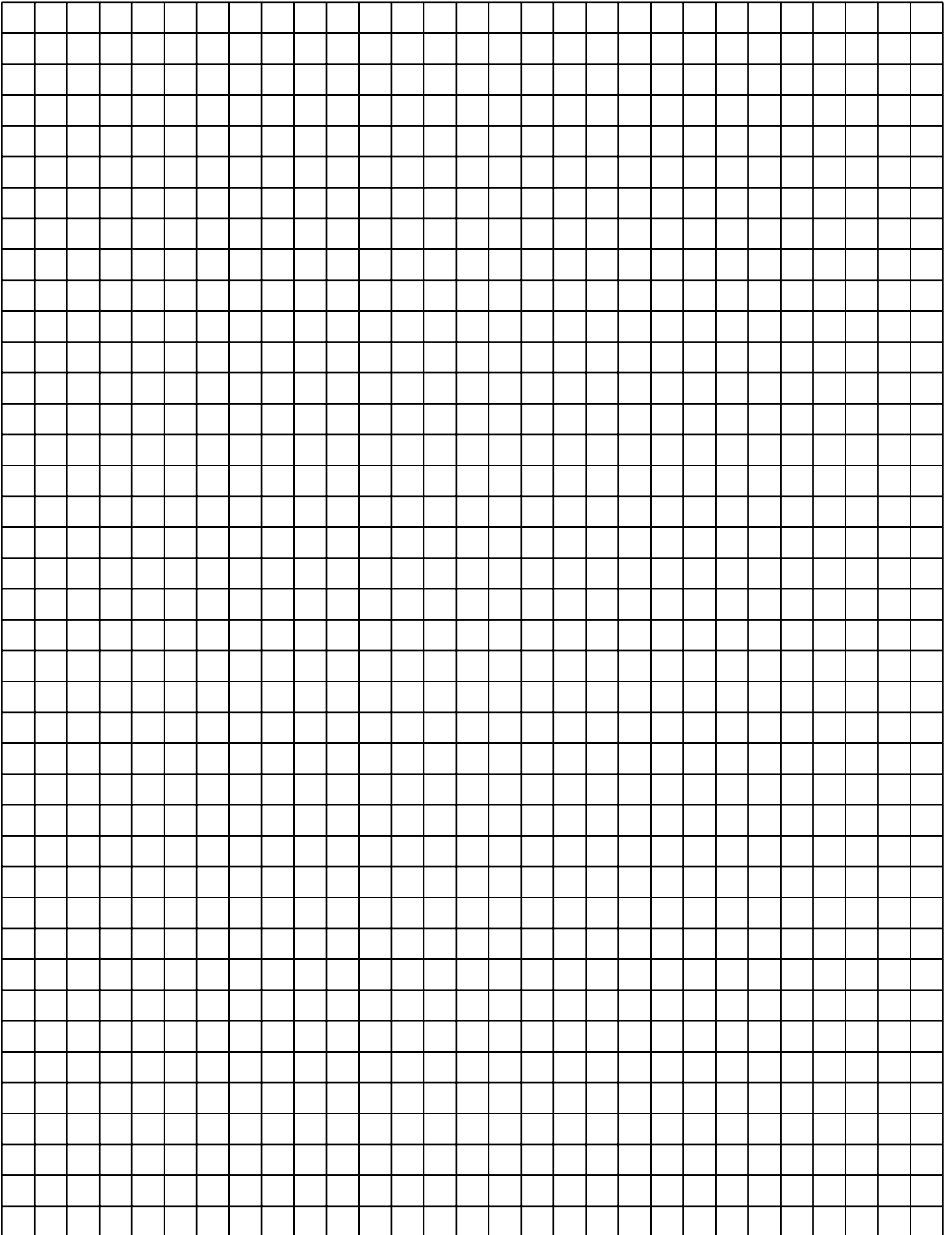


2ND FLOOR



	DOOR
	WINDOW
	STAIRS UP
	STAIRS DOWN
	RAILING
	FIREPLACE
	CHAIR
	BED
	FILES
	CHEST
	SECRET DOOR
	DESK
	CLOSET
	TABLE

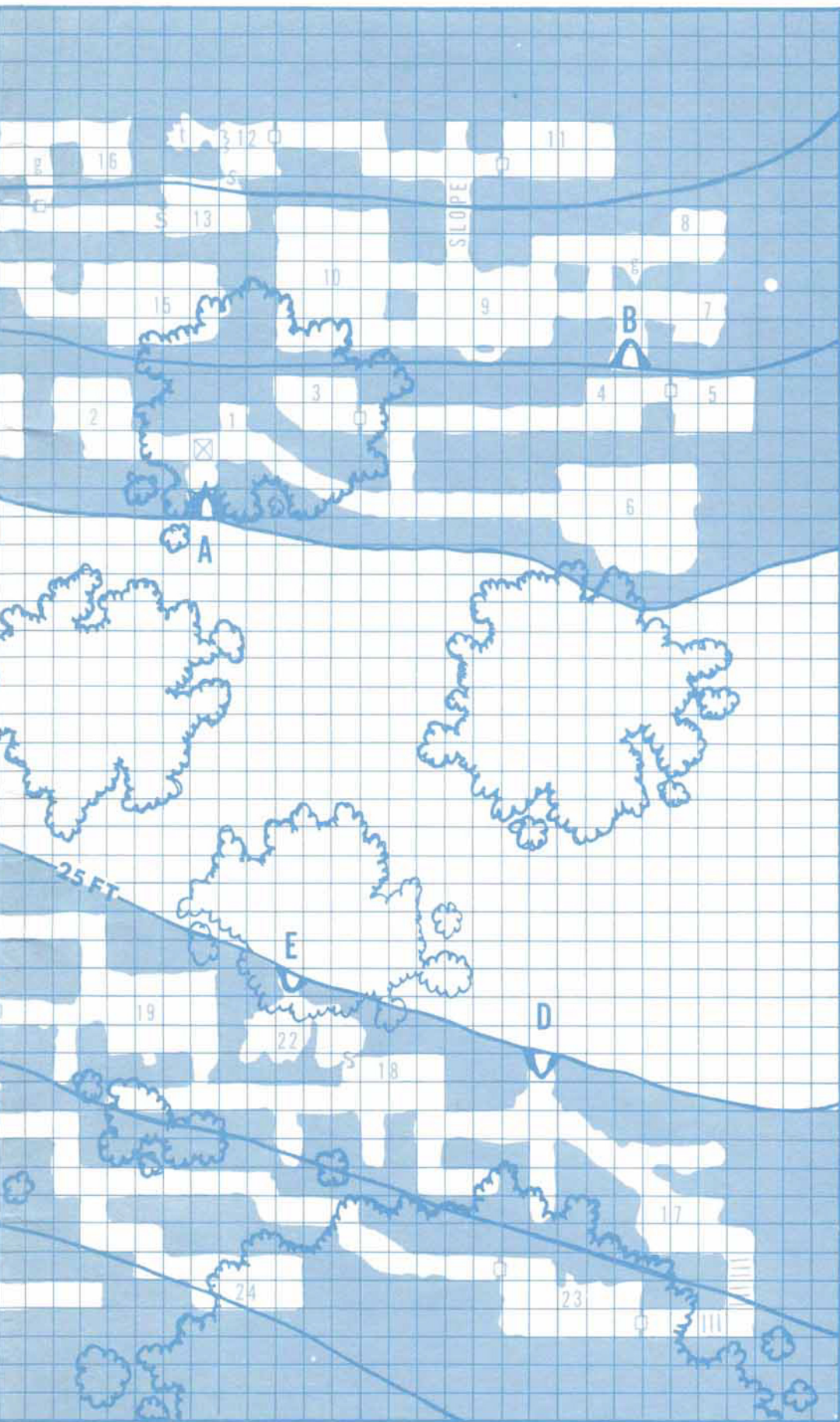
# DRAW YOUR OWN FLOOR PLAN
















## ADDITIONAL NON-PLAYER CHARACTERS

Use this sheet to list persons in the KEEP or in the CAVES OF CHAOS. Profession could be Fighter, Innkeeper, and so forth. Special refers to spells, valuables, and other details you may wish to include. Location should be noted by building or cave number.

Name	Class/ Profession	Level	AC	hp	Str	Int	Wis	Dex	Con	Cha	Personality	Special	Place
1.													
2.													
3.													
4.													
5.													
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30.													
31.													
32.													



SCALE: ONE SQUARE EQUALS 10 FEET

	TREES
	CONTOUR LINE
	CAVE MOUTHS
	PIT
	DOOR
	SECRET DOOR
	STAIRS UP
	STAIRS DOWN
	CURTAINS
	PILLARS
	DIAS
	ALTAR
	POOL OF WATER



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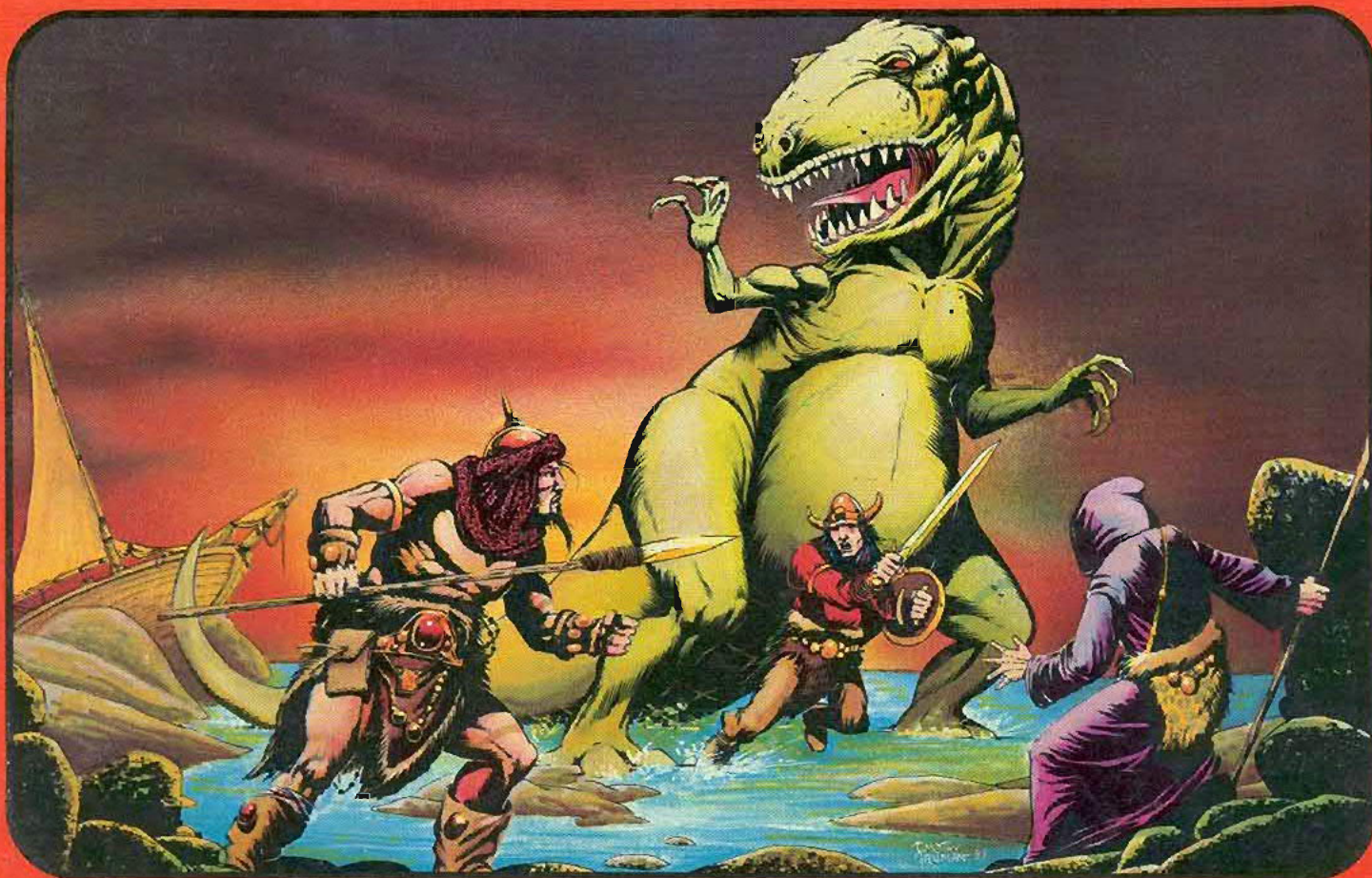
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# DUNGEONS & DRAGONS®

Expert Game Adventure

## The Isle of Dread

by David Cook and Tom Moldvay



The Isle awaits! Will you be able to find the lost plateau and discover the secrets of — the Isle of Dread? For character levels 3-7

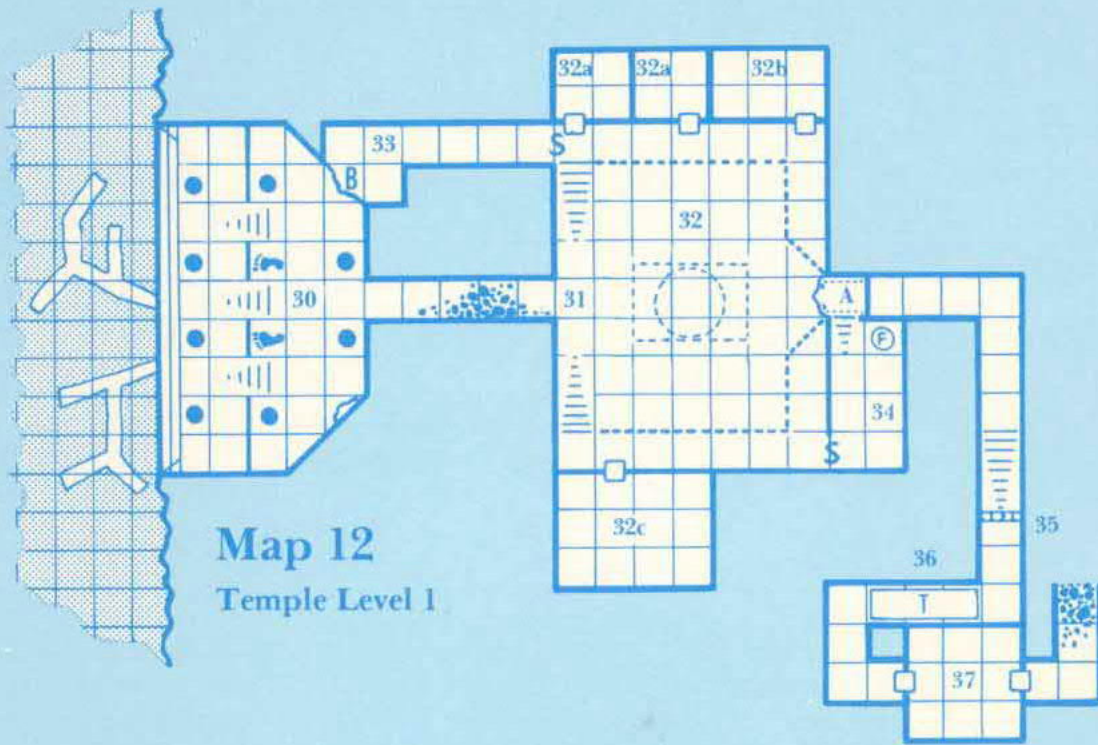


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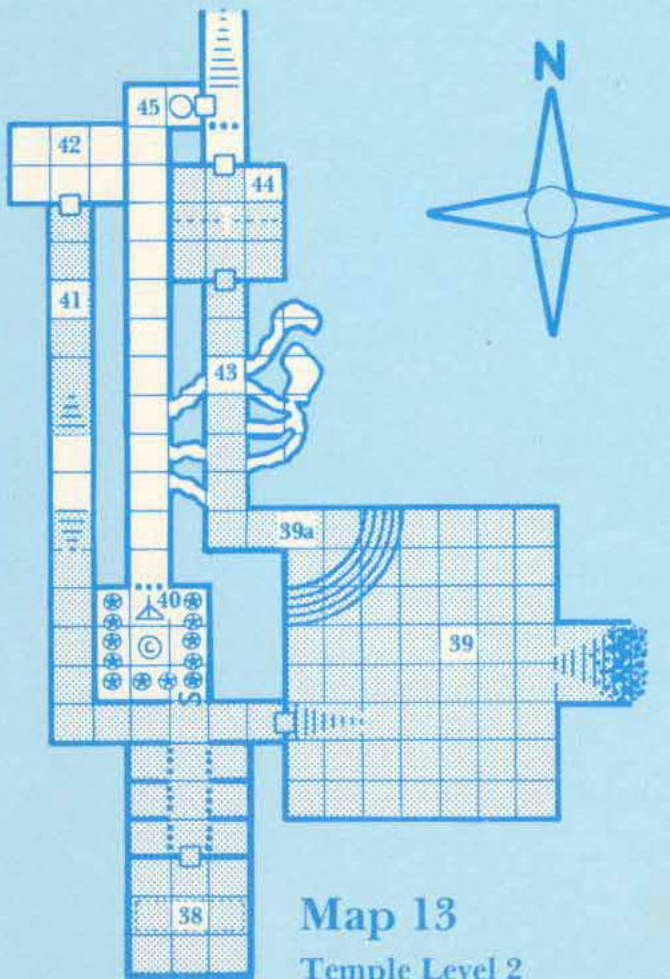
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# Taboo Island



**Map 12**  
Temple Level 1



**Map 13**  
Temple Level 2

	Door
	Secret Door
	Trap Door in Floor
	Trap Door in Ceiling
	Iron Bars or Portcullis
	Stairs
	Trap
	Trigger
	Statue
	Pillar
	Dais
	Rubble
	Stone Wall
	Dock
	Balcony
	Water
	Smokehole
	Well
	Altar

Scale: 1 Square = 10 Feet

# DUNGEONS & DRAGONS®

Expert Set Game Adventure X1

## The Isle of Dread

by David Cook and Tom Moldvay



**Editing:** Tim Kilpin  
**Art:** Timothy Truman

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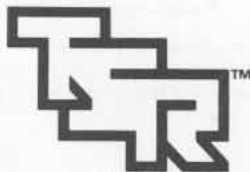
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### Preface

The harrowing ocean voyage was exhausting enough. Now you are faced with a dark island that could well be filled with cannibals!

A tattered, old ship's log is your only clue to the riches that may lie beyond the isle's quiet shores.

Rumors of great wealth brought you here, but the thrill of adventure sustains you as you work your way inland, slashing through dense jungles and murky swamps in search of a lost plateau and the great black pearl.

The Isle of Dread is a wilderness adventure designed for use with the D&D® Expert rules. The module includes both wilderness and dungeon encounters, complete maps, new monsters, and background for further adventures.

The player characters begin their adventure by picking up on the trail left by a long-dead explorer. Rumors of great wealth and adventures lure the characters across the ocean to a tiny island — known to its natives only as the Isle of Dread.

Once they land, the characters move inland in search of an ancient temple built upon a lost plateau. Hidden within the ancient temple are the secrets of the natives' ancestors — and the wealth hinted at in the old explorer's logs.

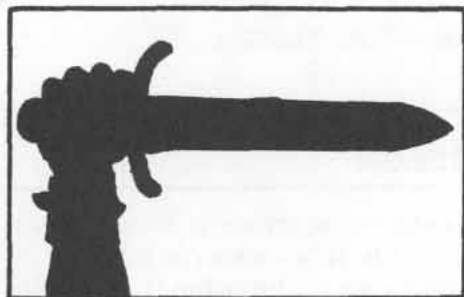
But the characters are not alone in the temple! The evil kopru make their home here, in boiling geysers and mud pits deep beneath the temple.

Can the characters defeat the kopru and escape the temple, or will they fall prey to the kopru's deadly charm? The Isle of Dread awaits!

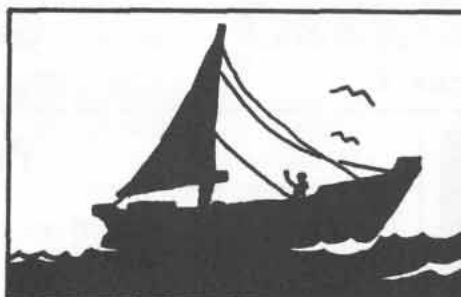
**A Wilderness Adventure for Character Levels 3-7**



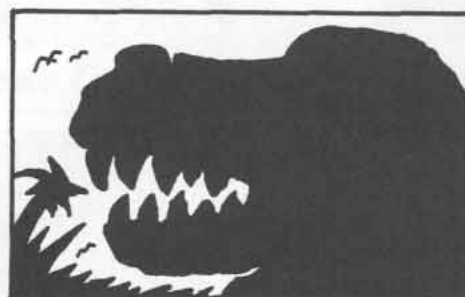
# TABLE OF CONTENTS



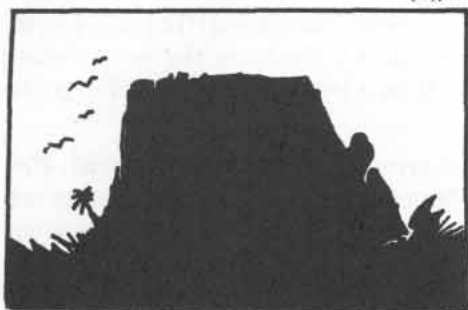
page 3



page 4



page 7



page 22



page 24



page 28

## Notes for the Expert Dungeon Master

### PREPARING FOR THE ADVENTURE

.....	3
About this module .....	3
Encounter maps .....	3
Statistics and abbreviations .....	3
The party of adventurers .....	3
Wandering monsters .....	3

### "Unfurl the sails and pray, mateys!"

<b>BEGINNING THE ADVENTURE</b> ...	4
The Continent .....	4
Continent map key .....	4
Weather and climate .....	4
Adventure background .....	5
Finding the scrolls .....	5
Preparing to set sail .....	6
The voyage to the isle .....	6

*The natives are restless — and so are the dinosaurs.*

### GENERAL ISLAND ADVENTURES

.....	7
Maps for general island encounters ..	7
Wandering monsters .....	7
General island encounters .....	8

### Mountains and monsters

### CENTRAL PLATEAU ADVENTURES

.....	22
Maps for central plateau encounters ..	22
Wandering monsters .....	22
Central plateau encounters .....	22

### The heart of the journey

### TABOO ISLAND ADVENTURES ..

Maps for Taboo Island encounters ..	24
-------------------------------------	----

Wandering monsters .....	24
Taboo Island encounters	
Key to Temple Level 1 .....	24
Key to Temple Level 2 .....	25
Key to Temple Level 3 .....	27

### Extra dread

<b>APPENDIX</b> .....	28
Alternate scenarios .....	28
Creating human encounters .....	29
Wandering human party 1 .....	29
Wandering human party 2 .....	29
Wandering human party 3 .....	29
Sample native leaders .....	29
Matriarchs .....	29
Tribal war leaders .....	29
New monsters .....	30
Pronunciation guide .....	32

## LIST OF TABLES AND MAPS

<b>Table 1:</b>	General Island Wandering Monsters .....	7
<b>Table 2:</b>	General Island Wandering Monsters .....	8
<b>Table 3:</b>	General Island Wandering Monsters .....	8
<b>Table 4:</b>	Central Plateau Wandering Monsters .....	22
<b>Table 5:</b>	Temple Level 3 Events .....	27
<b>Table 6:</b>	Human Encounters .....	29
<b>Map 1:</b>	The Isle of Dread .....	13
<b>Map 2:</b>	Village of Tanaroa .....	14
<b>Map 3:</b>	General Cave Lair 1 .....	18
<b>Map 4:</b>	General Cave Lair 2 .....	18
<b>Map 5:</b>	Pirate Lair .....	15
<b>Map 6:</b>	Continent Map .....	16-17
<b>Map 7:</b>	Rakasta Camp .....	18
<b>Map 8:</b>	Aranea Lairs .....	18
<b>Map 9:</b>	Phanaton Settlement .....	19
<b>Map 10:</b>	Central Plateau .....	20
<b>Map 11:</b>	Village of Mantru .....	21
<b>Map 12:</b>	Temple Level 1 .....	module cover
<b>Map 13:</b>	Temple Level 2 .....	module cover
<b>Map 14:</b>	Temple Level 3 .....	module cover

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D&D® Questions, c/o  
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Letters without a stamped, self-addressed envelope are given to our pet gelatinous cube, so don't forget! We'll get our elves right on it.

# PREPARING FOR THE ADVENTURE



## About this module

The Isle of Dread is a wilderness adventure designed to help you plan your own wilderness settings and adventures. While the D&D® Expert rule book contains most of the information you will need to design this type of adventure, this module is another tool. It is a graphic example of what a wilderness adventure may be.

Before beginning play, you should read the entire module carefully and become completely familiar with it. Much of the information given in the encounter descriptions is for your use only, and should be revealed to the players at your discretion. Use your imagination when describing encounters to the players. If an area description is not given in an encounter, make up your own, based on what you know about the area and what you see on the maps provided.

There are three main areas of adventuring on the Isle of Dread: the general island, the central plateau, and Taboo Island. Each area has its own section, complete with encounter descriptions, wandering monster tables, and maps.

## Encounter maps

Several maps of encounter areas have been provided with the module. In most cases, one map shows the general outline of an area, while other smaller maps show greater details of that same area. Maps are numbered from 1 to 14 for easy reference. You may use these maps as given, alter them slightly, or create all new maps for the encounters. For example, when using Maps 3 and 4 (General Cave Lairs), you may want to add new creatures or secret chambers.



## Statistics and abbreviations

Monster statistics are listed in the following order:

Monster/NPC Name; Armor Class; Hit Dice or Class/Level; hit points; Movement per turn (round); No. of Attacks per round; Damage per attack; Save As: Class/Level; Morale; Alignment; and Abilities for NPCs (such as spells), when appropriate.

The following abbreviations are used in this module:

## ABBREVIATIONS

AC	=	Armor Class	N	=	Neutral
HD	=	Hit Dice	S	=	Strength
hp	=	hit points	I	=	Intelligence
#	=	Level	D	=	Dexterity
MV	=	Movement	W	=	Wisdom
#AT	=	number of attacks	C	=	Constitution
D	=	Damage	Ch	=	Charisma
Save	=	Save As	EG	=	Ego
ML	=	Morale	C	=	Cleric
AL	=	Alignment	D	=	Dwarf
C	=	Chaotic	MU	=	Magic-user
L	=	Lawful	NM	=	Normal man
T	=	Thief			

## The party of adventurers

This module is designed for a party of 6-10 characters. Each character should be between the 3rd and 6th level of experience when the adventure begins. The party should have a total of 26-34 levels, 30 being best. Furthermore, the party should have at least one magic-user or elf, and at least one cleric. You may wish to adjust the strength of certain monsters and encounters, based on the makeup of the party.

Be careful to give the characters a reasonable chance of survival. Try to be impartial and fair, but give the characters the benefit of the doubt in extremely dangerous situations. However, if the players insist on taking unreasonable risks, they must be willing to pay the penalty. Everyone should cooperate to make the adventure as fun and exciting as possible.

## Wandering monsters

Tables for wandering monsters are given in each major encounter section (except in the Taboo Island Adventures section, where no wandering monster encounters occur).

If you have discovered that an encounter is going to take place in a specific turn, determine the exact monster by rolling d% (percentage dice) on the appropriate table.

The wandering monster tables have been set up for this module so that appropriate monsters will appear in certain areas or terrains. If you feel that the monster rolled still does not logically belong in the terrain the characters are in, roll again or choose a different wandering monster.

If the monster rolled is either much too strong or much too weak for the characters, you may change the number of monsters appearing, or you may reduce the monster's hit points to provide a more balanced encounter.

When describing wandering monster encounters, don't rely just on sight. Use all five senses to give the players the mood or feel of an encounter. For example, the characters may first hear a monster crashing through the underbrush, or find its tracks, rather than just meeting the monster face-to-face. This is a good way to "signal" characters that an encounter may be too difficult for them to handle. Also try to avoid letting unplanned wandering monsters disrupt the balance of the adventure.



## BEGINNING THE ADVENTURE

### The continent (Map 6)

In the center of this module is a large-scale wilderness map that shows the southeastern portion of a continent and the northern islands of an archipelago (a cluster of islands). The Isle of Dread is located in this archipelago. This map should be used for the characters' overseas journey to the isle.

The continent map also serves as an example of a large-scale wilderness design. You may want to base dungeon and wilderness adventures on this map, or you may expand the map by designing wilderness areas where the map leaves off.

Following is a key of the areas mentioned on the map. The key gives only a brief background of most areas. You may "flesh out" individual encounter areas with your own information.

To read the map of the continent, start at the top and read from left to right.

#### Continent map key

**Principalities of Glantri:** Glantri is a magocracy; that is, the princes and princesses who rule the state are all high level magic-users. They live in Glantri City most of the time, though each ruler also has a castle hidden in some remote wilderness area. Actually, the rulers are more concerned with magical research than with ruling. Most decisions are left to the princely stewards and the various local councils of elders. The princes and princesses do not trust each other and live in a state of uneasy truce. In the face of invasion or rebellion, however, they are quick to unite. In extreme emergencies, they select one of their number as "dictator," who serves for one year.

**Ethengar Khanate:** The Ethengar are nomadic herders of horses, cattle, and goats. They are divided into small family clans. The clans usually raid and quarrel with each other, but a powerful leader (khan) occasionally emerges to unite the entire Ethengar people into a strong "nation." However, when a khan dies, there is rarely an heir strong enough to hold the Ethengar together. Their nation then breaks apart, and the family clans begin warring with each other once more. Their culture is similar to that of the horsemen of the central Asian steppes (Huns, Mongols, Maygars, Turks, and so on).

**Heldann Freeholds:** The Heldann are a barbaric, fair-haired people who hunt, fish, and raise crops on isolated farms. They are related to the people of the northeastern kingdoms, but, among themselves, they acknowledge no ruler higher than the

individual household leader. Their culture is very similar to that of medieval Iceland.

**Kingdom of Vestland, Kingdom of Ostland, and the Soderfjord Jarldoms:** Each of these northeastern states is composed of many petty "kingdoms" that are loosely united under one ruler. In Vestland and Ostland the underchiefs are called "kings"; in Soderfjord they are known as "jarls" (pronounced "yarls").

The people of these kingdoms highly value individualism, physical strength, and prowess in combat. They live mainly by fishing and by occasional raids on nearby coastal villages. Besides being fierce warriors, these people are explorers without equal, ranging far and wide in their wooden longships. Their culture resembles that of the vikings.

**The Broken Lands:** The "broken lands" are an area of rocky badlands and old volcanic lava beds. The land is extremely wild, and is inhabited mainly by outcasts and monsters.

**Rockhome:** Rockhome is the homeland of the dwarves. It stretches throughout the northern Altan Tepe mountain range. The dwarves have built and maintained a road through the mountains for caravans. They charge toll from all who pass.

**Republic of Darokin:** This republic is centered around the capital, Darokin. Its wealth is based on trade from Lake Amsorak (the large inland lake), the Strel river, the eastern caravan route, and sea trade filtering in through the Malpheggi swamp. Darokin is a plutocracy; that is, the government is run by the wealthiest merchant families. The culture resembles that of Venice or Genoa in medieval Italy.

**Alfheim:** As the name implies, Alfheim is the homeland of the elves. The elven king rules the great forest of Canolbarth. Because Canolbarth is tended by the elves, it is far larger than a natural forest in this area would normally be. The Republic of Darokin pays the elves to protect the caravan route through the forest to Selenica.

**Emirate of Ylaruam:** Ylaruam is built in the midst of the largest oasis in the Alasiyan desert. It is the center of caravan routes crossing from north to south and from east to west, and is controlled by the Emir of Ylaruam and his royal family. The culture is similar to that of the Arabic desert states or the Central Asian city-states of Palmyra, Damascus, and Samarkand.

**Atruaghin Clans:** These grassy plateau, forest, and hilly regions next to the sea are inhabited by herders, hunters, and fishermen who live in small villages. All the villagers claim to have descended from the ancient hero Atruaghin. If threatened by war, they unite temporarily under an elected leader.

**The Five Shires:** This is the homeland of the halflings. The area is ruled by a council of five sheriffs; each controls a shire. Four times a year the sheriffs meet at a great feast and decide shirewide policy by vote.

**Grand Duchy of Karameikos:** This part of the continent is a wild and unsettled land claimed by Duke Stefan Karameikos the Third. In reality, little of the land is under the duke's control. Large areas are overrun by monsters and hostile humanoids. For a more detailed description of the Duchy of Karameikos, see the D&D® Expert rule book.

**Kingdom of Ierendi:** This kingdom sports a magnificent royal palace carved from pure white coral. The king and queen of the land are usually popular adventurer-heroes; however, they are without true power and serve only as figureheads. Actual rule is held by certain aristocratic families (making Ierendi an oligarchy).

**Minrothad Guilds:** The Minrothad island cluster is a syndicracy: the government is run by the heads of the various trading guilds. Minrothad is closely allied with Thyatis.

**Empire of Thyatis:** The empire of Thyatis is an autocracy. The emperor holds absolute power, but his decisions must allow for the desires of powerful nobles and for the threat of mob riots over unfavorable laws. The city of Thyatis is built beside a large canal that separates the southern peninsula from the mainland, making the city a major trade center. Trade routes for this area are given in the D&D® Expert rule book. The Thyatic culture is similar to the culture of the medieval Byzantine empire.

**Thanegioth Archipelago:** The archipelago is a cluster of islands about 1,000 miles from the coast of the main continent. What little knowledge that is available about Thanegioth is buried in myth and superstition.

#### Weather and climate

The general weather patterns of this part of the continent move from west to east.

Hence, much rain falls on the western edge of the Altan Tepe mountains, while little or none falls on the Alasiyan desert. The warm offshore currents near Thyatis and Minrothad modify the weather somewhat in the south, making the climate there similar to the Mediterranean.

The southern farmlands are extremely fertile, due to a thick layer of rich ash from the ancient volcanic hills. The farmers here have discovered better ways to grow most crops. The heavily irrigated and terraced gardens of the southern farmlands produce more food than any other area on the map.

The climate in the Thanegioth Archipelago is tropical, similar to the Pacific South Sea islands and the Caribbean. The climate south of the Cruth mountains (running west to east) is moist and temperate; the winters here are mild. The climate of Darokin and Glantri is warm and sunny, similar to that of southern France. The climate in the Ethengar steppes is mild in the summer, but cold and bleak in the winter. This climate is similar to the Russian steppes around the Black Sea. The climate of the northeastern coast is wet and mostly overcast; it is similar to Denmark's climate.

## Adventure background

### Finding the scrolls

Several weeks ago, a party of adventurers was returning from a previous quest when they discovered a cache of scroll-papers. The scroll-papers were made of an excellent vellum parchment (a kind of paper that lasts for centuries). On the journey home, the adventurers were caught in a sudden rainstorm, and the entire cache was drenched. When the adventurers returned to Specularum, they discovered that none of the scrolls was magical. Still, magic-users can always use good paper for spell research and for writing their spell books, so the adventurers carefully spread the paper in front of a fire to dry out. Much to their surprise, the adventurers found that as the paper dried, writing appeared on several of the pages. The heat had brought out secret writing on the parchment.

The pages were part of a ship's log. Give the players the tear-out copy of the ship's log provided on the third panel of the module cover. An incomplete map of the Isle of Dread is also included on the third panel of the module cover. The players may use that map to chart the island as they explore it. You may read the following boxed text to the players, or you may let them read it themselves from their copy of the log.

"When the gale finally ended, we found ourselves approximately seven days normal sailing distance due south out of Specularum, in the Thanegioth Archipelago. We replenished our supplies, patched up the ship, and traded our remaining goods at native villages along the shores of several islands. Some villagers were friendly, but others were hostile, and the natives attacked on sight. I suspect the hostile villages are filled with cannibals.

"We skirted the coastlines of several islands, sailing south by west until we reached a small peninsula cut off from the main island by a massive stone wall. We were well-received by the natives of Tanaroa, the small village that guards this wall. The villagers have no name for the large island other than the 'Isle of Dread.' Their own small peninsula is known simply as 'Home.'

"The villagers told us a tale about an ancient city in the central highland of the isle that was built by the same people who built the wall. The villagers call the builders 'the gods,' but I noticed that the names of the gods and the personal names of the clan ancestors were often the same, so I suspect that their ancestors and the builders were one and the same. I believe that the natives once possessed a much more advanced culture and that the descendants of the builders have returned to a more primitive state.

"The inland city is rumored to be filled with treasure beyond imagining. In particular, I heard persistent tales concerning a great black pearl of 'the gods' that still remains in the inland city. The island waters abound with excellent pearl beds, so the rumor of the black pearl may well be true.

"I would have liked to explore inland to verify the rumors about the mysterious city, but too many crewmen died in the storm or by cannibal spears. Only five of us are left. I am the only professional adventurer; the others are only sailors. We can sail the small ship well enough, but on land, in hostile territory, we would be helpless. Once back in Specularum, I should be able to recruit a new crew and a party of professional adventurers. Then I will return to claim the great black pearl.

"One thing I managed to do before leaving: we sailed around the island and made the best map we could. We were afraid to land, since village fishermen had warned us that trying to land anywhere on the main island would be extremely dangerous, as the coasts were rocky and without beaches. As a result, the map only shows the coastal areas we could chart from the ship, but it is better than nothing."

M.R.B.



## BEGINNING THE ADVENTURE

The ship's log is signed by Rory Barbarosa, a well-known adventurer and sea captain who died about 30 years ago. A little research in local taverns reveals to the characters that just before he died, Rory was indeed recruiting for a journey south. He had been blown off course on his last voyage and had hardly been in town a day before he started signing on new hands. Unfortunately, Rory angered a powerful wizard over a lost wager and died horribly before his journey south began.

Not only does the story of Rory Barbarosa's death confirm the writing on the parchment, but every rumor that the characters can track down about the Thanegioth Archipelago tends to confirm the account. (You should make up suitable rumors as needed.)

### Preparing to set sail

The characters begin the adventure in Specularum, which is in the Grand Duchy of Karameikos.

The characters must acquire a ship or passage to the Isle of Dread. Most parties

should have no trouble raising enough money to buy a small sailing ship. If the characters cannot come up with the money, arrange matters so that the characters are able to get a boat or small ship that can sail the ocean. Following are some ideas on how the characters might acquire a ship:

- Have a merchant hire the party to investigate the island. The characters will receive free passage, but must split any treasure 50-50 with their employer. You might alter this scenario by allowing the characters to convince a merchant to open up a new trade route to the Thanegioth Archipelago.

- Allow the characters to buy an old, decrepit boat.

Generate a percentage by dividing the price paid for the boat by the cost of a new boat. This percentage is the measure of the boat's condition. The speed and hull value of a new boat are both multiplied by this percentage, giving lower values for the party's boat. Also, in any storm, the percentage or lower must be rolled as a saving throw or the boat sinks.

**EXAMPLE:** The characters buy an old sailing boat for 500 gp. A new boat would normally cost 2,000 gp. Divide 500 by 2,000. The resulting percentage is 25%. Hull value for a new sailing boat is 20-40, 30 being the average. Multiply 30 by 25%. The resulting hull value for the party's boat is 7.5. Speed (in feet per round) for a new sailing boat is 120. Multiply 120 by 25%. The resulting speed for the party's boat is 30 feet per round.

- Allow one character to inherit a boat. If you use this idea, make sure the boat is no larger than a small sailing ship. The ship should not have a lifeboat. Remember that the normal inheritance tax is 10% of the value of the inherited goods. The inherited ship cannot leave port until the tax is paid.

- Let the characters borrow the money to buy a boat. Interest should be at least 10% per month. The loan must be repaid by the end of the first voyage. Local money-lenders have a working agreement with a magic-user, who sends an invisible stalker to attack any character who has not paid his share of the loan by one week after the due date.

### The voyage to the isle

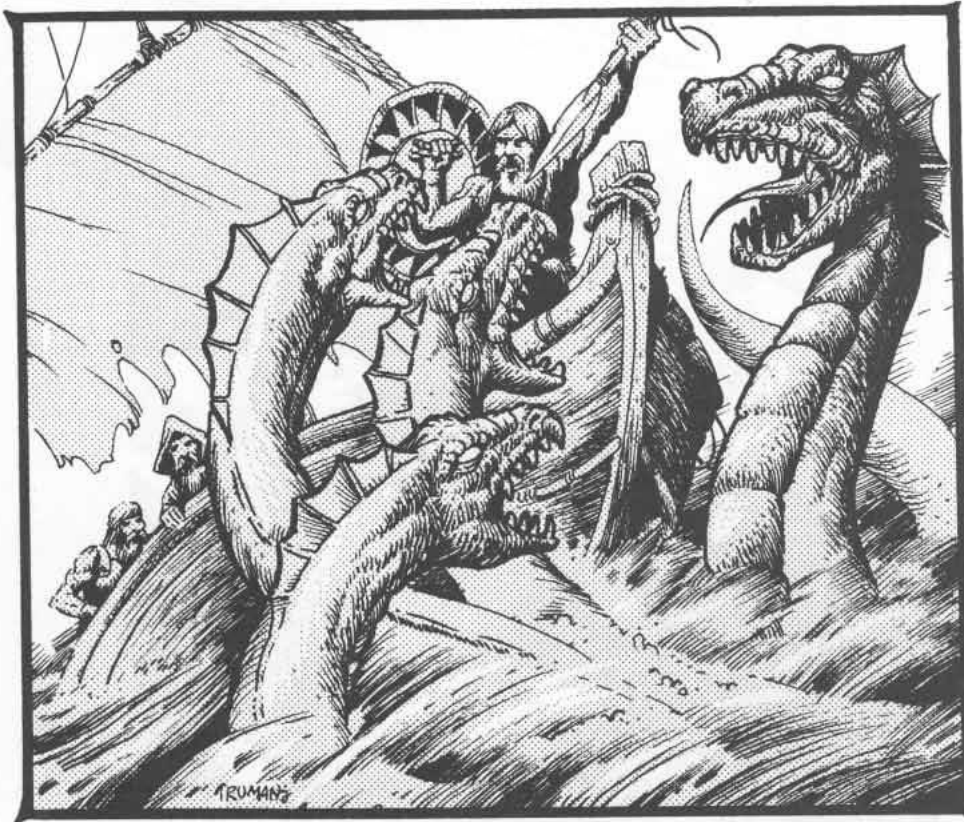
During the characters' voyage from Specularum to the Isle of Dread, use the wilderness rules and the Ocean Encounter Tables from the D&D® Expert rule book. You should check for an ocean encounter at least once per day while the party sails toward the isle. A 6 rolled on 1d6 indicates that an encounter takes place.

Remember to check for weather once each day. Roll 2d6. A roll of 2 means there is no wind, and a roll of 12 means there are gales or fierce storms. Check the D&D® Expert rule book for effects of these weather checks.

Check once per day during the voyage to see if the party becomes lost. A roll of 1 or 2 on 1d6 indicates that the party is lost. The D&D® Expert rule book lists what you should do when the party becomes lost.

If the party's boat enters a reef area, it takes d% points of hull damage.

In spite of these hazards, remember that the characters should still reach the Isle of Dread. Keep this in mind when balancing encounters, weather checks, and checks for becoming lost.



# GENERAL ISLAND ADVENTURES



Once the characters reach the Isle of Dread (Map 1), they probably land at one of the native villages on the southeastern peninsula. Details of these villages are given in the description of the village of Tanarao (encounter area 1).

From these villages, the characters may move inland. They may map 1 hex of terrain in every direction when they pass through a hex (7 new hexes maximum). If the terrain in the hex is mountainous or covered with dense foliage, the party's sight will be blocked, and mapping will be difficult. In these instances, you must decide how many new hexes the characters are able to map.

## Maps for general island encounters

You will need the following maps to run encounters on the general island:

- Map 1: The Isle of Dread
- Map 2: Village of Tanarao
- Map 3: General Cave Lair 1
- Map 4: General Cave Lair 2
- Map 5: Pirate Lair
- Map 7: Rakasta Camp
- Map 8: Aranea Lairs
- Map 9: Phanaton Settlement

All of the numbered encounters in this section may be found on Map 1. Many of the encounters, however, have their own, more detailed maps. These maps are listed at the beginning of the specific encounter descriptions.

## Wandering monsters

Wandering monsters should be checked for twice a day: once in the daylight hours, and once at night. For the night check, subtract 1 from the dice roll, as most of the wandering monsters are inactive at night. Consult the wilderness encounter tables in the D&D® Expert rule book to determine if wandering monsters are encountered in a specific terrain type.

The exact monster is determined by rolling d% on General Island Wandering Monster Tables 1, 2, or 3. If the characters are adventuring on the southern peninsula south of the Great Wall, or if they are exploring the southeastern islands, use Table 1. If the characters are adventuring on the main isle south of the central river, or if they are exploring the southwestern islands, use Table 2. If the characters are adventuring north of the central river, or if they are exploring the northern islands, use Table 3.

TABLE 1  
GENERAL ISLAND WANDERING MONSTERS

% Roll	Monster	No. Appearing
01-02	Bee, Giant	2-8
03-05	Dryad	1-6
06-29	Ghoul	1-6
30-32	Human*	2-12
	<i>Living Statues**</i>	
33	Living Crystal Statue	1-6
34-35	Living Iron Statue	1-4
36	Living Rock Statue	1-3
	<i>Lizards, Giant</i>	
37-40	Gecko	1-6
41-43	Draco	1-4
44-45	Horned Chameleon	1-3
46	Tuatara	1-2
	<i>Lycanthropes</i>	
47	Wererat	1-8
48	Werewolf	1-6
49	Wereboar	1-4
50	Weretiger	1-3
51	Werbear	1-2
52	Mummy	1-3
53-58	Rat, Giant	2-20
59-60	Rhagodessa	1-4
61-62	Robber Fly	2-8
63-64	Scorpion, Giant	1-2
65-69	Skeleton	4-16
	<i>Snakes</i>	
70-71	Spitting Cobra	1-6
72-73	Pit Viper	1-8
74	Giant Rattlesnake	1-4
75-77	Rock Python	1-3
	<i>Spiders, Giant</i>	
78-79	Crab Spider	1-4
80-82	Black Widow Spider	1-3
83-84	Tarantella	1-3
85-88	Toad, Giant	1-4
89	Treant	1-2
90	Wight	1-4
91	Wraith	1-3
92-00	Zombie+	2-12

- \* These humans will probably be the natives who live on the island. For information on creating native encounters, see p. 29.
- \*\* When Living Statues are rolled as wandering monsters, there is a 50% chance they will be alive, and a 50% chance they will only be normal statues.
- + Zombies will attack strangers on sight, unless the strangers look like natives. Zombies will only attack natives when their master has commanded them to do so.

## GENERAL ISLAND ADVENTURES

**TABLE 2**  
**GENERAL ISLAND WANDERING MONSTERS**

% Roll	Monster	No. Appearing
01-03	Aranea*	1-6
04-08	Bear, Cave	1-4
09-10	Cat, Great: Sabre-tooth Tiger	1-2
11	Centaur	1-6
12	Cyclops	1
13-17	Dire Wolf	1-6
18	Dragon, Black**	1
19	Dragon, Green**	1
20	Dragon, Red***	1
21-22	Dryad	1-6
23-27	Elk, Giant*	1-3
28-33	Grangeri*	1
34-38	Hydra, 5 heads	1
39-43	Lizard Man	2-8
44-49	Elephant, Prehistoric	1
50-54	Megatherium*	1
55-60	Neanderthal	2-8
61-65	Phanaton*	4-16
66-71	Phororhacos*	1-6
72-75	Rakasta* (+ Sabre-tooth Tiger)	1-2
76-77	Roc	1-2
78-84	Rock Baboon	2-8
85	Treant	1
86-93	Triceratops	1
94-95	Troll	1-3
96	Wyvern	1-2
97-00	Zombie	2-12

\* New monster, see description at end of module.

\*\* Not older than average age.

\*\*\* Young red dragon only, 7 or 8 HD.

### General island encounters

#### 1. VILLAGE OF TANAROA (Use Map 2.)

The village of Tanaroa stands in a clearing at the edge of the jungle. Looming up just to the north of the village is a 50-foot high wall built out of huge stone blocks. The wall stretches for 2 miles across the thin neck of land that joins the southeastern peninsula with the main island.

Evenly spaced along the wall are 28 square towers, each 100 feet to a side and 70 feet tall. In the center of the wall is a pair of massive wooden gates. Each gate has double doors that are 40 feet wide, 40 feet tall, and 5 feet thick. Each gate can be barred with a heavy wooden beam.

The village of Tanaroa guards and controls these gates. The wall is known to

the natives of the village as the Great Wall.

A cleared trail leads into the village from the south, winding through Tanaroa and continuing north through the gates into the jungle beyond. The trail circles four groups of huts. Each group of huts is laid out in a circle, and each group faces a central graveyard. The backs of the huts face the encircling path. Each group of huts is made of wood and roofed with interwoven palm leaves. The huts are 50 feet long and 20 feet wide. They are raised 10 feet off the ground on wooden stilts.

Each collection of huts represents one clan that lives in the village. The four clans are the Elk Clan on the south, the Hawk clan on the west, the Tiger Clan on the north, and the Sea Turtle Clan on the east. The animal each clan takes its name from

**TABLE 3**  
**GENERAL ISLAND WANDERING MONSTERS**

% Roll	Monster	No. Appearing
01-06	Allosaurus*	1
07-14	Ankylosaurus*	1
15-21	Brontosaurus*	1
22-26	Crocodile, Giant	1
27-34	Dimetrodon*	1
35	Dragon, Black**	1
36	Dragon, Green**	1
37	Dragon, Red***	1
38-40	Dryad	1-6
41-42	Giant, Hill	1
43-44	Giant, Stone	1
45-47	Hydra, 5 heads	1
48-53	Plesiosaurus*	1
54-61	Pteranodon	1-3
62-68	Roc	1-2
69-76	Trachodon*	1
77-82	Treant	1-2
83-89	Triceratops	1
90-94	Tyrannosaurus Rex	1
95-97	Wyvern	1-2
98-00	Zombie	2-12

\* New monster, see description at end of the module.

\*\* Not older than average age.

\*\*\* Young red dragon only, 7 or 8 HD.

is that clan's totem; the members of the clan believe they are blood brothers to that animal. A large wooden statue of the appropriate totem animal stands in the middle of each graveyard. When in battle, each clan has a standard decorated with the clan totem.

In the center of the village is a flat-topped hill that has been artificially leveled. A 10-foot tall leveled pyramid made of earth stands in the center of the hill. The pyramid is faced with stone slabs. Set on top of the pyramid is a huge alarm gong. A square earthen wall, 3 feet high by 3 feet wide, stands around the pyramid. Each side of this wall is 250 feet long.

The hilltop is the assembly place of the village. Members of each clan sit on the earthen mound (or stand behind it) on the

side facing their clan site, while the village leaders conduct business from atop the pyramid.

Between the clan sites and the flat-topped hill, the path surrounds village gardens and the grounds for the clans' animals. Pigs, chickens, and goats are kept here. The path continues until it reaches the Great Wall. From there, it passes into the jungle.

A second line of defense stands between the village and the Great Wall: 20-30 feet deep pits filled with 5-10 feet of tar. At the base of the towers of the Great Wall are the huts used by the warriors who garrison the wall.

Tanaroa is one of the seven villages on the southeastern peninsula and the adjoining islands. The other villages are Kirikura, Dawa, Mora, Panitube, Burowao, and Usi. These villages resemble Tanaroa, except for the Great Wall and the tar pit defenses. Each village also has the same four clans. If the party lands at any one of these villages, use this encounter description. The same map may also be used.

**Village government and culture:** The seven villages are loosely allied through a council of village chiefs that meets once a year. The population of all seven villages combined is about 2,100.

The seven villages are matriarchies; that is, each village chief is a woman. The natives trace their descent and inheritance through their mothers' side of the family. They also take their mothers' family names as their own.

Although the chief of each village is a female, the leader of each clan is a male. The clans serve to unify the villages in time of war, each clan being organized as a separate "regiment." Each village elects a special official to serve as advisor to the chief. This person also acts as the village war leader in times of trouble.

The last important village official is the village Zombie Master (or Zombie Mistress). This advisor is usually a cleric or magic-user of at least 5th level, and heads the village's Cult of the Walking Dead. This cult is a secret society whose members, with the exception of the Zombie Master, wear hooded masks during cult ceremonies. At these ceremonies, the "walking ancestors" are created. (Treat any walking ancestor as the monster zombie in an encounter.) While these zombies are sometimes used as laborers or spare warriors, the villagers shun and fear them.

The Great Wall north of Tanaroa is always garrisoned by warriors from the

seven villages. Each village clan garrisons one tower with seven warriors, so there is a total of 196 warriors in the 28 towers. The pits filled with tar are secondary defenses, should a nonhuman raiding party or rampaging monster fight past the wall. The area between the wall and the village has been cleared of trees and brush to allow clear fire for bows and thrown spears.

**Trading with the villagers:** In a recent meeting, the council of chiefs decided that it would be good for the seven villages to trade with the mainland (the large continent). Unfortunately, the villagers' small fishing boats are unable to sail out of sight of land. They are also unable to stand up to storms on the open sea. Therefore, if the characters have had the foresight to stock up on trade goods, the villagers greet the characters warmly. Add 2 to the reaction dice roll of the villagers and village chiefs when the characters are received by them.

Furthermore, the characters may sell their trade goods for 100% profit (i.e. they receive back twice what they paid for the goods). The villagers are not terribly wealthy, and may only spend a total of 5,000 gp on the goods brought by the characters.

If the characters are responsible for opening up a new trade route to the isle, they receive experience points equal to the value (in gold pieces) of the goods sold. After the initial visit, the route is no longer unknown, and the profits from any other trips are not counted for experience points.

The characters may use their profits or spare money to buy extra equipment. All standard equipment is available in the seven villages at standard prices, except the following: battle axes, crossbows & quarrels, pole arms, two-handed swords, lances, chain and plate armor, and all transport animals and related objects (such as barding or animal-drawn carts). The only types of water transport available to the party are canoes, sailing boats, and rafts.

**Preparing to travel inland:** The natives of Tanaroa occasionally visit the tar pits beyond the Great Wall to renew their supplies (the villagers use the tar for waterproofing their boats and roofs). The characters may hire a guide to take them beyond the Great Wall as far as the tar pits. The guide also tells them where it is safe to cross the pits. A guide costs 5 gp per adventure.

The party may also hire 2d6 bearers to carry supplies; however, no bearers travel beyond the Great Wall without a guard force of at least 30 fighters. Bearers cost 1 gp each per adventure. Neither the guide nor

the bearers leave the path or go beyond the tar pits at the end of the trail. The natives never hire out as warriors.

## 2. CROCODILE BAY (Use Map 1.)

Floating just below the surface of the placid waters of this bay are four large crocodiles.

Crocodiles (4): AC 3; HD 6; hp 18, 15, 12, 10; MV 90' (30'), 90' (30') swimming; #AT 1; D 2-16; Save F3; ML 7; AL N

These hungry creatures attack anyone who moves more than 10 feet into the bay. Each of the crocodiles averages 20 feet in length.

## 3. LAIR OF THE SEA SNAKES

(Use Map 1.)

Hundreds of large oysters cover the sea bottom near these broad coral reefs. The oysters are under 20 feet of water. If the characters gather a few, they find 1d4 pearls worth 100 gp each. However, every day the characters dive for pearls (including the first dive), they are attacked by 1d4 sea snakes.

Sea Snakes (1-4): AC 6; HD 3; hp 9, 8, 7, 6; MV 90' (30'); #AT 1 bite; D 1 + poison; Save F2; ML 7; AL N

Although the number of sea snakes is unlimited, the pearls run out after 14 days of diving.

## 4. RANDOM ENCOUNTER (Use Map 1.)

For every day the characters are within 2 hexes of this location, they encounter one wandering monster from General Island Wandering Monster Table 2. If possible, the encounter should occur in or near the monster's lair.

## 5. CAVES OF THE ROCK BABOONS

(Use Map 3 or 4.)

As the characters near a crumbling stone cliff, they hear many hoots, grunts, and shrieks. The noises are coming from a 6-foot high opening in the rock wall. A foul stench wafts out of the dark opening, and a tunnel leads back from the opening into darkness.

Living within this cavern complex is a tribe of 15 rock baboons.

Rock Baboons (15): AC 6; HD 2; hp 14 each, 16 for leader; MV 120' (40'); #AT 1 club/1 bite; D 1-6/1-3; Save F2; ML 8; AL N

You may use General Cave Lair 1 (Map 3), General Cave Lair 2 (Map 4), or a map of your own design for this encounter.

Each chamber in the cave has 1d4 baboons living in it, except for the hearth-



## GENERAL ISLAND ADVENTURES

treasure room, where the leader and the rest of the tribe can be found. None of the chambers is furnished, but large amounts of trash and dung are piled in the corners of each room. Fruit rinds and bones litter the floor.

A gold bracelet worth 700 gp, and a silver-and-amethyst necklace worth 1,300 gp may be found in a pile of gnawed bones in one corner of the hearth-treasure room. Both pieces of jewelry are somewhat tarnished, but are otherwise in good shape.

### 6. LAIR OF THE WATER TERMITE (Use Map 1.)

A 5-foot long water termite lives in this area. The termite's home is a rocky cave, 35 feet beneath the water's surface.

Water Termite: AC 5; HD 4; hp 30; MV 180' (60'); #AT see below; D 1-6; Save F3; ML 11; AL N

The water termite does not bite unless cornered; instead, it uses an inky spray for defense. If the termite is above water when it sprays ink, a saving throw versus poison must be made by any character caught by the spray. Anyone failing the saving throw is paralyzed for 1 turn.

The water termite's most dangerous attack is the hull damage it does to ships. If the characters' ship passes through this hex, there is a 50% chance that the water termite clings to the hull, doing 1-3 points of hull damage before letting go. Once any damage has been inflicted, there is a 50% chance per round that someone notices the leakage.

Within the flooded lair are piles of bleached bones and miscellaneous bits of trash. Among the items to be found in the trash are old swords, boots, waterlogged clothing, and an opaque bottle containing a potion of *heroism*.

### 7. PIRATE LAIR (Use Map 5.)

The pirates who live here have come from another island (you may choose one or add new islands to the map). They work from this base camp, raiding the coastal villages for slaves. They sail in four 20-foot long outrigger canoes with collapsible masts.

A total of 41 pirates are based here. Following are their statistics and weapons:

Leader: AC 5; F4; hp 29; MV 90'; #AT 1; D 1-6 or by weapon; ML 10; AL C

The leader wears chain mail and fights with an ornate two-handed sword. He also has a *ring of water walking*, and the key to the iron box in area 7d.

Pirates (40): AC 5; F1; hp 5 each; MV 120'; #AT 1; D 1-6 or by weapon; ML 7; AL C

Six pirates wear chain mail and fight with cutlasses. Twenty others wear leather armor and fight with cutlasses. Fourteen wear leather armor, and are armed with cutlasses and crossbows.

At sea, seven to eight pirates sail in each outrigger canoe. The leader sails in the canoe of his choice. The rest guard the camp (areas 7a-7f).

7a. **TOWERS:** Three 20-foot tall lookout towers stand guard over the lair. Each tower holds up to four pirates. At least one lookout is in each tower at all times (you may wish to roll 1d4 to determine the number of lookouts in a tower).

7b. **BOATS:** The outriggers are beached here unless the pirates are out raiding. When the pirates are ashore, the paddles and sails from their boats are kept in different huts to prevent theft.

7c. **HUTS:** These are made of grass, and are roofed with cones of thatched grass. The hut marked "L" is the leader's hut. It contains a locked wooden cabinet, in which the outrigger sails are stored. The hut marked "S" is the supply hut. Paddles, ropes, tools, food, buckets of tar, spare weapons, and other supplies are kept here. The huts marked "C" each contain 3d4 captives. The prisoners are shackled to iron weights. The unmarked huts each house four pirates.

7d. **CAVE:** This cave is always guarded by 2d4 pirates. The pirates' treasure is kept here, locked in a large iron box that is cemented into the wall. Only the leader has the key to this box. If the box is forced open, a secret compartment in the side of the chest slides open, releasing a deadly pit viper.

Pit Viper: AC 6; HD 2; hp 5; MV 90' (30'); #AT 1 bite; D 1-4 + poison; Save F1; ML 7; AL N

If one of the characters picks the lock on the box, he finds in the box 2,000 cp, 3,000 sp, 4,000 ep, 17 gems (worth 1,700 gp total), a magic-user/elf scroll (*shield*), and a magic sword +1. The sword's statistics are as follows:

AL N; I 8; EG 9; detect metal; levitate for 3 turns per use, up to 3 times per day

7e. **ESCAPE TUNNEL:** Behind a hidden exit in the cave is a 4-foot wide escape tunnel. (Treat the exit as a secret door.) The

tunnel winds through the hills for 500 feet and empties into a series of natural caverns. These caverns are under water at high tide (20% chance).

7f. **WALL:** The pirate lair is surrounded by a wall of thorn bushes weighted down with rocks. The 5-foot tall by 3-foot wide wall keeps out all but the largest animals.

### 8. HIPPOGRIFF NEST (Use Map 1.)

Set atop the tallest hill on this small island is a large nest. The nest is the home of five hippogriffs.

Hippogriffs (5): AC 5; HD 3+1; hp 21, 20, 16, 14, 10; MV 180' (60'), 360' (120') flying; #AT 2 claws/ 1 bite; D 1-6/ 1-6/1-10; Save F2; ML 8; AL N

These creatures prey on the weakest of the many wild sheep that graze on the surrounding hills. In defending their "territory," the hippogriffs attack anyone climbing the hill within a halfmile of their nest.

### 9. RAKASTA CAMP (Use Map 7.)

A tribe of rakasta has set up a temporary camp in this area.

Rakasta are a race of nomadic feline humanoids. They walk erect, but their heads and features are catlike, and their bodies are covered with soft, tawny fur.

The rakasta are a proud and barbaric race. They are fierce fighters who cover their natural claws with metal "war claws" (their favorite weapon).

Certain rakasta warriors ride sabretooth tigers. These tiger riders are considered to be the bravest and strongest of the rakasta warriors, and only they can hold the respect of the sabretooth tigers.

Rakasta dwell in large, richly furnished tents. Their treasures include silk tapestries, brightly colored carpets, bronze artifacts, gilded leatherwork, silverware, and gold jewelry. The tribe's treasures are worth a total of 10,000 gp (equal to the weight of 10,000 coins).

Sixteen normal warriors and three tiger riders are in this temporary camp.

Warriors (16): AC 6; HD 2+1; hp 10 each; MV 90' (30'); #AT 2 claws/1 bite; D 1-4 each; Save F2; ML 9; AL N

Each of the tiger riders has 16 hit points. These riders may leap up to 20 feet from their mounts and attack in the same round.

Sabretooth Tigers (3): AC 6; HD 8; hp 36 each; MV 150' (50'); #AT 2 claws/ 1 bite; D 1-8/1-8/ 2-12; Save F4; ML 5; AL N



**9a. TENTS:** Each of these tents houses rakasta:

- Tent 9a1: 4 rakasta  
(1 is a tiger rider)
- Tent 9a2: 2 rakasta
- Tent 9a3: 3 rakasta
- Tent 9a4: 3 rakasta  
(1 is a tiger rider)
- Tent 9a5: 4 rakasta  
(1 is a tiger rider)
- Tent 9a6: 3 rakasta

**9b. PAVILIONS:** Each of these is a simple tent pavilion covered with a roof of interwoven palm leaves. The pavilions are built on a light wooden framework, and are raised 10 feet off the ground. The tent canvas can be rolled down in case of rain. The three pavilions each house a sabre-tooth tiger chained to a large heavy log.

**9c. COMMUNAL PAVILION:** This pavilion is similar to those used to house the tigers, except for a smoke hole cut in the roof. Inside, several cushions and rugs are placed out on the floor.

**9d. FIRE PIT:** This communal fire pit is rimmed with rocks. A turning spit stands in the center of the pit, and other cooking utensils are scattered about.

#### 10. PHANATON SETTLEMENT (Use Map 9.)

This is a small settlement of about 100 phanaton. Phanaton are halfling-sized creatures that look like a cross between a monkey and a raccoon. They are able to glide from tree branch to tree branch, like a flying squirrel. For a complete description

of phanaton, see the New Monsters section (p. 30) in the Appendix.

This settlement is hidden 50 feet off the ground in the trees. The settlement cannot be seen from the ground, and any creature other than a phanaton must be within 20 feet of the settlement to distinguish it from the surrounding greenery.

The phanaton settlement consists of six wooden platforms built between several large trees. Each platform is supported from below by wooden braces. The platforms are also supported by a web of knotted ropes, like the cables of a suspension bridge.

A number of huts, varying in size, have been built on each of the platforms. A safety rail runs along the edges of the platforms to prevent young phanaton from falling off. The platforms are connected by a series of rope bridges for the young or infirm.

Phanaton usually climb or glide up to their settlement. However, a trap door is built into one of the platforms (10e); a rope ladder may be unrolled from the door. The rope ladder reaches to the jungle floor, and is for the convenience of nonflying guests. Guests usually sleep on the northernmost platform (10e).

**10a. HUTS:** Three huts, housing a total of 14 phanaton, have been built on this platform. There are seven adult males, five adult females, and two children. The children are unable to defend themselves and flee if attacked.

Phanaton (14): AC 7; HD 1-1; hp 7x4; 5x3; 2x1; MV 90' (30'), 150' (50') gliding; #AT 1; D 1-6 or by weapon; Save F1+2; ML 7; AL L

## GENERAL ISLAND ADVENTURES

**10b. HUTS:** The five wooden huts on this platform house a total of 20 phanaton, including the clan war chief and his seven bodyguards. The remaining 12 phanaton are the warriors' mates.

War Chief: AC 6; HD 3; hp 15; MV 90' (30'), 150' (50') gliding; #AT 1; D 1-6 or by weapon; Save F3+2; ML 7; AL L

Bodyguards (7): AC 6; HD 2; hp 10 each; MV 90' (30'), 150' (50') gliding; #AT 1; D 1-6 or by weapon; Save F2+2; ML 7; AL L

Mates (12): AC 7; HD 1-1; hp 3 each; MV 90' (30'), 150' (50') gliding; #AT 1; D 1-6 or by weapon; Save F1+2; ML 7; AL L

Hidden beneath the war chief's bed is a locked wooden chest containing the clan treasure: 3,000 sp.

**10c, 10d, 10e, 10f. OTHER PLATFORMS:** These platforms house the rest of the tribe. There are three huts each on platforms 10c and 10d; there are four huts each on platforms 10e and 10f.

In each hut, there is a family of phanaton composed of an adult male, an adult female, and 1d4 children.

The wooden huts are filled with skillfully carved furniture made from many different types of exotic woods. Dozens of hanging plants and ornate mobiles decorate the huts.

#### 11. LAIR OF THE LIZARD MEN (Use Map 3 or 4.)

This lair is located on the edge of a dense swamp in a dank, half-flooded cave.

You may use General Cave Lair 1 (Map 3), General Cave Lair 2 (Map 4), or a map of your own design for this encounter.

Living within this dismal cavern are 14 lizard men.

Lizard Men (14): AC 5; HD 2+1; hp 10 each; MV 60' (20'), 120' (40') swimming; #AT 1 weapon; D 2-7 or weapon +1; Save F2; ML 12; AL N

One to three lizard men are in each chamber of the lair, except for the hearth-treasure room, where the remainder of the group can be found.

The lizard men hunt and eat the various swamp animals that live in the area. For tribal feasts, they occasionally attack a neanderthal lair. The lizard men have accumulated a small horde of treasure from these raids. Stored in an untrapped, unlocked box in the hearth-treasure room is the lizard men's treasure: 5,000 cp, 6,000 sp, and eight opal gems worth 500 gp each.

## GENERAL ISLAND ADVENTURES

### 12. NEANDERTHAL LAIR (Use Map 3 or 4.)

You may use General Cave Lair 1 (Map 3), General Cave Lair 2 (Map 4), or a map of your own design for this encounter.

In this lair are 16 normal neanderthals and 2 leaders.

Neanderthals (16): AC 8; HD 2; hp 9 each; MV 120' (40'); #AT 1 weapon; D 1-6; Save F2; ML 7; AL L

Leaders (2): AC 8; HD 6; hp 31, 27; MV 120' (40'); #AT 1; D 1-6+2; Save F6; ML 7; AL L

One to two neanderthals will be in each room of the cavern, except for the hearth-treasure room, where the leaders and the remainder of the neanderthals can be found.

The rooms are filled with crude wooden furniture; each has a fire pit. The walls are painted with hunting scenes, and the floors are kept reasonably clean.

The neanderthals' treasure is kept in a chest made from fitted, uncemented rock slabs. In the chest are 1,000 sp, one large white pearl worth 500 gp, and a small piece of obsidian worth 10 gp.

### 13. AERIE OF THE GARGOYLES (Use Map 1.)

When the characters enter this area, they notice a single grotesque statue, standing atop a craggy rock peak several hundred yards in the distance. As long as the party is at least 100 feet away, the figure does not move, and appears to be nothing more than a stone statue. However, if anyone moves closer than 100 feet, the gargoyle (statue) flies forward with a grating shriek and attacks.

Gargoyle: AC 5; HD 4; hp 26; MV 90' (30'), 150' (50') flying; #AT 2 claws/1 bite/1 horn; D 1-4 each; Save F4; ML 11; AL C

Two other gargoyles (hp 23, 22) are attracted by the cry of the first gargoyle, and leave their nearby cliff lair to join the fray.

The gargoyles' nest is set into a rocky cliff about 50 feet from the ground. Any character other than the thief who tries to climb the cliff must roll less than his dexterity on 1d20 or fall to the ground. The fall causes 3d6 points of damage. A thief automatically succeeds in any attempt to reach the lair.

Among bones and assorted garbage in the lair, the characters find a ruby worth 600 gp, and a *protection from elementals* scroll lying on the floor.

### 14. ARANEA LAIRS (Use Map 8.)

The aranea are a race of highly intelligent, magic-using arachnids (spiders) who live in webs strung between trees. The webs are about 40 feet above the jungle floor. Only a character who climbs 20-30 feet above the jungle floor is able to see the webs. Part of the webs are roofed over with a waterproof mixture of leaves, bark, twigs, and web strands.

Each aranea has a separate lair, but the walls are close enough together so that the aranea can easily jump from one to another.

An aranea looks like a huge, greenish-brown spider (about the size of a small pony). A massive, odd-shaped lump on its backs houses a large brain. For a complete description of aranea, see the New Monsters section (p. 30) in the Appendix.

Three aranea inhabit this section of forest. The webbed-over sections of their lairs resemble caves. Many pieces of crude "furniture" made out of web, vines, and wood are webbed in place on the floors of these lairs. Storage chests and libraries used for spell research are among the pieces of furniture in the lairs.

Aranea usually weave their treasure into the roofs of their lairs for safe keeping.

Aranea (3): AC 7; HD 3; hp 19 each; MV 60' (20'), 120' (40') in web; #AT 1; D 1-6 + poison; Save MU3; ML 7; AL C

The aranea in the first lair (14a) has learned the following magic-user spells:

First Level: *detect magic, sleep*

Second Level: *levitate*

The aranea in the second lair (14b) has learned the following magic-user spells:

First Level: *floating disc,*

*ventriloquism*

Second Level: *phantasmal force*

Each of the three lairs is similar, except for the types of magic items to be found in them:

14a: A *shield +1* (cursed to -1) and a potion of *undead control* are hidden in the ceiling of this lair.

14b: A *broom of flying* is hidden in the ceiling of this lair.

14c: A scroll with the spells *light, mirror image,* and *read languages* is laid out on a table in this lair. A potion of *poison* is hidden in the ceiling.

Two bugbears patrol the area beneath the aranea webs.

Bugbears (2): AC 5; HD 3+1; hp 11, 10; MV 90' (30'); #AT 1 weapon; D 2-8 or by weapon +1; Save F3; ML 9; AL C

The bugbears earn treasure and favors from the aranea by guarding the grounds from intruders. Each carries a large alarm horn that it sounds at the first sign of trouble, warning the aranea. Each also carries a pouch containing scraps of food, personal mementos (such as bones and teeth), and 10 gp. They live nearby in thatched huts.

### 15. PTERANODON TERROR (Use Map 1.)

Three pteranodons inhabit this area. There is a 75% chance that the pteranodons attack the characters as they cross the rope bridge that spans the central river. Anyone who is hit by one of the pteranodons has a 10% chance of falling off the bridge and taking 10d10 points of damage from the fall to the rocks below.

Pteranodons (3): AC 6; HD 5; hp 26, 23, 18; MV 30' (10'), 240' (80') flying; #AT 1; D 1-8; Save F3; ML 8; AL N

### 16. THE ROC'S ROOST (Use Map 1.)

This nest belongs to two small rocs. Woven into the nest is a map showing that a treasure worth 17,000 gp can be found at area 19.

Rocs (2): AC 4; HD 6; hp 32, 26; MV 60' (20'), 480' (160') flying; #AT 2 claws/1 bite; D 2-5/2-5/2-12; Save F3; ML 6; AL L

### 17. DIMETRODON PERIL (Use Map 1.)

As the characters enter this area, they hear a series of horrible screams. In the center of a grassy clearing, a dimetrodon is attacking a frantically struggling native.

Dimetrodon: AC 5; HD 7; hp 36; MV 120' (40'); #AT 1; D 2-16; Save F4; ML 8; AL N

For a complete description of the dimetrodon, see the New Monsters section (p. 30) in the Appendix.

If the characters slay or drive off the dimetrodon, the native, though mortally wounded, gives the characters his only treasure: a nugget of platinum worth 50 gp. The characters must swear, however, to bury the native in a special location in return for the treasure. You may choose the special location given the characters by the native.

### 18. THE OGRE'S LAIR (Use Map 3 or 4.)

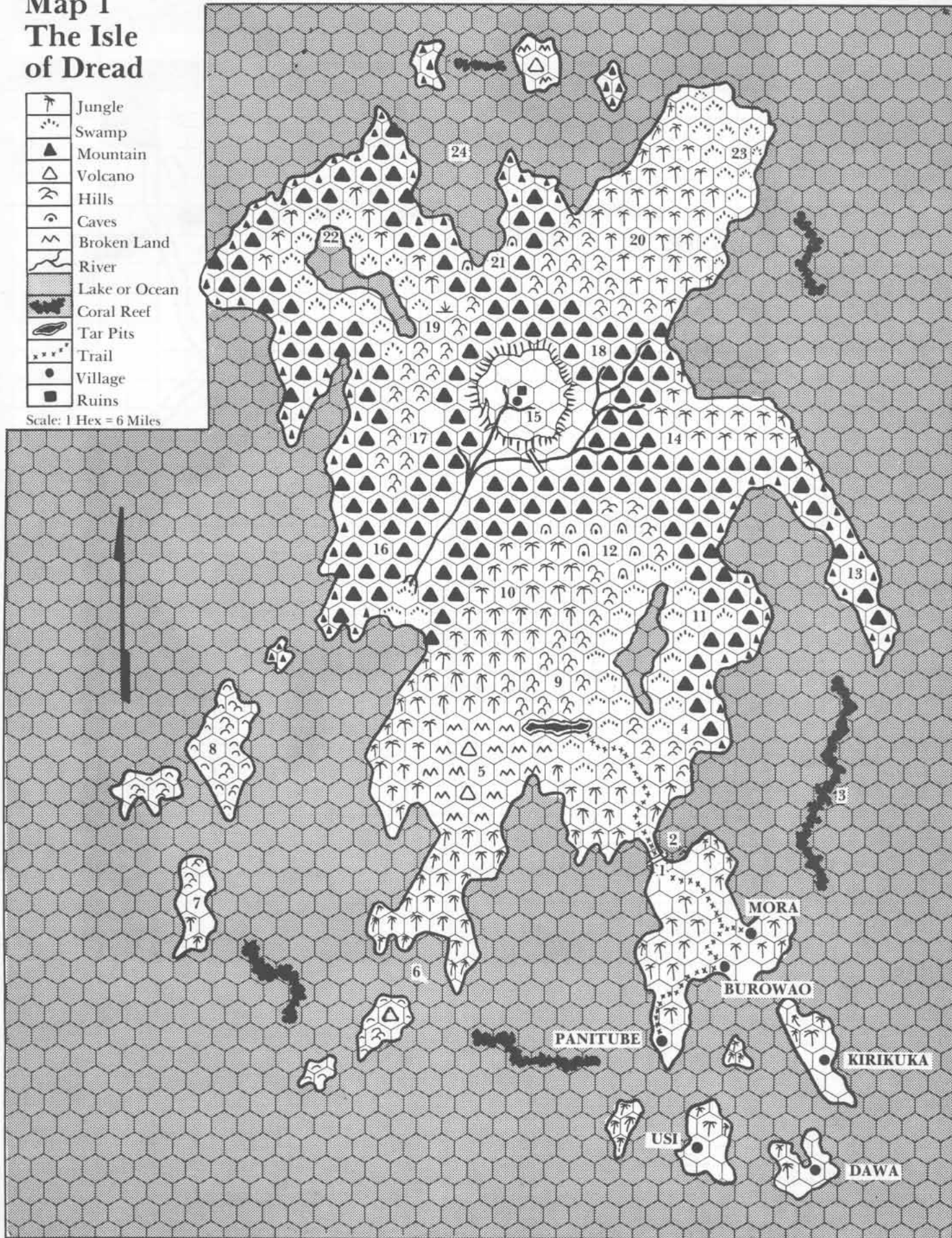
You may use General Cave Lair 1 (Map 3), General Cave Lair 2 (Map 4), or a map of your own design for this encounter.

This ancient burial chamber is the home of five ogres.

# Map 1 The Isle of Dread

	Jungle
	Swamp
	Mountain
	Volcano
	Hills
	Caves
	Broken Land
	River
	Lake or Ocean
	Coral Reef
	Tar Pits
	Trail
	Village
	Ruins

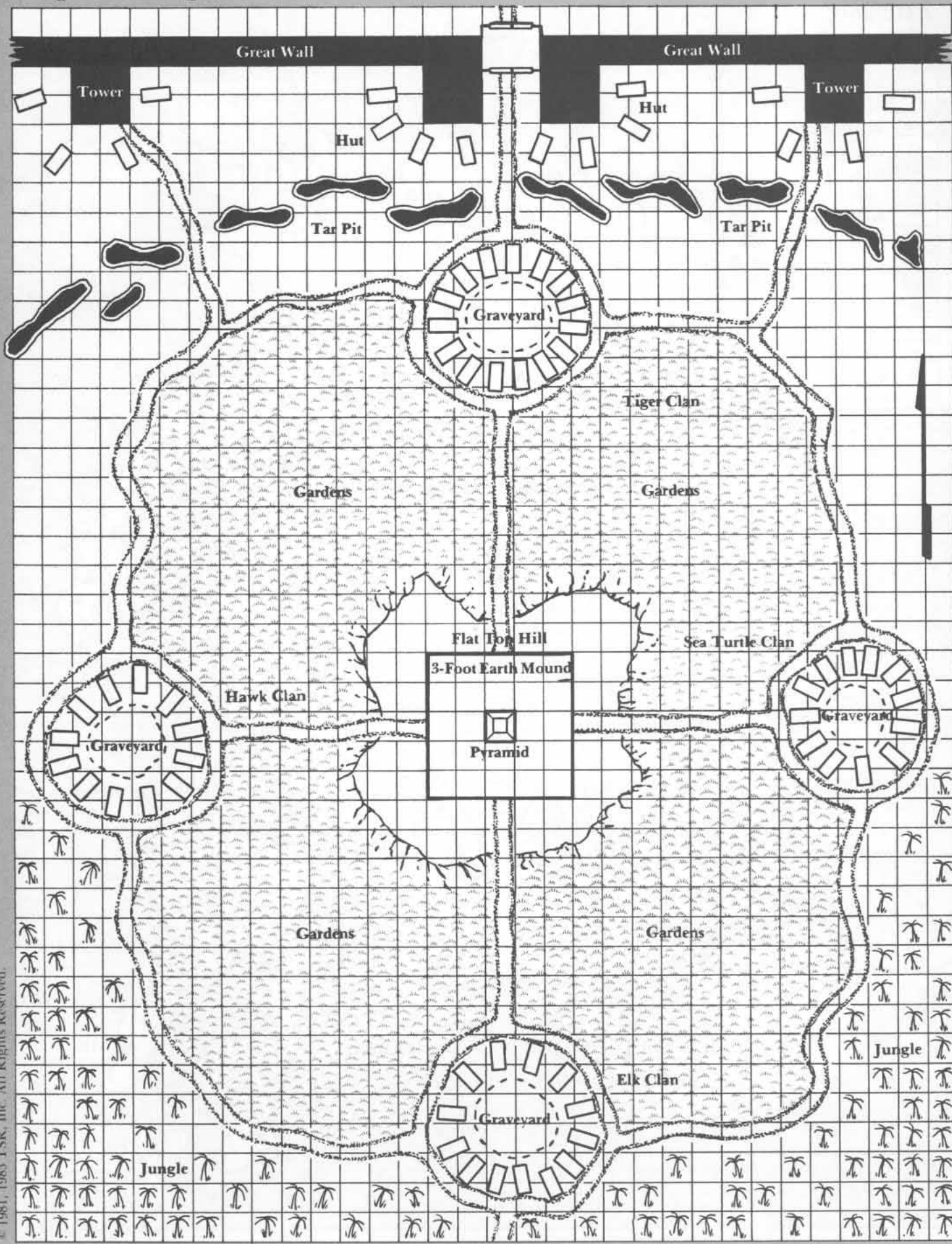
Scale: 1 Hex = 6 Miles



To remove maps, open staples and pull out 8 map pages, then bend staples back.

# Map 2 Village of Tanaroa

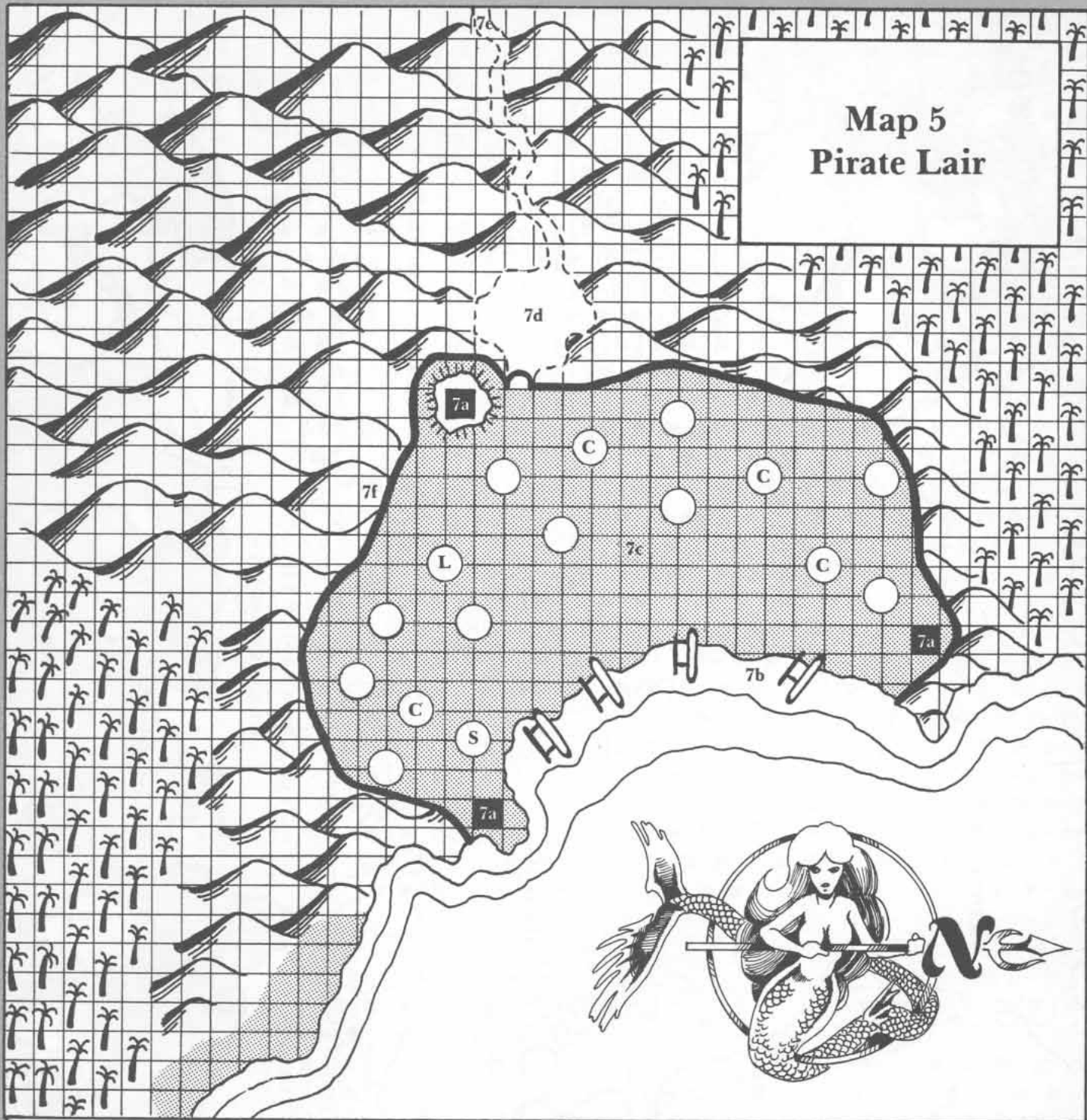
Scale: 1 Square = 50 Feet




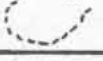







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To remove maps, open staples and pull out 8 map pages, then bend staples back.

# Map 5 Pirate Lair



	Grass Hut
	Watchtower
	Thorn Wall
	Cave
	Tunnel

	Outrigger Canoe
	Hills
	Jungle
	Sand Beach
	Raised Earth Mound

Scale: 1 Square = 10 Feet

To remove maps, open staples and pull out 8 map pages, then bend staples back.



KINGDOM OF OSTLAND

Zeaburg

KHANATE OF ETHENGAR

Norrvik

KINGDOM OF VESTLAND

ROCK HOME

Soderfjord

SODERFJORD JARLDOMS

Castellan

Alastyan Desert

Ylaruam

EMIRATE OF YLARUAM

Biazzan

Tel Akbir

Thyatis

EMPIRE OF THYATIS

MINROTHAD GUILDS

Minrothad

PRINCIPALITIES OF GLANTRI

Glantri City

THE BROKEN LANDS

Corunglain

Canolbarth Forest

ALFHEIM

Selenica

Altan Tepe Mtns.

Threshold

Kelvin

GRAND DUCHY OF KARAMEIKOS

Specularum

THE FIVE SHIRES

REPUBLIC OF DAROKIN

Steel River

Akorros

Darokin

Malpheggi Swamp

Crith Mts.

ATRUAGHIN


















CLANS

KINGDOM OF IRENDI

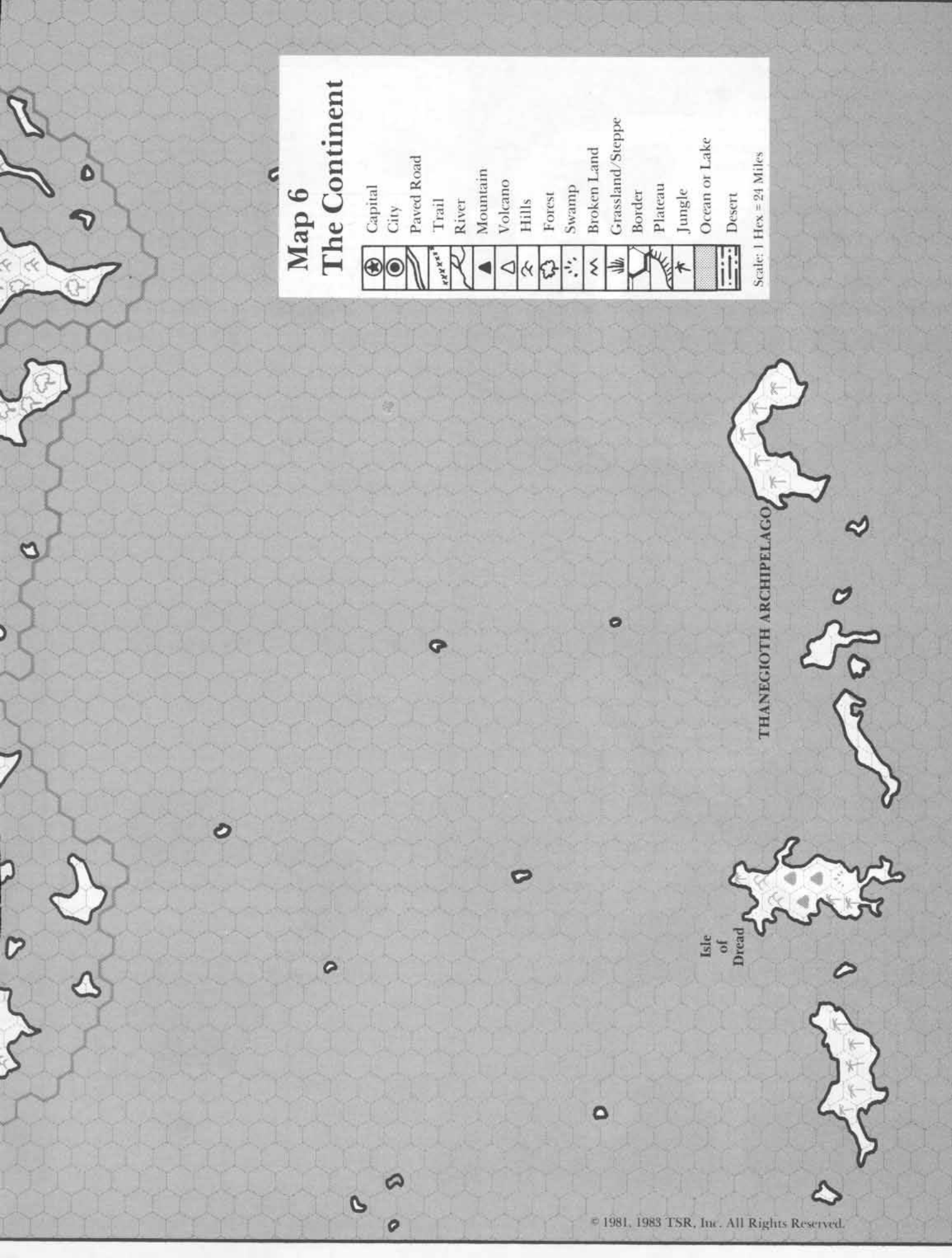
Irendi

HELDANN FREEHOLDS

# Map 6 The Continent

- Capital 
- City 
- Paved Road 
- Trail 
- River 
- Mountain 
- Volcano 
- Hills 
- Forest 
- Swamp 
- Broken Land 
- Grassland/Steppe 
- Border 
- Plateau 
- Jungle 
- Ocean or Lake 
- Desert 

Scale: 1 Hex = 24 Miles

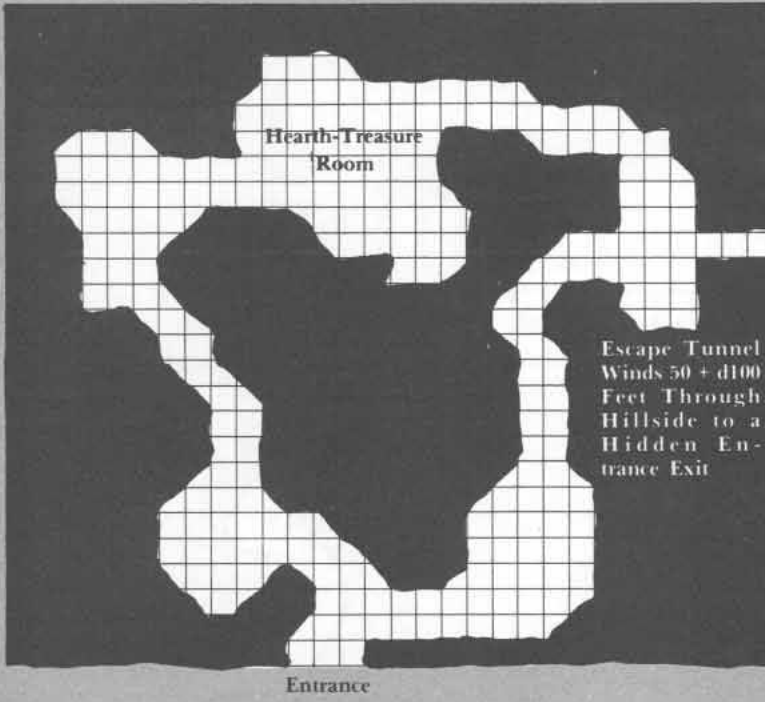


THANEGIOTH ARCHIPELAGO

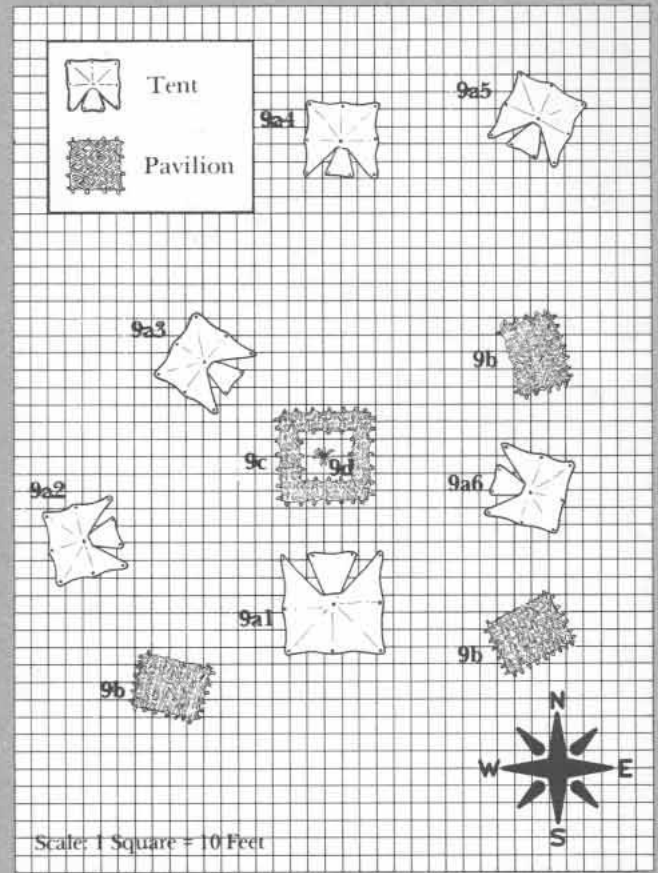
Isle of Dread



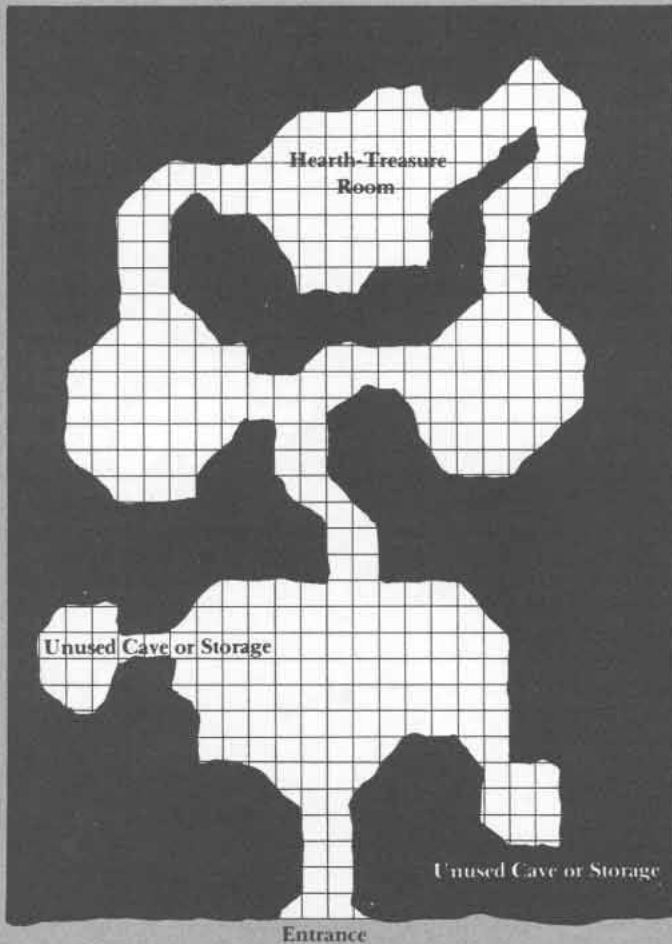
Map 3 General Cave Lair 1



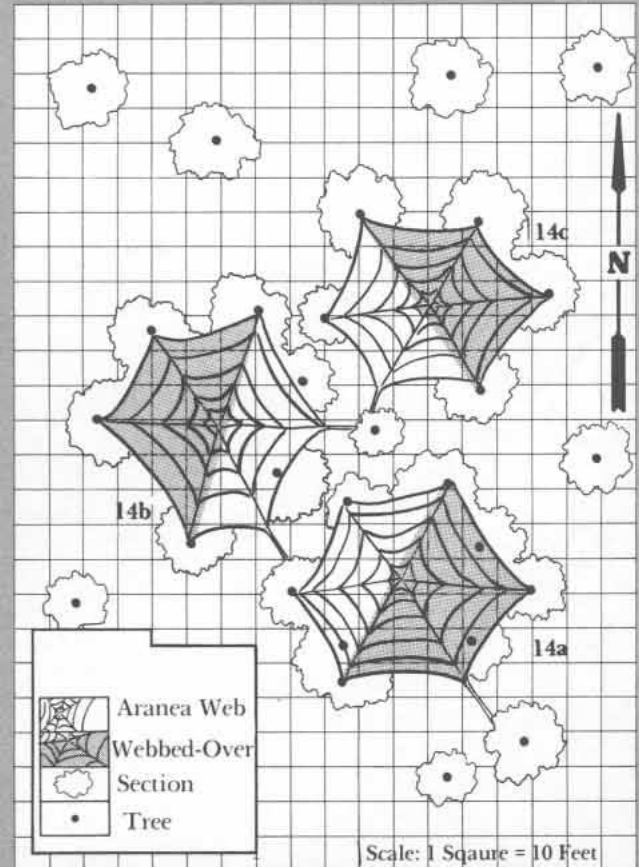
Map 7 Rakasta Camp



Map 4 General Cave Lair 2



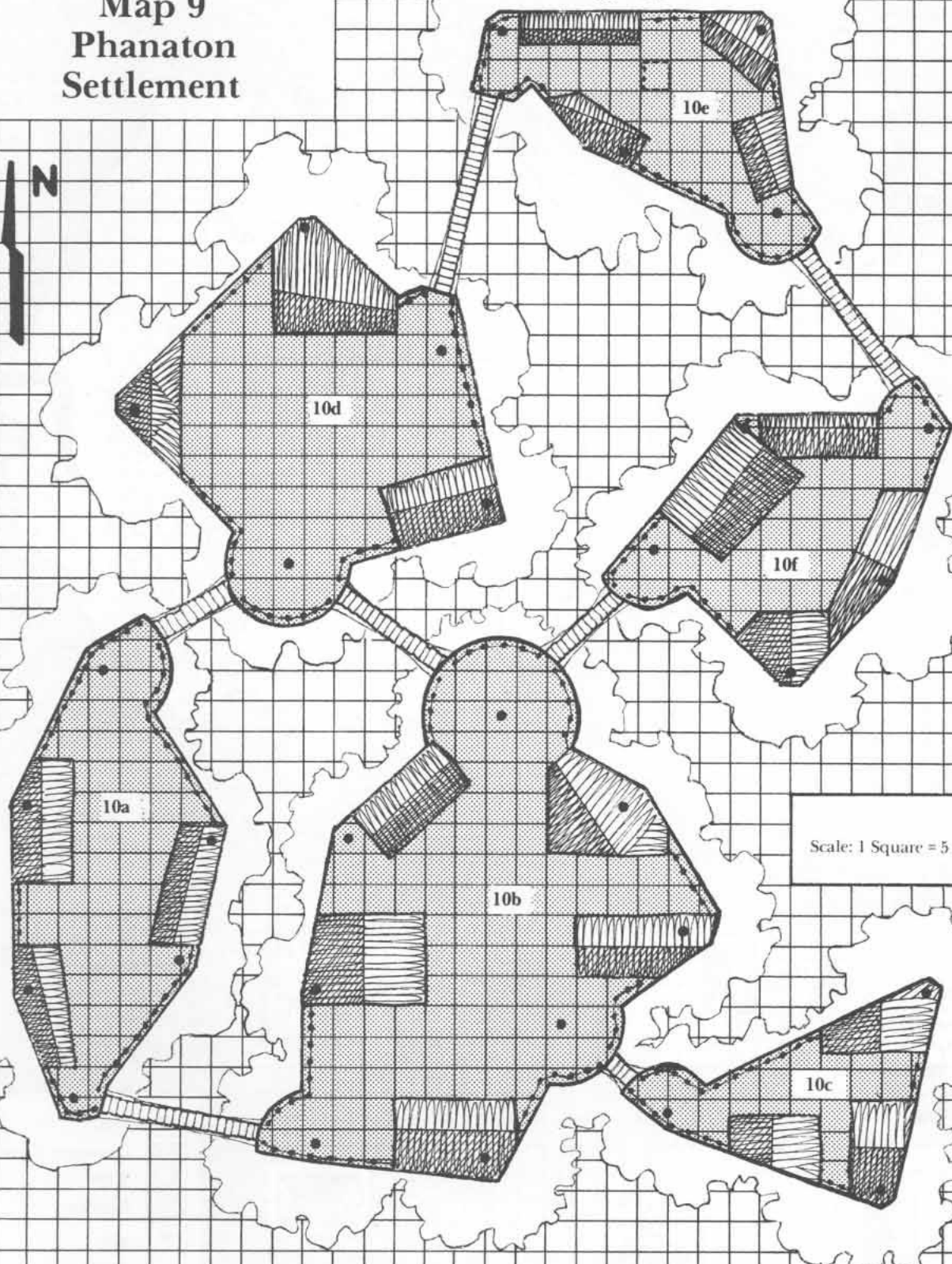
Map 8 Aranea Lairs



To remove maps, open staples and pull out 8 map pages, then bend staples back

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# Map 9 Phanaton Settlement

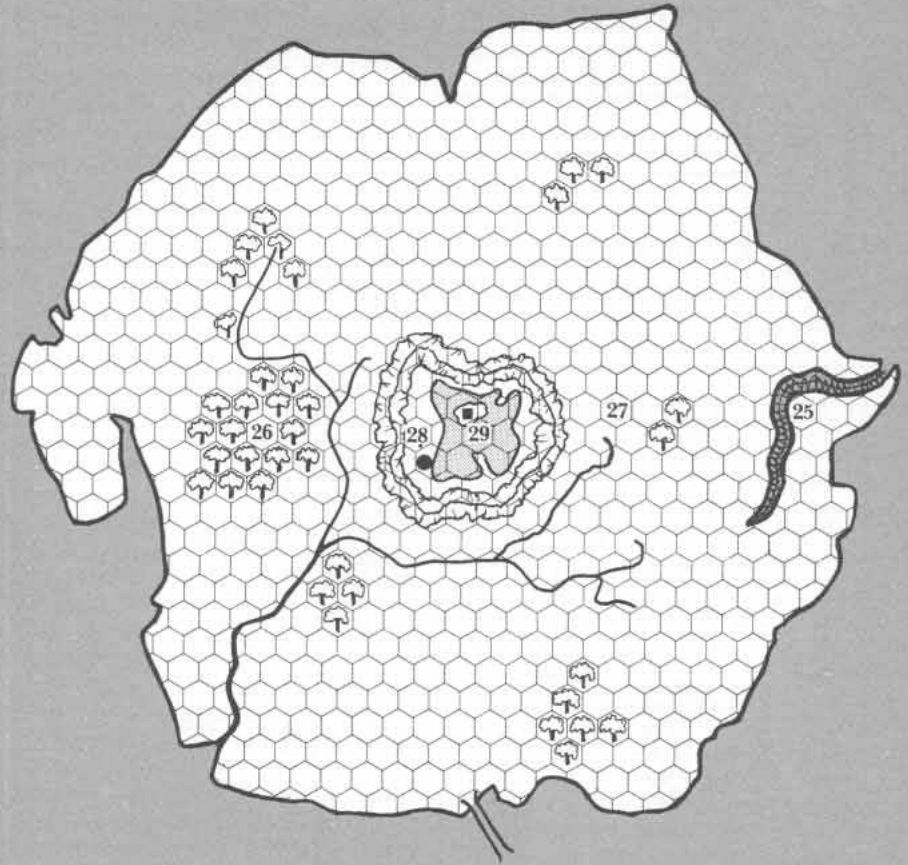


Scale: 1 Square = 5 Feet

	Trap Door		Railing		Tree Trunk
	Hut		Rope Bridge		Platform

To remove maps, open staples and pull out 8 map pages, then bend staples back.

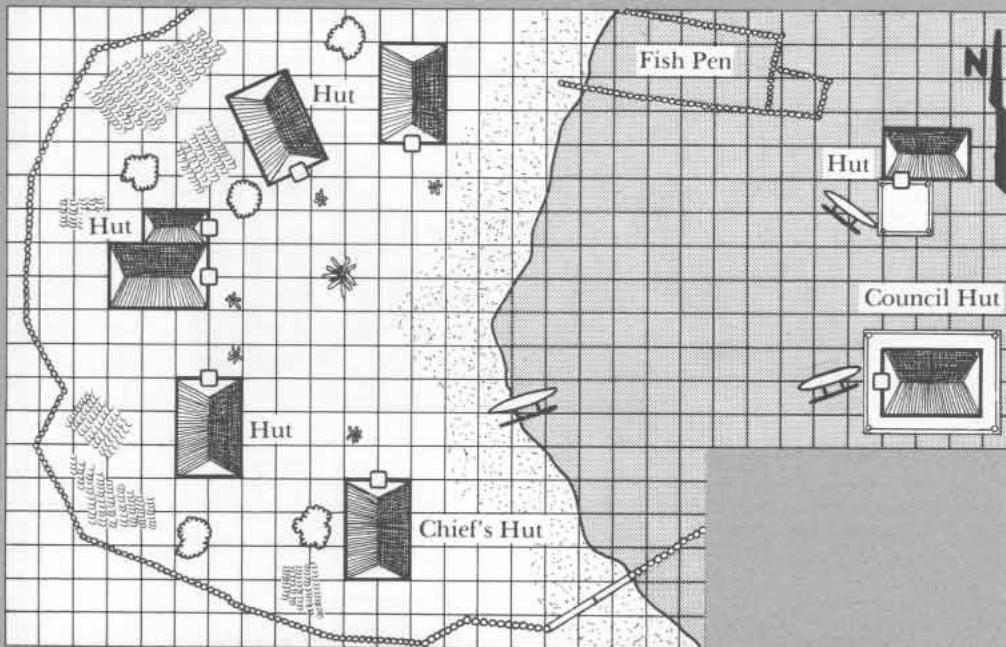
# Map 10 Central Plateau



	Village		Ruins
	Rope Bridge		Ravine
	Ridge		Lake

Scale: 1 Hex = 1 Mile

To remove maps, open staples and pull out 8 map pages, then bend staples back.



# Map 11 Village of Mantru

	Door
	Outrigger Canoe
	Tree
	Garden
	Fire
	Beach
	Lake
	Stockade

Scale: 1 Square = 10 Feet

Ogres (5): AC 6; HD 4+1; hp 21, 18, 18, 15, 9; MV 90' (30'); #AT 1 club; D 1-10; Save F4; ML 10; AL C

There is a 50% chance that each room is occupied by an ogre, except for the hearth-treasure room, where the rest of the ogres can be found.

Each chamber of the cavern complex is lit by a crude torch. The torches are attached to the rock walls by sticky, black globs of adhesive (tar). The dim illumination in each room reveals burial chambers, littered with old bones and rotting shrouds.

Hidden beneath a pile of shrouds in the hearth-treasure room is the ogres' treasure chest. Inside the locked wooden chest are 2,000 sp, 1,000 gp, and three sabre-tooth tiger skulls.

### 19. DERANGED ANKYLOSAURUS

(Use Map 1.)

As the characters move through this lightly wooded area, an ankylosaurus rushes out and attacks in a frenzy of tail-bashing. Although normally quite docile, this beast recently grazed on a patch of loco weed, and is now under the plant's influence. The giant creature attacks until slain (+6 to morale), or until the drug wears off (in about 2 hours).

Ankylosaurus: AC 0; HD 7; hp 33; MV 60' (20'); #AT 1 tail; D 2-12; Save F4; ML 6; AL N

This area is also the hunting ground of an allosaurus.

Allosaurus: AC 5; HD 13; hp 55; MV 150' (50'); #AT 1 bite; D 4-24; Save F7; ML 9; AL N

If the characters have the treasure map from the rocs' roost (area 16), they may dig here for the large buried treasure. The hoard is buried 10 feet underground, and takes 1d4+1 turns to dig up. Roll for wandering monsters each turn. If one appears, it is the allosaurus.

The treasure consists of 2,000 gp, three diamonds worth 3,000 gp each, and a sapphire necklace worth 6,000 gp.

For complete descriptions of the ankylosaurus and the allosaurus, see the New Monsters section (p. 30) in the Appendix.

### 20. ABODE OF THE GREEN DRAGON

(Use Map 3 or 4.)

You may use General Cave Lair 1 (Map 3), General Cave Lair 2 (Map 4), or a map of your own design for this encounter.

As the characters pass a low, stony hill, they notice a broad opening in the rocky

hillside. As the characters come to the mouth of the cave, they hear heavy, labored breathing coming from inside the dark cavern.

If the characters enter the caverns, they find all the chambers to be empty, except for one. In the hearth-treasure room, the characters come upon a green dragon, a creature of great age and fearsome aspect.

Green Dragon: AC 1; HD 9; hp 45; MV 90' (30'), 240' (80') flying; #AT 2 claws/1 bite + breath weapon; D 1-6/1-6/3-24 or breath; Save F8; ML 9; AL C

The dragon will often (33% of the time) be asleep atop his pile of treasure, and can be surprised. However, if he is awake when the characters enter his cave, the dragon knows they are there. There is a 50% chance that, instead of slaying the characters, the dragon allows the characters to leave unharmed; however, he only allows this if the characters give up all of their magic items.

If you are using either Map 3 or 4, the dragon will have blocked off all tunnels in the cavern that are too small for him to move through.

The dragon's treasure hoard consists of 40,400 sp, 2,000 gp, and 30 assorted pieces of jewelry worth a total of 18,000 gp.

### 21. LAIR OF THE WRETCHED

TROGLODYTES (Use Map 3 or 4.)

You may use General Cave Lair 1 (Map 3), General Cave Lair 2 (Map 4), or a map of your own design for this encounter.

As the characters near this area, they begin to smell a particularly foul stench. The smell becomes worse as the party comes upon a dark opening in the ground. The odor seems to be coming from this hole.

Within this lair are 17 troglodytes. They have recently moved to this location because of the "pleasantly" damp climate.

Troglodytes (17): AC 5; HD 2; hp 10 each; MV 120' (40'); #AT 2 claws/1 bite; D 1-4 each; Save F2; ML 9; AL C

One to four troglodytes are in each chamber of the lair, except for the hearth-treasure room, where the rest of the troglodytes can be found.

The troglodytes' treasure chest is chained to the bottom of a 3-foot deep, evil-smelling pool of dark liquid. The rusted chest is attached to a bolt in the center of the pool's floor. In order to get to the chest, the chain must first be severed (you must decide the characters' chances, based on their actions). Although the chest

is locked, the lock mechanism may be picked once the chest is removed from the water.

Underneath the slime at the bottom of the pool is the key to the lock on the chest. The characters only have a 20% chance of accidentally finding the key; however, if they actively search the area for the key, each character has a 1 in 6 chance of finding it.

The hoard of valuables consists of 2,000 cp, 2,000 sp, 1,000 ep, 3,000 gp, and 6 amethyst stones worth a total of 3,000 gp.

### 22. PLESIOSAURUS MENACE

(Use Map 1.)

A hungry plesiosaurus lurks beneath the surface of this lake.

Plesiosaurus: AC 6; HD 16; hp 60; MV 150' (50') swimming; #AT 1 bite; D 4-24; Save F8; ML 9; AL N

For a complete description of the plesiosaurus, see the New Monsters section (p. 30) in the Appendix.

The beast attacks anyone coming within 15 feet of the shore. If it hits, the plesiosaurus pulls its victim into the lake on the following round.

If the plesiosaurus is slain and its body cut open, the characters find a skeletal arm and hand wearing a *ring of regeneration*.

### 23. RANDOM ENCOUNTER

(Use Map 1.)

For every day the characters spend within 2 hexes of this location, they encounter one wandering monster from General Island Wandering Monster Table 3.

### 24. THE SEA HYDRA (Use Map 1.)

If the party's ship passes within 1 hex of this location, it is attacked by a six-headed sea hydra.

Sea Hydra: AC 5; HD 6; hp 48; MV 120' (40') swimming; #AT 6; D 1-10 each; Save F6; ML 11; AL N

The sea hydra attacks with all of its heads every round. For every 8 points of damage a hydra takes, one head is destroyed.

The hydra's lair is located 200 feet beneath the surface in a flooded cave. Inside the cave is the treasure the hydra has gleaned from sunken ships and unfortunate passers-by. The treasure includes 1,000 gp, an untarnished coat of *chain mail* +3, a rusted cutlass topped with a jeweledommel (worth 500 gp), and a potion of *water breathing*.



## CENTRAL PLATEAU ADVENTURES

Bordered by mountains on one side and the great river canyon on the other is the central plateau. It stands separated from all else by steep, jagged cliffs rising 3,000 feet.

A dormant volcanic mountain dominates the plateau, and a crater lake lies at the center of the mountain. The volcano can be seen from nearly all points on the plateau.

Except for the volcanic crater, the temperatures are cooler on the plateau than on the rest of the isle. Grasslands and forests cover much of the plateau.

There are only three ways for the characters to reach the plateau: by crossing the rope bridge (at area 15), by using a magical flying device, or by climbing. Characters without climbing skill cannot successfully scale the cliffs surrounding the plateau; even thieves must check for falling every 100 feet (30 times). Give the characters hints about the great risk involved in climbing.

You might also want to hint to the players that the village of Mantru is a good place for the characters to set up a base for further adventures in this area.

### Maps for central plateau encounters

You will need the following maps to run encounters on the central plateau:

Map 10: Central Plateau

Map 11: Village of Mantru

The scale on the Central Plateau Map is 1 mile to the hex, so the characters move six times as far per day when traveling on this map. It does take the characters much longer to scale the cliffs at area 27, however.

### Wandering monsters

Check for wandering monster encounters by rolling 1d6 for every 3 hexes the characters travel. If a 5 or 6 is rolled, an encounter occurs. Roll 2d6 on the Central Plateau Wandering Monster Table to determine what is encountered by the characters.

### Central plateau encounters

#### 25. GOLD VEIN (Use Map 10.)

A recent tremor has revealed a lode of high quality gold ore. A dwarf or any other character who knows about mining can identify the ore and estimate the possible value as 5 gold pieces for every 10 coins of ore mined. The vein is actually a small one, and does not yield more than 15,000 pieces of refined gold.

To obtain that amount, however, the characters must mine, transport, and refine

TABLE 4 CENTRAL PLATEAU WANDERING MONSTERS

Dice Roll	Monster	Dice Roll	Monster
2-3	Cave Bears (2): AC 5; HD 7; hp 33, 28; MV 120' (40'); #AT 2 claws/1 bite; D 1-8/1-8/2-12; Save F3; ML 9; AL N		Save F8; ML 8; AL N
4	Pteranodons (4): AC 6; HD 5; hp 20, 19, 18, 16; MV 240' (120') flying; #AT 1; D 1-12; Save F4; ML 8; AL N	10	Triceratops: AC 2; HD 11; hp 50; MV 90' (30'); #AT 1 gore or 1 trample; D 3-18; Save F6; ML 8; AL N
5	Pterodactyls (7): AC 7; HD 1; hp 6 each; MV 180' (60') flying; #AT 1; D 1-3; Save F1; ML 7; AL N	11	Sabre-tooth Tigers (2): AC 6; HD 8; hp 35, 29; MV 150' (50'); #AT 3; D 1-8/1-8/2-16; Save F4; ML 10; AL N
6	Boars (2): AC 7; HD 3; hp 10, 9; MV 150' (50'); #AT 1; D 2-8; Save F2; ML 9; AL N	12	Tremor: minor quakes that vary in severity (roll 1d6): 1-4: Minor Shock — no effect 5: Major Shock — characters knocked off their feet; 30% chance of falling if climbing cliffs 6: Severe Shock — trees tilt, rocks fall, small cracks appear in ground; characters knocked off their feet; if in forest, 5% chance per character of taking 3d6 damage from falling trees, 60% chance of falling if climbing cliffs
7	Animal Herd (5): AC 7; HD 2; hp 10 each; MV 240' (80'); #AT 3; D 1-2/1-2/1-4; Save F1; ML 5; AL N		All tremors last for 10-30 seconds.
8	Dire Wolves (4): AC 6; HD 4+1; hp 19, 16, 14, 11; MV 150' (50'); #AT 1; D 2-8; Save F2; ML 8; AL N		
9	Elephants, Prehistoric (2): AC 3; HD 15; hp 67, 59; MV 120' (40'); #AT 3; D 2 tusks or 1 trample; D 2-12/2-12 or 4-32;		

3,000 pounds (30,000 cn) of raw ore. Two men can mine 200 pounds of ore in one day.

Workers may be brought in from the mainland to mine and transport the ore. The characters must pay each worker 1 gold piece per week. They must also provide food for the workers, and pay the cost of transporting the workers to this area.

The natives living on the plateau do not work the vein unless they are enslaved. You may wish to discourage this by having the slaves work very slowly, and having them rebel often.

Once the workers have removed the raw ore, it must be carried overland by mules or porters, loaded on a ship, and taken to the mainland. The cost of refining the gold is 10-20% of final value, and may be done in any major mainland city of your choice.

#### 26. TREANT FOREST (Use Map 10.)

This forest is open and easy to move through, but the tree branches overhead are tightly woven together, making the forest dark and gloomy.

Scattered throughout this small forest are 15 treants.

Treants (15): AC 2; HD 8; hp 34-41 (33 + 1d8); MV 60' (20'); #AT 2 branches; D 2-12 each; Save F8; ML 9; AL L

Treants can only be spotted at a range of 30

feet or less. They surprise the characters on a roll of 1-3 on 1d6.

These treants are reclusive and try to avoid any contact with the characters. The treants are the only living beings in this forest, and if the characters move through without searching, the chance of their encountering the treants is only 1 in 20.

The treants ignore the characters, but the following actions by the characters bring the listed responses:

**Searching:** If the characters are searching for creatures, they have a 1 in 6 chance of discovering a treant. If they are searching specifically for treants, the chance is increased to 3 in 6.

**Climbing trees:** There is a 1 in 20 chance that any tree a character climbs is a treant. If the character does nothing harmful, the treant does not move or reveal its presence. If attacked or hurt, the treant immediately captures or kills the offender, while calling loudly for assistance. More treants (1d4+1) come in 2d6 rounds.

**Cutting trees:** If the characters try to cut down a tree, one treant arrives in the first turn of activity. The treant tries to avoid being noticed, but causes the tree being cut down to move away at a rate of 30 feet per turn. One new treant arrives in the area each turn thereafter. The treants do whatever they can to drive the characters from the forest and still avoid combat.

*Starting a fire:* If the characters light a small campfire in this area, the forest begins to gradually move back from the camp, leaving a clearing 50 feet in diameter. Three treants then move into position around the camp, controlling the trees. They do nothing if the characters use dead branches and brush for the fire. If the characters collect living branches or wood, each treant sends two trees through the camp late at night. The characters are not attacked unless they try to destroy the trees, but the trees try to take or destroy as much gear as possible on one pass. If a character uses a fire-based spell, he is attacked by the treants.

### 27. CLIFF WALL (Use Map 10.)

The cliffs surrounding the central volcanic lake form a high, imposing wall of upthrust rock. Often shrouded in low clouds, the tops appear jagged, and in some places snow-covered.

No clear trails are visible over the cliff wall, but it appears that the wall can be scaled in many places. Even characters without climbing skill may attempt to climb the cliffs, as there are obvious handholds and routes up the rock face.

For all characters except thieves, the base chance of falling while climbing is 50%. This may be reduced by 10% if a thief is guiding the other characters. Each character's base chance may also be reduced by 10% if his dexterity score is 15 or greater. If the characters are roped together, another 20% may be subtracted from the base chance of falling. You may wish to further adjust the base chance depending on other activities of the characters.

It takes 12 hours of climbing time to reach the top of the cliffs. During this time, normal encounters are still rolled for on Table 4, but only the following encounters apply: pteranodons (encounter 4), pterodactyls (encounter 5), and tremors (encounter 12).

At the top, the rocks are covered with ice and snow, and the temperature is below freezing. No encounters occur here, but characters who try to stay here overnight without warm clothing suffer 2d6 points of damage from exposure. The characters may start a fire here, if they brought firewood with them. They are not able to find any firewood here.

As the characters descend into the volcanic crater (an 8-hour climb), the temperature becomes warm and the climate turns tropical. Jungle vegetation covers the lower slopes, but the animal population in the valley is sparse.

Continue to roll for wandering monster encounters, but ignore all results, unless a 12 on 2d6 is rolled. In this event, a minor tremor shakes the ground.

### 28. VILLAGE OF MANTRU (Use Map 11.)

This small village lies on the shore of the large crater lake. The western edge of the village is surrounded by a crude stockade of palm trunks and branches. This stockade extends into the water on both sides of the village. Part of this wall has been expanded to form two fish pens, which are used to hold any extra fish from the daily catch.

The village itself consists of six palm-thatched huts, each raised about 2 feet off the ground on stilts. Two more huts stand further out in the lake, kept 3 feet above the water on stilted platforms. The small lake hut (20 feet by 40 feet) belongs to Umlat, an aged man who serves as the tribal cleric. The larger building (30 feet by 50 feet) is the main council hut.

The village is inhabited by 50 tribal members who live by fishing and farming small gardens. They are divided into five large families; each family lives as one group and shares food and work. Each family has its own possessions: canoes, nets, tools, and huts. These people are not warlike, but if attacked, they defend themselves to the best of their ability. If the characters do not attack the villagers, they are met by a band of men armed with spears. At first, spears are thrown to fall short of the characters. The villagers then try to frighten the characters away by shouting and gesturing. If the characters remain friendly, the villagers welcome them and lead them into the village.

In the village, the characters are introduced to Fano, the "talking chief" and village leader; Umlat, the tribal cleric; and the "chief," a small stone carving of an old man that is kept in the council hut on the lake. The characters learn that all major decisions come from this "chief," while the "talking chief" (Fano) acts as a messenger and the interpreter of the "chief's" wishes. After this solemn meeting, the characters are treated to a feast of baked fish, fruits, yam paste, turtle soup, roasted birds, and fermented yam beer. This feast is held on the beach, and great smoking fires are lit to drive away insects. Lodging is provided by several families. The natives insist that at least one character sleep in each hut. The natives freely give anything a character asks for, but expect the same in the future. You should try to use this tribal custom at least once during the adventure.

The characters may remain in the village for as long as they wish, but after a short period of time, they are asked to help the natives destroy a threat to the village. Fano and Umlat tell the characters that a group of renegade tribesmen (now headhunters) has been preying on lone villagers. These renegades have settled in a great ruined temple on the western side of an island in the center of the lake. The villagers cannot do anything to their enemy, because the renegades are stronger and because the island they inhabit is considered to be taboo. Although the villagers aid the party by providing canoes and what equipment they can, they do not set foot on the island.

Fano, the "talking chief": AC 9; F4; hp 26; MV 120' (40'); #AT 1; D 1-6 or by weapon; ML 8; AL L

Fano is an elderly man, badly scarred and crippled in the left arm. His infirmity, his responsibilities to the tribe, and his superstitious fear of the island prevent him from joining the characters on the raid. His goodwill is important, however, as his opinion of the characters decides the treatment the villagers give them. Fano is good-natured, but proud of his position. He does not tolerate mockery of it or of the "chief" of the village.

Umlat, the tribal cleric: AC 9; C 6; hp 22; MV 120' (40'); #AT 1; D 1-6 or by weapon; ML 8; AL L

Spells: First Level: *cure light wounds, purify food and water*  
Second Level: *bless, snake charm*  
Third Level: *cure disease*

Umlat is a pious man, devoted to his deity (Oloron, Lord of the Skies), but he seems to have been both blessed and cursed. He is an extremely aged man, living many years beyond the normal lifespan of others in the tribe. The villagers attribute this to the favor of his deity. However, he is frail and weak, and his activities are greatly limited. The villagers speculate that this weakness is due to some past failing. Because of his condition, Umlat cannot travel on adventures, or actively assist the characters. However, he makes his spells available to aid the characters in their task. Umlat prays for other spells, given one day's notice.

### 29. TABOO ISLAND (Use Map 10.)

The details of this area are given in the Taboo Island Adventures section.



# TABOO ISLAND ADVENTURES

This rocky island is dotted with small ruins, statues, and broken terraces. The largest ruin on the island is a temple that is carved into the cliff wall of the island's western shore. It can be easily entered from the lake side, as its broad steps descend to the waters of the lake. This is where the characters begin the final stage of their adventure.

This island was once the center of the kingdom of Kopru, until native rebellions destroyed their power. Do not tell the players who or what the kopru were; this is part of the island's taboo. For a complete description of kopru, see the New Monsters section (p. 30) in the Appendix.

The lair of the renegade tribesmen is on the first level of the temple complex (Map 12).

When describing the areas of the temple to the players, keep the following details in mind: the entire temple is damp and foul-smelling, and the air is hot and stale. Small blind creatures constantly scatter before the characters, flitting here and there.

## Maps for Taboo Island encounters

You will need the following maps to run encounters on Taboo Island:

- Map 12: Temple Level 1
- Map 13: Temple Level 2
- Map 14: Temple Level 3

## Wandering monsters

Do not roll for wandering monster encounters while the characters are on Taboo Island.

## Taboo Island encounters

### Key to Temple Level 1 (Use Map 12.)

#### 30. TEMPLE ENTRANCE

The entrance to the temple has been carved into the side of a rocky cliff. Two primitive docks of narrow poles and weak planking extend from the temple steps. Two steps lead to a landing lined with pillars. The landing and pillars are made of red marble. Set on poles thrust into cracks in the floor of the landing are many shrunken heads, jawbones, feathered totems, and other primitive tribal symbols.

Three short flights of steps lead up to a second landing 5 feet above the first. A stone foot and ankle stand on each side of the center flight of stairs. These feet are all that remain of a huge statue that once straddled the stairs. The end stairways are

each flanked by another red marble pillar.

At the back of the second landing is an opening leading back into the cliff. The opening is flanked by another pair of pillars. Carved out of the angled back walls of the landing are two bas-reliefs of humans holding lighted braziers.

#### 31. GUARD POST

The tribesmen who live in this temple have carefully narrowed this passage with mounds of rubble, so that only one character can pass through at a time. Waiting on the other side of the opening are three 1st level fighters and one 5th level fighter.

Fighters (1st level) (3): AC 7; F1; hp 7 each; MV 120' (40'); #AT 1; D 1-6 or by weapon; ML 8; AL C

Fighter (5th level): AC 5; F5; hp 32; MV 120' (40'); #AT 1; D 1-6 or by weapon; ML 9; AL C

This fighter wears bone armor and carries a shield and *spear +1*.

These guards are able to observe any intruders moving down the hall. They attempt to slay their opponents one at a time. If attacked with a *fire ball*, *lightning bolt*, or other similar spell, these guards gain +1 on their saving throws, as they are well-protected by cover. Should the morale of these guards fail, they retreat to the main chamber (area 32).

#### 32. MAIN CHAMBER

This large hall was once the main worship area of the temple, but the tribesmen now use it as their central living area. The floor is covered with mats, bowls, and eating utensils made of bone. A fire is blazing in the center of the chamber. The hall itself is two stories high. Balconies run along three sides of the second story. A 20-foot by 30-foot hole has been cut in the center of the ceiling, and is open to the sky. To prevent debris and small creatures from entering, a net has been fastened across this opening. This net does not prevent characters from entering through here, nor does it support a character's weight. A rope hangs from one corner of the opening to the floor.

In the center of the wall opposite the entrance is a carved face that fills the area from the floor to the ceiling. It looks like a human or humanoid creature with its mouth agape. The carving has been cut and defaced, making it difficult to determine what kind of creature it once depicted. The other doors are all located on the balcony level.

In this chamber are 10 tribesmen, 12 women, and 8 children.

Tribesmen and women (22): AC 9; F1 or NM; hp 5 each; MV 120' (40'); #AT 1; D 1-6 or by weapon; ML 9; AL C

The men and women fight, while the children attempt to escape up the rope to the surface. Also, the men in areas 32a and 32c reinforce the natives here in 2 rounds. Should the morale of the adults fail, those fighting try to charge toward the exit to the temple entrance (area 30).

32a. The unmarried men of the tribe sleep in these rooms. Each room is hung with ornaments and headdresses of bones, feathers, and fish scales. Short bows and spears lean against the walls. Mats, gourd pots of paints, and carved obsidian bowls filled with mud and ash are arranged in a circle around a small, smoldering fire. The ceiling is heavily stained with soot, and the air reeks of grease, smoke, sweat, and fish. In each room, seven young men are telling boastful stories to one another.

Young Men (14): AC 7; F1; hp 6 each; MV 120' (40'); #AT 1; D 1-6 or by weapon; ML 9; AL C

Each young man wears primitive leather armor, and is armed with a spear and bow.

The young men's arrows are coated with a gummy vegetable poison, which causes 1d6 extra points of damage. The poison also causes violent sickness and fever for 2d10 hours. A successful saving throw versus poison negates the sickness and the additional damage.

32b. This room is reserved for unmarried girls. It is decorated like 32a, except that the weapons here are daggers of bone and metal. There are also many tools, including scrapers, needles, and mallets.

Five girls are in this room. They are hairstyling, tattooing, filing their teeth, and otherwise "improving" their looks. These girls (hp 3 each) do not attack, but try to flee, if possible.

32c. This large room is the tribal chief's quarters. In this room are the following natives:

The Chief: AC 5; F7; hp 44; MV 120' (40'); #AT 1; D 1-8 + 2; ML 10; AL C

The chief wears bone armor and is armed with a shield and a *sword +2*.

The Chief's Sons (3): AC 7; F3; hp 20, 17, 16; MV 120' (40'); #AT 1; D 1-6; ML 9; AL C

Each son wears leather armor and is armed with a spear.

The Witchdoctor: AC 6; C5; hp 21; MV 120' (40'); #AT 1; D 1-6; ML 9; AL C.  
 Spells: First Level: *cause light wounds* (x2)  
 Second Level: *hold person, snake charm*

The witchdoctor wears bone armor and is armed with a bone club.

Women (5): AC 9; hp 3; MV 120' (40'); AL C

These women do not fight.

The chief, his sons, and the witchdoctor come to the aid of the families in the main chamber (area 32) if the alarm is raised. They also investigate any unusual noises from that area. Should their morale fail, they retreat to this room and make a stand.

The room is cluttered with pots, gourds, necklaces of bone, a rack of skulls, and many animal skins and furs. Hidden in one of the skulls on the rack are five gems (1,200 gp, 1,000 gp, 800 gp, 500 gp, 50 gp). In a wax-sealed gourd is a potion of *flying*. Six furs, each worth 100 gp, hang from the walls.

### 33. SECRET VIEWING CHAMBER

A secret door, unknown to the natives, leads from the northern balcony in area 32 to a small chamber near the main entrance. The hallway is extremely dusty and apparently unused. In the chamber, moldering rags and unidentifiable lumps dot the floor, presenting to the eye a variety of vivid colors.

Several large stone levers and a corroded bronze tube line the south wall of the chamber. Three rotted ends of rope hang from small holes in the ceiling. These ropes and levers once operated mechanisms within the now-ruined statue that stood over the temple's entrance. The bronze tube was used as a megaphone for the "god's" voice. A small niche has been carved into the back of the statue (B) that stands in the slanted section of wall. This statue faces out onto the temple entrance (area 30) from the northeastern wall. A person can stand in this niche and observe the entrance through two small spy holes.

The walls of the niche are lined with a brownish-looking mold. The mold is filmed with damp dust, so its true color (yellow) cannot easily be seen.

Yellow Mold: AC can always be hit; HD 2; hp 8; MV 0; #AT spores; D 1-6 + spores; Save F2; ML not applicable; AL N

### 34. PRIESTS' QUARTERS

This secret chamber was where the "gods" watched the services held in their honor. The chamber is bare, and the floor is covered with a heavy layer of dust and fine sand. The dust covers a trap door in the northeast corner, so the characters only have a 1 in 6 chance of noticing it. The trap door is weak and breaks when stepped on, dropping anyone standing on it into area 40 on Temple Level 2. Anyone falling takes 1d6 points of damage.

In the northwest corner of this room, a set of stairs leads up to a narrow platform (A). This platform rests behind the eyes of the carved face that looks into area 32. Anyone standing on the platform may view the main chamber by looking through the two small eye holes. Between the two eye holes is a large wooden piston and handle. If anyone gives it a strong hard pull, this piston sprays a 20-foot diameter cloud of inflammable dust through the nose of the face and into the main chamber. The dust cloud causes any open flames in the main chamber to explode, causing 4d6 points of damage to any character in the area. A successful saving throw versus dragon's breath reduces damage by half. There is a 50% chance that any explosion in the main chamber causes a similar explosion on the platform where the piston is, resulting in 2d6 points of damage to anyone there.

### 35. BLOCKED-UP PASSAGE

This hallway ends in a crude wall of stones that completely closes off the passage. This wall was built by the renegade tribesmen to keep creatures from the lower levels of the temple out of their tribal home. The natives no longer bother to guard this wall, as creatures rarely try to come through it. If the characters have suitable tools, they can make an opening large enough for one character to get through in one hour.

### 36. WEAKENED FLOOR

Unused for many years, this section of floor has been weakened from below. The stone and supporting beams have been rotted by water and slime. The section marked by the T is sturdy enough to support one person crossing it at a time; two or more people crossing it causes the section to break, dropping the characters to the water-filled room below (Temple Level 2, area 38). No damage is taken by characters who fall.

### 37. PRIVATE ALTAR

This altar room contains several items once used by the priests in the worship of their

"gods." A square stone pedestal stands along the north wall. Next to it are several bone rhythm sticks, three inlaid bejeweled bowls (worth 500 gp each), a crumbling bamboo flute, and the remains of a feather fan.

A small, intricately carved stone box with two hinged doors rests on the pedestal. Inside is an unusual statuette of gold and coral. It looks like an amphibious humanoid that has a smooth head, large eyes, and a tentacled mouth. The torso is humanlike, and has two arms that end in webbed, clawed hands. From the waist down, the body divides into three long tentacles, each ending in flukelike fins. Each fin is tipped with a single large claw. The statuette is worth 2,000 gp.

The statuette portrays a kopru. For a complete description, see the New Monsters section (p. 30) in the Appendix.

Anyone who looks at this statuette must make a saving throw versus spells. Any character who fails the saving throw becomes a secret servant of the kopru, until the power of the statuette is destroyed. The curse can only be broken if the statuette is blessed by a Lawful cleric, or if the statuette is physically destroyed.

The corridor beyond this room is blocked by fallen rock and is impassable. You may choose to have this corridor lead to additional areas that you have designed yourself.

### Key to Temple Level 2 (Use Map 13.)

Part of this level is under 5 feet of water. Keep track of which areas are flooded, and periodically remind the players of this special condition through your descriptions. Pay careful attention to normal light sources, as these can easily be extinguished or made useless if characters get them wet.

### 38. WATER-FILLED CHAMBER

Formerly a torture chamber, this room has flooded to a depth of 5 feet. Characters less than 4 feet tall and wearing metal armor must keep their heads above the water in some manner, or they quickly drown.

The ceiling is reddish-black from an oxidizing rot, and the supporting beams are almost entirely rotted away. Characters who enter this room from the hall may break their way through the ceiling to area 36 on Temple Level 1.

Several small, harmless cave fish live in this room and the flooded corridors beyond. They occasionally bump against the legs of the characters, feeling cold and slimy.



There are several sharp metal, stone, and glass items hidden underwater. Unless the characters probe ahead with a sword, spear, staff, or pole, each character has a 1 in 6 chance of stumbling and stepping on a sharp item every 10 feet traveled. Stepping on an item causes 1-2 points of damage.

The door leading out of this chamber is open, revealing a passage that is also filled with 5 feet of water. Cell doors crossed with iron bars line the passage. The bars are badly corroded and may be broken by any characters who roll their strength or less on 1d20. All the cells are empty.

### 39. CHAMBER OF THE GREAT ONE

The doors to this chamber are 15 feet above the chamber floor. The chamber is filled with 20 feet of water. If the characters are not probing ahead, they stumble on the stairs (or dais steps) and fall into the room, taking no damage. Two giant crabs live in this chamber.

Giant Crabs (2): AC 2; HD 3; hp 22, 17; MV 60' (20'); #AT 2 pincers; D 2-12/2-12; Save F2; ML 7; AL N

Since they cannot swim, these giant crabs usually stay on the dais or on the stairs near the entrance. Each crab is 8 feet in diameter. The crabs are extremely hungry, and attack anyone or anything that enters the chamber.

39a. At this point on the dais, a giant oyster rests 5 feet below the water's surface.

Giant Oyster: AC 5 open, -2 closed; HD 10; hp 55; MV 0; #AT 1; D 4-24; Save F5; ML none; AL N

For a complete description of the giant oyster, see the New Monsters section (p. 30) in the Appendix.

You must decide when the party can see the oyster. Between its open valves is a large black pearl worth 3,000 gp.

If the oyster is attacked from a distance, it closes its shell and does not open for at least 1 turn.

The pearl may be "picked" from the open oyster. The chance of characters other than thieves picking the pearl from the oyster should be 5% worse than a 1st level thief's chance. If the characters are unable to pick the pearl, the oyster closes, possibly trapping an unsuccessful character. The oyster does not open by itself while under attack. It can be pried open by several characters, if they have a combined strength of 50 or more. A *knock* spell also works.

### 40. LAIR OF GUARDIANS

The floor of this room is covered with small puddles, and the walls are lined with several statues, some of graceful creatures, some of women holding children, and others of fierce monsters. All the statues are well-fashioned, but have deteriorated due to age and moisture. The stones glisten a green-streaked red when struck by light, giving even the simplest and most innocent pieces an unwholesome look.

A large puddle of water stands before the secret door in the south wall. In the center of the room's ceiling is an obvious trap door. The door leads to an upper floor (Temple Level 1, area 34). This trap door is made of wood, and appears to be severely rotted.

Four spitting cobras have coiled themselves around several of the statues.

Spitting Cobras (4): AC 7; HD 1; hp 6, 4, 2, 2; MV 90' (30'); #AT 1 bite or 1 spit; D 1-3 + poison; Save F1; ML 7; AL N

These cobras are cold-blooded and cannot be distinguished from the statues by infra-vision. Though they can be seen in normal light, the snakes do not attack unless they are approached.

At the base of one of the statues in the northeast corner is a 50 gp gem.

Two exits lead out of this room: the passageway north to area 45, and the secret door in the south wall. At the point on the map marked "△" is a hidden trigger that drops the portcullis across the northern entrance to this room when any character steps on it. The characters need a combined strength of 50 or more to raise the portcullis.

The hallway on the other side of the secret door is flooded. The door opens inward, and any characters near this door when it is opened are swept off their feet, and carried 2d6x10 feet down the hall toward the shaft in area 45. They are knocked around a great deal, taking 2d4 points of damage. Characters not standing near the secret door are able to brace themselves and remain on their feet when the door is opened. Should the secret door be opened from the hall side, all characters in the water are swept through the door into this room.

### 41. CROCODILE POOL

In the center of this section of hallway is a short staircase that leads up to a platform. The platform stands just above the water level. The floor of the platform is damp

and covered with pale fungus, which is cold and slimy to the touch. If the fungus is cleared away and the floor examined by a dwarf, the dwarf notices that the rock below must have been too hard to carve through, thus making this change in passage depth necessary.

Beyond the platform, the steps lead back down into the flooded hall. Three normal crocodiles live in this section of hallway.

Crocodiles (3): AC 5; HD 2; hp 21, 19, 15; MV 90' (30'), 90' (30') swimming; #AT 1; D 1-8; Save F1; ML 7; AL N

These crocodiles have been feeding only on small lizards, rats, and snakes. They attack anything that enters the water.

### 42. PRIEST'S CHAMBER

The door to this room is closed and, if examined, appears to be tightly sealed. It has kept the water out of the chamber.

If the door is opened carelessly, anyone in the water outside the door is swept into the room, taking 1d6 points of damage.

A small altar stone and several stone benches stand in this chamber. Hanging from a stone hook on the wall is a bone-handle *mace* +2, and hidden in a secret compartment on the right side of the altar are 500 gp and two coral statuettes worth 1,000 gp each. If the room is flooded, this compartment is hidden underwater. Nothing else can be seen in the chamber.

### 43. RAT LAIR

As the characters move down this hallway, they see several large, rough holes in the walls just above water level. These holes are the tunnels of 10 giant rats, who swim out and attack the characters from both sides as they pass by. The rats are attracted by light and scent.

Giant Rats (10): AC 7; HD 1/2; hp 2 each; MV 120' (40'), 60' (20') swimming; #AT 1 bite; D 1-3 + disease; Save F1; ML 8; AL N

Should the morale of the rats fail, they retreat into the tunnels to hide. The tunnels are dug out of dirt, and are wide enough for a halfling. The large chamber at the end of several of the tunnels is the giant rats' main lair. The rats try to flee if invaded, but fight to the death if cornered.

In the lair are rags, some bones, a gnawed scroll (with a *levitation* spell on it), and three metal potion bottles (2 potions of *healing* and a contaminated potion, now a deadly poison).

**44. FIRE TRAP**

This room was originally trapped to fire a burst of flame from a hole near the north wall. Now the room is flooded with 5 feet of water, but the trap still operates—in a different manner.

A wire set about ankle height has been stretched across the center of the room. If the wire is broken or pulled, it releases a spray of fine oil into a 10-foot wide by 10-foot long area in front of the north door. This is special oil that ignites on contact with water. As the oil bursts into flame, a mist of water covers any character in the area, igniting any remaining oil. The oil burns for 6 rounds and does 3 points of damage per round to any characters caught in the fire. The oil may be wiped off.

The burning oil makes the air in the chamber smoky and hard to breathe, requiring characters to leave this room as quickly as possible. Try to make the characters move quickly here: describe the rapidly dwindling air supply, give each character a few points of damage, or have them attempt saving throws versus death ray for unconsciousness.

The door screened by the flames may be opened on a roll of 1 on 1d6 by any character moving underwater. When the door is opened, the water rushes out of the room, sweeping unprepared characters into the lowered portcullis beyond. The first character to strike the portcullis suffers 1d4 points of damage. If the door to the flooded hall (area 43) is opened, water rushes through the portcullis and down the stairs for 2 minutes (12 rounds). The characters are thrown against the portcullis and underwater, taking 1-2 points of damage each round until they take some action to keep their heads above the level of the water.

On the east wall between the door and the portcullis is a lever. If pulled down, the lever raises the portcullis. If the characters raise the portcullis while the water is still flowing, they are swept down the stairs to Temple Level 3. This causes 2d6 points of damage to all characters involved.

**45. BOILING WELL**

In the center of this hallway is a circular shaft of carved stone that descends out of sight. Sixty-five feet below the level of the floor, the shaft is filled with boiling water. The shaft forms a "U," trapping water at the bottom. The other end of the "U" opens into a ledge overlooking the great cavern on Temple Level 3 (area 48).

This water is heated by volcanic action.

Characters may swim the distance, but unless they have some method to protect themselves from the boiling water, they suffer 2d10 points of damage. The water in the well cannot be bailed out, as hot water constantly seeps in.

**Key to Temple Level 3 (Use Map 14.)**

This is a single natural cavern of great size. The air is hot, steamy, and fouled by volcanic gases. The floor of the cavern is a field of bubbling mud pots, small geysers, hot springs, and mineral crusts. The colors are rich reds, browns, and yellows, combined with blacks and greys. Terraces crusted with deposits from mineral springs extend from the sides of the cavern at several points. Stalactites hang from the ceiling, merging with stalagmites in several places to form pillars from the roof to the floor. The heat of the chamber prevents the use of infravision. Occasional flares of ruddy light, combined with great bursts of steam from the depths of some of the hot springs, briefly illuminate small points in the room.

When the characters are moving about the floor of this cavern, there is a 1 in 6 chance per turn that one of the following events will happen (roll 1d6):

**TABLE 5  
TEMPLE LEVEL 3 EVENTS**

Die Roll	Event
1	Mudpot bursts, spraying random character with hot mud (1-3 points of damage)
2	Geyser sprays random character with hot steam (1-4 points of damage)
3	Cloud of steam from hot springs covers 10-foot diameter area, blinding all within it for 1-4 rounds (randomly determine which character it centers upon)
4	Boiling water splashes random character (1-3 points of damage)
5	Gas bubble bursts near random character, who must make a saving throw versus poison or be nauseated for 1 round (no action may be taken)
6	Small tremor shakes the cavern

**46. THE MINERAL TERRACE**

This terrace leads to the stairs to Temple Level 2. If the characters have been washed down these stairs, they are able to stop themselves here. The terrace is white with calcium deposits and hot enough to be painful, but not damaging. All the terraces are somewhat slippery, and the characters have a 1 in 10 chance of slipping if they are not careful. The characters attack at -3 to hit and defend at -3 (3 AC worse) due to the wet, unsure footing. They also have a 10% chance per round of slipping. Characters who slip lose at least 1 round while they stand, and may even slip off the terrace (use your own judgment in these situations).

**47. THE KOPRU**

In the bubbling mud at each of these areas is a concealed kopru. Koprū are amphibious humanoids who dwell in the hot geyser pools.

Kopru (2): AC 3; HD 8+4; hp 49, 44; MV 30' (10'), 150' (50') swimming; #AT 1 bite/1 tail or charm; D 1-4/3-18; Save F9; ML 9; AL C

For a complete description of kopru, see the New Monsters section (p. 30) in the Appendix.

The kopru use their special charm ability to capture members of the party. They may also try to lure characters off the paths and into the geyser basins. Characters who fall into a geyser basin take 1d8 points of damage each round from the boiling water. If the charm attempts fail, the kopru either physically attack characters on the paths or hide in the hot mud, waiting for a chance to strike again. If the characters are obviously stronger or are trapped on a terrace, the kopru do not pursue, but wait in the bubbling mud. If the characters are badly hurt or obviously weak, the kopru attack both mentally and physically.

The kopru never surrender, and attempt to enslave as many characters as possible. Should the entire party be enslaved, the kopru attempt to use them to restore the kopru's ancient kingdom. If this happens, you may either start thinking up ways the characters can serve the kopru, or retire the captured characters from the campaign, perhaps to be reintroduced later as NPCs. Talk it over with the players and allow them the opportunity to come up with their own solution.

**48. BOILING WELL**

This is the topmost terrace of this level. Here is the hot spring that connects to the



## APPENDIX

U-shaped shaft from area 45 on Temple Level 2. The characters may swim to the other side of the shaft and climb out, but they each take 2d10 points of damage unless they are protected from the heat.

On the terrace beside the spring, barely noticeable under a crust of minerals, is a bag containing five emeralds. Each is worth 1,000 gp. The characters find the bag only if they search the terrace.

### 49. CAVERNS

This set of terraces leads to a series of natural caverns. These caverns are left unmapped, so that you may create your own special encounter areas. You may allow many cave-dwelling creatures to live here, and you may also include exits that lead up to the central plateau.

### 50. WEAK CRUST

This section of trail is actually nothing but a weak crust over a hot spring. Unless the path is probed first, the lead character breaks the surface. The character then drops into the hot water, suffering 1d10 points of damage the first round and 1d8 points each round until rescued. The crust is crumbling around the edges, and the characters are not able to come closer than 5 feet to the edge without also falling in. Ropes, poles, and rescue techniques similar to those used on thin ice may be used to save any characters who have fallen into the water.

### 51. THE HIDDEN THRONE

Set on the topmost terrace, directly under a dripping stalactite, is a throne. A grinning skeleton sits on the throne. Mineral-rich waters, falling from the ceiling over many years, have encrusted the skeleton and throne, hiding all but the most general features. A sword, partially hidden by the mineral crust, lies before the throne. Also concealed by the crust is a ring, which rests on one of the skeleton's fingers. Both are entirely ordinary in appearance. The ring is a *ring of telekinesis*, and the sword is a *sword +2* that has *charm person* ability.

## Alternate scenarios

Since this module gives you a great deal of information about the Isle of Dread, you may wish to use these locations and descriptions again, after you have run the main adventure. Some suggestions for further adventures on the Isle of Dread are listed below. Each is accompanied by a short description of how the adventure might be handled.

### 1. DESTROY THE ZOMBIE MASTER

This is a short adventure suitable for use before the characters venture inland for the first time.

The village of Tanaroa has been recently plagued by the attacks of undead creatures. The villagers are frightened, and the tribal leader seems to be losing the authority necessary to maintain order. If questioned, the people only speak in frightened terms of the *Zombie Master*. At night, zombies and ghouls prowl the paths, killing lone travelers.

As shown on Map 2, each section of the village surrounds a graveyard. These graveyards are infested with tunnels and unwholesome creatures, the most fearsome being the *Zombie Master*. You would have to prepare for this adventure by drawing and populating the tunnels under the graveyards.

### 2. MAP THE ISLAND

Information is always valuable. After having opened up new territory, a merchant prince or curious mapmaker might wish for more information about the Isle of Dread. The characters could be hired to make a careful survey of the isle, mapping the terrain and noting important features. This would be a dangerous and time-consuming task.

### 3. THE DINOSAUR HUNT

A powerful and well-equipped party might find it quite worthwhile to try to kill several dinosaurs and carry all or part of their bodies back to the mainland. It is likely that the rare essences and parts of these beasts would bring a good price from wizards or collectors of the unusual.

### 4. EXTERMINATE THE PIRATES

To provide secure trade with the mainland, it is first necessary to destroy the pirates. The characters could be given the use of a ship by mainland merchants for the adventure.

Use the pirates described in encounter area 7. If you feel the pirates are not strong enough to challenge the characters, increase the level or number of pirates, or give them stronger defenses.

### 5. BRING 'EM BACK ALIVE

A tough challenge for strong characters would be to capture some creature alive and take it back to the mainland at the request of some wizard or king.

It would not be unusual for the princes and princesses of Glantri to want a live monster from the Isle of Dread. If this deed were done voluntarily, the reward could be sizable—enough to make the effort worthwhile.

Such an expedition would require careful planning: how to catch the monster, how to keep it quiet, how to move it overland, and how to get it across the ocean.

Monsters suitable or challenging for this adventure would include a pterodactyl, tyrannosaurus rex, stegosaurus, or perhaps even a giant ape.

### 6. SUNKEN TREASURE

The characters could find a treasure map that gives the description of a shipwreck near the Isle of Dread. The information in the description should be clear enough for the characters to recognize the island: include notes about the Great Wall, the dinosaurs, and the unusual races.

The map should also include the general location where the ship might be found: a good place might be on the southwestern side, between the smoking mountains and the reef.

Finally, the map should include a description of the ship's cargo. The sunken ship should, of course, be inhabited by a sea monster.



## Creating human encounters

Human encounters can either be natives or other adventurers accompanied by native guides and bearers. You may set these groups up when they are encountered, or you may take them from the following table and lists. The number appearing is 2d6.

Generally, the natives on the Isle of Dread are peaceful and fight only if attacked. Most have an Armor Class of 9, though some may have the equivalent of leather armor (AC 7) or special armor made out of hardened fish or animal bones (AC 5). Warriors are usually armed with spears and short bows. You may assign spells or roll them randomly. Magic items may be assigned or rolled for as in the D&D® Expert rules. Since setting up a human party can be time-consuming, three typical parties are given below:

### Wandering human party 1:

Fighter, male, 4th level: AC 2; hp 20; AL L  
 Magic-user, male, 1st level: AC 9; hp 4; AL L; has a *charm person* spell  
 Thief, female, 1st level: AC 7; hp 2; AL C; has a potion of *diminution*  
 Normal human, male: AC 9; hp 1; AL N  
 Normal human, female: AC 9; hp 3; AL C  
 Normal human, female: AC 9; hp 3; AL L

### Wandering human party 2:

Fighter, female, 2nd level: AC 1; hp 13; AL N; wears *plate mail +1* and has a *war hammer +1*  
 Magic-user, female, 3rd level: AC 9; hp 8; AL N; has the spells *detect magic*, *protection from evil*, *phantasmal force*  
 Normal human, male: AC 9; hp 4; AL N  
 Normal human, male: AC 9; hp 1; AL L  
 Normal human, male: AC 9; hp 2; AL C

### Wandering human party 3:

Fighter, male, 3rd level: AC 2; hp 14; AL C; has an *axe +1*  
 Cleric, female, 2nd level: AC 2; hp 10; AL L; has a *purify food and water* spell  
 Magic-user, female, 1st level: AC 9; hp 1; AL C; has a *sleep* spell  
 Thief, male, 2nd level: AC 7; hp 7; AL N; has a *sword +1* (+3 against dragons)  
 Normal human, male (2): AC 9; hp 2 each; AL C  
 Normal human, male: AC 9; hp 4; AL L  
 Normal human, male: AC 9; hp 1; AL N  
 Normal human, female: AC 9; hp 4; AL L

## Sample native leaders

You may want to create NPC personalities to populate the Isle of Dread. Doing so will help you set up background for your adventures. These NPCs are not meant to adventure with the characters or openly attack them.

The following native leaders may be placed in any of the seven villages or used to inspire other NPCs you may create. Three matriarchs and three war leaders are provided here. Details for the Zombie Masters and the other leaders of the villages are left up to you.

Note that the figures for hit points, Armor Class, and number of attacks and damage have already been adjusted for strength, dexterity, and constitution. Assume that the war leaders have shields and spears. Armor will improve their Armor Class.

### Matriarchs

J'kal: AC 9; NM; hp 5; MV 120' (40'); #AT 0; ML 10; AL L; S 8; I 14; W 14; D 11; C 8; Ch 12  
 This aged and respected woman is a shrewd

leader and brilliant strategist. She has a *medallion of ESP*. Through her experience and clever use of this item, she usually takes the best course of action.

Sanar: AC 9; T3; hp 8; MV 120' (40'); #AT 1; D 1-4 or by weapon; ML 10; AL C; S 9; I 14; W 9; D 12; C 10; Ch 17

This schemer has one goal—to become leader of all the villages! She sees trade with the mainland as a tool to this end. Sanar uses any person any way she can as long as that person can serve her needs. She is ruthless and treacherous, but practical, and she respects those who bargain from strength.

Kuna: AC 9; NM; hp 3; MV 120' (40'); #AT 0; ML 6; AL N; S 12; I 6; W 7; D 12; C 12; Ch 15

This matriarch is neither very bright nor very brave. She often acts on a whim, but is never intentionally cruel. Although Kuna is content to let her advisors make the decisions while she remains the figurehead, she occasionally uses her charisma to sway them. She is much loved.

### Tribal war leaders

Bakora: AC 6; F5; hp 36; MV 120' (40'); #AT 1 at +2; D 1-6 + 2; ML 10; AL N; S 16; I 8; W 10; D 16; C 17; Ch 11

Because of his skill with weapons, this warrior is highly respected in his village. Though he is not extremely intelligent, he does have good advisors. Bakora is strong-willed and somewhat superstitious.

Kuro: AC 7; F4; hp 24; MV 120' (40'); #AT 1 at +3; D 1-6 + 3; ML 10; AL L; S 17; I 10; W 9; D 15; C 16; Ch 12

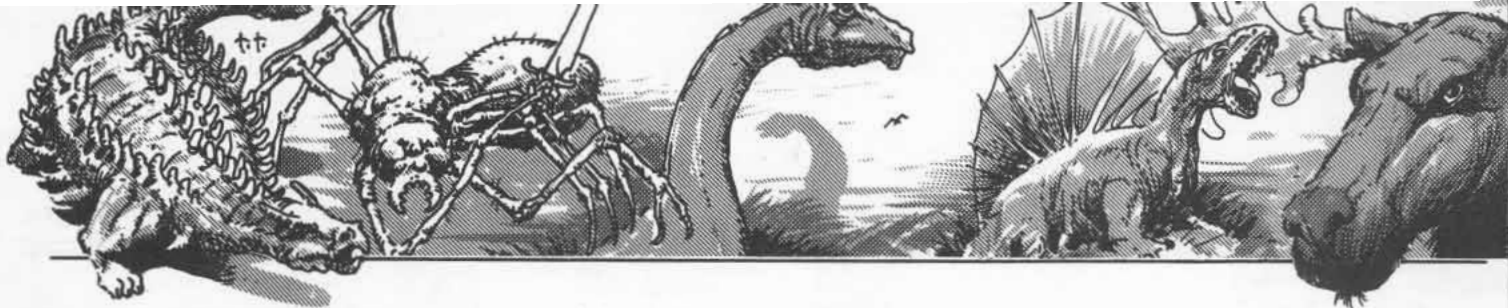
This mighty leader carries a family heirloom, a *spear +1*. Though he is first a warrior, Kuro is also a kind and honest man. His fair and just treatment of his people and of captured enemies has earned him respect and fame throughout the seven villages.

Masawa: AC 7; F4; hp 20; MV 120' (40'); #AT 1 at +1; D 1-6 + 1; ML 10; AL C; S 15; I 10; W 8; D 14; C 13; Ch 7

This arrogant warrior is feared by the people of his village, not only because of the great war skills of which he boasts, but because of his cruelty to those who cross him. Masawa does not like strangers. He does not want trade with the mainland, but has been overruled by the village matriarch.

TABLE 6  
HUMAN ENCOUNTERS

Class (Roll 1d10)	Level (Roll 1d12)	Alignment (Roll 1d8)	Sex (Roll 1d6)
1-6 normal human	1-5 1st	1-3 Lawful	1-3 male
7 cleric	6-8 2nd	4-5 Neutral	4-6 female
8 fighter	9-10 3rd	6-8 Chaotic	
9 magic-user	11 4th		
10 thief	12 5th		



## New monsters

The monsters in this section are special additions for the Isle of Dread. Of course, you may use them elsewhere and may alter their statistics if desired. Any of these monsters could have giant-sized variations with more hit dice, better Armor Class, and the ability to cause more damage. Special monsters can also be designed for a specific party by assigning hit points instead of rolling them. Leaders of a group will usually have high or maximum hit points. Additional prehistoric creatures may be found in the D&D® Expert rule book.

### Allosaurus

Armor Class: 5  
Hit Dice: 13  
Move: 150' (50')  
Attacks: 1 bite  
Damage: 4-24  
No. Appearing: 0 (1-4)  
Save As: Fighter: 7  
Morale: 9  
Treasure Type: V  
Alignment: Neutral

An allosaurus is a huge carnivorous dinosaur that runs upright on its large hind legs. It stands almost 15 feet tall, and weighs several tons. The allosaurus attacks by biting with its large jaws, which are filled with daggerlike teeth. The allosaurus hunts most often in lowland hills and plains.

### Ankylosaurus

Armor Class: 0  
Hit Dice: 7  
Move: 60' (20')  
Attacks: 1 tail  
Damage: 2-12  
No. Appearing: 0 (1-8)  
Save As: Fighter: 4  
Morale: 6  
Treasure Type: Nil  
Alignment: Neutral

The body of an ankylosaurus is covered with thick bony armor and ends in a massive clublike tail. This dinosaur walks on four legs and eats plants. It is 15 feet long, 4 feet tall and weighs 4-5 tons. An ankylosaurus is usually found in jungles and hills.

### Aranea

Armor Class: 7  
Hit Dice: 3\*\*  
Move: 60' (20')  
In web: 120' (40')  
Attacks: 1  
Damage: 1-6 + poison  
No. Appearing: 1-3 (1-6)  
Save As: Magic-user: 3  
Morale: 7  
Treasure Type: D  
Alignment: Chaotic

The aranea are an intelligent giant spider race. They are as large as small ponies, and are greenish-brown in color. An aranea is distinguishable from other giant spiders by the massive odd-shaped lump on its back that houses its large brain. Aranea are web-spinners, and their bite is poisonous.

The front limbs of an aranea are divided into flexible digits. The aranea uses these to grasp prey and manipulate simple tools. In addition, the aranea can cast spells as a 3rd level magic-user (two 1st level spells and one 2nd level spell), and they spend much of their time researching magic.

Aranea live in dense forests or jungles, spinning their web homes high in the trees. Part of each web is roofed with bark, leaves, and vines held together with webbing. In the covered part of their lairs, the aranea keep their crude tools, magic research, and crude "furniture" of web, vines, bark, and wood.

Aranea are the traditional enemies of the phanaton, and attack them on sight. They are friendly with bugbears and often hire them to guard the forest beneath their lairs.

### Brontosaurus

Armor Class: 5  
Hit Dice: 26  
Move: 60' (20')  
Attacks: 1 bite/1 tail  
Damage: 2-12/3-18  
No. Appearing: 0 (1-3)  
Save As: Fighter: 13  
Morale: 8  
Treasure Type: Nil  
Alignment: Neutral

The brontosaurus is one of the largest of all dinosaurs. It has a strong, tapering tail and a massive body that supports a long neck and small head. The creature is 65-75 feet long and weighs more than 30 tons.

A brontosaurus is so heavy that it needs to spend most of its time in water, so that the water helps support its weight. If only its neck shows above water, the brontosaurus may be mistaken for a plesiosaurus or sea serpent. This dinosaur eats plants, and can only be found in deep marshes or on the edges of swamps.

### Dimetrodon

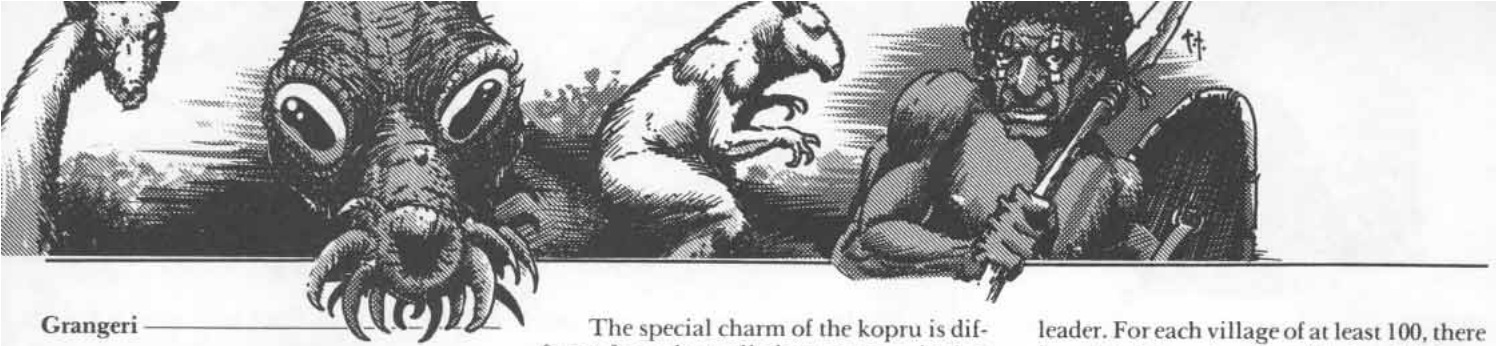
Armor Class: 5  
Hit Dice: 7  
Move: 120' (40')  
Attacks: 1 bite  
Damage: 2-16  
No. Appearing: 0 (1-6)  
Save As: Fighter: 4  
Morale: 8  
Treasure Type: V  
Alignment: Neutral

A dimetrodon is a sail-backed, meat-eating dinosaur. The "sail" is a comb of long bony spines connected by a webbing of skin. The dimetrodon is about 10 feet long and weighs nearly a ton. Dimetrodons hunt most often in hills and in the drier areas of swamps.

### Elk (Giant)

Armor Class: 6  
Hit Dice: 8  
Move: 120' (40')  
Attacks: 1 butt  
Damage: 1-12  
No. Appearing: 0 (1-6)  
Save As: Fighter: 4  
Morale: 7  
Treasure Type: Nil  
Alignment: Neutral

Giant elk inhabit hills and plains. They are 10-12 feet long and weigh nearly a ton. Their antlers span 10 feet or more. Giant elk eat shrubs and grasses. They are preyed upon by dire wolves and sabre-tooth tigers.



### Grangeri

Armor Class: 5  
 Hit Dice: 13  
 Move: 120' (40')  
 Attacks: 1 bite or trample  
 Damage: 2-12 or 3-18  
 No. Appearing: 0 (1-6)  
 Save As: Fighter: 7  
 Morale: 7  
 Treasure Type: Nil  
 Alignment: Neutral

The grangeri looks like a cross between a giraffe and a hornless rhinoceros. Its long neck allows it to reach for and eat leaves from the tops of trees. A grangeri is about 30 feet long and stands 20 feet tall.

### Kopru

Armor Class: 3  
 Hit Dice: 8 + 4  
 Move: 30' (10')  
 Swimming: 150' (50')  
 Attacks: 1 bite/1 tail or charm  
 Damage: 1-4/3-18  
 No. Appearing: 1-3 (1-3)  
 Save As: Fighter: 9  
 Morale: 9  
 Treasure Type: I + N  
 Alignment: Chaotic

The kopru are a race of heat-loving amphibians of great intelligence and power. Each has a smooth head, large eyes, and a tentacled, sphinctered mouth. Kopru have humanlike torsos and two arms ending in webbed, clawed hands. From the waist down, their bodies consist of three fluke-like tails, each ending in a sharp ripping claw. Kopru have a +2 bonus on their saving throws against magical attacks.

While they do not truly hate all men, kopru view humans as nothing but brutes to be used, played with, and controlled. Their expansion has been severely limited by their need for very hot, wet environments, such as hot springs and tropical swamps. Their civilization has been in decline for many years.

In combat, a kopru bites while coiling all three of its tails around a single victim in a powerful crushing attack. The kopru's most deadly weapon, however, is its special charming power. Instead of attacking normally in a round, the kopru may use this power on any one opponent within 30 feet. If the victim fails to make a saving throw versus death ray, the character becomes totally obedient to the mental commands of the kopru. If the saving throw is successful, no similar attack from the same group of kopru is effective.

The special charm of the kopru is different from the spell *charm person*, in that the person acts normally (including the use of spells and magic items), but is totally committed to the interests of the kopru. The kopru know the thoughts and memories of any characters they charm. A character may only be controlled by one kopru at a time, but there is no limit to the distance at which a character may be controlled. The charm can be broken by a *dispel magic* or by the death of the controlling kopru. In addition, the controlled character gets a new saving throw at the beginning of each game month. If successful, the character breaks free of the charm.

### Megatherium

Armor Class: 6  
 Hit Dice: 11  
 Move: 90' (30')  
 Attacks: 2 claws  
 Damage: 2-12/2-12  
 No. Appearing: 0 (1-6)  
 Save As: Fighter: 6  
 Morale: 7  
 Treasure Type: Nil  
 Alignment: Neutral

A megatherium is a giant ground sloth that eats leaves, roots, and shrubs. It stands 24 feet tall and can walk erect on its hind legs, though it usually walks on all fours. It is slow, stupid, and peaceful unless provoked.

### Native

Armor Class: 9  
 Hit Dice: 1-1  
 Move: 120' (40')  
 Attacks: 1  
 Damage: 1-6 or by weapon  
 No. Appearing: 0 (3-30, village 30-300)  
 Save As: Fighter: 1  
 Morale: 7  
 Treasure Type: A  
 Alignment: Any

Natives are primitive people who live in jungles, wilderness, or on tropical islands. The warriors of the more warlike tribes (including cannibals) are all 1st level fighters, but the natives of peaceful tribes are mostly normal humans who have few higher level leaders. Most natives wear no armor (AC 9), but some wear the equivalent of leather armor (AC 7), and the tribal chiefs may wear special armor of hardened bone or lacquered wood (equivalent of AC 5 or 6). Natives may also carry shields.

For every 20 natives, there is an additional 2nd level fighter who acts as their leader. For every 40 natives, there is an additional 4th level fighter who acts as war

leader. For each village of at least 100, there is a chieftain who is a 6th level fighter. There is a 50% chance that each village of at least 100 also has a tribal shaman who is a magic-user or cleric of at least 5th level. If 300 natives are encountered, there is a "great chief" of at least 9th level. This chief is guarded by 2d4 4th level warriors.

### Oyster, Giant

Armor Class: 5 (-2)  
 Hit Dice: 10  
 Move: 0  
 Attacks: 1  
 Damage: 4-24  
 No. Appearing: 0 (1-4)  
 Save As: Fighter: 5  
 Morale: None  
 Treasure Type: E  
 Alignment: Neutral

This monster looks much like a regular oyster, except that it is 6 feet in diameter, and stands to a height of 4 feet. Its Armor Class is 5 when open, -2 when closed. When attacked from a distance, a giant oyster closes its shell and does not open for at least 1 turn.

Giant oysters may be found in nearly any type of water surrounding, though they are most often found in cold, shallow water.

### Phanaton

Armor Class: 7  
 Hit Dice: 1-1  
 Move: 90' (30')  
 Glide: 150' (50')  
 Attacks: 1  
 Damage: 1-6 or by weapon  
 No. Appearing: 0 (3-18, village 30-300)  
 Save As: Fighter: 1  
 Morale: 7  
 Treasure Type: Nil  
 Alignment: Lawful

The phanaton look like a cross between raccoons and monkeys. They are roughly halfling-size and have 4-foot long tails that can grasp objects. They are even able to manipulate these tails clumsily. For example, when fighting in the trees, a phanaton often wraps its tail around a branch for support.

In addition, phanaton have membranes of skin stretching from arm to leg. They can spread these membranes and glide from branch to branch. They have a +2 bonus on all saving throws due to their small size and agility.

Phanaton prefer to eat fruits and vegetables, though they may eat meat.



They live in tree-top villages built on platforms of wood and woven vines. The platforms are connected by rope bridges. Each village of 30-300 is a separate clan. Phanaton are the allies of treants and dryads, and are friendly with elves. Phanaton are the traditional enemies of aranea, the spider-folk, and attack them on sight.

For every 30 phanaton, there is a clan war chief who has 3 hit dice and at least 15 hit points. He also has a bodyguard of 2d6 phanaton warriors. Each of these warriors fights as a 2 hit dice monster, and has 1d6+4 hit points. For every 100 phanaton, there is a tribal subchief who has 6 hit dice, 30 hit points, and a +1 bonus to all damage rolls. The subchief has 2d4 bodyguards, who each have 3 hit dice and 15 hit points. If 300 phanaton are encountered, they are led by a tribal king who has 8 hit dice, 50 hit points, and a +2 bonus to all damage rolls. He has four phanaton warriors who act as bodyguards. Each of these bodyguards has 6 hit dice, 30 hit points, and a +1 bonus to all damage rolls.

#### Phororhacos ("Sword Beak")

Armor Class: 6  
Hit Dice: 3  
Move: 150' (50')  
Attacks: 1 bite  
Damage: 1-8  
No. Appearing: 0 (1-8)  
Save As: Fighter: 2  
Morale: 8  
Treasure Type: U  
Alignment: Neutral

A phororhacos, or sword beak, is a 6-foot tall, flightless bird having small, useless wings and large hind legs. This bird eats meat and runs down its prey, often reaching great speeds across flat ground. A phororhacos has a large curved beak that snaps at prey with the force of a sword.

#### Plesiosaurus

Armor Class: 6  
Hit Dice: 16  
Move:  
Swimming: 150' (50')  
Attacks: 1 bite  
Damage: 4-24  
No. Appearing: 0 (1-3)  
Save As: Fighter: 8  
Morale: 9  
Treasure Type: Nil  
Alignment: Neutral

A plesiosaurus is a fish-eating, lake-dwelling dinosaur, usually about 30-50 feet long. It has an extremely long neck and a

large snakelike head filled with sharp teeth. This dinosaur has small flippers in place of legs to aid in swimming. It is aggressive and can overturn small boats and rafts.

#### Rakasta

Armor Class: 6  
Hit Dice: 2 + 1  
Move: 90' (30')  
Attacks: 2 claws/1 bite  
Damage: 1-4/1-4/1-4  
No. Appearing: 0 (3-30 + 1-8 sabre-tooths)  
Save As: Fighter: 2  
Morale: 9  
Treasure Type: M (special)  
Alignment: Neutral

The rakasta are a race of nomadic, catlike humanoids. They walk erect, much like humans, but are covered with soft, tawny fur and have feline heads and features. The rakasta fight with special metal "war claws" fitted over their natural claws. Without these special "claws," the rakasta claw attacks do only 1-2 points of damage each. The rakasta can use normal weapons such as swords, but generally disdain them, preferring to use their "natural" weapons (the war claws).

The rakasta often tame sabre-tooth tigers that are then ridden to the hunt or into battle. The sabre-tooth tigers are controlled with knee pressure and heavy riding

crops, and are fitted with special saddles that do not hinder their fighting abilities. These saddles also allow the rakasta to leap up to 20 feet from their mounts and attack in the same round. The "tame" sabre-tooths are too ferocious to be ridden by any creature other than a rakasta.

Rakasta settlements average 3d10 rakasta and 1d8 sabre-tooths, and are made up of many colorful tents and pavilions. Although they have type M treasure, the rakasta have rugs and tapestries of fine workmanship, crafted bowls and drinking cups, and other bulky items of value, rather than gems and jewels.

#### Trachodon

Armor Class: 5  
Hit Dice: 14  
Move: 120' (40')  
Attacks: 1 tail  
Damage: 2-12  
No. Appearing: 0 (1-6)  
Save As: Fighter: 7  
Morale: 6  
Treasure Type: Nil  
Alignment: Neutral

A trachodon is a duck-billed dinosaur that stands 15-18 feet tall. This beast runs erect on its hind legs, and only eats plants. This dinosaur may be dangerous if enraged.

#### Pronunciation guide

Akesoli - ak e sō lē  
Akorros - a kōr rōs  
Alasiyan - al as ē an  
Alfheim - alf hīm  
Altan Tepe - al tan tep ē  
Amsorak - am sōr ak  
Aranea - ar an ē a  
Atruaghin - at rū ā gin

Biazan - bē a zan

Canolbarth - can ōl barth  
Castellan - kas tel lan  
Corunglain - kōr un glān  
Cruth - krūth

Darokin - dar ō kin

Ethengar - eth en gar

Glantri - glān trē  
Grangeri - gran jā rē

Heldann - hel dan

Ierendi - ē er end ē

Karameikos - kar a mī kōs

Kerendas - ker en das  
Kopru - kō prū

Malpheggi - mal feg gē  
Minrothad - min rō thad

Norrvik - nōr vik

Ostland - ōs land

Phanaton - fan a ton

Rakasta - ra kas ta

Selenica - se len i ka  
Soderfjord - sō der fyōrd  
Specularum - spek ū laŕ um

Tel Akbir - tel ak bē  
Thanegioth - than ā gē oth  
Thyatis - thi ā tis

Vestland - vēs land

Ylaruam - il a rū am

Zeaburg - zē burg

"When the gale finally ended, we found ourselves approximately seven days normal sailing distance due south out of Specularum, in the Thanegioth Archipelago. We replenished our supplies, patched up the ship, and traded our remaining goods at native villages along the shores of several islands. Some villagers were friendly, but others were hostile, and the natives attacked on sight. I suspect the hostile villages are filled with cannibals.

"We skirted the coastlines of several islands, sailing south by west until we reached a small peninsula cut off from the main island by a massive stone wall. We were well-received by the natives of Tanaroa, the small village that guards this wall. The villagers have no name for the large island other than the 'Isle of Dread.' Their own small peninsula is known simply as 'Home.'

"The villagers told us a tale about an ancient city in the central highland of the isle that was built by the same people who built the wall. The villagers call the builders 'the gods,' but I noticed that the names of the gods and the personal names of the clan ancestors were often the same, so I suspect that their ancestors and the builders were one and the same. I believe that the natives once possessed a much more advanced culture and that the descendents of the builders have returned to a more primitive state.

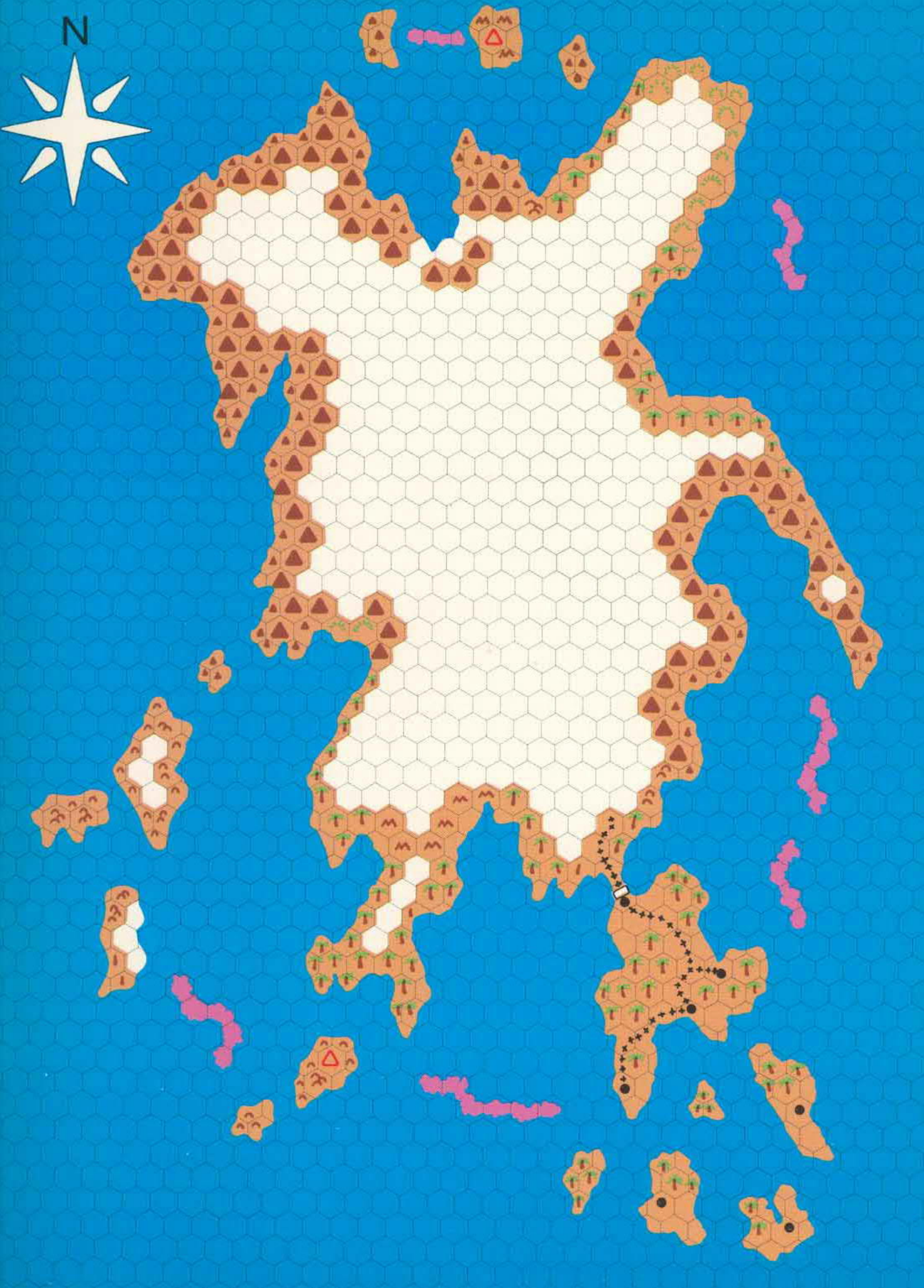
"The inland city is rumored to be filled with treasure beyond imagining. In particular, I heard persistent tales concerning a great black pearl of 'the gods' that still remains in the inland city. The island waters abound with excellent pearl beds, so the rumor of the black pearl may well be true.

"I would have liked to explore inland to verify the rumors about the mysterious city, but too many crewmen died in the storm or by cannibal spears. Only five of us are left. I am the only professional adventurer; the others are only sailors. We can sail the small ship well enough, but on land, in hostile territory, we would be helpless. Once back in Specularum, I should be able to recruit a new crew and a party of professional adventurers. Then I will return to claim the great black pearl.

"One thing I managed to do before leaving; we sailed around the island and made the best map we could. We were afraid to land, since village fishermen had warned us that trying to land anywhere on the main island would be extremely dangerous, as the coasts were rocky and without beaches. As a result, the map only shows the coastal areas we could chart from the ship, but it is better than nothing."

M.R.B.:





# Taboo Island Map 14

Temple Level 3



Stairs

Terrace

Mud Pits, Geysers, Hot Springs

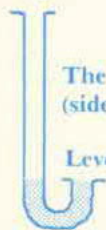
Scale: 1 Square = 10 Feet



Temple Level 2, area 45

The Boiling Well  
(side view)

Level 3, area 48



# DUNGEONS & DRAGONS<sup>®</sup>

Expert Game Adventure

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## The Isle of Dread

by David Cook and Tom Moldvay

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Hundreds of miles from the mainland, surrounded by dangerous waters, lies an island known only as the Isle of Dread.

Dark jungles and treacherous swamps await those who are brave enough to travel inland in search of the lost plateau, where the ruins of a once mighty civilization hold many treasures — and many secrets!

The Isle of Dread is the first in a series of adventures for use with the D&D<sup>®</sup> Expert rules. The module is designed as an instructional aid to help novice dungeon masters design their own wilderness adventures.

Included in the module are 13 maps of the isle, 16 new monsters, and suggestions for further adventures on the Isle of Dread. A special continent map, complete with background information, is also included.

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This module is for use with the DUNGEONS & DRAGONS<sup>®</sup> Expert Set, which continues and expands the D&D<sup>®</sup> Basic rules. This module cannot be played without the D&D<sup>®</sup> Basic and Expert rules produced by TSR, Inc.

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# DUNGEONS & DRAGONS®

Module for Basic Set

**Blizzard Pass**  
by David Cook



You soon realize the shadowy figures are not friendly. Can you escape the ghastly horde and survive the peril of Blizzard Pass?



# BLIZZARD PAS

## KEY



BARREL



STOOL



CHAIR



BOX



STARTING AREA



BARS



CURTAIN



LEVERS



FIRE



TORCH



LADDER



ROCK COLUMN



STALACTITE



LEDGE



STALAGMITE



CHEST



RUBBLE



CHIMNEY



SNOW



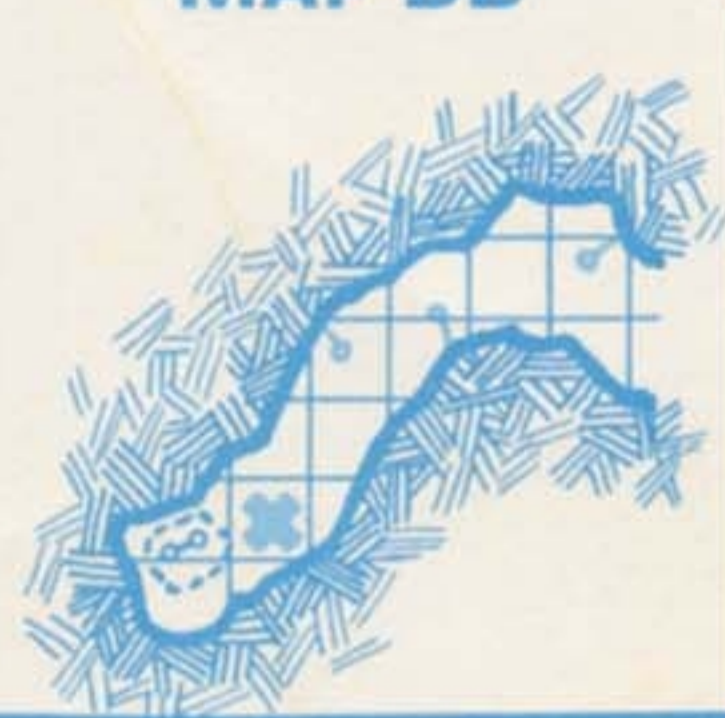
BRAZIER

1 SQ = 5 FEET

MAP AA



MAP DD



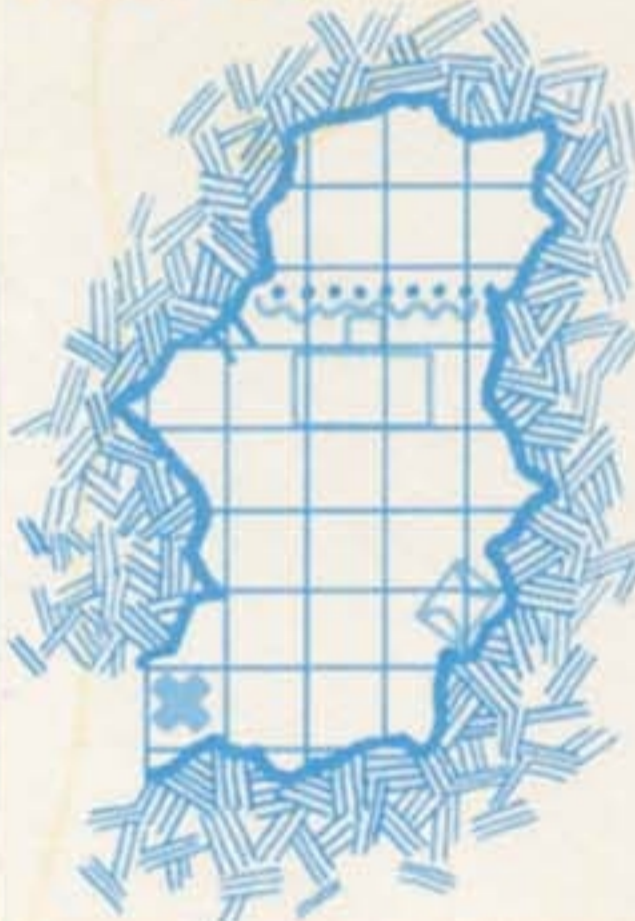
MAP HH



MAP EE



MAP BB



MAP II



MAP FF



MAP CC



MAP GG



# Blizzard Pass

## Invisible Ink Module M1

by David Cook

A SOLO ADVENTURE FOR THIEVES LEVEL 1-3

or

Group Play Level 1-3



A brilliant light flashes from the evil priest's hands and blinds you, lancing your eyes with sharp pains. Though you cannot see, you hear the men chuckling as they walk toward you.

Suddenly, someone runs into the room and you hear the sound of metal clashing on metal, accompanied by screams of anger and pain. Something heavy crashes to the floor, and your companion Salamdros cries out in agony. Finally, he falls quiet and another loud crash echoes through the small room. A short, silent pause follows, and a heavily breathing man walks toward you.

Is he friend or foe?

Editor: Troy Denning

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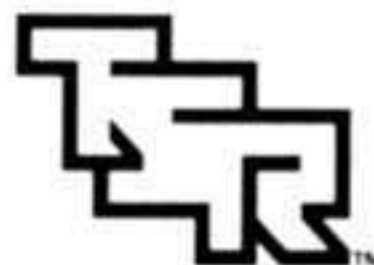
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## DUNGEONS & DRAGONS® Basic Set

### Invisible Ink Module M1

# BLIZZARD PASS

Blizzard Pass has been designed for use with the DUNGEONS & DRAGONS® Basic Set rules. You cannot use it without those rules. Inside, you will find the module folder, a 32 page booklet, and an invisible ink marking pen. You need all three items to play the module.

**IMPORTANT! READ PART 1: INTRODUCTION first.** Do not read the rest of the module except as instructed in part 1. If you read any entries before instructed to, you may ruin the fun and surprise of the solo adventure.

## PART 1: INTRODUCTION

This module is different than most designed for use with the DUNGEONS & DRAGONS Basic Set. There are two adventures, one for solo play and one for group play. The first part of the module, the solo adventure, is designed to be used by one person playing without a Dungeon Master. The second part explains how to use the solo adventure for group play. There are many differences in the two

adventures, so players who read the group adventure will not learn anything useful about the solo adventure.

The rest of the module contains maps, a list of new monsters, and a pre-rolled character. You do not have to use the pre-rolled character to play the solo adventure, but any character you use must be a thief.

### How To Play the Solo Adventure

To play the solo adventure, you need these items: the DUNGEONS & DRAGONS Basic Set Rules, the invisible ink marker included with the module, the module itself, a twenty-sided die, a six-sided die, paper, and a pencil.

Blizzard Pass consists of 309 numbered **entries**. An entry describes a situation involving you, the player character. As you read the entries, you will find you must choose the best course of action from a list of options. There are no “correct” choices, but you must carefully consider the consequences of the options you pick. After choosing your course of action, you may turn to the next entry. These entries will usually be indicated by a number in parentheses, such as “Will you strike the creature (5), or run away (6)?” If you choose to strike the creature, you turn to entry 5; if you choose to run away from the creature, you turn to entry 6.

Players should note that the entries will make no sense if read in strict numerical order. It is important that you read only the entries you are directed to read. If you read other entries, you may become confused, and you will certainly spoil the excitement of the adventure.

Some entries appear to be blank boxes with a number in the upper left-hand corner. These are invisible entries. When you are directed to read one of these entries, run the special marking pen over the blank box in smooth, even strokes. Try the pen on the following box and see what happens.

Congratulations! You are now reading an invisible entry.

The pen should be capped whenever not in use to prevent it from drying out. Remember, if your pen dries out, you will have no way to read invisible messages like the one above!

Use the special marking pen to complete the example of play below.

1. Despite the fact that you have a lot of work to complete before morning, you have been reading the introduction to Blizzard Pass. It is now very late, and well past your normal bedtime. Will you continue to read (2), go to sleep (3), or do your work (4)?

2. After reading a bit further, you fall asleep in your chair. The next morning, you are still tired, since sleeping in a chair is not restful. In addition you must do your work very quickly.

3. You have decide to call it a night and go to bed. Your work is still not done, and you will have a lot of explaining to do!

4. You put down the book and complete your tasks. After a short nights sleep, you wake up with a real sence of acomplishment and consign yourself to spending the following night to playing Blizzard Pass!

Notice there are only three choices in the example above. You must choose one of those options. You could not, for example, choose to get something to eat. Eating is not one of the choices allowed.

You will find a set of maps on the inside cover of the module. Each map has been labeled with two letters. As you move through the dungeon, you will be instructed to use certain maps. These maps will help you visualize what you see as you move through the dungeon, but they will not reveal any information that would spoil the fun or excitement of the adventure (such as the locations of monsters or the shortest way out of the dungeon).

A good Dungeon Master knows that too much explanation may destroy the mystery and excitement of a fantasy role-playing game, so he takes care to describe situations, but not to explain them. Like a good DM, the module describes a situation, but does not explain it. For example, when you encounter a monster, the entry will describe its appearance, but will not reveal the name of the creature. You must then use your own quick wits and intelligence to identify the nature of the monster, and choose your course of action.

## The Character

The solo adventure is designed for a single character—in this case, a 1st, 2nd, or 3rd level thief. In the back of the module, you will find a pre-rolled character. This character is designed for use in the Blizzard Pass module. All of the information you need to run this character—such as statistics, abilities, chances to hit, saving throws, and equipment—is listed on the character sheet. The character sheet also explains the strengths and weaknesses of the character, to help the beginning player understand some of the things the pre-rolled character should or shouldn't attempt.

The character has no name, so you may wish to give him one, especially if you intend to use this character in different adventures

after completing Blizzard Pass. (Dungeon Masters may use this character as a non-player character in their normal games.) Several people who normally play in the same game should not use this character in their games.

If you want to use or create your own character, it should be a thief between the first and third levels of experience, with no magic items or missile weapons. He should carry only equipment listed in the Basic Rulebook. If the thief is first or second level, he should have a high constitution and more than the average number of hit points. The solo adventure is dangerous and weak characters may find it difficult to survive.

## Guidelines and Tips for Playing the Solo Adventure

1. This adventure is a dangerous one, so do not take any decision lightly. You will never know when your next decision means the difference between life and death.

2. Resist the temptation to alter die rolls, for any role-playing game will lose all its excitement and challenge if the players use only the best die rolls.

3. You should also resist the urge to read the rulebook when confronting unfamiliar situations. Much of the fun and excitement of a role-playing game comes from the sense of mystery it generates. If you destroy this sense of mystery by finding the answers to certain puzzles in the rulebook, you will destroy much of the fun of the module. For instance, when you meet a strange monster, use only your memory and wit to identify it. Do not try to discover the best method of fighting it by looking it up in the rulebook.

4. If your character dies in the course of the adventure, you may begin the adventure again, but you must roll up a new character. The character you were using in the solo adventure has died, and cannot

be brought back to life. (No one will rescue the body and have it resurrected.)

5. If you are using a character from a regular game, be ready to accept that character's fate. It must be removed from the regular game if it is slain in this adventure!

6. No character may explore this dungeon more than once in an attempt to gain experience or treasure. Once a character has completed the module, it may not be used for further play in this adventure. (You may, however, use a different character to explore the areas of the dungeon you missed the first time.)

7. You should have fun. Try silly or unusual entries occasionally; they just might work! Of course, they might prove disastrous, too.

8. You will find it useful to make a note of each entry you read, in case you go to an entry that directs you back to the last entry read and you can't remember the number. This will also prove useful if you want to stop the adventure and return to it later.

## PART 2: THE SOLO ADVENTURE

1. You slip and slide around the icy corner, your lungs aching from the cold air. A low wall blocks your path, and you fall attempting to avoid the unexpected barrier. A dull pain flares in your shoulder as you strike the frozen ground.

"There's the cur!" a man snarls. The peasants have found you again. The crowd presses closer, their dark faces twisted with anger.

"Murderer!" cries an old lady.

"I was framed!" you gasp. The peasants will not listen, even though what you say is true.

"Kill the swine," says a flat, even voice. The words are backed by the authority of the sheriff.

A man in front throws a fist-sized rock at you. Even though you try to dodge, the rock strikes your cheek. Your face is so cold you barely feel it strike, but a long trickle of blood soon runs down your face.

A man carrying a wooden club pushes through the crowd. You jump to your feet and kick the man in the stomach. Before he reacts, you turn around and scramble over the wall.

You find yourself in an alley leading to the town gate. The gate itself stands open several yards ahead.

You hear the peasants trying to climb over the wall. "Stop! Stop, murderer!" they cry.

You run toward the open gate. As you approach, a guard steps into the road. His hand rests on his sword.

"There's a murderer loose!" you shout. His mouth opens, but before he can say anything, you strike his jaw with your fist. His teeth snap together and his head flops back. He crashes to the icy ground.

As you run through the gate, a bowstring twangs and an arrow zips past your shoulder. Ahead, you see a stand of evergreen trees. You run full speed toward the trees, slipping and sliding along the icy road. The peasants howl and scream, following close behind.

You plunge into the stand of trees, snapping and tearing at the branches as you struggle through the deep snow. Soon, you hear the peasants yelling and screaming as they follow you into the forest.

After several minutes of struggle, you emerge from the trees. Much to your surprise, a merchant sledge travels along the edge of the



forest. Without hesitating, you catch the back and pull yourself inside. You quickly burrow under its cargo of furs and cloth, hoping to hide until it carries you a safe distance from the village.

After several minutes of slow movement, the sledge stops. You hear many muffled, angry voices, but you cannot understand all of the conversation.

"Did...murderer escaped...attacked town guard!"

"No...simple merchants...caravan over the pass."

"Maybe...search sledges."

You lie as still as possible, scarcely daring to breathe. Soon, the back of the sledge rattles and you hear someone pull the cover back.

You feel a man digging through the furs on top of the load, but he stops before reaching you. "Only furs and carpets in here!" he says gruffly. He throws the furs back and the voices fade away. You allow a sigh to escape your lungs.

At last, the sledge jerks and moves again. Soon, you are very drowsy, and allow the movement of the sledge to rock you to sleep.

When you awake, the caravan is still moving. You have no idea of how long you have slept. You are hungry, thirsty, and your muscles are cramped. By now, it must be late afternoon. Will you stay hidden until dusk (2), or jump out of the sledge now (3)?

**2.** As it grows dark, you crawl from your hiding place and climb off the ledge. When your feet touch the snow, you feel a sharp jab in your back.

"Ho varlet!" Says a rough voice. "Where'd you come from?"

You turn and see two men mounted on ponies. They wear heavy furs and leather armor. One holds a lance level with your chest. The other, a grizzled fellow with a black beard says, "You'd better come along with us." Go to entry 4.

**3.** You climb out of your hiding place and see several mounted men riding several yards behind the sledge. One of them holds his spear in your direction and cries, "There he is, let's get him!" Several of the mounted men gallop up, holding their weapons ready. Though you try to run, the riders quickly surround you. As they circle, you recognize them as the guards from the village. Finally, the leader lashes out with a mace and hits you on the head.

You awake in a small, well-guarded cell. Though you look for a way to escape, you do not find one. Soon, the guards drag you outside to a scaffold and hang you. Your character is dead. You may roll a new character and start again.

**4.** The two guards march you alongside a caravan of sledges. You often sink into snow up to your knees, and bitter cold numbs your hands and face. All along the trail, sledge drivers whip their ponies and struggle to free stuck sledges.

Finally, you reach the front of the caravan. The drivers have already drawn several sledges into a small stand of evergreens to make camp. Several men stand huddled around a large campfire. As you approach, the black bearded rider says, "Master Visond, what new cargo do you now carry?" He prods you into the center of the camp with his lance. A thin, fur-clothed man turns around and eyes you warily.

"What's this?" he asks.

The black bearded one swings off his mount and shoves you toward Visond. "We caught this cur in your load." He claps his hands together over the fire and rubs them.

"Well, then," says Visond, "so you would take passage over Blizzard Pass in my caravan?"

"Shall we send him out to freeze, Master Visond?" asks the black bearded one anxiously.

"I would say it is he the villagers sought," says the other rider. This man's voice is gentle, yet strong. You study him closely for several seconds. The man is an elf!

"Aye," says the first rider. "Be careful, murderer, or I'll do the villagers' job for them."

"No," Visond says, "we will not harm the stranger. I am short of workers. He will earn his passage as a sledge worker." Visond turns to you, "I trust you do not mind?"

That night, you help the others prepare camp, tend the animals, and cook dinner. After you finish eating, you curl up on a bed of old furs. Visond gives you and pass a cold, restless night.

The caravan starts over the pass early the next morning. You struggle through the deep snow alongside the sledges, often stopping to heave and push the heavy vehicles through long, deep drifts of snow.

By afternoon, you are near the top of the pass, but the sky has grown dim with clouds. Visond halts the caravan and talks with Daras, the guide. Finally, he calls back, "We go on. Daras says the snow will not come before nightfall."

Within an hour, the sky turns stormy gray, and howling winds whip the powdery snow so fiercely you cannot see two feet. You grab the sledge and hold on, praying it does not leave you behind in this terrible blizzard.

The sledge soon stops, and a few other workers huddle near you. You crouch next to the sledge, listening to the winds wail and staring blankly into the curtain of falling snow. Eventually, you see the shadowy form of a man stumbling toward you through the driving snows. It's Visond!

"We're lost!" he cries to you. "Tie a rope to yourself and search ahead!" Will you agree (5), or refuse (6)?

**5.** You tie the rope around your waist, and stumble forward through the blizzard. The wind whips the snow so hard you cannot even see the sledge. You continue to trudge through the snow, and soon see a few shadowy shapes ahead. You press on through the blizzard, hoping the shapes are the rest of the caravan. Suddenly, you see a pair of beady red eyes moving toward you. A small, ugly creature charges out of the blizzard, a heavy stick raised in his gnarled hand. Roll 1d6. If you roll a 1-4, go to entry 7. If you roll a 5-6, go to entry 8.

**6.** Visond looks hard at you and curses you for a coward. He pulls his dagger and hisses, "Tie this rope around your waist, you..." His words gurgle in his throat and he falls into your arms. A small arrow juts out of his back. As you hold him, a small, ugly creature charges out of the blizzard. In one hand it carries a bow, and in the other he carries a heavy stick. Go to entry 9.

**7.** Before you react, the ugly, gray creature slams its stick into your stomach. You fall to your knees, clutching your stomach. The little monster hits you again, this time on your head. Your vision fades, and the world seems to spin. You fall face-first into the snow. Go to entry 14.

**8.** Will you fight the creature (10), or run away (7)?

**9.** As the little monster attacks you, the sledge ponies screech in panic. They begin to pull the sledge away. Will you grab onto the sledge (11) or stay? If you stay, roll 1d6. On a roll of 1-5, go to entry 7. On a roll of 6, go to entry 8.

**10.** You swing at the creature with your fists (AC 6). If you hit, go to entry 12. If you miss, go to entry 13.

**11.** You grab onto the side of the sledge. The ponies charge blindly through the blizzard in panic. The sledge bounces and lurches as it crashes over the rock-strewn, icy trail. Suddenly, a pony screeches and the sledge flops onto its side. The accident hurls you into the snow, and a piece of broken runner strikes you in the head. Go to entry 14.

**12.** You hit the creature with your fist and it falls. At the same time, something strikes you in the back. You turn and see another of the ugly little creatures. The creature hits you in the shin with its stick, and your leg slips out from beneath you. As you fall, it clubs you in the head. Go to entry 14.

**13.** You swing at the creature, but it ducks your punch, then strikes you in the stomach with its stick. Gasping your breath, you double over. The creature cracks you across the head. You fall, and try to crawl away from the nasty little monster. Before you make it very far, however, it kicks you under the chin. Go to entry 14.

**14.** Your head throbs painfully as you awaken. Despite the heavy fog in your groggy mind, you hear several people talking.

"We're as good as dead no matter what we do. Why bother?"

"Hold your tongue, Teromil, for our companion wakes. We should not make his return to the living unpleasant."

You slowly open your eyes. Even the dim gray light of the room hurts at first, but your eyes soon adjust to the lighting. As you look about the room (use map AA), you see you are locked in an underground cell with three others from the caravan. The floor of the cell is littered with the grime of several years.

A portly, balding man walks over to you. "I am called Roderick, stranger. This is Teromil, and the elf is named Salamdros," he says, waving his hand toward the others. You recognize Salamdros as one of the guards who captured you earlier. All of you have been stripped of your possessions, even your cloaks and boots.

Roderick kneels beside you and skillfully prods your skull. "Hold still. Tilt your head." He pokes a swollen lump on your temple and you flinch. "Nasty lumps you have here, but you will live." He bows his head and whispers to himself for a moment, then looks up and says, "I have some powers of healing. If you find yourself in need, tell me. But I warn you, I can heal you only once." Go to entry 56 when you decide to accept Roderick's offer (you may find it useful to note this on a piece of scratch paper). Roderick will not heal you while your party is engaged in combat, for he will be too busy fighting to cast a spell.

You crawl to the bars of the cell. They appear to be wood, but seem unusually strong. You test them and find they are quite solid. The door is locked by a rusty padlock and chain.

"Forget it, murderer," the elf says. "One cannot escape that way. We are doomed to die in this cell."

The room beyond the cell is lit by a sputtering lamp on a scarred table. The crumbling walls of the chamber glisten with moisture. You hear faint echoes of dripping water behind two worn furs hanging on the chamber walls.

Teromil sits beside you. "We're in a nasty fix, we are. Those little men've got us good, and I can't say it'll be an easy death when they do us in." Teromil pauses, then renews his conversation, "How'd they nab you? Took five of them to pull me down. Popped off two or three more, I did. I suppose they'll remember me for that, I do." When you do not answer, he continues thoughtfully, "Sure was funny, the way that storm popped up, don't you think?"

You nod agreement and study the rest of your companions. The elf sits in the corner with his knees drawn up to his chin. Roderick continues to whisper, oblivious to the exterior world.

You hear a gruff voice humming some dark and gloomy tune as it approaches the chamber. The curtain parts and a small, scaly, dog-faced creature steps into the room. It comes to the cage and prods Teromil with a long stick. "Not much f-f-fat on you," it stutters in Common. "B-b-b-big f-fat man there!" It points at Roderick. "M-make good d-d-dinner! Eat soon!"

It chuckles, then jabs Teromil with the stick. "You m-m-make good dessert, nice and j-j-juicy!"

Teromil lets out a terrific sigh and collapses to the ground.

The creature chuckles, then leaves the room. You must escape soon! Will you examine the padlock (15), or search the cell (16)?



**15.** As you examine the padlock and chain, the elf says, "Why waste your time, murderer? Our situation is hopeless."

You ignore the elf and continue your inspection. Both the padlock and chain are rusty and battered. You reach through the bars near the door and twist the lock around. Despite its ragged appearance, the lock will require a metal tool to open. The chain, however, has many thin links that are nearly rusted through. Several strong people might break it. Will you try to break the chain (17) or search the room (16)?

**16.** You drop to your hands and knees, searching the grimy floor. Teromil stands next to you. "What're you doing? I think you've lost your mind, I do. Some ugly little thing wants to eat me for desert, it does! I surely don't see how crawling around on the floor is going to help at all."

You explain that you want to save your own neck as much as Teromil wants to save his, but you can't do anything with your bare hands. Without further comment, Teromil drops to the floor and starts running his hands through the rubble.

Soon your fingers encounter something cold and stiff in a dirt-filled corner. You scrape the dirt away and find a dull piece of metal 2 inches long. Teromil continues to search the cell, finding nothing but useless trash. You may pick the padlock (18), or wait and see what happens next (21).

**17.** You grasp the chain and pull, saying "Help me, you fools!" Teromil comes to your aid immediately. Salamdros slowly stands and stretches, saying, "I suppose it can do no harm. Come, Roderick, let us entertain the fool." Salamdros and Roderick slowly rise and wrap their hands around the chain. If your strength is 16 or more, go to entry (19). If it is not, go to entry (20).

**18.** If you are a 1st level thief, use the invisible ink marking pen to fill in any three boxes. If you are 2nd level, fill in any four boxes, and if you are 3rd level, fill in any five boxes.

100	50	30	40
80	90	15	85
35	10	70	85
80	45	05	20
24	75	55	95

If any number is equal to or below your open locks percentage, go to entry 19. If all numbers are greater, go to entry 20.

**19.** The chain and padlock fall away. The four of you quickly leave the cell. Teromil says, "We'd better find some weapons!" He begins searching the room.

Salamdros goes to the furs covering one of the exits and peeks behind it. "All clear this way!"

After looking behind the other fur, Roderick turns to you and says, "You have freed us. Where you lead, I shall follow." He turns to the others, "This one will be our leader."

Teromil stops his search. "Wait a minute," he says, "what's this? Who says we need a leader?"

Salamdros stands back and eyes you coldly.

"If we wish to escape alive, we need a leader," says Roderick forcefully.

"Not me," snaps Teromil. "I've had it with getting pushed around."

"I will not follow the orders of a murderer," says Salamdros. "You are a fool to do so."

"Murderer!" squeaks Teromil.

"We have no proof!" Roderick snaps. "You would hang a man because another called him a dog. We need a leader, and I have not seen either of you do anything worthy of the honor."

While the others argue, you hear a faint, off-key humming behind the curtain. Will you tell the others to stop arguing and return to the cell (22), or grab a stool and attack whatever comes through the door (23)?

**20.** Your attempt has failed. Go to entry 21.

**21.** You hear an off-key humming and the dog-faced creature that tormented you earlier steps into the room. It carries a wineskin that it drinks from occasionally. As it wanders about the room, it mumbles and bumps into things and occasionally swings its sword at the walls. A ring of keys hangs from its belt.

Salamdros slides over to you and whispers, "This may prove to be our chance. If you can trick that foolish creature into approaching our cage, I will gladly strangle it."

You nod to Salamdros then shout, "Hey, you stuttering runt, I'm hungry. When are you going to feed us?" The creature snarls at you and, grabbing a long stick, approaches the bars. "B-b-be quiet, or I'll p-p-poke you to d-d-d-death."

When it moves into reach, you and Salamdros try to grab the creature, it has an armor class of 7. If you hit the creature, go to entry (27). If you miss, go to entry (31).

**22.** "Stop arguing, fools!" you say. "Get back in the cell. I hear something coming."

The others stare at you blankly. Finally, Teromil snaps, "Who do you think you are, ordering us around like we're manservants or something?"

"Wait!" Salamdros hisses, raising his hand. "I hear it, too." He runs back into the cell, and the others quickly follow. Once everyone is inside, you close the door and drape the chain through the bars as if the padlock were still fastened. An ugly little dog-like creature enters the room, carrying a wineskin and a sword.

You shout, "I'm thirsty, you runt! You don't want dry meat, do you?"

The beast turns toward you and says, "M-m-make fun of m-m-me?" It snatches a stick and approaches the cell. "P-p-poke you hard so meat is t-t-tender when I eat you!" it says, jabbing you with the stick. Will you try to grab the creature through the bars (27), or charge out the door to capture it (26)?

**23.** You snatch a stool and face the fur curtain. The others do not notice what you are doing. Suddenly, the curtain moves, and an ugly little dog-faced beast enters, carrying a wineskin and a sword. Its jaw drops in surprise, exposing sharp little teeth. You may swing at it (AC 7). If you hit, go to entry 28. If you miss go to entry 29.

**24.** You rush out of the cell and tackle the creature. The beast squirms and twists, nearly escaping your grasp. Before it works itself completely free, Roderick grasps its ankle. While you and Roderick struggle with the creature, Teromil snatches a stool and hits the creature's headtime after time. Finally a mad fire dwending from his eyes, he stops and says, "Not a bad little weapon is it?" Go to entry (32)

**25.** Roderick and Salamdros dive past you, catching the ugly little creature. Teromil grabs a stool and smashes the creature's head. "Crude, but I imagine it does the job," he says. Go to entry (32).

**26.** You push the door open. The chain falls away and you all rush out of the cell. The beast's eyes open wide in surprise, and it stutters in an unknown language. You may try to grab it (roll to hit AC 7). If you are successful, go to entry 24. If you miss, go to entry 25.

**27.** The creature turns to run, but Salandros reaches out and catches its ankle. You push your hand out and grab its arm. With a heave, the two of you drag it back to the bars. The beast attempts to scream, but before it makes a sound, Salandros releases its ankle and grabs its throat with both hands. The creature soon lies motionless on the floor. Leave the cell and go to entry 32.

**28.** You smash the stool into the creature's head, and the surprised beast drops to the ground. Salandros, Teromil, and Roderick stop arguing and stare at the creature. "It's a good thing the stranger has his wits about him," says Roderick, "or we'd all be dead by now."

"Perhaps," says Salandros, "but his actions do not prove his merit."

"Are there any more of the beastly things?" asks Teromil.

"This is the only one I saw," you answer, "but we must move before others come. Search the room and let's leave." Go to entry (32).

**29.** Roll 1d6. On a roll of 3 or less, go to entry 30. On a roll of 4 or more, you may swing again (AC 7). If you hit, go to entry 28. If you miss, go to entry 30.

**30.** The creature darts to the side and swings at you with its sword. The blade gashes your side (1 point damage). The creature starts to flee, yelling loudly. Go to entry 25.

**31.** The creature twists out of your reach, but Salandros darts his hands through the bars and grabs the beast's ankle, it starts to yell, but you grab it's throat and squeeze before it makes much noise. The desperate creature tries to claw free, cutting your arms (take 1 point damage). You maintain your hold, though, and the creature falls to the ground, dead. Salandros plucks the key from it's belt and unlocks the door. Got to entry (32).

**32.** You may claim the beast's sword. Teromil will use the stool as a club. Roderick overturns a table, then breaks one of the legs off to use as a club. Salandros also breaks a leg off the table. Though you search the room thoroughly, you find nothing else of use except the lamp. You may leave by the exit near the cell (33), or by the exit on the far wall (79).

**33.** You push the curtain aside, and see a narrow passage beyond. You hear a few faint noises, but the air is dead still otherwise. The passage travels a few yards and then turns out of sight. Will you lead the group down the passage (34), send someone ahead to scout the way (35), or retrace your steps and try the other exit (79)?

**34.** You move ahead cautiously, with Salandros close behind. Roderick follows Salandros, and Teromil is last. When you reach the corner, you shield the lamp so Salandros may use his elven vision to peer into the gloom ahead. "It travels a short way and

ends," he says. "Then there is another curtain." As he speaks, you hear a noise behind the curtain. You cannot tell what makes the noise. Will you try to move ahead silently (36), or leave this passage and return to the room with the cell in it (59)?

**35.** You turn to the others. "We need one person to scout ahead. Who will go?"

Roderick says, "My beliefs will not allow me to skulk around a dungeon, nor am I good at it. I will not do it."

Salandros looks down and shakes his head. You turn to Teromil. After a pause, he speaks, "I'll go, but I want the sword before I go, and I keep it when I get back." You may give the sword to Teromil and let him go (37), or you may lead the group down the passage (34).

**36.** You slip down the smoky passage, gingerly treading across the floor. You sneak to the curtain and peer into the chamber (use map CC). The gloomy chamber is lit by a smoldering fire and a few rays of sunlight from the smokehole above. Four small, ugly creatures struggle to lift a large cauldron onto the fire. Will you try to slip into the chamber unnoticed (40), lead a charge (41), or turn around and go back to the room with the cell (59)?

**37.** Teromil steps around the corner, sword in hand, and disappears. After several tense minutes, he returns. He is confident and cheerful. "There's four of them little dog things in there. Looks like they're getting ready to cook something." Will you lead a charge into the room (41), advance with caution (36), or return to the room with the cell (59)?

**38.** You step into the room carefully. "SYARRH ZAG!" screams one of the little creatures. You freeze fearing they have seen you. Go to (39).

**39.** The creature that screamed drops the cauldron and pulls it's foot out of the fire, spreading sparks over the entire floor. At the same time, the cauldron crashes to the floor, sending a stream of liquid and meat across the room. The other creatures howl at the one that dropped the cauldron, obviously cursing the clumsy beast. As they scold their comrade, you see a dozen huge rats run into the room from the far exit. The rats begin eating the spilled food, paying no attention to the little dog-men.

Each of the dog things snatches a long knife from the table, and falls upon the rats immediately. A fierce fight begins, the little dog-things slashing and hacking at the rats, the rats darting and snapping at them. None of the creatures pay any attention to you at all. Will you grab weapons from the table (42), turn and leave (43), or attempt to wade through the fight to the far exit (44)?

**40.** Use the invisible ink marking pen to fill in any one box for each level of your character.

56
65

16
25

83
68

39
12

If any number is less than or equal to your move silently percentage, go to entry 38. If they are all greater, go to entry 45.

**41.** You whisper your plans to the others, then rush into the room. The others follow close behind. As you move toward the surprised creatures, they drop the cauldron and it smashes against the floor. The jabbering creatures are too stunned to do anything this round. You may strike at one of the creatures (AC 7) this round. If you hit, go to entry 46. If you miss, go to entry 47.

**42.** You slip over to the table unnoticed. Several large knives and 2 iron-shod mallets lie upon it. You select several knives and grab a mallet, then start to leave. One of the little ape-things reels back stumbling toward you. You step back quickly to avoid it, nearly losing your own footing. Luckily, however it screams a war cry and leaps back into the battle. You run to the exit and slip through the curtain, almost knocking Teromil off his feet.

"What happened to you in there" he whispers, "You made enough noise to wake the dead, you did."

You explain the situation to your companions while distributing the weapons. Salamdros, Teromil, and yourself select knives while Roderick takes the mallet. Will you lead the group back to the room with the cell (59), into the room with the battle (49), or ask the others which way they want to go (50)?

**43.** You slip out of the room and rejoin your companions. Will you lead them back to the room with the battle (49), return to the room with the cell (59), or ask the others which way they want to go (50)?

**44.** The dog-things are so busy with the rats they do not notice you. As you edge closer to the far exit, however, five rats sniff the air, then crawl toward you. One of them lunges forward unexpectedly and sinks its teeth into your ankle (take 1 point damage). The fighting is too close to slip past. Will you snatch some weapons off the table (42), or return to your companions (43)?

**45.** One of the little creatures squeaks and points at you! The others turn, letting the cauldron crash to the floor, and advance on you slowly. Will you turn and leave (51), use Common to order them back to work (52), or call for help (53)?

**46.** You swing with all your might, striking the dog-thing solidly. It drops to the floor and does not move. You look about the room. Salamdros and Roderick have dispatched their opponents, but Teromil's foe has him trapped against the wall.

The little dog-thing jumps on Teromil, slashing his side with a knife. Teromil screams as he falls. You and Roderick dive on the beast, attacking it with your weapons. In an instant, the ugly creature is dead, but you can see Teromil is seriously wounded.

Roderick kneels beside Teromil, tearing the wounded man's shirt into bandages. "I cannot say how badly injured he is. I believe he will live, but he will suffer great pain."

Will you search the room (48), go to the exit on the other side (60), or return to the room with the cell (59)?

**47.** The creature ducks your swing and springs at you, trying to stab you. As it hits your chest, you fall backward and it lands atop you. The creature slashes your chest with the knife (take 2 points damage). You roll to the side, trying to throw it off.

A club flashes past your head and strikes the beast. It collapses immediately. You push the dead body away and check your wounds.

Roderick kneels beside you and says, "The other beasts are dead, too." Will you search the chamber (48), go to the far exit (60), or return to the room with the cell (59)?

**48.** Almost immediately, Salamdros points to some knives and mallets on the table. "Do you think we will find these useful?" If you have not already armed your companions with weapons from this room, you may do so now. Roderick will use a mallet, all others will

use knives if they do not have swords. There is nothing else in the room except rotting food. Will you return to the room with the cell (59), or go to the far exit (60)?

**49.** You move cautiously down the quiet passage and peer behind the curtain. The dead bodies of rats and dog-things lie sprawled over the entire floor. As you enter the room, you notice several live rats feasting on the remains of the food. They look up briefly, then return to their meal. If you have already taken the knives off the table, go to entry 54. If you have not, go to entry 48.

**50.** Salamdros says, "I think it wisest to retrace our steps."

"I agree," adds Teromil, "I've about had my fill of fighting, I'd say."

"I say we move onward," says Roderick. "We can't be certain the route back is any safer than the route ahead."

Will you do as the majority wishes and go back to the room with the cell (59), or will you try to persuade the others to go forward (57)?

**51.** You duck behind the curtain and run back to your companions. Will you attack (55), or return to the room with the cell (59)?

**52.** "Get back to work, runts!" you say in common. They jabber to each other briefly, then shrug thier shoulders and go back to work. Will you get your companions and attack the beasts (41), or will you return to the room with the cells (59)?

**53.** Even as you yell, the little creatures rush, thier knives poised to strike. You may strike at one of the creatures (AC 7). If you hit, go to entry 58. If you miss, go to entry 47.

**54.** You search the rest of the chamber, finding only rotting food. Will you go to the far exit (60), or return to the room with the cell (59)?

**55.** You tear the curtain aside and step into the room. The little creatures stand ready for you, knives in thier hands. You swing at the creatures in front. Go to entry 47.

**56.** If this entry was visible when you turned to it, Roderick has already cast his cure spell and cannot cast it another time. If this entry was invisible when you turned to it, Roderick places his hands on your wounds. The cuts slowly begin to close and you heal 6 hit points. (If this brings your total hit points to more than you started the module with, you now have the same number of hit points that you started the game with. A cure spell will not increase your total number of hit points, it will only replace those that you have lost in combat). Turn to the last entry you read and continue to play.

**57.** Salamdros and Teromil refuse to continue. They turn to leave, and Roderick says, "It is wise not to divide ourselves now. We shall go with them." Go to entry 59.

**58.** Salamdros, Roderick, and Teromil rush past as you finish your swing. Go to entry 46.

**59.** You lead the group back down the passage and push the curtain aside. You are in the chamber with the cell. You may go to the other exit (79).

**60.** You walk to the doorway. Go to entry 61.

**61.** The area beyond is dark. Who will investigate this room, Teromil (62), Salamdros (63), Roderick (64), or yourself (65)?

**62.** "I'm in no hurry to die." Teromil Says. Who will investigate? Salamdros (63), Roderick (64), or yourself (65)

**63.** Salamdros peeks around the corner. "There are many boxes and shelves in a small room beyond. The floor is very dirty, and there are dozens of rats in there. I see no other doors." Will you go back to the room with the cell (59), or lead the group into the next room (66)?

**64.** Roderick takes the lamp and boldly steps around the corner. He returns after a short time. "There is a chamber next to this one. I could not see much, but there were no doors. I also heard something move as I entered the room." Will you return to the room with the cell (59), or lead the group into the chamber (66)?

**65.** Holding the lamp in your left hand and your weapon in the right, you sneak around the corner. You hear many squeaks and scratches. Dark shapes scurry across the floor and fade into the corners. After your eyes adjust to the dark, you see several sets of eyes reflecting the light of your lamp. As you study the eyes, you notice a larger pair glaring directly at you. You cannot see any doors in the dark room. Will you enter the gloomy chamber (66), or return to the room with the cell (59)?



**66.** You tell the others to be careful when they enter and start into the room. Before you can take 2 steps however, Salamdros sneers, "Don't you think it wise to leave someone to protect our retreat, leader?" he pauses, then continues, "I will remain since I am able to hold off our enemies."

He crosses the room and stands by the doorway. Will you try to convince him to come with the party (67), or go ahead without him (68)?

**67.** You walk over to Salamdros, but before you can say anything, he says, "I know what you will ask, but I will not go in there. I am not fool enough to follow a murderer into a dark room".

"Salamdros might be right", Teromil says, "How do we know this fellow didn't kill someone? I'd say he hasn't proven himself much of a hero so far. I say Salamdros should lead us, that's what I say!"

Roderick places his hand on his weapon and says nothing. He studies you with caution.

In hopes of keeping the party united, you step closer to Salamdros and tell him the truth about what happened in town, taking care to emphasize the parts that prove your innocence. As you finish your explanation, a hand reaches through the curtain and grabs Salamdros! Will you attack the unknown creature (74) or run for safety (71)?

**68.** You enter the chamber (use map NN), and see dozens of rats crowded together in the corners. Their beady eyes watch your every movement, but they take care to avoid you. There are no visible exits from the chamber. Will you search for secret doors (72), or leave the room (70)?

**69.** Suddenly, a mass of rats swarm out from behind the boxes and attack. The rats clamber over each other to nip at your body, reaching as high as your knees. You cry out for help, kicking and swinging at the dirty little animals. Finally, you slip on the slimy floor and fall into the mass of rats. They climb all over your body, despite your desperate attempts to beat them off.

Soon, you feel a hand on your shoulder, then another, as somebody drags you from beneath the rats. "Fool!" shouts Teromil, "Stupid fool!" Roderick stands close by, saying nothing. "We go back", continues Teromil, "We shouldn't have come this way at all".

You have take 3 hit points of damage. Go to entry 59.

**70.** You manage to leave the room safely. The others refuse to enter the room. Go to entry 59.

**71.** You scramble across the room to safety. Behind you, Salamandros screams as the thing attacks. Teromil and Roderick run towards Salamandros, and you hear the clang of metal on metal. By the time you turn around the fight has ended. Salamandros, Roderick and Teromil stand over the body of a man. They are watching you carefully, their eyes filled with the truth. Finally Salamandros speaks "We will leave this room. You coward, will march in front. If you make a false move, we will kill you." Go to entry 78.

**72.** Roll 1d6. If you roll 1-2, go to entry 73. If you roll 3-6, go to entry 69.

**73.** You do not find any secret doors. You must go back to the room with the cell. Turn to entry 59.

**74.** You may strike twice at the unknown creature (AC 6). If you hit it at least once, go to entry 75. If you miss with both blows, go to entry 76.

**75.** Something moans on the other side of the curtain as you hit it. Go to entry 76.

**76.** Salamdros wheels about, surprised by your actions. As he moves, a sword slashes through the curtain, fortunately missing both of you. You swing again, but strike only thin air. Salamdros attacks and draws a wail of pain. The sword slashes sideways, toward Salamdros, and cuts his arm. You swing at the mysterious attacker again, and, as you do so, Roderick joins the battle. Both you and Roderick feel your weapons strike something, and then the sword drops to the floor. Something gasps, and a man falls into the room from behind the curtain. Go to entry 77.

**77.** Salamdros turns to you and says, "You have saved my life. I apologize for my misjudgment of your character." He bows low.

You accept his apology and turn to examine the body.

The man wore no armor, but he did carry a sword. If you need a sword, you may claim it. If not, Salamdros will take it. Will you go into the next room (68), or return to the room with the cell (59)?

**78.** Salamdros directs you to lead the party back into the room with the cell. The elf pushes you toward the other doorway. "You lead, swine, but do not leave our sight. Betray us and you die." Go to entry 79.

**79.** You carefully open the curtain and peer down the passage. It travels only a few feet before it turns to the left. A faint light glows around the corner. Will you go move ahead silently (80), or advance at a normal pace (82)?

**80.** There is only the slightest whisper of leather on stone as you move down the corridor. Use your invisible ink marking pen to fill in any one box for every level of your character.

94	08	73	39
80	49	82	18
39	68	78	

If any number is less than or equal to your move silently percentage, go to entry 81. If all the numbers are greater, go to entry 82.

**81.** You creep around the corner in time to see a man step into the hallway and walk toward you. Will you go back and warn the others (83)? Will you hide in the shadows hoping to knock the man to his knees (83)?

**82.** You round the corner, your weapon in hand. The passage continues for several yards, then opens to a room on the right. Light streams from this room. You carefully move down the hallway. Soon, a man leaps around the corner and walks toward you. Roll 1d6. If you roll a 1-2, go to entry 85. If you roll a 3-6, go to entry 86.

**83.** You slip back to the rest of the party and whisper, "Someone's coming!" You and Roderick hide on one side of the doorway, Salamdros and Teromil hide on the other. The man soon steps into the room, unaware of your ambush. You may strike him once with your weapon (AC 5). If you hit, go to entry 90. If you miss, go to entry 91.

**84.** Use the invisible ink marking pen to fill in any one box for each level of our character.

12	72	42	3
31	50	26	68

If any number is equal to or less than your hide in shadows percentage, go to entry 88. If all the numbers are greater, go to entry 85.

**85.** Your feet scrape a loose stone and sends it clamoring down the hallway. The man looks up and stares into the corner from where you hide. Will you sneak back and tell the others (86), or wait until he approaches you (88)?

**86.** The man has not seen you yet. The only sensible thing to do is to go back and warn the others (83).

**87.** Your swing glances off the man's shoulder. Startled, he turns and shoves you, temporarily knocking you off balance. Before you can swing again, he draws his sword and thrusts at you (take 3 points damage). You may now strike (AC 5). If you hit, go to entry 94. If you miss, go to entry 93.

**88.** He walks past without noticing you. You may strike him (AC 5) with a +4 bonus on your chance to hit. If you succeed, go to entry 92. If you miss, go to entry 87.

**89.** You cautiously lead the group along the passage and peer around the corner. The corridor appears empty, except for a well-lit opening on the right. You sneak along the wall to the doorway and peer into it (use map FF). The room beyond contains a table and several chairs. There is an opening in the far wall. Will you lead the group into the room (95), or return to the room with the cell (100)?

**90.** The man barely walks through the curtain before you and Roderick attack. Your blows strike him soundly, and he staggers back a step, then reaches for his weapon. You may strike him again (AC 5). If you hit, go to entry 96. If you miss, go to entry 91.

**91.** The man dodges your blow, but Salamdros strikes him solidly. The man draws his sword and swings at you, missing by a breath! You may strike (AC 5). If you hit, go to entry 96. If you miss, go to entry 99.

**92.** The man slumps against the wall and falls, gasping, "The Master will avenge me, dog!" His head drops. He will speak no more.

You quickly call the others forward. Teromil removes the man's chainmail and struggles into it. Any character except Roderick who does not have a sword may take the man's. After you have taken the sword and armor, you advance down the corridor. Go to entry 97.

**93.** The man leans back and avoids your swing. His sword flashes, hitting your side (take 3 points of damage). You may now swing at the man (AC 5). If you hit, go to entry 92. If you miss, go to entry 98.

**94.** You lash out with your weapon and strike his sword arm, knocking the weapon from his hand. As he scrambles to pick his sword up, you may strike (AC 5). If you hit, go to entry 92. If you miss, go to entry 93.

**95.** You step into the room and glimpse a mace flashing toward the side of your head. You throw yourself forward, trying to avoid the blow. Even so, you feel the weapon scrape your back (take 2 points of damage). It's a trap! Will you run for the far exit (102), or stand and fight (101)?

**96.** The man falls to the floor and does not move. If you need a sword, you may take his. If you do not, Salamdros will claim it if he does not have a sword. Teromil immediately removes the chainmail and struggles into it. Will you lead the party down the passage (97), or remain here for a short while (100)?

**97.** The party moves carefully down the passage and around the bend. Light still shines from the doorway ahead. Signalling the others to wait, you sneak up to the opening and peer into the room (use map FF). Two men sit at a table drinking. Both wear chainmail and have weapons hanging at their sides. Several torches flicker on the walls, and a lantern hangs above the table. You see another opening on the other side of the chamber. You cannot identify the rest of the items in the room, for there are many shadows. Will you move silently to the far exit (103), suggest attacking the men (104), or create a diversion so the others can sneak through (105)?

**98.** He lashes out and knocks you aside, then turns to run. Before you can stop him, he turns the corner and disappears. Will you advance cautiously (89), or return to the room with the cell (100)?



**99.** Roderick and Teromil hit the man, but do not prevent him from lunging at you. His sword strikes your shoulder, (take 3 points damage). After he strikes you, he falls to the floor and does not move. Teromil takes the man's armor. You may give the sword to anyone except Roderick. Will you continue down the passage (97), or remain here for a short while (100)?

**100.** You are in the room with the cell. Roderick, who stands near the cell, says, "Someone comes!" Soon, you hear many feet scraping along the corridor on the other side of the curtain.

"Follow me!" says Salamdros, stepping through the doorway on the far wall. "We must leave this place."

You walk briskly down the corridor to the other room's doorway. Go to entry 95.

**101.** As you stand, a man leaps toward you, swinging a mace. You duck, and the weapon sweeps over your head.

While you dodge the man's attacks, Roderick and Teromil engage two more of the ambushers at the doorway. One of the attackers strikes Teromil, who collapses. You can now see Salamdros, who stands outside the doorway, making strange gestures with his hands and speaking words you don't understand.

You are suddenly very sleepy. The next thing you remember is Roderick shaking your shoulder. "Wake up! We must go!" he says. You mumble and turn over, trying to go back to sleep. He shakes your shoulder even more, then slaps you hard in the face. You raise your arm to block the second blow.

"Enough," you say "I'm awake."

Your opponents are nowhere in sight. Salamdros is struggling into his chainmail, and you see your own equipment on the table.

"We found our equipment stored in this room." says Roderick, helping you up. "Teromil is dead, I could do nothing to save him. We must now push on without him." Go to entry 106.

**102.** You dash across the room, leaving the others to fight the ambushers. As you reach the far exit, you hear a blood curdling scream. You turn your head long enough to see Teromil collapse as an ambusher strikes him.

Ignoring your companion's fate, you pull the curtain aside and see the iron bars of a portcullis blocking the passage. You wrap your hands around the bars and lift with all your might, but the gate is too heavy to move.

Behind you, the noise of the battle suddenly stops. You turn to see the three ambushers lying motionless on the floor. Roderick kneels next to the fallen Teromil, his head bowed in prayer. Finally Roderick rises and, shaking his head sadly, whispers, "He is dead."

Salamdros glares at you for several moments, then kneels next to the ambushers. "They are asleep. Bind them, murderer."

You quickly move to obey, fearing Salamdros would seize any opportunity to strike you down. "You led us into this trap," Salamdros says, "and now Teromil is dead. Is there any reason I should not take your life?" Salamdros takes an ambusher's mace.

"I may have led you into a trap," you say "but as you see by my wounds, I did not do it intentionally."

"Then why did you try to escape like the dirty dog you are? Were you not trying to flee my wrath?"

"I am not a fighter," you say. "If i had fought, there would have been two deaths instead of one."

Salamdros slowly lays the mace aside, saying, "I shall believe your story for now, but i warn you, at the slightest sign of betrayal, I will kill you!" He helps bind and gag the last of the ambushers.

Will you search the room (108), inspect the portcullis (106), or question a prisoner (110)?

**103.** If you are a 1st level thief, use the invisible ink marking pen to fill in any two of the boxes below. If you are 2nd or 3rd level, fill in any three of the boxes below.

56
27
01

67
58
83

94
22
85

17
----

If any number is equal to or less than your move silently percentage, go to entry 109. If all numbers are greater, go to entry 105.

**104.** Teromil will lead the attack, since he is now wearing armor. You and Salamdros follow, with Roderick bringing up the rear. On Teromil's signal, you all rush into the room. As soon as the men see you charge into the room, they jump to their feet and tip the table over, creating a small barrier in your path. One man draws a sword, while the other steps back and gestures with his hands.

"Stop him!" Roderick shouts. "Stop the priest!"

Before any of you can attack the priest, he shouts several words in a strange language. A sudden flash of light engulfs Teromil's head. He screams, and begins to stumble about the room, swinging blindly at anything that makes a noise. Finally, he stumbles into the table and falls to the ground. Almost immediately, the priest's companion brings his weapon down on the helpless Teromil.





Salamdros yells a battle cry and attacks Teromil's killer, swinging his weapon with the rage of grief. You kick the fallen table aside and charge the cleric, who is frantically trying to grab his mace. You raise your sword to strike, but Roderick screams, "Take him alive!" Roderick's command is followed by a chant.

You hesitate, waiting for Roderick's spell to disable your opponent. The evil cleric takes advantage of your hesitation to reach for his mace. Raising your sword to strike, you yell, "I can't wait!"

Suddenly, bright light engulfs the cleric's head and he drops his mace. You throw yourself at his legs and tackle him. Within seconds, you have knocked him unconscious. As you look about the room, you see Salamdros has defeated his opponent, but Teromil lies motionless on the floor. Roderick kneels next to him, praying. Finally, he looks up and says, "We can do nothing, our friend has passed into the land beyond."

Will you search the room (108), leave by the far exit (106), or question your prisoner (110)?

**105.** The men are so occupied with their wine that you slip into the room unnoticed. But as you work your way to the left wall, you kick a large stone. The men stand quickly, knocking their chairs over. One of your foes raises his hands and utters a spell. Suddenly, a brilliant light blinds you, sending sharp pains through your eyes. Though you cannot see, you hear the men chuckling as they walk toward you. Then you hear the sound of running feet and the clang of metal on metal, with many voices grunting and swearing. Something heavy crashes to the floor, and you hear Salamdros yelling angrily for several seconds. Finally, he stops and you hear several more loud crashes. After a short, silent pause, you hear a heavily breathing man walking toward you. Go to entry 107.

**106.** You pull the curtain aside carefully and see a heavy portcullis. Will you attempt to lift the gate (111), or search it for traps (112)?

**107.** A hand grabs your shoulder. You swing your weapon in front of your body.

"Relax, my friend," Roderick says, "your blindness is temporary. We shall rest here until the spell loses its power." Roderick guides you to a resting place, then continues, "We have defeated the evil cleric and his assistant, but the cost was dear. Teromil fell in the battle, and I could do nothing to save him. May he find much peace in the next world."

You rest for several minutes, your eyes squeezed shut to close out the painful light. While you rest, Roderick and Salamdros search the room. From their conversation, you know they have found your clothes and equipment.

Finally, you open your eyes and see most of your equipment lying on the table. Roderick motions to your weapons, armor, and thief's tools, "I believe these are yours. Take them, and let us leave this place before we are discovered."

Roderick carries his heavy mace, and a decorated sword hangs from the belt of Salamdros. Both wear chainmail. As soon as you are ready, Salamdros says, "We must go." Go to entry 106.

**108.** You search both the room and the men. In the far corner of the room, you find your armor, weapons, and thief's tools. Roderick and Salamdros find their equipment, too. Both of your companions quickly don their chainmail. Salamdros slips his sword into its scabbard without comment, but as Roderick picks up his mace, he says, "It feels good to hold a proper weapon again!"

After slipping into your leather armor, you search the men and find 100 gp. They have nothing else of value. Will you question the prisoner (110), or go to the far exit (106)?

**109.** You move across the room carefully, hiding in the shadowy corners whenever you can. The men do not notice you. When you reach the exit, you peer behind the curtain and see a portcullis with iron bars. It appears too heavy for you to lift without attracting attention. You sneak back across the room to your friends and tell them what you saw. Will you attack (104) or go back the way you came (100)?

**110.** You hold your blade to the evil cleric's throat and remove his gag. Before you say anything, Roderick barks, "What do you know of this place? Speak, you believer in evil gods!"

The cleric eyes the group spitefully, then spits on Roderick. Roderick raises his mace to strike, but quickly restrains himself.

"My lord Stodos, Master of the Icy Wastes, will punish you for your crimes," the evil cleric hisses. "You will not escape these caverns alive!" His voice grows loud as he rants. He is stalling for time, hoping to attract help. You quickly knock him unconscious with the hilt of your weapon.

"Why did you do that?" asks Salamdros angrily. You explain your reasons, and he grudgingly acknowledges that you are right. You quickly replace the evil cleric's gag. You may inspect the far exit (106) or search the room, if you have not done so yet (108).

**111.** After several attempts to lift the heavy portcullis, you ask the others to help. All three of you clasp the bottom and heave. The portcullis slowly rises over your heads and locks in place with a click. You all step through quickly.

You hear the chains of the portcullis rattle loudly, and turn around just in time to see the heavy gate slam back to the ground. As you inspect it, you see that one of its chains snapped. You would have to replace this chain before operating the gate again. Go to entry 115.

**112.** If you are a 1st level thief, use the invisible ink marking pen to fill in two of the boxes below. If you are a 2nd level thief, fill in any three boxes, and if you are 3rd level, fill in four boxes.

48	68	49	17
09	12	95	65
27	64	20	10
69	24	27	11
85	07	30	21

If any number is equal to or less than your find traps percentage, go to entry 113. If all numbers are greater, go to entry 114.

**113.** You find a small hollow dart and a spring-loaded trap. After removing the dart, you may go to entry 111 and open the gate.

**114.** As you search the gate, you hear the twang of a spring and feel a sharp object embed itself into your arm. Almost immediately, Roderick pulls the dart out and examines it.

"You have the luck of fools, thief", he says, studying the dart. "You should be writhing on the floor, dying slowly and with much pain. But the idiot who last loaded this trap neglected to fill this dart with the poison it was intended to deliver. You will have to be more careful, or you will not live to see the sun again. Go to entry 111.

**115.** As the party sneaks along the passage, you notice you no longer walk through a man-made corridor. The slick limestone walls are irregular, and stalagmites occasionally rise off the floor. You walk around a bend into a dark cavern (use map II).

Small, furry bats hang from the dozens of stalactites in the huge room, and hundreds of toads crowd together around the stalagmites rising from the floor. As you advance into the room, you see a magnificent white statue of a toad-like creature resting in the center of the room. The body of the stone beast lies close to the ground, as if ready to spring. Your lantern light glitters off its enormous multifaceted eyes, making the statue seem almost alive.



Rusted weapons hang on both sides of the room. An open trunk rests between two stalagmites on the left-hand wall. Salamdros walks to the trunk and reaches inside. He pulls out several red and black robes, as well as four medallions. Each medallion has an engraving similar to the statue.

Roderick circles the statue slowly, studying it from all sides. Finally, he says, "If I remember my studies properly, this is a statue of the vile god Stodos, called Master of the Icy Wastes by his worshippers. This evil god lives in a frozen world where no other life survives, and is an abomination to all things natural. His worshippers desire to spread his icy realm throughout the land. Some even believe he bestows power over the elements upon his most devoted followers."

"The unnatural storm that brought us here!" gasps Salamdros. "Could his vermin have caused such a thing?"

Roderick thinks for a moment. "Yes," he finally answers, "and if so, the lands below face great danger. Fate has brought us here to battle this loathsome evil. We must demolish this foul temple and destroy the leader of this evil band! Help me deface this accursed statue!"

Will you help deface the statue (117), search the room (116), search the statue for traps (118), or leave by the exit you have not explored (125)?

**116.** After searching the room thoroughly, you decide the trunk is the only place that might hide an interesting secret. Salandros has already removed the contents of the trunk, so it now appears empty. You tap the inside of the trunk with your weapon and discover the bottom right corner sound hollow. After prying a narrow board away from the bottom, you discover a secret compartment. A small flask rests on a bed of cloth in the bottom of the compartment. You cautiously lift it out, hoping it isn't booby-trapped. Nothing happens. Will you sip the contents of the flask now (119), or put it away for later (122)?

**117.** As Roderick swings his mace at the statue, you see a bright glitter in the eyes of the statue. Perhaps the eyes are made of gemstones! You step toward one of the eyes, and the floor tilts beneath your feet. The mouth of the statue opens and you slip into it before you can stop yourself. You land in a dark chute and start sliding downward. As you fall down the dark passageway, you hear the mouth clang shut above. Go to entry 182.

**118.** You inspect the front of the statue carefully. If you are a 1st level thief, use the invisible ink marking pen to fill in any one box below. If you are a 2nd or 3rd level thief, fill in any two boxes below.

18	27	97	06
45	22	87	
04	14	46	

If any number is equal to or less than your find traps percentage, go to entry 121. If all the numbers are greater, go to entry 123.

**119.** You sip the potion. After a moment, you feel a bit better. Note you should go to Entry 120 when you chose to drink the potion. You may now leave the room (125), or search the statue for traps, if you have not done so yet (118).

**120.** You drink the potion and suddenly feel better. The potion has magically healed you 6 hit points! If you started this module with less than 6 hit points, you are restored to your original number of hit points. This potion will not give a character more hit points than he started the game with. Return to the last entry you read.

**121.** You discover a hidden hinge near the mouth of the statue. It is impossible to say what it does, but you feel certain it is part of a trap. You mark the location of the hinge with a few pebbles and warn your companions about the trap. You may deface the statue (124) or search the room (116) if you have not done so yet. You may also leave the room (125).

**122.** Go to entry 120 when you decide to drink the liquid in the flask. (Be sure to note the number on a piece of paper.) You may leave the room (125) or search the statue for traps, if you have not done so yet (118).

**123.** Suddenly, you find a trap! The mouth of the statue squeaks open and the floor suddenly tilts beneath your feet. You slip into the mouth of the statue and find yourself sliding down a dark chute! Go to entry 182.

**124.** You and Roderick beat the statue with your weapons for several minutes. Soon, many sections lie broken on the floor and long scratches mar its sides. You may leave (125) or search the room, if you have not done so yet (116).

**125.** You walk into a rough, natural passage that appears empty (use map EE). After a short distance, the passage branches. The section on the left is blocked by a locked gate, but you feel a cold breeze blowing from the other side. Will you try to unlock the gate (126), or walk down the passage to the right (181)?



**126.** Use the invisible ink marking pen to fill in any one box for each level of your character.

34	65	28	09
18	17	41	88
00	33	01	10
49	29	39	85
48	48	32	14

If any number is equal to or less than your open locks percentage, go to entry 128. If all numbers are greater, go to entry 127.

**127.** You cannot open the lock. Walk down the other corridor and turn to entry 181.

**128.** The lock pops open. The passage continues beyond the gate for a short distance and turns to the right. As you step through the gate, Salandros says, "This seems a strange place to put a gate. I wonder what dark secrets the builders are protecting?"

Will you let Salandros lead the party down the corridor (130), move silently and lead it yourself (129), or close the gate and go to the other corridor (181)?

**129.** Use the invisible ink marking pen to fill in any one box for each level of your character.

74	31	90	17
23	85	55	
66	37	42	

If any number is equal to or less than your character's move silently percentage, go to entry 131. If all numbers are greater, go to entry 132.

**130.** Salamdros disappears into the gloom ahead, using his elven vision to advance without a light. You wait for several minutes, and he does not return. Roderick whispers, "Some evil event must have befallen him." Will you investigate the delay (133), or wait a few more minutes (134)?

**131.** You creep forward quietly. The passage turns to the right ahead (use map GG), and you see a faint glow of light as you step around the corner. You can barely see two toad-like creatures sitting on the floor. The glow comes from their eyes. You slip back to the others and tell them what you saw. Will you attempt to move silently and ambush the creatures (135), rush in and kill the two beasts (136), or go to the other passage (181)?

**132.** As you step around the corner, you kick a loose stone and it clatters across the rocky floor. Two bright lights appear ahead, and you gaze at them, fascinated. You cannot stop staring at the lights, even though they seem to move closer. Go to entry 137.

**133.** You and Roderick step around the corner, your weapons in hand (use map GG). Salamandros stands in the center of the passage. Two toad-like creatures with large glowing eyes and shell-like backs sit at his feet. From the large wounds on his legs, you know the creatures have been attacking him. You may strike at the creatures once (AC 2). If you hit, go to entry 138. If you miss, go to entry 139.

**134.** You wait for several minutes, then hear Salamandros scream "Help Me!" A loud crash follows his plea. Both you and Roderick rush around the corner (use map CC) and see Salamandros lying on the left bleeding. A huge toad-like creature with glowing eyes and a bony back sits on top of him. As you move to attack, you see another creature hopping in your direction.

"Don't look into their eyes!" Salamandros shouts.

You may strike at one of the creatures (AC 2), with a -2 on your chance to hit (you are avoiding their gaze). If you hit, go to entry 138. If you miss, go to entry 139.

**135.** Use the invisible ink marking pen to fill in any one box below for each of your character's levels.

65	43	45	69
99	73	12	90

If any number is equal to or less than your character's move silently percentage, go to entry 140. If all numbers are greater, go to entry 132.

**136.** Salamdros leads the rush around the corner. As the party enters the room (use map GG), the creatures turn to face you. Their eyes glow brightly.

Salamdros suddenly stops, his arms hanging limply at his sides. Will you continue to fight normally (141), try to fight without looking into the eyes of the creatures (142), hold your breath and fight (143), or retrace your steps as quickly as possible (144)?

**137.** You cannot move. The points of light move closer, and you soon discover they are the glowing eyes of a huge head. The creature has frozen you in place. Unable to move the ugly beast hits your leg. Take 2 points of damage. Though you try to defend yourself, you still cannot move. The beast strikes at you as you take 2 points of damage. If your character suffers more damage than he can take, then he is dead.

Roderick and Salamdros run down the hall with their weapons drawn. The toad creature turns around. Salamdros turns his head, squeezes his eyes shut and swings his weapon at the beast. Even as his mace strikes the toad-things head, another appears and attacks Salamdros.

Roderick strikes again and the creature slumps to the floor dead. He begins to target the next beast, still careful to avert his gaze. At the same time you discover you can move again. Will you raise your weapon to strike the beast (AC 5)? If you hit, go to entry 138. If you miss go to entry 139.

**138.** Your weapon strikes the creature solidly. It lunges at you, catching your pant leg in its jaws. You glance down at the creature and feel a strange calm. Quickly, you force yourself to look away from its dangerous eyes. You may attempt to strike the creature (AC 2) without looking at it (-2 on your chance to hit). If you hit, go to entry 145. If you miss, go to entry 139.

**139.** You miss the beast and it lunges at you, biting your upper leg (take 3 points damage). You glance into its eyes and are fascinated by glowing colors for a moment, but you quickly force yourself to look away. It bites at you again, but misses. You may swing at the creature (AC 2) with -2 on your chance to hit. If you hit, go to entry 138 (if this is the second time you have hit the creature, go to entry 145). If you miss, the creature will lunge at you and miss; go to entry 142.



**140.** As you sneak down the passage the strange lights do not notice you as you approach, you see that the glow comes from the beast's eyes. As you sneak into position behind the creature, you are tempted to look into their strange eyes. When you have moved into position, you raise your weapon quickly thrusting it into the back side of a creature's head. The beast jumps away menacingly, then falls to the floor. The other toad-like monster hops around and faces you, his eyes glowing brightly. Make a saving throw vs. Paralysis. If you make the save go to entry 142, if you fail the save, go to entry 137.

**141.** You must make a saving throw vs. Paralysis before swinging. If you make the save, go to entry 142. If you fail the save, go to entry 143.

**142.** You swing at the creature (AC 2) careful not to look into its eyes. You are -2 on your chance to hit. If you hit, go to entry 138. If you miss, go to entry 139.

**143.** You stare into the eyes of the toad-like creatures and find yourself unable to move. Roderick continues to fight, swinging his mace at the beasts madly, but he is no match for them. He soon falls to the ground and dies. The beasts then turn their attention to you and Salamandros. Since you are both unable to move, you cannot defend yourselves. The ugly creatures slay you with no trouble. If you wish to play again, roll a new character and begin the module again.

**144.** As you turn to run, Roderick shouts "Swine! How dare you abandon our comrad!" He turns his attention to the battle and continues to fight. Will you join the battle (142), or abandon them (146).

**145.** The beast falls at your feet. Roderick strikes the other dead. Salamandros stands motionless for several minutes, so you and Roderick bind your wounds. Finally, Salamandros is able to move, and you quickly lead the party to the far exit. Go to entry 147.

**146.** You dash away from Roderick and Salamandros. Running back as you step through the gate several small clawed hands grab you from behind. Before you can save yourself, the creatures bind your arms behind your back. The leader sticks its foul face in front of yours and smiles "I see you have found our little hideaway." It turns its attention back to the dog-men following him. "Close the gate quickly. The frog men will kill the others."

The creatures take you back to a cell where several dog-things keep you closely guarded. Several nights later, they take you to a lower sublevel. They put you in the middle of a circle and sing many eerie songs. One of the ugly little creatures pokes at you with a long knife and even though you are still bound, one of the ugly dog-things holds your head while the other cuts your throat. This is your funeral. Your dead. Roll a new character and begin the module again.

**147.** The passage is natural, but the stone is rotten. A loose rock clatters to the floor, and you stop moving. The ceiling groans and creaks, then rocks start to fall. Roderick suddenly shoves you to the floor, and a thundering crash echoes throughout the corridor.

Something heavy lands on your back, and you are pinned to the

floor. You gasp and cough as clouds of dust fill your mouth and nostrils.

Finally, the rockfall stops and you are able to crawl from beneath the pile of rubble (use map MM). Roderick and Salamandros are already standing. Go to entry 148.

**148.** The way behind you is blocked by many large slabs of rock. A green, scaly hand juts out of the pile of rubble. You are certain that the creature, whatever it was, has been crushed to death. You look down the corridor the opposite way and see it, too, is blocked. The only exit appears to be a small hole in the ceiling above. You point it out to the others. Will you climb up and look through the opening (149), or will you wait to see if anything else happens (150)?

**149.** You climb the pile of rubble and carefully enlarge the hole. Within a few moments the hole is large enough to climb the pile and put your head and shoulders through. You must make a saving throw vs. poison. If you make the save, go to entry 151. If you fail the save go to entry 152.

**150.** Small rocks occasionally drop from the edge of the hole. You can barely hear hissing and grunting in the opening above, but it is enough to warn you that there is something alive up there. Suddenly a reptilian head thrusts through the opening. A foul odor washes through your tiny chamber. Roll a saving throw vs. Poison. If you make the save, go to entry 153. If you fail the save, go to entry 154.

**151.** Two large reptile-men stand beside the hole. Their skins glisten in the lantern light, and fleshy frills hang beneath their arms. Their fangs and claws flash a dull yellow. The reptile-men slowly turn to face you. Will you duck back down the hole (157), or scramble out and attack (156)?

**152.** When you breathe the air in this chamber, a foul, sickening odor fills your nose and mouth. You choke and cough violently each time you try to breathe. Suddenly, you feel a surge of pain as something claws your back (take 2 points damage). You wheel about and see a man-like reptilian creature lunging at you. It digs its foul claws into your shoulders (take 4 points damage). (If you have taken more damage than you can withstand, your character is dead. You may roll a new character and begin the module again.) You are -2 on your chance to hit the creatures (AC 5). You may try to escape (155) or fight. If you hit one of the creatures, go to entry 158. If you miss, go to entry 159.

**153.** The creature drops into the chamber. Its body resembles a man, except its head and back have a frill. A long tail hangs from its backside. Frills dangle from its arms and head. The creature emits a nauseating odor. You may strike twice at the creature (AC 5). If you hit once, go to entry 160; if you hit twice, go to entry 161. If you miss twice, go to entry 162.

**154.** You gasp and choke, sickened by the foul odor. The creature, a man-like reptile, drops into the room. You may strike at it once (AC 5). You are -2 on your chance to hit. If you hit, go to entry 160. If you miss, go to entry 162.

**155.** As you slide back down the hole, another creature drops out of the darkness. Before you can escape both creatures strike, hitting you with two claws each. One of the creatures also bites you (take 20 points of damage from the claws and the bite). In the last two entries, you have taken more damage than a low level thief can withstand, your character is dead. Roll a new character and begin the module again.

**156.** The creature lunges, hoping to kill you before you attack. Fortunately, you dodged its blows and swing your own sword at the beast (AC5). If you hit, go to entry 165. If you miss go to entry 163.



**157.** You drop into the room below and discover the stench has already filled it. Roderick gasps and chokes violently, but Salamandros stands ready to fight. The creature quickly follows you into the room. You may strike twice before the beast (AC 5) can attack. If you hit once, go to entry 160. If you hit twice, go to entry 161. If you miss twice, go to entry 162.

**158.** The creature staggers back, and you climb out of the hole. It is temporarily stunned, but you see another struggling out of the blackness. You may strike again. If you hit, go to 164. If you miss, go to entry 165.

**159.** Because you are only halfway out of the hole, you cannot defend yourself well. The creature claws twice and bites once (take 7 points damage). You may now swing at the creature. If you hit, go to entry 168. If you miss, go to entry 166.

**160.** You and Salamandros strike the creature, and it staggers. Before you swing again, it leaps at Salamandros, clawing and biting him. You may swing at the creature (AC 5). If you hit, go to entry 161. If you miss, go to entry 162.

**161.** Both you and Salamandros hit the foul beast, and it falls dead. You hear something above your heads, and look up to see another creature dangling in the hole. Salamandros raises his hands and chants a quick series of mystic words. A light flashes from his fingertips and strikes the creature. It screams horribly, then drops into the room and charges the elf. Salamandros scrambles back, trying to avoid the beast, while you attack it from behind. His maneuvers do no good; the creature quickly corners him. Salamandros screams horribly as the beast strikes him. You may swing once at the creature (AC 5). If you hit, go to entry 167. If you miss, go to entry 168.

**162.** The foul creature leaps at Salamandros. As you move to help him another of the beasts drops into the room. It lands between Salamandros and Roderick, then turns to attack you immediately. You may swing at the creature once (AC 5). If you hit, go to entry 169. If you miss, go to entry 170.

**163.** The creature slashes your shoulder as you climb out of the hole (take 3 points damage). Another beast steps out of the darkness as you enter the chamber. Suddenly, Salamandros pops through the hole, his hands raised and pointed at the second creature. He utters several mysterious words and a light flashes from his hand, striking the foul creature. It howls in pain and leaps at him. You may swing at your opponent again (AC 5). If you hit, go to entry 171. If you miss, go to entry 172.

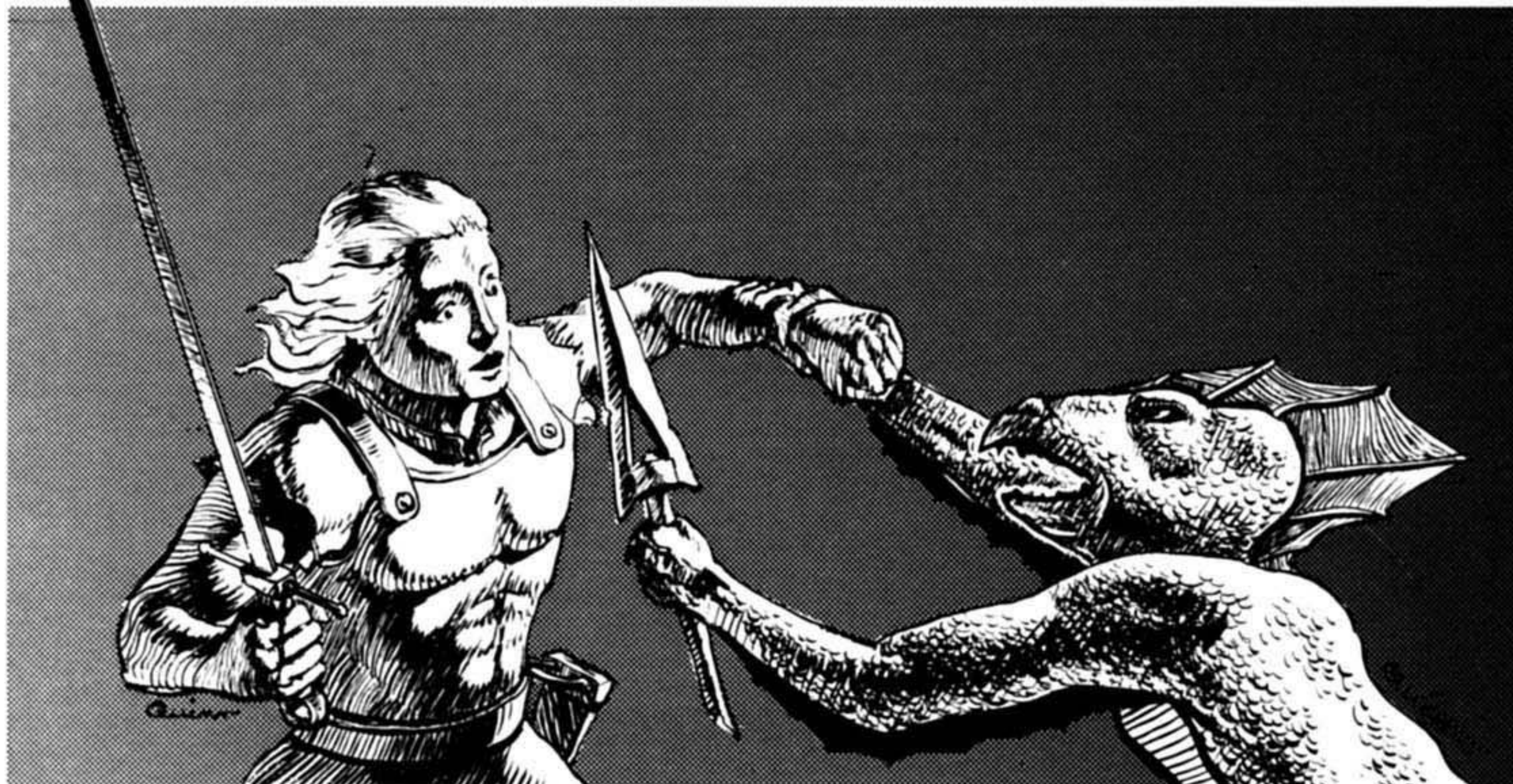
**164.** You strike the beast solidly. It staggers back and falls dead. Salamandros pokes his body through the small hole and utters some mysterious words. A light flashes from his hands, striking the remaining beast. The ugly creature jumps on Salamandros immediately, clawing and biting. You may swing at the creature (AC 5). If you hit, go to entry 173. If you miss, go to entry 174.

**165.** The beast grapples you, and pain shoots through your shoulder as it bites down. You feel its claws ripping the skin on your back (take 5 points damage), as the creature mauls you. Salamandros sticks his upper body through the hole and raises his hand to cast a spell at your attacker. He does not see the second creature moving to attack him. Before you can warn him, it wraps its filthy arms around Salamandros. Despite his surprise, finishes the spell. Several flashes of light strike the monster that holds you. It releases you and reels back. You may swing at it (AC5). If you hit, go to entry 171. If you miss, go to entry 172.

**166.** Another beast steps into view from the darkness. Someone is pushing you from below. Will you stay and fight (175), or drop back down the hole (157)?

**167.** As the monster attacks Salamandros, your sword bites into its back. It lurches forward and falls heavily to the ground. Roderick quickly rolls the heavy body off your companion. It does not take an experienced eye to tell that Salamandros is dead. Roderick slowly says a few words for the departed. You climb into the chamber, and see nothing but a single exit. Go to entry 180.

**168.** The beast kills Salamandros in a few seconds, then flings his body to one side and turns to Roderick. He quickly slashes Roderick across the neck. He stumbles back, badly wounded. You may swing at the creature (AC6). If you hit, go to entry 176. If you miss, go to entry 177.



**169.** Your sword bites into the creature and it howls in pain. It lifts a massive arm and claws your neck, then drags you to its mouth and bites your shoulder (take 5 points damage). You may swing at it (AC 5). If you hit, go to entry 176. If you miss, go to entry 177.

**170.** The beast lunges at you, ignoring Roderick for the moment. Though it swings both its arms and attempts to bite you, it only slashes you once (take 2 points damage). You may swing at the creature (AC 5). If you hit, go to entry 176. If you miss, go to entry 177.

**171.** The creature falls dead. You turn in time to see the second beast claw Salamdros twice. The elf slides down the hole, and the foul creature looks down after him. A bright light suddenly engulfs its head. The reptile-man screams in great pain and stumbles back blindly. You slay it with no difficulty. When you have finished, Roderick climbs through the hole in the floor.

"Salamdros has departed for the land beyond," he says sadly. "I did all I could to save him." He raises his hand. You see that he holds a scrap of paper in it. "But I did avenge him, even if it cost me a scroll of light."

After gathering your belongings, you may leave by the only exit in this chamber. Go to entry 180.

**172.** The monster slashes you twice with its filthy claws (take 5 points damage), then pulls you close and tries to bite. It suddenly jerks and staggers back a step. Salamdros stands behind it with a bloodied weapon. The monster turns to attack Salamdros. You may attack the creature now (AC 5). If you hit, go to entry 173. If you miss, go to entry 174.

**173.** The creature attacks Salamdros and you plunge your sword into its back. It falls heavily on the floor pinning Salamdros beneath its body. You roll the monster aside and see that Salamdros is dead. Roderick climbs into the chamber and says a few words over the elf's body. You may leave by the only exit in the chamber. Go to entry 180.

**174.** The creature slays Salamdros quickly, and turns to face you. Its claws pass inches in front of your abdomen as you move to attack. You may now swing at the creature. If you hit, go to entry 178. If you miss go to entry 176.

**175.** Before you attack, the creature hits you 5 times for 19 points of damage! In the last three entries, you have taken more damage than it is possible for a third level thief to withstand. You are now dead. Roll a new character and begin the module again.

**176.** The creature drops to its knees, then falls face-first onto the ground. Roderick quickly turns to Salamdros, who lies dying on the floor. Though Roderick attempts to stop the bleeding, his efforts cannot save the elf. Salamdros lies dead upon the floor.

Roderick begins to pile stones on the body. Though you may think this is a waste of time, you know by Roderick's grim face that he will not leave until Salamdros is buried. You help him cover your companion, then bow your head respectfully as he says a few words over the grave. When he is finished, you climb into the small chamber above (use map HH). You may leave by its only exit. Go to entry 180.

**177.** The reptile man rakes you with its claws, hitting you twice (take 5 points damage). Before you can strike again, Roderick smashes the creature's skull with his mace, it drops to the floor, quite dead. The nauseating smell fades away immediately.

Roderick turns to Salamandros, who lies dead on the floor, and utters several solemn words. He then motions toward the hole in the ceiling and says "We must leave this place. Let us go." You scramble through the hole into a small, empty chamber (use map HH). You see only one exit. Turn to entry 180.

**178.** The creature falls to the ground, dead. Roderick climbs into the chamber and helps you bury Salamdros. After saying a few words over the grave, Roderick says, "We must leave this place. Let us go."

You explore the chamber (use map HH) and discover there is only one exit besides the hole. Go to entry 180.

**179.** You swing wide, and the reptile-man grabs you with its slimy hands, then bites your neck (take 4 points damage). A mace suddenly slams the creature's head. The beast drags you to the ground as it falls. You quickly free yourself from the dead creature's grasp and stand.

Roderick stands nearby. "Salamdros is dead," he says. "We must leave this place before we join him." You search the room quickly (use map HH) and find nothing but a short corridor leading out of the room. Go to entry 180.

**180.** You sneak carefully down the passage, trying to move as quietly as possible. As you round the corner a chill breeze strikes your face. There is a light ahead! Roderick breaks into a run and you follow. Soon, you stumble out of the cave into a deep snowdrift. You have escaped the lair of your evil captors! Roderick drops to his knees and utters a prayer of thanks. This seems a good time to be thankful, so you join him.

As you kneel in the snow, it suddenly occurs to you that you will both freeze to death unless you find shelter. You wear only light, ragged clothing that will not protect you from the bitter cold for long. Rousing Roderick from his prayers, you search the area. You have emerged high on the mountainside, several thousand feet above the pass. There are numerous cliffs around you, and it looks as if it would take several hours to travel even a few miles in this terrain. Though there are several caves in the area, neither of you are anxious to enter one.

Roderick suddenly points down the pass and says, "Look! Perhaps our salvation lies there!" When you look down the pass, you see several oxen struggling to pull the first sledge of a long caravan to the top of the steep pass.

Without hesitation, you start down the mountainside. For many hours, you stumble through the deep snow, or slip and slide down the steep slope. Your feet and hands grow numb with cold. The metal of your weapon sticks to your bare skin. Finally, nearly frostbitten and dead, you stumble onto the caravan track. Within minutes, the sledge drivers have taken you to their camp and poured hot drinks. They listen with interest and concern to your story. In the morning, they take you over the pass into the next town. This is the end of this adventure. Your character has earned 500 experience points.

**181.** The passage curves to the left a short distance ahead. You move ahead of the others and peer around the corner. A curtain blocks the path. You smell smoke and the odor of many unwashed bodies. Salamdros nudges you in the back, and you sneak up to the curtain. Pulling one corner aside, you peer into the room (use map JJ) and see a small cavern lit by two torches and a small brazier. Three little, greenish-gray men huddle around the brazier, leaning on their spears. A man wearing leather armor crouches with the little creatures, sketching on the dirt floor with the tip of his sword. A ladder protrudes from a pit on the far side of the room. As you watch, one of the little creatures turns to the man and hisses, "Hungry! No dinner, we hungry!" It waves its hands at the others, and they nod in agreement.

Carefully, you crawl back to your companions and tell them what you have seen. Will you sneak through the room and create a diversion

(195), lead a charge (197), or ask Salamdros what you should do (196)?

**182.** You continue to slide for several seconds, your head and arms banging against the sides of the chute. Finally, it opens into a large room. You fall eight feet straight down, strike a man-sized body, and, finally, land head first on the rock floor.

Some minutes later, you shake your aching head and open your eyes. Your vision is blurred and tinted red, but you see three blobby shapes standing nearby. They seem to be talking, but your groggy mind cannot understand their words.

In a few seconds, your head clears and you identify the shapes. They are three heavily armored men, and, apparently, they are very angry.

"I'll lop his ears off and feed him to the dogs," says the closest. He turns toward you and sees you are awake. "So, you've finished your nap, have you?" He steps closer and jabs you in the ribs. "You fell on one of my friends, you did, and now he's as dead as a fish out of water, he is." He raps your aching head with his knuckles. Instinctively, you try to raise your arms to protect yourself, but your hands are tied behind your back. "Don't squirm!" he says, kicking you in the ribs.

"Hugh! Don't kill him, or I'll cut your thumb off!" barks the largest man. Hugh turns toward the speaker, his hand on his sword hilt. The large man draws his sword quickly, then says, "The Master wants to talk to this one."

Hugh releases his sword hilt, saying, "Okay, Morgan. But when the Master finishes, we've a little game to play, him and me." The others chuckle nastily.

"Sure, Hugh," says Morgan, "just leave enough meat for the runts."

Morgan opens the door behind you and says, "This way, scoundrel." The men drag you through the door and cut your bonds. Your fingers ache as the blood flows back into your numb hands. The largest of your captors grabs your shoulder and turns you around. A black robed figure sits behind a heavy table on the other side of the dark room. On either side of the hooded figure, a candle set in a wolf-skull holder sputters noisily. The hooded figure studies you briefly, then waves all but Morgan out of the room.

"Well, now," hisses the Master, "you are a resourceful youth. I fear I have underestimated your capabilities, but I will not make the same mistake twice." He stands, almost silently, and says "But I am not a vengeful man. I will give you an opportunity to free yourself from the debt of lives and trouble you have incurred in my abode." He reaches into the darkness behind his seat, and pulls aside a black curtain. Several large, slimy frogs sit in a cage behind the curtain. You can see the tips of long fangs sticking out from their mouths. "I will take payment in two forms — your service, or your life. The choice is yours." He smiles and you see that his face is almost bone-white. Will you agree to serve the Master (184), or refuse (183)?

**183.** You refuse to join the Master's band of villains. The Master sighs and waves his hand to Morgan. Before you react, Morgan presses his knife to your throat and forces you into the cage. The frog creatures leap on you immediately, attacking with long, sharp teeth. You are dead in a matter of seconds. Roll a new character and begin the module again.

**184.** The Master smiles, pleased. "Of course, I cannot give you your weapons at this time. The others do not trust you. After you gain their friendship, we will not have this little problem."



With that, Morgan leads you into the outer chamber, where the others who captured you wait. He turns to you and whispers, "Be careful, newcomer. Hugh will attack you if given any excuse." He then turns to the others and says loudly, "Meet our newest member, signed on by the Master himself!" He looks directly at Hugh as he says the last part of the sentence. The others greet you sullenly and turn away.

As you start to settle down, a little scaly creature runs into the room and squeaks, "Attackers! Attackers! Help us!" It runs back the way it came.

Morgan thrusts a sword hilt into your hands and drags you after the creature. You round a bend and enter a room, where the Master and two of the little creatures are battling Roderick and Salamdros.

"Kill them!" orders the Master. Morgan shoves you toward the fight. Will you attack Roderick and Salamdros (186), or will you try to kill the Master (185)?

**185.** You lunge at the Master, swinging your sword with all your might. The sword cuts through air where the master should have been standing. The room becomes a blur of colors whirling about your head. You fall to the floor, disoriented. Go to entry 190.

**186.** You leap at your former companions, and swing your weapon at them (AC 8). If you hit, go to entry 187. If you miss, go to entry 188.

**187.** You strike Roderick, and he staggers back, reacting sluggishly. His skin is pale, and he looks dead! The Master barks a command, and Roderick and Salamdros back away. Go to entry 189.

**188.** Your swing just misses Salamdros, but he reacts sluggishly. His skin is so pale he appears to be dead. Suddenly, the Master barks a command, and Roderick and Salamdros sep back and stand motionless. Go to entry 189.

**189.** You turn around and see the Master smiling. "Congradulations!" he says, "You have passed the test. If you had attacked us, we would have killed you in an instant. But now, you are one of us!"

Your character is now an evil member of a dangerous band of owlaws, and as such, is an NPC. He cannot be used in any other game as a player character. If you want to use a thief in another game, you must roll a new character.

**190.** You slowly regain your senses. You are in the same chamber, but everyone else is gone! All of your weapons and equipment lie beside you in a neat pile. You see no sign of the Master, Roderick, Salamdros, Hugh, or anyone else!

Standing unsteadily, you stumble about the chamber. The floor is thick with dust, and the only tracks in it are your own. The chamber looks to have been long deserted. You gather your weapons and slip into your equipment.

A hollow voice suddenly echoes throughout the chamber. "You have done well," it says, "and the gods of Law are pleased. If you demonstrate such faith and trueness of heart every day, you will do well in the world. Remember our words!" The dust swirls in front of you. Roll one die.



- 1 — Entry 191
- 2-3 — Entry 192
- 4-6 — Entry 193



**191.** As the whirlwind settles, you see a cloak and a pair of boots. After inspecting the craftsmanship you know both the cloak and boots are of elven workmanship. Go to entry 194.

**192.** As the whirlwind settles, you see a coil of rope. The hollow voice says, "Use this rope of climbing with care and nobility of purpose. Go to entry 194.

**193.** The glint of metal sparkles through the whirlwind. As the dust settles, you see a sword thrust into the ground. "Use this Magic Sword (+1) with wisdom and justice. Do not falter from the demands of Law, and you shall always prosper." Go to entry 194.

**194.** A chill breeze suddenly fills the room. The air is soon filled with the scent of mountain air. You take your reward and walk into the breeze. Before long, you stand on a sunlit mountain slope in the cold, crisp air. Far below, a caravan struggles along the pass. This is the end of your adventure. Your character has earned 300 experience points.

**195.** You cautiously peer behind the curtain, then slip into the room. With luck, you can stay in the shadows and avoid detection. Use the invisible ink marking pen to fill in any one box for each level of your character.

98	40	64	23
08	56	76	
29	33	38	

If any number is equal to or less than your move silently percentage, go to entry 198. If all numbers are greater, go to entry 199.

**196.** After a short pause, Salamdros says, "I think it best to attack now." He quickly turns and runs toward the opening. You and Roderick follow. Go to entry 197.

**197.** You pull the curtain aside and leap into the room. The man stands quickly and screams, "Get them!" Two of the little man-things charge. You may swing at one of the creatures (AC 6). If you hit, go to entry 200. If you miss, go to entry 201.

**198.** You slip accross the room unnoticed except for a few small rats watching you from the corner of the room. Near the pit, you find a small bag lying on the floor. Carefully, you open it and look inside. Finding 3 small gems (100 gp each), and a ring. Will you put the ring on (202), or save it for later (203)?

**199.** As you reach the halfway point in the room, one of the creatures sniffs the air. You stand very still, fearing it has discovered you. The ugly little fellow stands and runs in your general direction. Will you attack it (205), or remain motionless (206)?

**200.** You strike a solid blow, and the creature tumbles to the floor. The other monster swings it's club at you, but misses. You may strike again (AC 6). If you hit, go to entry 207. If you miss, go to entry 208.

**201.** You swing wide! Both creatures swing their clubs. You duck the first blow, but the second smashes into your ribs (take 3 points damage). You may strike again (AC 6). If you hit, go to entry 200. If you miss, go to entry 209.

**202.** You slip the ring onto your finger. Nothing noticeable happens until a rat scurries out of the shadows toward the exit. One of the small ugly man-things turns its head toward the sound. You think, "I wish you wouldn't do that, rat." and it stops, then returns to the shadows. The man thing shrugs its shoulders and turns back to the table.

You mentally order the rat to come sit at your feet. It sneaks toward you, then jumps onto your boot. The rat stays there as long as you concentrate on it.

You order the rats to attack the enemy in the center of the room. Immediately, six rats scurry out of the darkness, rushing toward the man and the creature. They rush past the brazier and overturn it, spilling hot coals across the lap of one of the man-things. It jumps to its feet, screaming and howling. The rats continue to attack, nipping ankles, and the little man-things scramble on their hands and knees, trying to catch the rats.

Salamdros dashes through the shadows and slips down the ladder. You keep your attention focused on the rats. Next, Roderick lumbers across the room and starts down the ladder. You edge toward the pit, and find that your concentration is slipping as you move. Finally you scramble down the ladder. Go to entry 227.

**203.** Note that you should go to entry 204 when you decide to put the ring on your finger.

Looking about the room, you notice several small bats hanging from the ceiling. You hurl a large rock into their midst. They drop from the ceiling and flutter about the room.

While the man and the little creatures beat the bats away from their heads, Salamdros and Roderick dash into the room toward the ladder. You start down. Roll 1d6. If you roll a 1-2, go to entry 210. If you roll anything else, go to entry 211.

**204.** You slip the ring onto your finger. About the same time, you notice a rat hiding in the shadows watching you expectantly. "Get lost, rat." you think. The rat scurries into the shadows. You quickly think, "Wait, come back and sit by my feet." The rat does so immediately. Go back to the previous entry and continue play.

**205.** You have surprised the ugly creature. You may strike at it twice (AC 6). If you hit once or twice, go to entry 212. If you miss both times, go to entry 213.

**206.** The little creature runs past you, apparently not even seeing you. It dives on a rat scurrying around in the corner. After a short struggle, it runs back to the brazier, and lays the rat on the coals. You carefully sneak the rest of the way to the ladder where you find a small bag lying on the floor. You open the pouch and find 3 gems (100gp each) and a ring. Will you put the ring on your finger (202), or keep it for later (203)?

**207.** You hit the creature before it can swing. It falls to the floor, dead. Salamdros fights one of the ugly creatures, and yet another lies dead at his feet. Roderick, who is battling the man, appears to be losing. With a heroic shout, you leap across your fallen foes to aid Roderick. Roll to hit the man (AC 3). If you hit, go to entry 214. If you miss, go to entry 215.

**208.** The creature hits (take 2 points damage)! You may strike again (AC 6). If you hit, go to entry 207. If you miss, go to entry 216.



**209.** Before they can strike again, a sword flashes behind them and one creature falls. Roll to hit the remaining attacker (AC 6). If you hit, go to entry 217. If you miss, go to entry 218.

**210.** Halfway down the ladder, the quiet above is broken by screaming and the clang of metal on metal. Will you leave your friends behind (219), or climb back up and help them (220)?

**211.** Your diversion works! Everyone climbs down the ladder without being noticed. Go to entry 227.

**212.** The little creature falls dead, but the man leaps up and points at you shouting. The little creatures turn to attack. At the same time, Salamdros pulls the curtain aside and charges into the room. Roderick is close behind. One little creature charges you. You may swing at it (AC6). If you hit go to entry 207. If you miss, go to entry 206.

**213.** The ugly monster recovers from its surprise and hits you with its club (take 2 points damage). The man shouts at the other creatures and they prepare to attack. Suddenly, you hear Roderick shouting, "We will help you!" He and Salamdros charge into the room. Roll to hit your attacker (AC 6). If you hit, go to entry 207. If you miss, go to entry 208.

**214.** Your sword bites into the man's shoulder. He wheels around and slashes. You block the wild swing with your weapon and duck. But the force of his blow knocks the sword out of your hand! He grins and steps closer to you, ignoring Roderick. Will you scramble away (221), or fight with hand-to-hand combat (222)?

**215.** Your swing goes wide. Ignoring you for the moment, he hits Roderick, who staggers under the blow. You may swing again (AC 3). If you hit, go to entry 214. If you miss, go to entry 223.

**216.** The creature swings again and misses. You may swing at it (AC 6). If you hit, go to entry 207. If you miss, go back to entry 208.

**217.** The creature falls, dead. Salamdros stands beside you, cleaning his sword. Roderick is searching the body of the human. The three of you search the room and find 50 gp hidden near the brazier. You check the ladder and climb down. Go to entry 227.

**218.** The creature dodges and your sword clangs against the floor. The monster quickly smashes your foot with its club (take 1 point damage). Salamdros slices into the little man-thing's side, and it staggers. Go to entry 217.

**219.** You now stand at the bottom of the ladder in a passage that curves to the left and runs out of sight. (use map). Smoldering torches line the walls. You creep down the passage slowly, listening to the noises of battle above. Suddenly a voice says, "Stop, traitor!" You wheel about and slip on a patch of loose sand, sprawling on the floor. Salamdros is climbing down the ladder, and Roderick stands above him, holding off their enemies.

Salamdros raises his hands and utters a spell. A brilliant point of light flashes from his fingers and strikes you (take 7 points of damage). (If you have taken more damage than you can withstand, your character is now dead.) You barely manage to stand. Will you flee (224), reason with him (225), or fight (226)?

**220.** You climb back up the ladder. Roderick battles the human, while Salamdros stands surrounded by the little man-things. As you emerge from the pit, two of the creatures turn and charge. You barely climb out of the pit before the creatures reach you. You may swing at one of the creatures (AC 6). If you hit, go to entry 200. If you miss, go to entry 201.

**221.** As you step back, you stumble over the body of a little man-thing and crash to the floor. The man raises his sword and strikes (take 4 points damage). Before he can raise his sword again, Roderick cracks his mace across the back of the man's head. Your attacker staggers and falls across your chest, knocking the wind out of your lungs. Salamdros quickly runs up and pulls the body away. After resting briefly, you search the room and find 50 gp in the man's belt pouch, then descend the ladder in the pit. Go to entry 227.

**222.** You leap at the fighter and grasp his neck, preventing him from swinging at you. He viciously smashes his elbow into your chest (take 1 point damage) and throws you aside. He raises his sword to finish you off, but suddenly staggers and drops to his knees. Roderick stands behind him, cradling a mace. You quickly roll away and stand before the fighter finally falls face-first on to the floor. After resting briefly, you all search the room. Salamdros finds 50 gp hidden in the corner, but there is nothing else of value in the room. The three of you climb down the ladder. Go to entry 227.

**223.** The man turns and swings, missing. Roderick strikes the fighter across the back of the neck with his mace, and the man drops to the floor, unconscious. The three of you breathe a sigh of relief and search the room. You find nothing of value except 50 gp. The three of you climb down the ladder. Go to entry 227.

**224.** Salamdros hits you again as you turn to run. You have now taken 27 points of damage in the last two entries; which is more than a 3rd level thief can withstand. You are dead. Roll a new character and start the module again.

**225.** He is in no mood to listen to reason. Go to entry 226.

**226.** Reluctantly, you turn to fight. Salamdros is prepared and strikes first, hitting you. You have now taken 25 points damage in the last two entries which is more than a 3rd level thief can possibly withstand. Your character is dead. Roll a new character and begin the module again.

**227.** You are standing in a passage at the bottom of the ladder (use map DD). Smoldering torches dimly light the sandy passage, which curves out of sight ahead.

As you walk down the passage, you hear faint noises. Salamdros signals the party to stop, and you listen intently for several seconds. Though you hear several voices, you cannot make out their words. Signalling the others to wait, you creep forward and peer around the corner. A large room lies ahead. The voices now grow more distinct, and you manage to catch a few words and phrases.

Three men are talking about some event that will take place soon. You do not know what they are discussing, but you know it is evil. They mention the "Master" twice, and you think one of them says "Stodos" once. Then, you hear a large creature growling, and a set of footsteps starts echoing toward you. Hurriedly, you slip back to the rest of your party. Will you attempt to rush through the room (228), go back and listen some more (229), or sneak into the room (230)?

**228.** You explain your plan to the others. The three of you will sneak as close as possible to the room, then rush through without stopping to fight. You will scream and make as much noise as possible to confuse those who occupy the room. The others nod in understanding and the three of you advance.

When you reach the corner, you give the signal to charge. Roderick screams horrendously as the three of you burst into the room (use map LL). Three men sit at a table, looking extremely surprised. A large wolf occupies a cage along one wall. There are two curtained doorways on the opposite side of the room. Will you go through the door on the right (231), or the door on the left (232)?

**229.** You creep back to the corner and listen to the men talk for fifteen minutes.

Someone they refer to only as the "Master" has planned an attack on the town in the valley. He has been gathering evil forces for several weeks, but still fears he does not have enough troops to ensure success. Therefore, he has asked the evil god Stodos for help. Tomorrow, under cover of a violent snowstorm caused by Stodos, all of the Master's troops will attack. The townspeople, unprepared and blizzard-bound, are sure to lose! You quickly go back and tell the others.

Roderick grows grim and whispers, "We must destroy the Master and this pagan outpost now, for only we can prevent this terrible attack!" Salamdros argues that your duty is to escape and warn the town of the attack. Will you side with Roderick (233), or Salamdros (234)?

**230.** You creep to the room's entrance and peer around the corner (use map LL). Inside, three men sit at a table eating. A wolf occupies a cage along one wall, and, on the far side of the room, you see two curtained doorways. As you study the room, the wolf sniffs the chill air and begins to whine. Suddenly, it turns toward you and lunges against its cage, snarling and snapping. The largest man stands, alarmed. "Shut up, you mangy beast!" he shouts. The wolf does not stop, so the man throws a bone into the cage. The wolf ignores the morsel and continues to snap at you. The man is now curious and walks toward you. You hastily duck out of sight and sneak back down the corridor. You cannot sneak through the room while the wolf is in it. Will you lead a charge into the room and fight the men (233), or lead a rush through the room, not stopping to fight (228)?

**231.** You run through the curtained doorway, and a blast of cold air sweeps over you. You stand in a small chamber (Use map KK) with an ice-covered floor. Daylight shines through a small, snow-filled opening ahead. You dash across the chamber, shouting "We found the exit, we've escaped!" Roll 1d5. If you roll a 1-2, go to entry 235. If you roll a 3-6, go to entry 236.

**232.** You pull the curtain aside and rush into the next room (map BB). You now stand in a small thin room lit only by two flickering lamps on a small table. A man dressed in a black robe sits behind the table. As soon as you enter the room, he leaps up and reaches for one of the levers set in the wall behind him. Will you dive over the table and grab his arm (237), circle around to him warily, watching for traps (238), leave this room (239), or try to trick him into believing you are a powerful wizard who will blast him if he pulls the lever (240)?

**233.** Roderick quickly sketches out a simple plan. The three of you will charge into the room, hoping to surprise those inside. Salamdros will cast a spell while you and Roderick attack the men. After Salamdros casts his spell, he will join the fight.

Roderick leads the charge into the room. You follow him, and Salamdros brings up the rear (use map LL). As you rush in, the wolf throws itself at its cage door. The men turn, surprised, and scramble for their weapons. The largest overturns the table in his haste. Roderick quickly strikes the closest man, who staggers under the blow. A streak of light flashes past you and strikes the largest man. The last man runs toward the cage, apparently hoping to free the wolf. Will you sneak behind Roderick's opponent and try to backstab (241), or attack the man running toward the wolf cage (242)?

**234.** Salamdros quickly says, "Once we enter the room, it will be every man for himself. One of us must escape! If any of us falls, the others must leave him behind. Do not stop to fight unless you must!"

The three of you sneak to the corner and Salamdros charges into the room with a thunderous yell. You follow, with Roderick right behind you (use map LL). Three surprised men sit at a table, and a large wolf occupies a cage along one wall. There are two curtained openings in the far wall. Suddenly, one of the men gathers his wits and thrusts his foot out in front of Salamdros. The elf sprawls to the floor! "Keep going!" he screams. Will you run through the doorway on the right (231), or the doorway on the left (232)?

**235.** You dash to the exit. Suddenly the snowbank ahead stirs. A huge warty man-like creature rises out of the snow! You skid to a stop in front of it. It shakes the snow off its face and croaks, "Who are you?" The huge beast hefts a tree branch to its shoulder. "I kill little man!" Will you fight (243), run between its legs (244), climb a wall to get out of its reach (245), or try to trick it (246)?

**236.** As you run toward the exit, the snowbank next to the opening stirs. Will you continue to run (235), or hide in the shadows (247)?

**237.** You dive over the table, and the robed man tries to dodge past you. Roll to hit (AC 10). If you hit, go to entry 248. If you miss, go to entry 249.

**238.** You cautiously advance, watching the floor for trap doors and trip wires. Go to entry 250.

**239.** You quickly turn and dash into the room you just left. Roderick fights a man who's back is to you. Salamdros fights another, and a third man is trying to open the wolf cage. You may run out the other exit (only if this entry was invisible when you turned to it), Go to entry 231, You man also backstab the man Roderick fights (241) or attack the man trying to open the cage (242).

**240.** You raise your hand menacingly and try to look powerful. "Stop," you shout, "or I shall turn you into a pile of cinders!" The robed man pauses for a moment, then laughs loudly.

"Ha! You are the little fellow my goblin captured! A good jest, but I must bid you farewell." He quickly pulls both levers, and a trap door opens in the floor beside him. You dash forward to stop him, but you are too late. He leaps into the pit and the door closes! His evil chuckle echoes throughout the room, and he is gone. Then the curtain parts and a large, white baboon-like creature steps into the room. It holds a large bone in its paw. Will you fight (251), run back into the other room (239), or try to move the lever that opens the trap door (266)?

**241.** You are behind your target. Roll to hit (AC 5, add 4 to your die roll.) If you hit, go to entry 252. If you miss, go to entry 253.

**242.** The man turns to defend himself. You may swing at him (AC 6). If you hit, go to entry 254. If you miss, go to entry 255.

**243.** As you swing you lose your footing on the ice and fall! The beast hits you (take 3 points damage. If this is more damage than you can withstand, your character is dead.) Will you scramble past the creature (244), or continue to fight (256)?

**244.** Throwing caution to the wind, you dive between the monster's legs. As you scramble past the creature, it hits you once (take 6 points damage). You now stand outside. Go to entry (258).

**245.** You quickly discover the walls are too slick to climb. Will you fight (256), or dive between its legs (244)?

**246.** It does not look very bright, so a trick might work. Choose what you want to say from the list below, then go to the entry indicated:

1. "The Master has ordered me to prepare the forces for battle. Stand aside, clod!" (entry 257).
2. "Quick! They are attacking the Master! You must save him!" (entry 259).
3. "Hey! Your shoes are untied!" (entry 260).
4. I'll give you 50 gp to let me pass," (entry 261).

**247.** You duck into a convenient corner and try to hide in the shadows. If you are a 1st level thief, use the invisible ink marking pen to fill in any one box below. If you are 2nd level, fill in any two boxes, and if you are 3rd level, fill in any three boxes.

83	99	02	30
54	40	72	89
21	75	59	82

If the number is equal to or greater than your saving throw vs. Spells, go to entry 288. If it is less than your saving throw vs. Spells, go to entry 289.

**248.** You tackle him before he pulls the lever, but he recovers quickly and starts a spell. You may swing at him (AC 10). If you hit, go to entry 264. If you miss, go to entry 265.

**249.** He easily slips out of your reach. Go to entry 250.

**250.** He pulls the first lever, and a trap door opens in the floor beside him. He jerks the second lever down and says, "Farewell peasant!" He leaps into the pit, and you hear the grating of metal on stone. The curtain parts, revealing a white, baboon-like creature carrying a large bone club in one hand. The trap door slams shut. You are alone with the creature! Will you fight (251), try to open the trap door and escape (266), or flee into the other room (239)?

**251.** The creature lunges, swinging its club and biting at you. You may swing at the beast (AC 7). If you hit, go to entry 267. If you miss, go to entry 268.

**252.** You strike, and the man falls to the ground, dead. From the corner of your eye, you see the wolf bound out of its cage. Will you fight the wolf (269), help Salamdros (270), or fight the man who freed the wolf (271)?

**253.** The man ducks to the side at the last moment, and your blow misses. As he ducks, Roderick thumps him solidly. The man backs up to the wall. You may swing again (AC 6). If you hit, go to entry 272. If you miss, go to entry 273.

**254.** He staggers from your blow, then leaps on you. Both of you tumble to the floor. You may strike again (AC 6), but you are -2 on your chance to hit. If you hit, go to entry 274. If you miss, go to entry 275.

**255.** You swing and miss. He quickly rolls aside and snatches his sword. You may swing again before he attacks (AC 6). If you hit, go to entry 276. If you miss, go to entry 277.

**256.** The huge monster steps closer and you swing at it (AC 5). If you hit, go to entry 278. If you miss, go to entry 279.

**257.** The huge beast stops and looks at you blankly. "Move aside!", you order. "The Master will be displeased." Finally it scratches its head and steps to one side. Your trick worked! You are free! Go to entry 258.

**258.** You have escaped! Now you must survive. You blunder through the snow toward the pass, your hands and feet growing numb with cold. Finally, you look down the mountainside and see a narrow line of men pushing through the snow. You struggle through the snow at your best pace, hoping the men are friendly.

Finally, you come close enough to recognize two of them. Daras the guide, and Black Beard the caravan guard. You scream and holler to attract their attention and they soon ride their mounts to you.

You tell them your tale. Taking care to emphasize the hazard the village will soon face. When you finish, Daras says, "We can do nothing for the caravan now, it was lost in the storm. We must go back to the village and warn them." You return to the village and warn the others of the doom they face. They quickly order the guard to prepare for the attack and they proclaim you a hero. The adventure is over, you have done very well. Your character has earned 500 experience points.

**259.** The creature studies you for a long moment. It has never seen you before, and it is smart enough to question your authority. Roll 1d6. If you roll 1-2, go to entry 279. If you roll 3-6, go to entry 280.

**260.** You look at the creature's feet, and see you said the wrong thing, since the creature doesn't wear any shoes. Go to entry 281.

**261.** The creature considers your offer. Roll 1d6. If you roll 1-2, go to entry 282. If you roll 3-6, go to entry 284.

**262.** A huge, warty man-like creature rises out of the snowbank, carrying a large club. It walks past without seeing you. Will you strike it from behind (285), or escape after it leaves (258)?

**263.** A huge, warty man-like creature rises out of the snowbank, carrying a club. It steps toward you. Will you fight it (256), try to trick it (246), or run past it (244)?

**264.** Your blow knocks his arm aside. A bright light flashes and foul smell fills the air. The robed man curses you and reaches for the levers again. You may swing at him (AC 10). If you hit, go to entry 286. If you miss, go to entry 287.

**265.** He casts a spell on you! Use the invisible ink marking pen to fill in any one box below.

1	11	6	2
13	17	0	12
5	3	9	15
1	7	17	18
4	16	10	8

If the number is equal to or greater than your saving throw vs. Spells, go to entry 288. If it is less than your saving throw vs. Spells, go to entry 289.

**266.** As you pull the lever, the creature bites you (take 1 pt damage). The trap door opens, and you jump in without hesitation. You fall 10 feet, but take no damage because you were prepared. The door closes above, and the area falls totally dark. Will you sit and wait (307), or search the area by torch (290)?

**267.** You strike the beast soundly. It howls and springs away from you, staying just out of reach. Will you leave the room (239), or try to drive the beast back into its cage (291)?

**268.** You miss, and the beast bites you (take 2 points damage). You may swing at the creature (AC 7). If you hit, go to entry 267. If you miss, go to entry 251.

**269.** The wolf springs toward you, its jaws ready to snap closed on you. You may swing at the beast (AC 6). If you hit, go to entry 292. If you miss, go to entry 293.

**270.** Salamdros shouts, "Stop the wolf!" Go to entry 269.

**271.** You rush the man and the wolf bounds past you, attacking Roderick. You may swing at the man (AC 6). If you hit, go to entry 254. If you miss, go to entry 255.

**272.** Both you and Roderick strike the man. He falls to the ground. The wolf now escapes his cage and springs into the room. Will you fight the wolf (269), the man who freed it (271), or help Salamdros (270)?

**273.** Your swing goes wide. The man strikes at Roderick and misses. The wolf now escapes its cage and attacks you! It snaps its jaws shut on your arm (take 2 points damage), then backs up to attack again. Go to entry 269.

**274.** You manage to hit him. He strikes back, but misses. You may swing again (AC 6), -2 on your die roll. If you hit, go to entry 276. If you miss, go to entry 275.

**275.** You do not hit the man, but Salamdros quickly comes to your aid. In a few moments, the man lies motionless on the floor. Go to entry 308.

**276.** Your sword bites into his side, and he falls. Go to entry 308.

**277.** The man swings and hits you (take 3 points damage). Salamdros steps between you and your attacker (his foe already lies dead on the floor). Roderick grabs your arm and pulls you away from the action. "You need healing!" he shouts. If you have not asked Roderick to heal you, he will cast a spell on you now. Otherwise, go to entry 295.

**278.** You nick the huge creature. It swings at you and hits (take 5 points damage). Maybe, you think to yourself, this monster is too tough for you. Will you continue to fight (279), or run past it (244)?

**279.** It smashes you with its club (take 8 points damage)! If you are still alive, you realize you cannot win by fighting it. You may try to run past it. Go to entry 244.

**280.** The trick works! The giant stomps past you to help the Master. Will you strike it from behind (285), or escape while you can (258)?

**281.** It looks at its feet and yells, "You think me dumb? Me not dumb, me smash!" Go to entry 279.

**282.** You have 50 gp, give them to the creature and go to entry 283. If you do not have the gold, tell this to the giant man-thing and go to entry 279.

**283.** The monster steps aside to let you pass. Go to entry 258.

**284.** The beast says, "Me smart! Me just smash you. Get gold. Make Master happy!" Go to entry 279.

**285.** The creature is so large and surprised, you cannot miss. You automatically hit. It staggers a bit, then turns around. You may swing again (AC 5) before it attacks. If you hit, go to entry 296. If you miss, go to entry 297.

**286.** You hit him as he pulls the first lever. A trap door opens in the floor. Before you recover from your swing, the man leaps into the pit and the doors swing shut. Will you pull the same lever (298), pull the other lever (299), or go back to help your friends (239)?



**287.** Suddenly, the floor opens beneath your feet! You fall a short distance and land hard (take 1 point damage). A trap door closes above your head, plunging you into darkness. Will you sit and wait (307), or search the area by touch (290)?

**288.** A feeling of paralysis grips you for a second, but you shake it off. You may strike the man (AC 10) again. If you hit, go to entry 286. If you miss, go to entry 287.

**289.** You cannot move! The man chuckles and pulls a lever. A trap door opens beneath your feet and you fall into the pit (take 1 point damage). The trap door slams shut. Go to entry 307.

**290.** You carefully search the dark area by XXXX. You are in a small straight broad pit. After an hour of searching, you touch a loose stone and pull it. The sound of rock scraping and rock echoes beside you. You feel around carefully and discover an opening. As you crawl through, you touch a torch and a piece of flint. You use the flint and your steel sword to create a spark over the torch and you soon have a light. Now you can see that the tunnel extends ahead of you as far as the light shines.

You crawl through the endless tunnel for hours. Finally a dim light shines ahead. You quickly scramble along the last section of the tunnel and break out into the chill moonlight. After a short rest, you begin the long trek down the mountain.

Throughout the rest of the night and the next day, you wade through deep snow. Often, you must hide in shallow caves, embankments, and frozen streams as strange creatures approach. Finally, hungry, tired, and nearly frozen, you see a town ahead. Using the last of your strength, you stumble to the main gate. Your pitiful condition convinces the guards to open the gate. As they drag you inside, you realize this is the same town you recently fled. It does not matter, however, for it can't be any worse than the caves you have just escaped. Half deliriously, you babble your tale, taking care to emphasize the hazard the town faces. As you finish, the last of your strength gives out and you pass out.

When you finally return to consciousness, you are lying in a bed in a richly decorated room. A young serving girl sits at your side. As soon as she sees you are awake, she leaves to summon the mayor. In a matter of minutes, a portly, well-dressed man enters your chamber and informs you that your warning saved the town. He places 100 gp in your hand as a reward.

Due to the hardship of your escape from Blizzard Pass, your character has permanently lost 1 point of constitution. This adventure is now over. Your character has earned 500 experience points.

**291.** You force the baboon-like creature back into the cage, though it is not an easy task. You hastily slam and fasten the door. As you finish, you hear steps behind you. Sword raised to strike, you wheel about and see Salamdros. "The job is done," he says, "but Roderick is dead. What have you here?"

You tell him of your adventures in this room. "No doubt you met the Master," he says. The two of you search the room, even the pit. There is no sign of the evil man, though you find the last of the equipment the Master's creatures stole from you. You also find a small chest, which you open with care. The Master's plans for the attack on the valley rest inside, along with five gems (200 gp each). There is nothing else in the room.

You return to the other room, and find another 500 gp, then leave by the last exit. Go to entry 309.

**292.** The wolf howls, and tries to bite you. It misses, but comes so close it tears your shirt. Suddenly, Salamdros strikes the creature's back. You may swing at the creature again (AC 6). If you hit, go to entry 300. If you miss, go to entry 301.

**293.** The wolf bites you (take 3 points damage). You may swing at it again (AC 6). If you hit, go to entry 292. If you miss, go to entry 301.

**294.** Roderick quickly places his hands on your wound and prays. Gradually your wounds close. You are healed 5 hit points. (If this increases your total number of hit points to more than you started the game with, you now have the number you started with). While Roderick heals you, Salamdros dispatches the remaining opponent. Go to entry 308.

**295.** Roderick drags you away from the fight, saying, "Watch for others!" He leaps into the battle with a howl, and quickly helps Salamdros make short work of the last man. Go to entry 308.

**296.** The giant staggers back, but still stands on its feet. It swings at you and misses. You may strike again (AC 5). If you hit, go to entry 302. If you miss, go to entry 297.

**297.** It blocks your attack with its club, then quickly returns your blow. You skip backward and barely escape. Before you recover, the beast swings again and smashes the club into your side (take 4 points damage). You may attack again (AC 5). If you hit, go to entry 296. If you miss, go to entry 303.

**298.** The trap door opens and you look into the pit. It is empty. Will you leap in to investigate (307), or go back to help your companions (239)?

**299.** The sound of metal grating on stone fills the air. The curtain parts and a white, baboon-like creature steps into the room. It carries a club in one hand. Will you fight (251), or return to your companions (239)?

**300.** The wolf falls dead. Go to entry 308.

**301.** The wolf bites your arm (take 2 points damage). Salamdros strikes and the creature falls dead. Go to entry 308.

**302.** The beast crashes to the ground in front of you. You may now escape (258).

**303.** The ugly creature hits you again (take 6 points damage). It definitely looks like this was a bad idea. Will you try to run past (244), or fight? If you fight, roll to hit (AC 5). If you hit, go to entry 302. If you miss, go to entry 305.

**304.** You jump into the pit, and the doors slam shut above. You are plunged into darkness. Will you sit and wait (307), or will you search the area by touch (290)?

**305.** It swings and hits again (take 9 points damage). You now believe fighting was a bad idea. Will you try to run past the creature (244), or continue to fight? If you fight, roll to hit (AC 5). If you hit, go to entry 302. If you miss, go to entry 306.

**306.** The monster smashes you again, killing you. You have taken more damage than a 3rd level thief can possibly withstand. Roll a new character and begin the module again.

**307.** After several minutes of waiting, the trap door opens overhead. The light blinds you momentarily, but you soon realize that the men who opened the door are not your friends. You recognize one of the figures as the robed man you met when you first entered the room. He says, "So you thought you could escape us. I am sorry to disappoint you." He turns away from the pit and signals the other men who nock an arrow in his bow. He fires an arrow at you. Since there is no place to hide, you are quickly slain. The adventure is now over. Roll a new character and begin the module again.

**308.** After allowing yourselves a brief rest, you pull aside the curtain on the left. You see an empty room (use map BB) lit by two candles on a table. A dark curtain drops to the floor behind the table, and you can see two levers poking through a hole in the curtain. The three of you search the room.

Salamdros finds a cell holding a white, baboon-like creature behind the curtains. Upon examining the levers, you discover that one of them opens the cage, and the other opens a trap door in the floor. Roderick finds a small chest and you carefully open it. Inside you find the Master's plans for attacking the village and five gems (100 gp each). There is nothing else in the room.

As you examine the plans, Roderick says, "We must warn the town. Let us go to the other exit and try our luck there. The three of you quickly go to the other doorway (use map KK). It opens into a small, tunnel-like cave. The air is very cold, and ice and snow cover the floor. There is an exit on the other side of the room partially blocked by a large snow-drift. As you near the drift, you see that it has been disturbed by a large creature recently, but the creature is gone now. You walk through the exit and stand outside.

The three of you trudge down the pass in brilliant sunshine for the rest of the day. Finally, near nightfall you spy the lights of a small village, and soon stumble exhausted into a small inn on the outskirts. You quickly tell your story, and the inn-keeper spreads the alarm. You are given rooms and treated like

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-Continued from previous column  
heroes. Though you are not present at the battle, to fight the Master's evil forces, the inn-keeper tells you that the villagers were able to win the battle easily, thanks to your warning. You are given room and board for many days to come, until you recover your strength (and hit points). Finally, you are well and ready to leave. The villagers give each of you 50 gp and wish you a pleasant journey. Your character has earned 500 experience points. This ends your adventure, but beware; the Master may return for you!

**309.** The two of you carefully peer behind the curtain and you find a small tunnel-like chamber. Daylight shines through a small hole in the far end. You slowly walk around the hole in the floor, taking care not to fall.

As you XXX the exit, you see the tracks of a large beast. Though you probe the snow drift inside the doorway and search the entire XXXX you see no other signs of any creature. When you are certain this is not a trap, you leave the chamber and step outside.

After escaping the caverns, you trudge down the mountainside. As you approach the pass, you see a narrow line of pack animals and men struggling through the snow. XXXXXX both of you rush down the few remaining yards, stumbling and tripping as you XXXXXelly, you XXXX the sledge. The merchants quickly wrap you in thick furs and listened to your story. Even before you have finished, they send a messenger to the valley town and prepare themselves for battle. The adventure has ended for you. Your character has earned 500 experience points.

## PART 3: BLIZZARD PASS FOR GROUP PLAY

### To the DM:

Although *Blizzard Pass* is a solo-module, you may also use it for group play. In this section, you will find a set of encounters designed for a party of four or five players. The party should include 2nd and 3rd level characters of all major classes.

In group play, the monsters will often react differently than they did in solo play. This is because the monsters are now faced with a better equipped, more unified party, and will react accordingly. This also prevents players from reading the group section to gain information for solo adventuring.

### Background

You recently took passage aboard a caravan travelling to Darokin across *Blizzard Pass*, the treacherous path that winds over the Cruith Mountains between the Five Shires and Darokin. Since the pass is famous for foul weather and evil inhabitants, you thought it wise to travel with a large group.

The caravan had advanced well into the narrow pass when a howling blizzard swooped down off the peaks, driving a wall of snow before its ferocious gales. The snow fell so fast you could not distinguish the mountainsides from the sky. Within seconds, you lost sight of the caravan, though an occasional shout or whinny pierced the howling winds. You stumbled through the blizzard for hours, searching for shelter from the bitter cold.

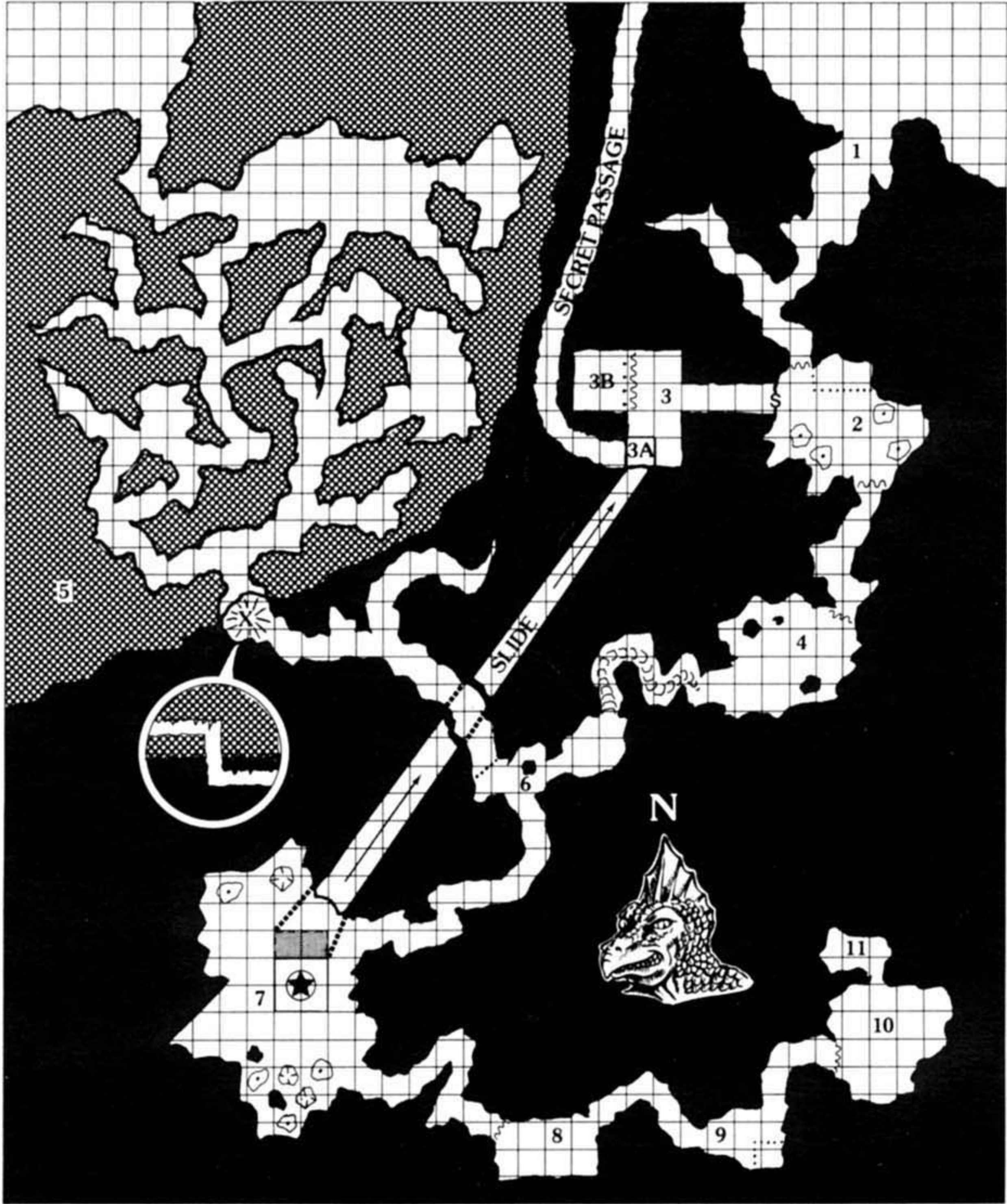
At last the storm broke, the sky clearing as suddenly as it had grown stormy. You wasted no time before beginning the search

for the caravan. Soon, you found the body of a driver half-buried in the snow. From the wounds on his body, you knew that someone or something had murdered him. Not long after, you found the rest of the caravan. Every driver and passenger lay dead in the snow, their bodies twisted and contorted into odd positions. You quickly discovered that they had all been murdered, too, for their bodies showed signs of violence. The fight was not one-sided, however, for the bodies of several dozen attackers—large wolves and short green-gray men—lay not far away. Finally, you found a beaten trail leading up the mountain through the snow.

You knew that something had to be done about this situation, and, since you were the only civilized men within miles, you would have to be the ones to do it. As the adventure begins, your party is hiding in a snowbank near the entrance to a cave. The trail leads into this cave.


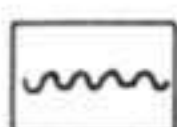


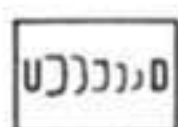

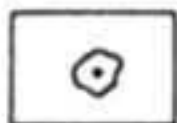

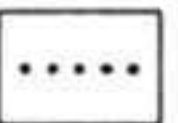



# BLIZZARD PASS: GROUP ADVENTURE MAP



1 SQ. = 10 FEET

## KEY

- |  |  |  |  |  |
|--|--|--|--|--|
|  STATUE      |  CURTAIN    |  STALAGMITE      |  TRAP AREA    |  NATURAL STAIRWAY |
|  ROCK COLUMN |  STALACTITE |  NATURAL CHIMNEY |  BARS OR GATE |  HIGHER AREA      |

## PART 4: THE CAVERNS

### 1. Ogre Guard Post

One ogre (AC 5; HD 4+1; hp 25; #AT 1; D 1-10; MV 30'; Save F4; ML 10; AL C) armed with a large club and five iceballs lives in this cave. It may throw these iceballs 60', doing 1-12 points damage. The ogre, who hides in a snowbank near the entrance, can see the area in front of the cave. It will spot anyone who enters this area normally. It will remain hidden until it can do the greatest damage (until the party has partially or completely passed). It is not very smart, however, and the characters may trick it if they give a convincing reason for entering the cave. A pouch containing 100 gp is hidden in the snowbank.

### 2. Main Meeting Room

Three fighters (AC 4, 5, 6; LV 3, 2, 2; hp 22, 15, 12; #AT 1; D 1-8; MV 40'; Save F 3, 2; ML 9; AL C) wearing armor and carrying swords sit around a table in this room. Two wolves (AC 7; HD 22; hp 10, 9; #AT 1; D 1-6; MV 60'; Save F1; ML 8; AL N) and a dire wolf (AC 6; HD 41; hp 23; #AT 1; D 2-8; MV 50'; Save F2; ML 8; AL N) occupy cages along one wall of this large meeting room. A table with three chairs and several candles occupies the center of the room. A large, fur curtain hangs over the exit on the far wall. The entrance to the Master's chamber is concealed by a secret door. The men will attack any strangers entering the chamber, trying to keep the attackers away from the secret door. While the other two fight, one of the men will attempt to open the wolf-cages. If he succeeds, the wolves will obey his commands, as long as the commands are not complex. When the dire wolf dies, the morale of any remaining wolves will drop to 6.

If the ogre in area 1 is still alive, it will come to investigate any sounds of fighting. If the players attempt to trick the ogre again, they will find it most angry about the last trick. The Master in **encounter area 3** will hear any fighting that occurs in this chamber and be prepared for combat if the players discover the secret door to his chamber (**encounter area 3**).

Each man carries 50 gp. There is no other treasure in this room.

### 3. The Master's Chamber

The Master's private chamber lies behind this secret door. The

"Master" is a cleric (AC 10 or 4; LV 4; hp 20; #AT 1; D 1-6; MV 40'; Save C4; ML 8; AL C). He has memorized the following spells:

**First Level: cure light wounds, resist cold**

**Second Level: hold person**

He also wears a **ring of fire resistance**. If he hears fighting in the **Main Meeting Room, area 2**, the Master will don his chainmail and pick up his shield. Otherwise, his armor will lie spread out over the table.

This is a small, dim chamber furnished with a bed, a large table, a chair, and a chest. A large black curtain covers part of the wall opposite the door. There are two levers on the wall next to the curtain. The longest lever opens a pit next to the chair (**encounter area 3A**). The second opens the **Snow Ape's Cage, area 3B** behind the curtain. If the Master is in great danger, he will pull both levers, escaping through the pit while the characters fight the snow apes. (He always carries a piece of fresh meat for the shrew in the pit.)

His chest contains clothing and other common items. It is not trapped or locked. The Master's personal papers and 3 gems (400 gp each) are hidden in a secret compartment in the bottom of the chest. If the characters read the papers, they will learn that some of their fellow travellers are imprisoned somewhere in the caverns (the Master records only that he had them "taken below"). They will also discover the Master is planning to do something sinister and cruel in the near future (use your imagination; perhaps he is planning to invade a nearby village). There is nothing else of value in the room.

Player characters who are lucky or clever enough to defeat the Master will discover his **ring of fire resistance** and a pouch of fresh meat. If the Master escapes or the player characters do not discover his chamber, he will prepare an ambush. He will wait for the characters in **encounter area 2, the Main Meeting Room** until they enter it a second time. (If they do not discover the secret door leading to his chamber, he will set up the ambush after they leave and wait for them to return.)

If the Master ambushes the party, an ogre guard (AC 5; HD 4+1; hp 26; #AT 1; D 1-10; MV 30'; Save F4; ML 10; AL C) will fight with the Master until it is defeated or wins the battle. The Master, however, will flee if he appears to be losing.



### 3A. Pit of the Giant Shrew

A giant shrew (AC 4; HD 1; hp 8; #AT 2; D 1-6/1-6; MV 60'; Save F1; ML 12; AL N) lives in this 10' deep pit. It always has initiative on its first attack and is +1 on other initiative rolls. Creatures of 3 HD or less attempting to enter the pit (of their own free will), must save vs. Death or run away in fear. A **silence, 15' radius** will disorient the shrew, giving it AC 8 and -4 to hit. The Master keeps the shrew nearly starved, so it will attack anything that enters the pit. (When the Master enters the pit, he tosses a chunk of meat to the animal.) There is a small secret door on one wall of the pit. This leads to a long, cramped tunnel, opening several hundred yards away from the cavern entrance. High above the secret door, a chute opens into the pit. The slide from **encounter area 7, The Temple** ends here.

### 3B. Snow Apes' Cage

Two snow apes (AC 6; HD 3; hp 17, 12; #AT 2; D 1-6/2-12; MV 30'; Save F3; ML 11; AL C) occupy this cage. Anyone pulling the shortest lever found in the **Master's Chamber, area 3** will release the apes. The apes will then rush into the Master's Chamber and attack anything in this area. If their morale fails, they will flee from the cave, attacking anyone in their way. There is no treasure in their cage.

### 4. Barracks

A brazier in the center of this chamber casts a dim light throughout the room. Ten goblins (AC 6; HD 1-1, hp 4 each, #AT 1; D 1-6 or by weapon; MV 20'; Save Normal Man; ML 9; AL C), sit in the one corner drinking a red liquid and croaking off-key songs. They are -2 to hit, and automatically lose the first initiative roll. In the opposite corner, the goblin leader (HD 3; hp 18; D 1-8+1; ML 10) and a fighter (AC 3; LV 2; hp 15; #AT 1; D 1-8+4; MV 40'; Save F2; ML 9; AL N) discuss battle plans. The fighter has a **sword +1 NSA**.

Several cots and mounds of straw are arranged haphazardly about the room. Many various weapons lie piled against the walls. There is little else in the room, since the creatures do not trust each other. Each goblin carries 10 sp, while the leader and the fighter each carry 100 gp.

### 5. The Troglodyte Dens

If the player characters carefully scout the area outside the main cavern entrance, they will notice wisps of steam floating into the air from behind a wall of ice and snow. This wall hides the entrance to a warm, moist cavern heated by geothermal energy. The cavern is the home of 10 troglodytes (AC 5; HD 2; hp 12; #AT 3; D 1-4/1-4/1-4; MV 40'; Save F2; ML 9; AL C). They surprise on a roll of 1-4 and cause a sickening stench requiring a save vs. Poison. Failure to save results in a -2 to hit.

When the party enters the cavern, they have a 30% chance of encountering 1-3 troglodytes. This chance increases 5% every turn they remain in the caverns, until they have encountered all 10 of the troglodytes inhabiting the caverns.

The Master's caverns have been linked with the troglodyte's den at the point marked with an X. The player characters may climb through this opening into either set of caverns.

### 6. Y Intersection

The passage divides at this point. A gate with iron bars blocks the tunnel leading to **Troglodyte Dens, encounter area 5**. This gate reaches from floor to ceiling. The bars are 6" apart. The gate has a narrow door near its center. This door is locked at all times. The lock is old and rusty, but a thief may pick it if he makes a successful open locks roll. If the party searches the area carefully, they will find the key to the door under a rock on their side of the gate.

### 7. The Temple

The roof of this natural cavern arches to a height of 30.' Stalactites and stalagmites stand near the walls. A large statue of a toad dominates the center of the room. Even though its belly and throat lie flat on the floor, the statue rises to a height of ten feet. Its multi-faceted eyes bug out of its head like a fly's. When light strikes them, they flash and scintillate in fascinating patterns.

Four rock toads (AC 2; HD 3+1; hp 22, 19, 17, 14; #AT 1; D 1-6; MV 20'; Save F3; ML 7; AL N) hide behind the stalagmites at the edge of the room. Any character who looks into the eyes of a rock toad must save vs. Paralyzation or remain motionless for 2-8 rounds. These creatures will attack any person not accompanied by the Master or the assistant cleric from **area 8, the Guardroom**.

On a roll of 1-2 (1d6), any person standing in front of the statue triggers a trap that opens the mouth. The floor directly in front of the statue then tilts violently, pitching the victim through the mouth and onto a slide. The slide leads to **encounter area 3A, Pit of the Giant Shrew**. Any character dropping onto the slide suffers 1-8 points damage when he falls into the pit.

A small chest is hidden behind the stalagmites on the far side of the room. This chest is trapped with a blinding gas. The gas will explode in the face of anyone opening the chest without first removing the trap, filling an area 5' around the victim. All characters in this radius must save vs. Dragon Breath or be blinded for 3-12 turns. Within that time, the assistant cleric from **area 8, Guardroom** will come to the temple to say prayers, and immediately summon the fighters from **area 8, Guardroom**. A **potion of healing** and a clerical scroll with a **protection from evil** spell are hidden in a secret compartment in the bottom of the chest. The rest of the chest is filled with clerical robes.

### 8. Guardroom

Occupying this room are three fighters (AC 4; LV 1; hp 9, 8, 6; #AT 1; D 1-8; MV 40'; Save F1; ML 8; AL C) and the temple's assistant cleric (AC 2; LV 3; hp 15; #AT 1; D 1-6; MV 40'; Save C3; ML 10; AL C). The cleric has memorized **cure light wounds** and **light** spells. The cleric goes to the temple every three turns to make his devotions. In combat, the fighters will protect the cleric while he casts spells. If possible, the cleric will cast the cure spell on the most seriously injured of his party. If he is wounded, however, he will save his cure spell for himself.

The room is furnished with a table, several chairs, and extra weapons. There is food and drink here, but none of it has been touched. The fighter with the most hit points carries the key to the cell in **encounter area 9**. There is no treasure hidden in the room, but each man carries 200 gp. The cleric also has a pair of loaded dice.

### 9. Prisoners' Cell

There is a small cell in one corner of this room, otherwise it is barren. Inside the cell, five merchants (AC 10; HD 1/2; hp 3, 2, 1, 1, 1; #AT 1; D by weapon; MV 40'; Save Normal Man; ML 5; AL L), sit glumly with their backs against the wall. Although all are injured, they will welcome any chance to escape. Because they are concerned only with their own lives, they will not help in a fight, even if given weapons. They know the layout of the cave between the entrance and this room, but do not know what creatures or guards might be encountered. They have no treasure. If asked about the goods the caravan carried, they know only that everything was sent away to be sold. If rescued, they will pay a reward of 100 gp to each person in the party.

The cell door is locked. A guard in **encounter area 8** holds the key.

## 10. Kitchen

Eight kobolds (AC 7; HD ½; hp 3 each; #AT 1; D 1-4; MV 20'; Save Normal Man; ML 8; AL C) and a bugbear (AC 5; HD 3+1; hp 23; #AT 1; D 1-8+1; MV 30'; Save F3; ML 9; AL C) work in this room, preparing the daily meal for the Master's forces. The kobolds are armed with kitchen knives and mallets. The bugbear carries a sword. Because the bugbear is with other creatures, it will have only a normal chance for surprise. However, the bugbear always fears a surprise inspection by the Master, so has stationed one kobold at the doorway to watch the passage. The party cannot surprise the creatures in this room under normal conditions. The room is filled with dried meats, cauldrons, bones, and wood. A fire burns in the center of the room, directly under a small smoke hole.

If the bugbear dies, the kobolds will immediately surrender, hailing the party as their saviors. They will then join the party and follow

whether wanted or not. If the party meets the Master, the kobolds will betray the party, fearing the Master more than the player characters.

The bugbear wears a pendant with three gems around its neck (20 gp). The kobolds keep a community treasury hidden beneath a loose stone under the fire. This treasury consists of several pretty rocks, four shiny bits of metal, 100 sp, and the mummified body of a rat.

## 11. Storeroom

This is the home of 20 giant rats (AC 7; HD 1/2; hp 2 each; #AT 1; D 1-3 5% chance of disease; MV 40'; Save F1; ML 7; AL N) with whom the kobolds (**area 10**) wage constant war. The rats will attack any creature that enters the storeroom. The walls of this room are lined with shelves and boxes. All the boxes and shelves are empty. There is no treasure in this room.

# PART 5: NEW MONSTERS

## Rock or Cave Toad

Armor Class: 2  
Hit Dice: 3+1\*  
Move: 60'(20')  
Attacks: 1 bite + special  
Damage: 1-6 charm

No. Appearing: 1-4 (1-4)  
Save As: Fighter 3  
Morale: 7  
Treasure Type: V  
Alignment: Neutral

About the size of a large dog, the rock or cave toad weighs 150 pounds. It carries a hard, bumpy shell on its back (like a turtle). On its head, it has bulging, multi-faceted eyes similar to a fly's. The eyes shine with a hypnotic glow. Any creature gazing into the eyes must save vs. Paralysis, or be paralyzed for 2-8 (2d4) rounds. The eyes will continue to cast a feeble light (5' radius) for 1-3 hours after the creature dies, but the hypnotic powers will be lost. When attacking, it bites with its horny, beaked mouth. The rock toad lives in rocky, cold regions such as high mountains or frozen deserts.



## Snow Ape

Armor Class: 6  
Hit Dice: 3 + 1  
Move: 90'(30')  
Attacks: 1 club/1 hug  
Damage: 1-6/2-12

No. Appearing: 0 (2-20)  
Save As: Fighter 3  
Morale: 7 (11)  
Treasure Type: K  
Alignment: Chaotic

Snow apes are squat, baboon-like creatures with shaggy white fur. They are somewhat intelligent, and often make simple tools, like clubs or sharpened bones. They cannot, however, grasp more complicated concepts, such as the use of a bow and arrow. Because of their camouflage, they are extremely difficult to see in snowy conditions (surprising on a 1-4). The snow ape uses one arm to attack with a weapon and attempts to hug its victim with the other. Because the snow ape is so strong, any creature caught in its hug takes 2-12 points damage each round until freed. The ape will maintain its hug until it is slain or its morale breaks.

Although generally reclusive, the snow ape is clever and cruel, preferring to ambush its victims whenever possible. If trapped or cornered, the snow ape fights viciously (use the morale in parentheses in this case). Although they cannot make intelligible sounds, snow apes communicate with each other using a complex sign language. In addition, snow apes often leave messages for each other using a system of stacked rocks and snowballs. They live in high mountains and snowy wastes.



# PRE—ROLLED CHARACTER FOR THE SOLO ADVENTURE

Player Name: \_\_\_\_\_

Character Name: \_\_\_\_\_

Character Class: Thief

Level: 1

— This character is just starting as an adventurer.

Hit Points: 7

— He has the maximum number of hit points a 1st level thief can have. He will do better in a fight than most thieves, but should still be careful!

Armor Class: 6

— His dexterity improves his Armor Class by 1.

Movement: 120' (40')

Strength: 9

— He has an average strength.

Intelligence: 11

— He has an average intelligence.

Wisdom: 10

— Likewise, he has an average wisdom. Up to this point, he seems like an average character.

Dexterity: 15

— But, he is quick and nimble! This will help him survive his adventures.

Constitution: 18

— And he is very healthy! This will make a big difference, especially as he improves.

Charisma: 8

— He has an unpleasant personality. He should not rely on his friends all the time, and should try to treat them nicely.

## TO HIT ROLL NEEDED:

AC:	9	8	7	6	5	4	3	2	1	0
	10	11	12	13	14	15	16	17	18	19

## SPECIAL SKILLS:

Open Locks: 15%  
 Find or Remove Traps: 10%  
 Pick Pockets: 20%  
 Move Silently: 20%  
 Climb Sheer Surfaces: 87%  
 Hide in Shadows: 10%  
 Hear Noise: 1-2  
 +4 to hit when striking unnoticed from behind  
 Double damage when striking unnoticed from behind

— His thieflly skills are not great at this point. He should try to use them, but certainly should not count on their working all the time.

— He should use these skills whenever practical. They will mean the difference between life or death!

## SAVING THROWS:

Poison or Death Ray: 13  
 Magic Wand: 14  
 Turn to Stone or Paralysis: 13  
 Dragon Breath: 16  
 Spells or Magic Staff: 15

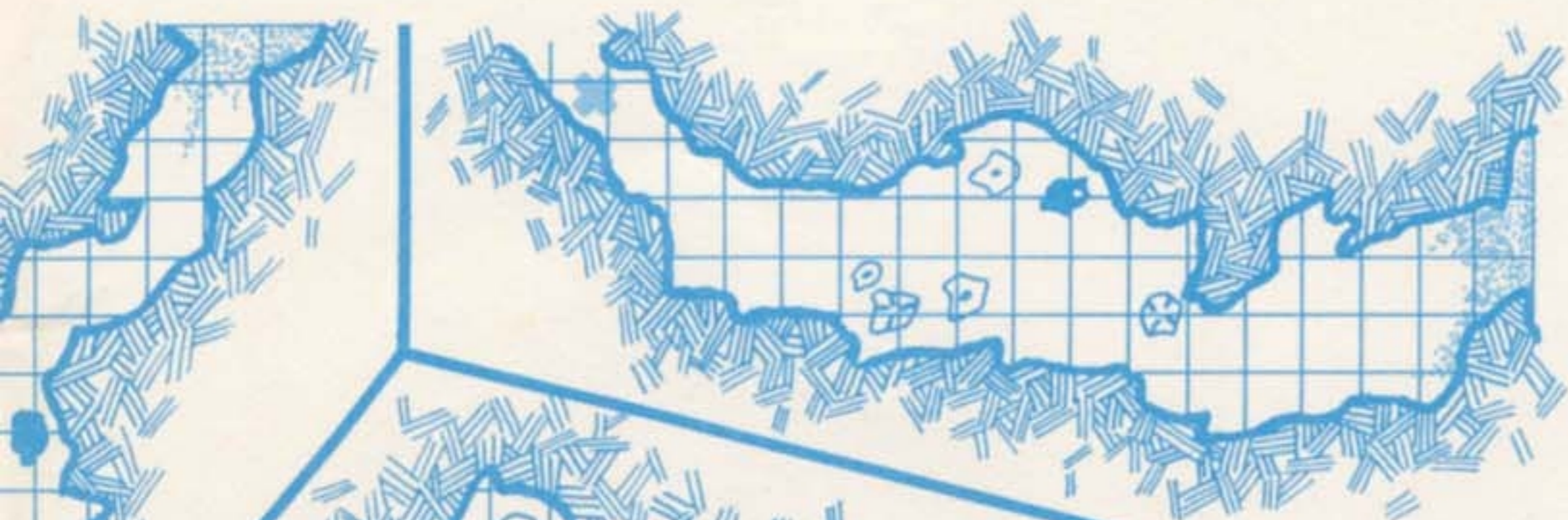
— His saving throws are normal. However, he should be especially careful around dragons and spellcasters, since he has poor saves against them.

## EQUIPMENT

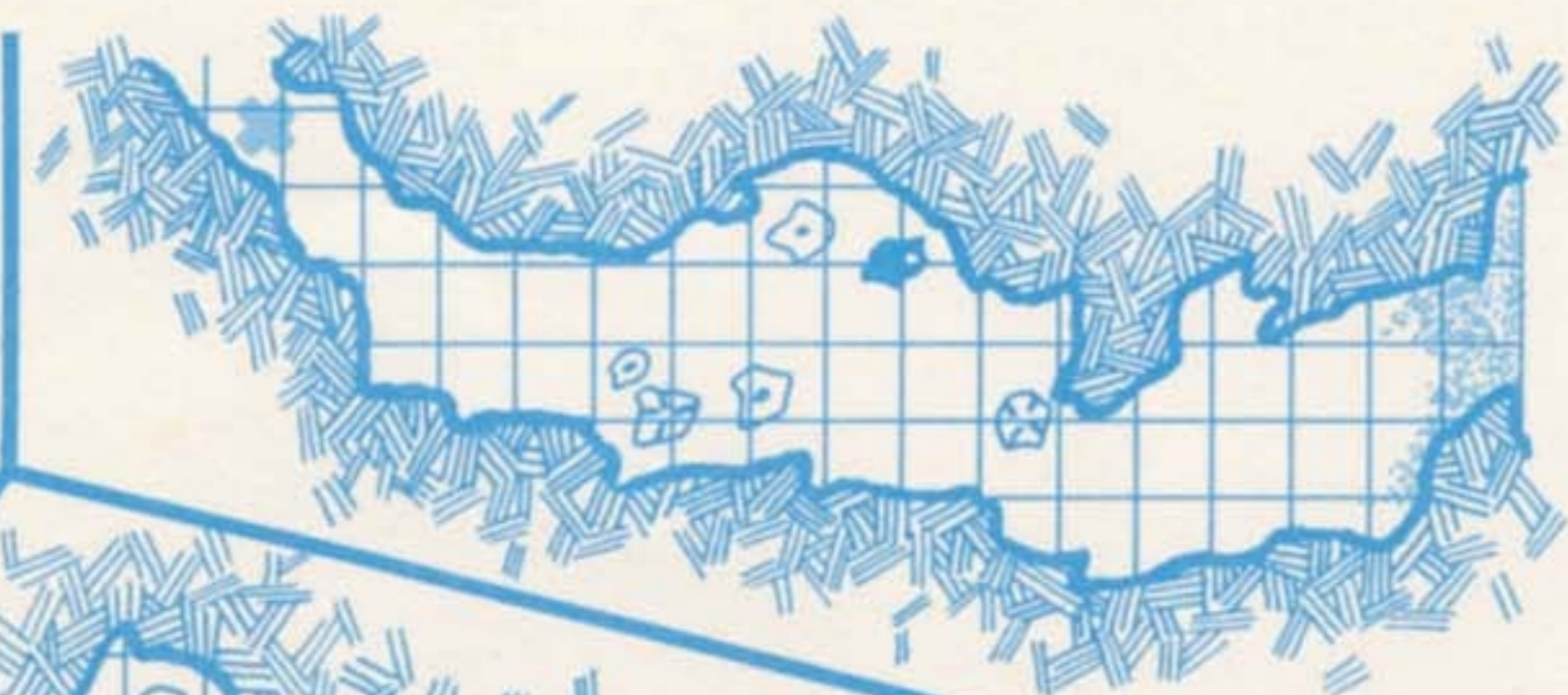
Sword  
 Leather Armor  
 Backpack  
 50' Rope  
 Thieves' Tools  
 Tinder Box  
 6 Torches  
 Wine Skin with Wine

— He has chosen equipment that will help him in his thieflly activities. However, he could not afford a bow and arrows. He should consider buying these as soon as he has some money!

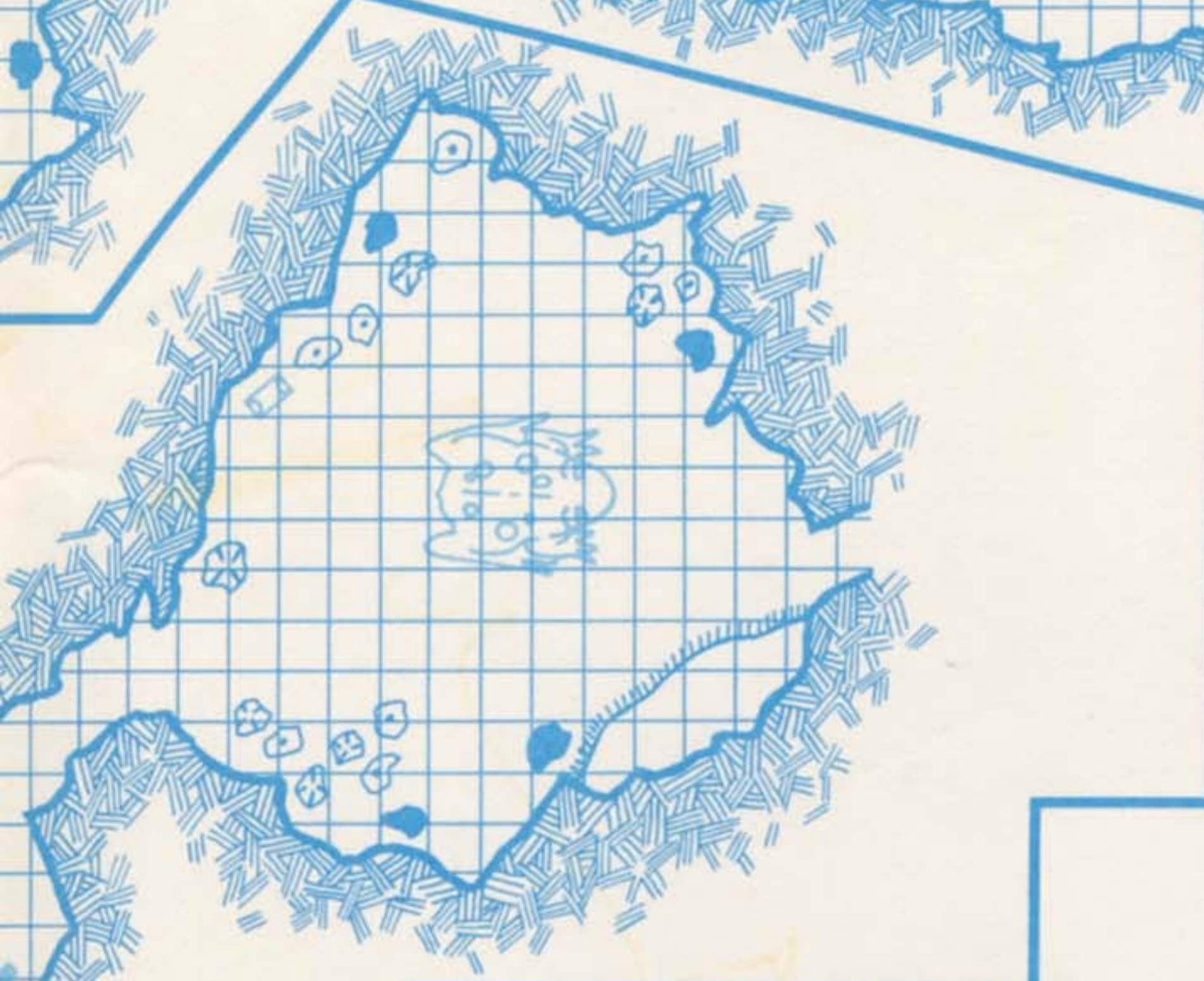
# S: SOLO ADVENTURE MAPS



MAP JJ



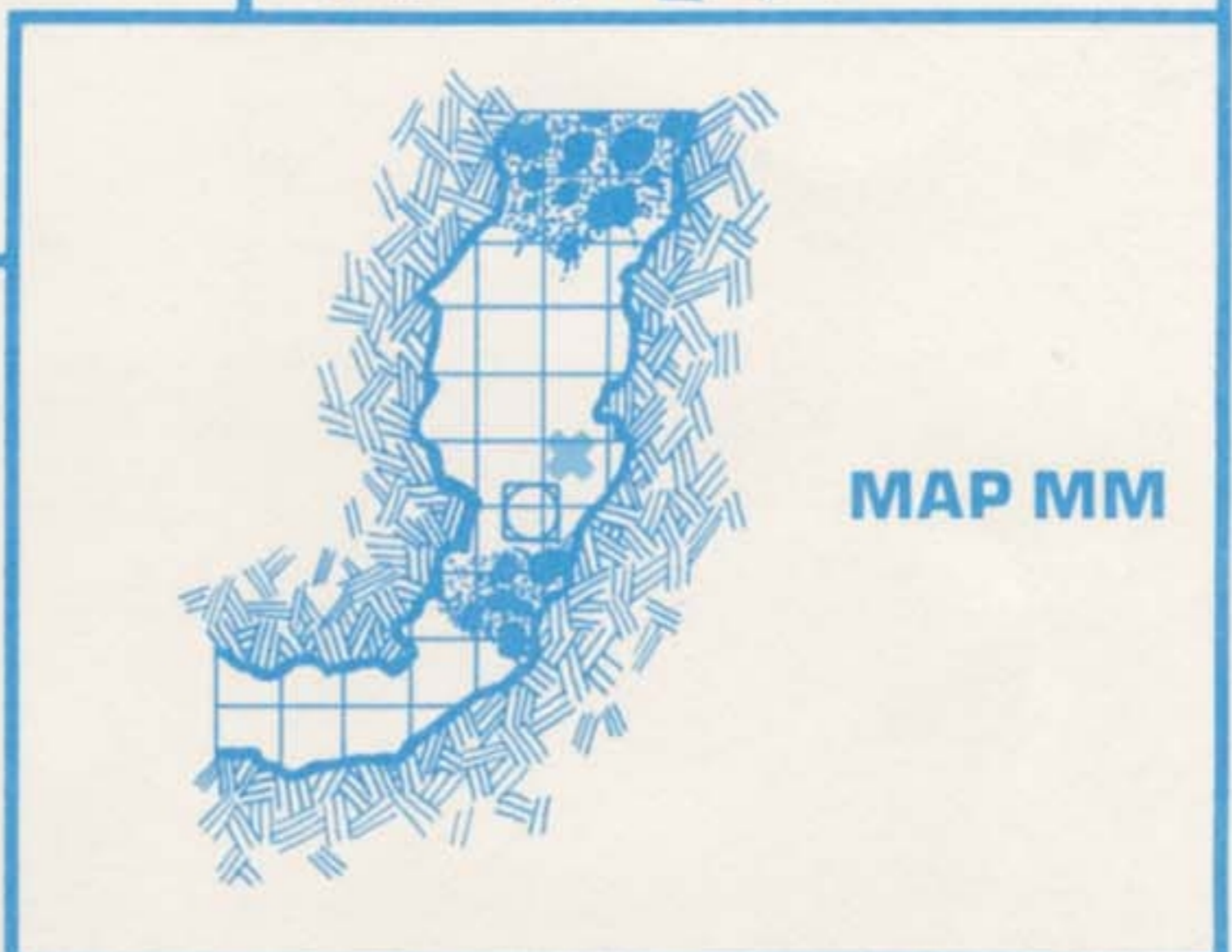
MAP KK



MAP LL



MAP MM



MAP NN



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## Module for Basic Set

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### Blizzard Pass

by David Cook

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OR  
Group Play Level 1-3

The storm sweeps off the mountaintops without warning, as if conjured by some supernatural power. Within minutes, huge drifts of snow have halted the caravan, and the snow falls so hard it is impossible to see more than five feet. You huddle next to the sledge, trying to shelter your numb face from the icy winds.

A dozen half-human forms march into view out of the raging blizzard. The little man-things carry wooden spears or long, unsheathed swords in bony, gnarled hands. Their blood-red eyes quickly fall upon your sledge and the ugly creatures turn toward your hiding place.

Will you survive to uncover the secret of Blizzard Pass?

This module contains all you need to solve the riddle of Blizzard Pass, including 14 maps, an invisible ink marking pen, a complete solo adventure, a pre-rolled character, and an outline for group play!

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## SAVINGS THROWS

Saving Throw	Fighter									Cleric						Thief					
	Normal Man									Character Level											
	1-3	4-6	7-9	10-12	13-15	16-18	19-21	22-24		1-4	5-8	9-12	13-16	17-20	21-24	1-4	5-8	9-12	13-16	17-20	21-24
Death Ray/Poison	14	12	10	8	6	6	5	5	4	11	9	7	6	5	4	13	11	9	7	5	4
Magic Wands	15	13	11	9	7	6	6	5	5	12	10	8	7	6	5	14	12	10	8	6	5
Paralysis/ Turn to Stone	16	14	12	10	8	7	6	6	5	14	12	10	8	6	5	13	11	9	7	5	4
Breath Attack	17	15	13	11	9	8	7	6	5	16	14	12	10	8	6	16	14	12	10	8	6
Rod/Staff/Spell	17	16	14	12	10	9	8	7	6	15	13	11	9	7	5	15	13	11	9	7	5

Dwarf				Elf				Halfling			Magic-User				
1-3	4-6	7-9	10-12	1-3	4-6	7-9	10	1-3	4-6	7-8	1-5	6-10	11-15	16-20	21-24
8	6	4	2	12	8	4	2	8	5	2	13	11	9	7	5
9	7	5	3	13	10	7	4	9	6	3	14	12	10	8	6
10	8	6	4	13	10	7	4	10	7	4	13	11	9	7	5
13	10	7	4	15	11	7	3	13	9	5	16	14	12	10	8
12	9	6	3	15	11	7	3	12	8	4	15	12	9	6	4

## 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
6	40	35	34	45	44	92	32	54
7	45	40	38	50	48	93	35	58
8	50	45	42	55	52	94	38	62
9	54	50	46	60	55	95	41	66
10	58	54	50	65	58	96	44	70
11	62	58	54	70	61	97	47	74
12	66	62	58	75	64	98	50	78
13	69	66	61	80	66	99	53	81
14	72	70	64	85	68	100	56	84
15	75	73	67	90	70	101	58	87
16	78	76	70	95	72	102	60	90
17	81	80	73	100	74	103	62	92
18	84	83	76	105	76	104	64	94
19	86	86	79	110	78	105	66	96
20	88	89	82	115	80	106	68	98
21	90	92	85	120	82	107	70	100
22	92	94	88	125	84	108	72	102
23	94	96	91	130	86	109	74	104
24	96	98	94	135	88	110	76	106
25	98	99	97	140	89	111	78	108

\* The chance of success is reduced by 5% for every level of the victim above 5th. Thus, a 7th level thief picking the pocket of a 10th level fighter would have a 25% chance of success (50 - 25 = 25).

**Percentages of 100 or more:** A stuck or exceptionally difficult lock, carefully hidden trap, slippery wall, or very faint noise may cause a penalty to be applied to the normal chances (+5%, -10%, -20%, etc.). If, after applying such penalties, the chance of success remains 100% or greater, adjust it to 99%, allowing a 1% minimum chance of failure in all cases. **HOWEVER**, do NOT modify "Move Silently" or "Hide in Shadows" chances unless the thief's specific actions warrant it (trying to move silently but quickly, hiding when very near torchlight, etc.).

### ABILITY SCORE BONUSES AND PENALTIES

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

### CLERIC TURNING UNDEAD TABLE

Undead	Cleric's Level										
	1	2	3	4	5	6	7	8	9-10	11-12	13-14
Skeleton	7	T	T	D	D	D	D	D	D	D	D
Zombie	9	7	T	T	D	D	D	D	D	D	D
Ghoul	11	9	7	T	T	D	D	D	D	D	D
Wight	—	11	9	7	T	T	D	D	D	D	D
Wraith	—	—	11	9	7	T	T	D	D	D	D
Mummy	—	—	—	11	9	7	T	T	D	D	D
Spectre	—	—	—	—	11	9	7	T	T	D	D
Vampire	—	—	—	—	—	11	9	7	T	T	D
Ghost	—	—	—	—	—	—	11	9	7	T	T
Special	—	—	—	—	—	—	—	11	9	7	T

**Hit Dice:** 1d6 per level, 9d6 maximum, +1 hit point per level thereafter.

**T** = automatic Turn, 2d6 Hit Dice of Undead

**D** = automatic Destroy, 2d6 Hit Dice of Undead

**D\*** = automatic Destroy, 3d6 Hit Dice of Undead

# DUNGEONS & DRAGONS®



Combat Shield and Mini-adventure

## “The Treasure of the Hideous One”

by David Cook



An adventure for character levels 4-7

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Graphic Designer: Ruth Hoyer  
Cover Artist: Jeff Easley

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### CONTENTS

How to use this adventure.....	1
Adventure background.....	1
Wandering monster encounters.....	2
Encounter key.....	3
New monsters.....	7
The Veteran's Tale.....	8
DM Map 1: Suggested Wilderness.....	3
DM Map 2: Isle of Rosentos.....	6

### How to use this adventure

The Treasure of the Hideous One is a mini-adventure for use in D&D® Expert campaigns. Unlike other Expert Game modules, this adventure is short enough to be played in one session.

This adventure provides you with a ready-to-use hidden treasure that you may introduce into your players' campaign when player characters find a treasure map or some other clues to a great treasure. At that time, read The Veteran's Tale (p. 8) aloud to them or give them a photocopy of it. Do not force the player characters to find the treasure immediately; they may already be in the middle of an adventure. Allow the players to choose when their characters will search for the treasure. Once the characters have The Veteran's Tale, you may read it to the players anytime they want to hear it. Do not offer any information that is not given in the tale, however.

Although the characters will be searching for a treasure, they will have no map to guide them. Their "map" is The Veteran's Tale. It includes all the information and clues the players need to find the treasure. The players should read and study the tale carefully to learn the location of the treasure.

This adventure is set in the same campaign world as all other D&D® Basic and Expert adventures (for a map of the land, see p. 32 of the Expert rule book). If the players follow the clues, their characters probably set out on the adventure from the village of Luln. If they do not, adjust the necessary encounters. If you do not want to use the adventure's treasure "map" in its given location, feel free to change the adventure accordingly.

The treasure itself is large and well-guarded. Characters below 4th level will probably find the challenges of this adventure more than they can handle, and Basic Game DMs will find that much of the adventure's information is only compatible with the Expert rules. Save this scenario until your player characters are ready for Expert play.

### Adventure background

#### The lost expedition

The Veteran's Tale describes an expedition on which a great treasure may have been found. Player characters can learn more about the expedition by searching old records, listening to epic songs, and consulting sages. You may decide how much of the following additional information the characters discover in their research.

## “The Treasure of the Hideous One”

The expedition was undertaken 100 years ago by Colonel Rosentos. The colonel led a troop of 200 soldiers, most of whom were on foot. Duke Stefan the Hermit ordered Rosentos and his troop to explore and claim the lands to the west. At that time, the duke's lands were very new.

The colonel sent back periodic reports of the expedition's progress. After Rosentos reached the small village of Luhn, however, the reports stopped. No more was ever heard from the expedition. Rumors speculate that Rosentos found a fabulous treasure and, preferring not to give out shares to his men, betrayed them to an evil sorcerer. The rumor has never been proven true.

If the current duke learns of plans to find the fabled treasure, he sends ducal collectors to accompany the party so that a proper share of the treasure may be taken for the duke's treasury.

### The four treasures

Four possible treasures have been included so that you may incorporate the adventure into your existing campaign more easily. The treasures match the four treasure categories given in the Expert rules: normal treasure, magical treasure, combined treasure, and special treasure.

**Normal treasure.** 10,000 gp; the Jewel of Achmed—a giant sapphire worth 2,000 gp

**Magical treasure.** The Armory of Morphos: sword +3, Int 10, AL L, 1 language, find traps, detect magic, extra damage; 20 +1 arrows; a stone of controlling earth elementals

**Combined treasure.** 5,000 gp; 5 pieces of matched jewelry, worth 500 gp each or 3,500 gp as a set; a ring of regeneration

**Special treasure.** The Essence-Orb of Trinkla, the Black Sage: a large, semitransparent stone sphere that pulsates with a living darkness. The sphere sits on a pedestal shaped like a dragon's foot. The pedestal is carved from a single bone. The Essence-Orb has the power to answer one question a month per character unless the question cannot possibly be answered. There is a 50% chance the answer is absolutely correct and a like chance the answer is absolutely incorrect. The question need not require a yes or no answer, but it must pertain to one specific subject. The Essence-Orb does not interpret questions, nor does it ever volunteer information. The power of its magic is infused throughout the stone, pedestal, and building where it is found. If any character removes the stone, the power of the spell is broken. Returning the stone to its original position restores its power.

## Wandering monster encounters

Characters have two kinds of wandering monster encounters while they are searching for the treasure: random encounters and special encounters.

### Random encounters

Use the standard rules and tables given in the Expert rules to determine if characters have random encounters during the adventure.

### Special encounters

The following special encounters may occur whenever you wish, provided the characters are moving through the proper terrain. The locations of these encounters are not given on the maps.

**Sunken lair of the hydra.** Read the boxed text aloud to the players when their characters are near the riverbank.

The sound of something lumbering and slithering rises ahead. Small branches and reeds snap as the sucking plop of large feet draws slowly closer. Birds squawk and take wing. Suddenly, a loud splash echoes off the river. All is still again.

As the characters move ahead, they come upon a muddy trail that leads to the riverbank. If they check the trail, they notice the tracks of a large, claw-footed creature. A flat, smooth smear that seems to follow the footprints' path occasionally blots out the prints.

The heads of 10 “crocodiles” are bobbing up from the surface of the water near the shore. The heads bob under at different times, and resurface near the same place each time. The creatures' eyes carefully watch the characters' movements.

The 10 heads are actually the heads of a single hydra, who is cunningly trying to lure prey close to the river's edge. If the characters come closer, the hydra attacks a single character. The hydra is likely to make this attack on any disabled or limping character, on the character showing the most wounds, on the slowest moving character, or on the character closest to the riverbank.

If six or more of the hydra's heads strike in a single round, they hold the character and begin dragging him into the river at a rate of 5 feet per round. The six heads continue to hold each round, but do not do any more damage. The hydra's other four heads prevent the other characters from rescuing the

“prey.” Any character being held by the hydra can break free when one of the heads holding him is destroyed.

Three rounds after gripping its prey, the hydra drags the character underwater. A submerged character can hold his breath for a number of rounds equal to his Constitution score. After that time, the character must make a saving throw vs. dragon breath. If the character fails, he drowns. If the character succeeds, he survives for 1 more round. He must make another saving throw at a -1 penalty in the next round. The die roll penalties are cumulative. Characters have a -2 on all damage and hit rolls when they fight underwater.

Hydra: AC 5; HD 10; hp 61; MV 120' (40'); #AT 10; D 1-10 each; Save F10; ML 10; AL N

Just downstream is a large hollow built into the riverbank. This is the hydra's lair. A small mud nest holding 10 hydra eggs rests in the lair. Broken bones and treasure are scattered about the lair, which is half-filled with water. The treasure consists of 5,000 cp, 2,000 sp, and a solid lapis lazuli (a gemstone) bracelet worth 3,000 gp.

**Mudbeasts of the swamp.** Read the boxed text aloud to the players when their characters reach the swamp.

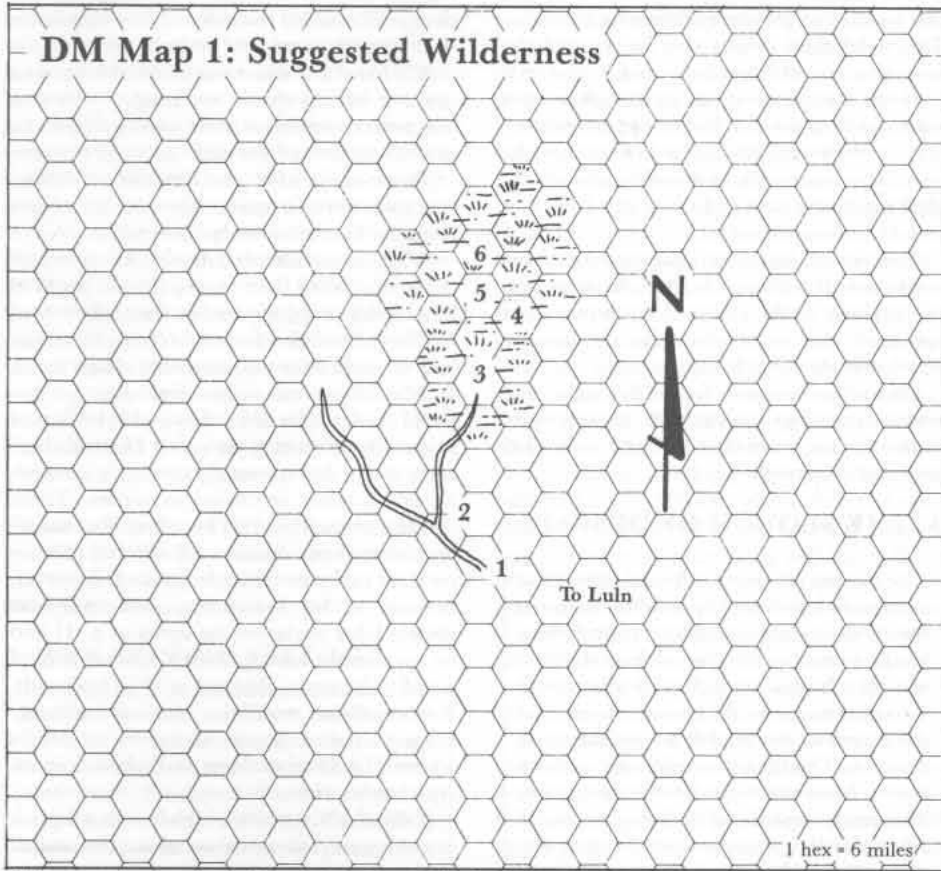
The swamp is hot and muggy. Tiny gas bubbles ripple the surface of the water. Suddenly, a loud plop shatters the humid air. Mud splatters everywhere. A sucking sound gurgles from the surface of the swamp as two great serpentine necks shoot up from the muck. The scum-dripping, fanged heads waver 12 feet above the swamp's surface, looking for prey.

These creatures are actually one monster, a giant serpentweed. The plant has sent up its two head-stalks to attack the party. The plant attacks until either it or the characters are slain. If the characters can get 20 feet away from the head-stalks, they are safely out of range of the plant. The stalks then slither back into the muck and mire. This creature has no treasure.

Giant Serpentweed: AC 6; HD 9 per stalk; hp 45, 40; MV 0'; #AT 2; D 2-12; Save F9; ML 12; AL N; immune to fire, illusions, and mind control spells

For a complete description of the giant serpentweed, see the New monsters section at the end of the adventure.

**Encounter key** (Use DM Map 1.)



This map does not exactly match any map in the Expert rules. Because of this, you may place this map where you wish.

**1. GRISBALDOS' GRAVE**

Near a slow part of the river is a small rise. A grove of oak trees stands on the top of the rise.

Near the center of the oak grove, screened from outside view, rests a rotting stump. A scattering of rocks is gathered close to the stump. The stones once formed the cairn over Grisbaldos' grave.

A pale green light moves and flits through the trees of this grove at night. The light is the ghost of Grisbaldos. If the characters camp in the grove, the ghost enters their camp either in the form of darting, glowing balls, or as a single shaft of light rising up from the ground. The light then slowly forms into the transparent figure of a man dressed in tattered, timeworn clothes. Its head lolls strangely to one side, and characters may notice thick, dark rope burns about its neck.

The ghost slowly approaches the characters, its arms outstretched. As soon as it

touches a character, the ghost evaporates in a cloud of light. Nothing else happens to the other characters. If any character tries to turn the ghost, the ghost breaks apart in a cloud of swirling light. A wild, maniacal laugh echoes through the grove. Just as the laughter dies down, a freezing wind thunders through the grove. The gust is so strong it lifts leaves, sticks, and small items and flings them through the air.

Any character touched by the ghost reacts strangely to the other characters, and doesn't appear to recognize them. Secretly tell the touched character that he can no longer see, hear, taste, smell, or move. You should play this character for the next hour of game time.

The touched character immediately begins asking the other characters, "Where is Rosentos?" This is all the character asks, and he is very insistent about discovering the answer. If other characters say that Rosentos is dead, the touched character still asks the same question, and continues to do so for the next hour.

The ghost of Grisbaldos has temporarily possessed the character. While possessed, the character is able to answer questions about Rosentos' expedition up to the point when Rosentos killed Grisbaldos. Most important, Grisbaldos' ghost can tell the characters how Rosentos' men died during the night (they were killed by the hydra at the riverbank) and what direction in which the troop planned to march along the river (upstream). The possessed character does not offer any information unless asked.

After 1 hour, the spirit of Grisbaldos departs. Before it leaves, however, it demands a holy oath of the characters. The ghost insists that the characters find and slay Rosentos, or face its eternal haunting. If the characters do not take the oath, or if they break it, Grisbaldos' ghost follows the characters for the rest of their lives. The spirit cannot cause physical damage, but its appearance may cause embarrassment or danger. In no way is the spirit useful or helpful. The characters may banish the spirit only by fulfilling the oath or by visiting the most revered member of the possessed character's religion.

**2. BANDITS' PLAIN**

The 5-foot-tall grass that rises above the steep bank of the river is yellowing under the heat. Dustclouds clog the air. A light breeze blows off the plain and down the river.

Suddenly, across the breeze comes the sound of whinnying and the creak of leather. A demonic-looking humanoid rises up from the long grass. His body is swathed from head to toe in thick, black polished armor and metal studs. The creature's face is held tight in a menacing leer. He holds a glittering black blade.

Beside the humanoid stands a lean, black horse. Pale fire glows in its eyes. The horse whinnies and stomps as smoke rises from the long grass around its feet. The humanoid speaks in rapid, clicking syllables. It starts forward and says in Common, "Lay down weapons, for you have disturbed me!"

The being is an elven bandit chieftain, dressed in heavy leathers and wearing a mask that gives him a demonic appearance. His horse is similarly outfitted. Phosphorescent paint outlines the horse's eyes. A small, well-contained fire burns near the horse's hooves.

The chieftain is stalling for time until the rest of his men are in position. He advances to within 20 feet of the characters, and he remains ever watchful. The instant the char-

## “The Treasure of the Hideous One”

acters start to do something hostile, the chieftain casts his *magic missile* at the character who appears to be the most heavily armored. The chieftain then closes on the characters, brandishing his sword, which bursts into flames.

Elven Bandit Chieftain: AC 1; E 7; hp 29; MV 120' (40'); #AT 1; D 1-8+1; Save E7 +1; ML 9; AL C; *ring of protection +1*; *ring of fire resistance*; *sword +1*, flames on command

Spells. First Level: *charm person*, *magic missile*, *shield*  
Second Level: *invisibility*, *web*  
Third Level: *fireball*, *hold person*  
Fourth Level: *confusion*

Thirty-five other bandits are hidden in the grass. The chieftain gave them orders to circle the characters. If the characters do nothing, the bandits surround them in 1 turn. If the characters attack the bandit chieftain, have each player roll three dice. If the dice roll is half of the character's Wisdom score or lower (round fractions up), the character notices faint movement in the grass to the sides. Do not give the player any more information than this.

The bandits completely surround the characters 2 rounds after combat begins. While the chieftain fights the characters head on, the bandits try to take characters by stealth and numbers. Groups of five bandits each slip through the grass, trying to get behind unsuspecting characters. If the characters are not looking or watching their rear, the bandits successfully move into position behind the characters the first time they try it.

The bandit groups then spring, each group attacking a single character. Four of the five try to grab the legs and arms of the character they are attacking, while the fifth moves in to stab the helpless victim. Of the first four attacks made, each successful hit means the bandits have grabbed one of the character's arms or legs. If the bandits grab both of the character's arms, the character cannot use a weapon. If the bandits grab both legs, they yank the character to the ground. A character can break one hold each round by announcing he is trying and then successfully making a hit roll. The bandits continue to fight until there are no other gripped or fallen characters, or until 20 bandits have been killed.

Bandits (35): AC 7; NM; hp 5 each; MV 120' (40'); #AT 1; D 1-8; Save NM; ML 8; AL C

There is a chance that the the dry grass catches fire during the fight. A flaming weapon of any type has a 10% chance per

round of starting a fire. A fire-based spell has a 50% chance of starting a fire. The fire starts out small, but grows to a blaze in 5 rounds. The wind then carries the fire toward the river at a rate of 5 feet per round.

If the bandit chieftain or the characters start the fire, the fire blocks the characters' way to the river. When the fire reaches the river, it spreads up and down the riverbank, growing larger and engulfing the land at a rate of 15 feet per round.

The bandit chieftain wears a *ring of fire resistance*. If a blaze is started, he steps into it, laughing evilly. If the characters do not approach him as he stands in the fire, he attacks them, using his spells.

Characters within 5 feet of fire suffer 1d4 points of damage each round. Those caught in the fire for more than 1 round suffer 2d6 points of damage.

### 3. THE SLOUGH OF DESPAIR

The swamp is breezy and cold. The wind ripples the patches of open water between the reeds. Geese take wing, their forlorn honks silencing the few crickets that are out on this bleak day. A pool of stagnant water lies beyond a thick stand of reeds. In the center of the pool is a hemisphere of darkness. Suddenly, a piercing scream bursts from the heart of the blackness. The reeds explode in a flurry of life as swampbirds shoot up toward the dark sky.

If the characters leave the area, nothing happens immediately. Four hours later, however, all Lawful characters begin to feel guilty about deserting the voice in the swamp. You should tell these characters that they must try to convince the others to return to the swamp and help whoever screamed. The Lawful characters could argue that it is evil to desert someone who obviously needed help. They could also argue that they should not be afraid of danger in helping others, and that their own greed is distorting their values. You may suggest these arguments to the Lawful characters.

After 8 hours, the Lawful characters should insist on going back even if they must leave the party. Tell the players of Lawful characters that their characters are intelligent and can make plans about their return. They do not have to return recklessly or foolishly.

If another character casts a *remove curse* spell on a Lawful character, that character is freed from the compulsion to return to the swamp. The character always feels a twinge of regret about the incident, however.

If the characters enter the darkness in the swamp, they blunder around in the dark, but

they find nothing. Once the characters have entered the darkness, they no longer feel a compulsion to aid the voice. They only learn that the area is magical and not evil.

All characters who enter the darkness must make a saving throw vs. magic. Whether characters succeed in their saving throws or not has no immediate effect on their actions.

Three turns after entering the darkness, the voice shrieks again. The scream erupts from the blackness every three turns.

When the characters leave this area, all those who failed their saving throws begin to have small, nagging doubts about their own abilities. Describe for each character some lack of confidence that suits that character. A Lawful character might feel that he has failed, and that he didn't have what it takes to rescue the screaming person. A Neutral character might feel uncertain about his neutrality or his talent at solving mysteries. These doubts are small and do not affect the character's overall personality. An affected character does suffer penalties in combat, however, because of his insecurities: the character always loses initiative; he fights at a -1; and he must make saving throws against mental attacks (illusions, charms) at -1. This condition continues until the character actively helps to defeat hostile monsters or NPCs whose Hit Dice or level is higher than or equal to his own.

If the characters use a high level spell (such as *commune*) to learn more about the area of darkness, they learn that it is some type of test set by a god. The characters cannot learn how well they did at the test.

### 4. THE BURNED VILLAGE

The desolate frames of a few rude huts stand on stilts at the edge of a small, spongy hummock. The huts' roofs are missing, and the floors have splintered and sagged into the water below. The stilts and few scraps of remaining wood are charred. Reeds grow around the huts, clogging the waterways.

This is the first village mentioned in *The Veteran's Tale*. Raided and then abandoned many years ago, the village is nothing more than moldering ruins that are a haven for foul undead.

If the characters enter the ruins, they find that not all the huts have collapsed. Some floors are solid and can safely support the characters' weight. Junk is scattered throughout the huts that remain standing.

The characters may search the huts for clues. Every turn the characters search, there is a 10% chance they find this clue: a crude

## “The Treasure of the Hideous One”

map carved on a piece of bone. Characters can use the map to find the second village mentioned in *The Veteran's Tale*. There is also some writing on the bone. Characters having an Intelligence score of 13 or higher have a 40% chance to recognize the writing as being similar to some language the character already knows. The writing reads, “Truly the days of Kelshet and his evil hordes are numbered!” However, there is no indication of which village was led by Kelshet. The piece of bone is the only clue the characters find in the huts.

After the characters have been in the huts for 1 turn, 15 ghouls enter and attack. The ghouls have climbed the stilts out of the water, preparing to attack the hut(s) from all sides. They have done this very quietly. The ghouls look as if they have been dead underwater for a very long time.

Ghouls (15): AC 6; HD 2\*; hp 5 each; #AT 3; D 1-3/1-3/1-3 + save vs. paralysis; Save F2; ML 9; AL C

The ghouls have no treasure.

### 5. THE SECOND VILLAGE

A collection of six small huts stands in the center of a small lake of open water. Saplings used as stilts raise the huts above water level. Platforms of woven branches support the crude, reed huts. The sapling poles arch over to form the huts' roof poles.

Furtive movements are noticeable near the huts' doors. A mongrel dog leaps from one platform to another. Several half-rotted canoes tied to the stilts bob slowly in the water.

When the characters are 150 feet away from the village, a shouting voice hails them from the largest hut. It speaks first in a language the characters do not know. No matter what the characters reply, the voice then says in Common, “You come too soon. Go away. It is not the time.” If the characters do not reply, 20 arrows fly from the huts' doorways. Each arrow has a chance to hit a character (determine randomly). The natives have fired these arrows.

Immediately after firing the arrows, the natives begin shouting, apparently at one another. The characters do not recognize the language. The shouting suddenly stops, and a gaunt man steps from the doorway of the largest hut. He says, in Common, “Please forgive us, masters. Rooms have been prepared for you. Do not punish us, my masters.” The man then falls to his knees and kowtows to the characters.

If the characters reply favorably to the natives' warning that they are early, the gaunt man steps into view and invites the characters to stay the night. During his conversation, the man refers to the characters as masters and treats them with great respect. He takes the characters into the largest hut by the water and bids them to stay there.

If the characters make threats or attack as a reply to the man, a shower of 20 arrows falls upon the characters. The arrows have been fired from darkened huts, and the characters cannot see the attackers. The natives continue to fire until the characters either leave or reach the huts. If the characters reach the huts, the silence of the fight is broken. Suddenly, much shouting and wailing rises from inside a small, squalid hut. As the characters climb onto the hut's platform, a man suddenly tumbles headlong out of the hut and falls into the water. The gaunt man and several other men stand in the doorway behind him. Three women, wailing and doing their best to hide, stand just inside the hut. The gaunt man falls to his knees and clutches at the characters, wailing in Common, “Please, masters, mercy on us! Take the foolish one, and we will be trouble no more!” He continues on in this vein for several minutes.

This village is the second village mentioned in *The Veteran's Tale*. The natives here are not descendants of the same friendly villagers, however. The village was overrun many years ago by evil natives from the first village mentioned in *The Veteran's Tale*. Since that time, the natives here have come under the sway of Rosentos.

Rosentos (see **encounter 6**) uses this village as a food source. Rosentos is actually a vampire. He takes victims from this village only occasionally.

The gaunt man is Chief Korat, the village leader. He is totally under Rosentos' power. The chief believes the characters are also creatures like Rosentos, since they look the same and carry the same types of equipment. Korat considers the characters masters and treats them with great respect and care. He assumes that the characters have come from the Isle of Rosentos (**encounter 6**). If Korat realizes that the characters are not from that isle, he has them captured and held as offerings to Rosentos. Korat becomes suspicious if the characters ask too many questions about the isle, the villages, and the masters.

Korat the Chief: AC 9; F 6; hp 23; MV 120' (40'); #AT 1 weapon; D 1-6; Save F6; ML 12; AL C

Korat carries a bone club, but uses it mostly for ceremony, not combat.

Natives (35): AC 9; NM; hp 3; MV 120' (40'); #AT 1 weapon; D 1-6; Save NM; ML 5; AL N

There are both men and women natives in the village. They do not usually fight, and are more likely to hide in terror when anything happens.

If the characters stay in the village, the natives treat them respectfully. The characters do notice, however, that the respect paid them masks a great deal of fear and hatred felt for them by the natives.

Two other villagers beside Korat speak Common: Carmelita and Thut. Carmelita is the granddaughter of one of Rosentos' long-dead men. She is very pretty, a little naive, and quite charming. Thut is a tracker who has occasionally traveled outside the swamp. He is sullen and suspicious, but loyal and self-sacrificing to those he considers his true friends. If the characters can convince either of these NPCs that they are not masters, one of the NPCs agrees to guide the characters to the Isle of Rosentos. The NPC must accompany the party. He or she cannot simply give directions.

Carmelita: AC 9; NM; hp 2; MV 120' (40'); #AT 1 weapon; D 1-4; Save NM; ML 6; AL L

Thut: AC 9; F 1; hp 7; MV 120' (40'); #AT 1 weapon; D 1-8; Save F1; ML 9; AL L

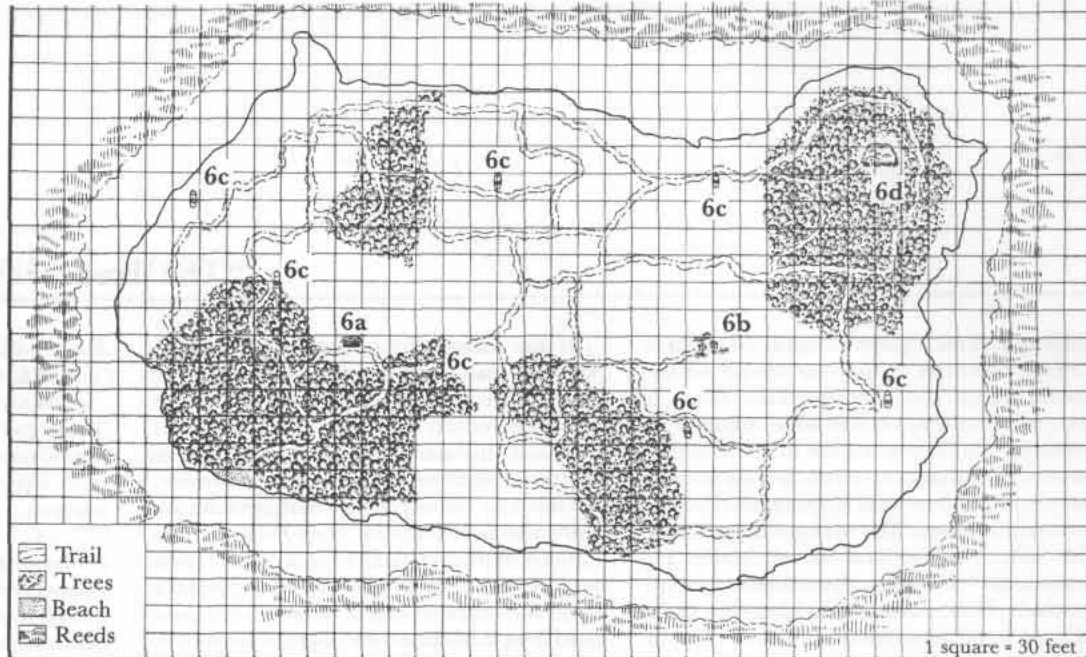
After the characters have remained in the village for 1 week, Rosentos arrives during the night. If the natives have captured the characters, they turn the characters over to Rosentos. He then takes them back to his isle (see **encounter 6**). If the natives have not captured the characters, Rosentos leaves orders for the natives to strip the characters of as much equipment as possible and bring them to his isle. The natives are to explain to the characters that they are guiding them to the isle. During the trip, the canoe carrying most of the characters' gear overturns. You must determine what is lost or damaged because of this accident. The characters arrive at the isle just after sundown.

### 6. THE ISLE OF ROSENTOS

Have the characters arrive at this island sometime just before or just after sundown. If you can't arrange this normally, tell the characters that they have become lost in the swamp, and have them find the island just as the sun sets.

A small hummock of sandy ground lies

## DM Map 2: Isle of Rosentos



ahead. The dark silhouettes of trees are visible in the fading light of day. A small break in the reeds opens up, just wide enough to pass through. A spongy beach lies beyond the reeds, and a trail winds up from the beach into the woods.

Just after dusk, once the characters have landed, they see a man come down the trail from the woods, carrying a lantern. The man is dressed in crude, obviously homemade clothing, but he appears to be in good health. He looks to be about 35 years old. He is lean and rangy, and he has a battered, weather-beaten face that makes him rather ugly, but not unpleasant. He carries no weapons in his hands, although he does have a sword strapped to his side.

The man is Rosentos, the vampire. He greets the characters warmly if they are not hostile to him. If the characters attack him, he fights as best as he can. Should the fight go against him, he flees to one of his hidden coffins ("c" on DM Map 2). You should decide which coffin he returns to. Rosentos then tries to hunt the characters down one by one and add them to his slave farm.

Rosentos, Vampire: AC 2; HD 8\*\*; hp 40; MV 120' (40'), 180' (60') flying; #AT 1 touch; D 1-10 + double energy drain; Save F8; ML 11; AL C

Rosentos' gaze *charms*—characters have -2 on saving throws; he regenerates 3 hp per round; he becomes a dire wolf, a giant bat, or gaseous at will; and he can summon rats, bats, giant rats, and giant bats.

### 6a. Rosentos' house

A well-kept wooden cabin stands in a small clearing among tall grasses.

This small, wooden cabin is divided into two rooms: the common room, and Rosentos' bedroom. The characters sleep in the common room. The house is furnished normally, but characters may notice several odd fea-

tures. There are no windows anywhere in the house. If characters ask why, Rosentos claims, "Sometimes there are dangerous beasts that must be kept out." There is no fireplace, firepit, or other type of cooking arrangement. If characters question this, Rosentos explains, "All my cooking is done outside, where it is cooler." There is no food in the house. Rosentos tells the characters, "I have very few supplies, and they do not keep." There are no mirrors. If characters ask why, Rosentos explains "I do not know how to make them."

Rosentos doesn't want to arouse the characters' suspicions. Actually, he is genuinely happy to see someone from civilized lands with whom he can talk and deal intellectually. He is courteous and friendly to the characters, and he invites them to his house. He tells the characters his name is Rosentos, (nicknamed the Hideous One). He is the son of Rosentos, the original explorer of the isle. He explains that he has lived on this isle all his life, unable to leave because of the hazards the swamp holds for a single man. Rosentos claims his father educated him before he died.

If the characters listen to and observe Rosentos closely, they note that his manners, accent, and dress are almost a century out of date. He continues chatting with the characters well into the night.

During this time, Rosentos tries to use his gaze to *charm* the characters. Secretly make a saving throw for each character. Characters who fail the throw notice nothing and overlook any suspicious evidence about Rosentos. You can control this by failing to tell these characters details about Rosentos that might raise doubts in their minds. You may decide to give them these details anyway, explaining instead that they are unimportant. Charmed characters readily accept Rosentos' explanation of events.

Tell characters whose saving throws succeeded only that Rosentos seems to be intensely interesting and strangely compelling.

Sometime during the conversation, Rosentos asks the characters why they are here. If the characters mention details from *The Veteran's Tale*, Rosentos scowls (possibly as if thinking) and then remembers the treasure. If the characters mention the treasure, Rosentos understands immediately.

Rosentos explains that the treasure is in the center of the cay-men's compound. The cay-men are small, intelligent lizards who defend the treasure ferociously. Rosentos asks if the characters will take him along when they leave the isle. Finally, late in the night, Rosentos goes to bed. He tells the characters that he has much work to do tomorrow in preparation for his departure, and that he may not see the characters until late. He assures the characters that they will be safe in his house tonight.

Rosentos goes to his room and immediately slips out through a secret door. He goes to his slave farm to feed, and then goes to his "bed" in the hidden coffin near the slave farm.

If the characters leave no one behind to guard their boats, Rosentos steals them that night.

### 6b. The slave farm

A small collection of dilapidated hovels sits in a swampy hollow. Small gardens grow near the dwellings. A few people mill about the gardens. Others sit outside their homes. All seem to move in a lethargic, dream-like manner.

These people are the victims Rosentos claimed from the village. Rosentos has thoroughly *charmed* all of them, and they cannot do anything against his will. If the characters have fought Rosentos, the slaves attack the characters when the characters enter the group of huts. If the characters have not fought Rosentos, the slaves ignore the characters. All of the slaves speak of Rosentos with great respect. There is nothing of great interest or value in this village.

## “The Treasure of the Hideous One”

Rosentos' Slaves (15): AC 9; NM; hp 2; MV 90' (30'); #AT 1 weapon; D 1-6; Save NM; ML special; AL L and N  
When armed, the slaves carry crude clubs.

### 6c. Rosentos' coffins

A 7-foot-tall stone urn stands by the edge of the path. It is 5 feet in diameter and is topped by a heavy stone lid. The outside is smooth and featureless.

Rosentos uses these urns as coffins. Each night just before dawn, Rosentos enters his coffin by assuming gaseous form.

A small amount of grave soil rests in the bottom of each urn. Four or more characters can tip the heavy urns over if they use ropes. This action takes about 1 hour. The first urn the characters investigate is empty. Rosentos is sleeping in one of the remaining coffins. Determine randomly which of the urns Rosentos is currently using.

### 6d. The village of the cay-men

The trees break open into a wide clearing, overgrown with thick grass. A space of packed dirt, free of grass, rests near the center of the clearing. At the very heart of the barren area is a small, unusual compound. Packed dirt and woven reeds make up the walls of this compound. Several large mounds of packed dirt lie beyond the compound walls. Many 1-foot-high openings bore into these mounds.

A small group of 8-inch to 12-inch-high creatures stands in the clearing. The creatures look like small lizard men. Some are holding weapons and wearing bone and feather headdresses.

This compound is the village of the cay-men. The treasure the characters seek is located here. If the characters are searching for the special treasure listed at the beginning of the adventure, include a description of a small, stone building in the center of the village.

When the cay-men first spot the characters, 10 of them swarm to the compound walls. Each carries three small javelins and a long bone dagger. They begin hissing and snapping in the characters' direction. If the characters stop their advance or make no threatening moves, the cay-men do not attack.

If the characters attack the cay-men, the tiny creatures throw their javelins in a volley at two characters. They continue this attack until the characters either leave or reach the compound walls. Each turn, five more cay-

men come to the wall to help in the defense. No more than 20 cay-men can fight on the wall at one time.

Cay-men (25): AC 7; HD 2; hp 9 each; MV 90' (30'); #AT 1 bite or weapon; D 1-4 bite or 1-6 javelin; Save F2; ML 8; AL N

If the characters reach the wall, the cay-men make an orderly retreat to the mounds. As they dart into the mound openings, the cay-men snipe at the characters—throwing a javelin, then ducking out of sight to reappear at a different opening. The cay-men's mounds are a maze of tiny tunnels and chambers. The characters would find it impossible to seal all of the mounds' entrances.

If the characters do not attack and continue to watch the cay-men, the creatures' shaman eventually appears on the wall. This shaman speaks a very poor version of Common. Use

## New monsters

### Cay-men

Armor Class: 7  
Hit Dice: 2  
Move: 90' (30')  
Attacks: 1 bite or weapon  
Damage: 1-4 or by weapon  
No. Appearing: 0 (10-60)  
Save As: Fighter: 1  
Morale: 8  
Treasure Type: K  
Alignment: Neutral  
XP Value: 20

Cay-men are small, intelligent, reptilian humanoids. They are related to lizard men, although they are much smaller (standing no more than 1 foot high) and much more intelligent. Cay-men fashion weapons, build villages, and make their own traditions. They can also speak Common, their own tongue, their alignment language, and sometimes the languages of other creatures of the area. They are not warlike; they usually fight only for defense, or for some necessary gain (territory or food sources). They are quick and clever.

In combat, a cay-man normally uses a small javelin or big dagger (almost a short sword in size). Both weapons do 1-6 points of damage. Cay-men know they are not suited to fighting; they prefer to make quick attacks and get to cover before the enemy can respond.

All cay-men villages are led by a shaman. These shamans live much longer than normal cay-men. Shamans have 6 Hit Dice and an

very simple phrases in this conversation, forcing the characters to use sign language at some points. The shaman admits to having the treasure the characters want, but he refuses to give it to them. He also wants to know if the characters are friends of Rosentos. If the characters pursue this, they learn that the cay-men consider Rosentos a “big-bad man-no-man.” The shaman is emphatic about this point.

If the characters destroy Rosentos, the shaman agrees to give the characters the treasure they want. Otherwise, the characters will have to wipe out the village (not a very Lawful act), or they will have to steal the treasure. Make sure you allow the players this choice, however.

Cay-men Shaman: AC 6; HD 4; hp 23; MV 90' (30'); #AT 1 bite or weapon; D 1-4 bite or 1-6 weapon; Save F4; ML 9; AL N

Armor Class of 6. When the shaman is present, the morale of all cay-men is increased by 1.

### Giant Serpentweed

Armor Class: 6  
Hit Dice: 9 per stalk  
Move: 0'  
Attacks: 1 bite per stalk  
Damage: 2-12  
No. Appearing: 0 (1)  
Save As: Fighter: 9  
Morale: 12  
Treasure Type: D  
Alignment: Neutral  
XP Value: 900 per stalk

The giant serpentweed is a flesh-eating plant found in bogs and areas of standing water. Much of the plant lives underwater, rooted to the bog bottom, but has 1-6 stalks that reach above the surface. These stalks are thick and scaled. Each ends in a digestive sac that resembles a toothed mouth. From a distance, the stalks resemble giant snakes.

The stalks normally lie just under the surface of the water. From there, they detect vibrations of passing creatures, which they then attack. The stalks can attack anything within a 20-foot radius of the plant. When a stalk loses all of its hit points, it is severed. When all the stalks are severed, the plant can no longer attack, but the plant itself is not dead. The only way to permanently kill a serpentweed is to burn the underwater roots. A severed stalk can grow back in 6 months.



## The Veteran's Tale

Tharakimeios the Scribe wrote this story as he heard it from the lips of Fondalus the Soldier, and can attest that the words are true. Fondalus said:

The soldiers marched from Lulin 7 days to the setting sun. On the seventh day, they reached the banks of a great river and camped. That night, a score was lost. One Grisbaldos told the soldiers that spirits worked against the troop, and he told them to go no further. These words were carried to Rosentos and repeated as they were heard. Rosentos held his anger, calling his captains and saying, "These are the words of Grisbaldos, who has spoken poorly before." Rosentos then repeated Grisbaldos' words and asked for his captains' counsel. The captains advised Rosentos that Grisbaldos was a danger, for he had spoken against him with evil mischief in his heart. They said, "Grisbaldos is an enemy, and he must be slain." Rosentos spoke against this punishment, but the captains said, "Do not leave this evil wraith at your bosom to destroy us all." So moved by the entreaties of his captains, Rosentos agreed.

At dawn three of the captains who were loyal to Rosentos delivered Grisbaldos to him and the punishment was given out. Grisbaldos was buried under a cairn of rocks beneath a great oak. All through the day, Grisbaldos' followers spoke softly as the troop marched up the river. The way along the river was blocked by swampy shores where the feet of the horses could not make progress. Rosentos called his captains and asked what they should do. Espisios and Melkos said the troops should turn back, but Fondalus advised the making of rafts. Rosentos agreed, and the men built two score rafts to pole through the swamp. The rafts were well-loaded with fruit and water, for the way through the swamp was unknown.

For three days, the troop traveled through the swamp. It was here that Hedric the Lame disappeared. Five more were lost to fevers from the bad night air. On the third day, Jurim Fellbeard sighted a village on stilts. The villagers greeted the soldiers in long slender boats and led them to their town. Rosentos summoned the village chief to his raft, telling the chief of the great duke. Then Rosentos gave the chief many gifts of glass and ivory. This pleased the chief, who bade a feast for that night. The men ate well, but the seer Kerid Bey said that all should leave. That night, Rosentos had the men sleep with their sandals bound. When a great fog came up, the troop left the village in secrecy. Jurim Fellbeard and his raft were lost that night.

After much travel, the soldiers sighted a second village. Remembering the dark night before, Rosentos gave orders to pass the village by and not meet with its inhabitants. The troop made for a thick stand of reeds nearby. From this thicket there came a shower of arrows as the men drew close. Many warriors came out of the reeds in their slim boats called ca-noos. They fell upon the raft of Tuchmora and slew many, but Rosentos ordered the rafts together. A great fight was made on this platform, but the bowmen of the troop kept the warriors at bay. The fight began in the morning and continued all day. At last, the warrior chief approached and asked the forgiveness of such mighty soldiers. His tongue was strange, so Kerid Bey told his words. Those of the first village, he said, were demons and enemies of his village. The chief thought the soldiers' rafts were the craft and evil art of the demons.

The chief brought gifts of gold and feathers, and he ordered food to be set out for all the men. That night, the men slept dry for the first time in many days. Still Rosentos told his men to keep their sandals laced.

That day, the troop lost 7 men. Tuchmora had an arrow in his thigh, and Fondalus had many cuts on his body.

For several days, Rosentos stayed at the village. Each night, he spoke at length with the chief. Each day, the chief and his warriors brought more gifts of gold and jewelry. Finally, the captains spoke to Rosentos. "We marvel at the generosity of this chief. Surely you, in your talks with him, have learned the source of his treasure. Share this with us, and we will swear to give you the General's share, as well as make you the duke's treasurer so that you might collect his share." To this Rosentos agreed.

The next day, when the chief visited, Rosentos plied him with words and learned from him the source of his wealth. Beyond the edge of the swamp, he said, there lay a great stone house in which treasures might be found. Only the brave could go there, warned he, for the land around it was filled with evil spirits. If Rosentos would drive the spirits away, the chief would show him where to go. Rosentos agreed and called the captains to him. Each man was to prepare himself. Those taken ill by fevers and the night air of the swamp were to wait for the return of the troop. The next day, a troop of two score men left.

On the first day, swamp beasts attacked the troop. One beast swallowed a raft, and all on it were lost. Kerid Bey was thrown over the side. The men fired arrows at the beasts, but they scorned these blows and dragged Kerid the seer beneath the waters with them. That day, six men, the captain Melkos, and the seer Kerid Bey were lost. That night, the villagers built a great fire and chanted songs. No man knew the words to these songs, and some claimed they were death songs calling evil spirits.

In the morning, Rosentos roused the men, promising them all an extra share. On the second day, the chief led the troop to dry land. The land was the place of the spirits where the treasure lay. Rosentos consulted his captains. Some wanted to go back and wait for the others, but Fondalus and others did not want to face the swamp beasts for no avail. Rosentos decided to leave a small force behind to protect the rafts. Rosentos would lead the rest of the troop inland to find the stone house.

For several weeks, the men remained, waiting for word from Rosentos. Perils took the men in the night, until only five remained. Fondalus deemed it wise to return to the village, for now the men there would be healed. Taking one raft, the men set out. On the journey, Fondalus was beset with a fever. Weakened and ill, he could not return, and the men could not find the village without him. Their searchings took them out of the swamp, and so they brought their captain Fondalus back to the lands of the duke. He so survived to tell this tale.

### MONSTER HIT ROLLS (on 1d20)

Monster's Hit Dice	Target's Armor Class													
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
up to 1	10	11	12	13	14	15	16	17	18	19	20	20	20	20
1+ to 2	9	10	11	12	13	14	15	16	17	18	19	20	20	20
2+ to 3	8	9	10	11	12	13	14	15	16	17	18	19	20	20
3+ to 4	7	8	9	10	11	12	13	14	15	16	17	18	19	20
4+ to 5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
5+ to 6	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6+ to 7	4	5	6	7	8	9	10	11	12	13	14	15	16	17
7+ to 9	3	4	5	6	7	8	9	10	11	12	13	14	15	16
9+ to 11	2	3	4	5	6	7	8	9	10	11	12	13	14	15
11+ to 13	2	2	3	4	5	6	7	8	9	10	11	12	13	14
13+ to 15	2	2	2	3	4	5	6	7	8	9	10	11	12	13
15+ to 17	2	2	2	2	3	4	5	6	7	8	9	10	11	12
17+ to 19	2	2	2	2	2	3	4	5	6	7	8	9	10	11
19+ to 21	2	2	2	2	2	2	3	4	5	6	7	8	9	10
21+ to 23	2	2	2	2	2	2	2	3	4	5	6	7	8	9
23+ to 25	2	2	2	2	2	2	2	2	3	4	5	6	7	8

An attack does not automatically hit and cause damage. The chance to Hit is given as the creature's Hit Roll versus its target's Armor Class. This table lists all Hit Rolls for all characters of different levels and for monsters by the number of Hit Dice they have.

**Roll 1d20. If the result is equal to or greater than the number listed, the attack hits.**

Unless the target is invulnerable to normal weapons, or a number greater than 20 is needed and there are no bonuses, a roll of 20 will always hit, and a roll of 1 will always miss.

### EXPERIENCE POINTS FOR MONSTERS DEFEATED

Hit Dice	Base	Bonus per Asterisk
Under 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
8	650	550
9 to 10*	900	700
11 to 12*	1100	800
13 to 16*	1350	950
17 to 20*	2000	1150
21	2500	2000

For every Hit Die over 21, add 250 points to both the base value and bonus.

### MONSTER REACTION CHART

First Roll	Reaction
2	Immediate attack
3-5	Possible attack, roll again*: 2-8 Attack 9-12 Uncertain, roll again*: 2-5 Attack 6-8 Leave 9-12 Friendly
6-8	Uncertain, roll again*: 2-5 Attack 6-8 Negotiate, roll again*: 2-5 Attack 6-8 Leave 9-12 Friendly 9-12 Friendly
9-11	Possibly friendly, roll again*: 2-5 Uncertain, roll again*: 2-5 Attack 6-8 Leave 9-12 Friendly 6-12 Friendly
12	Immediately friendly

\*Wait 1 or more rounds, and consider character actions, the speaker's Charisma, and the overall situation before rolling again.

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### CHARISMA ADJUSTMENT

Charisma Score	Reaction adjustment	Retainers	
		Maximum number	Morale
3	-2	1	4
4-5	-1	2	5
6-8	-1	3	6
9-12	no adjustment	4	7
13-15	+1	5	8
16-17	+1	6	9
18	+2	7	10

### EVASION TABLE

	Party Size			Chance of Evasion	
	1-4	5-12	13-24		
Numbered Encountered				1-10	10%
				11-30	25%
				31*	35%
		1	4-8	17*	50%
		2-3	9*	—	70%
	4*	—	—	90%	

### CLERIC EXPERIENCE TABLE

Level	Title	XP	Spells/Level					
			1	2	3	4	5	6
1	Acolyte	0	—	—	—	—	—	—
2	Adept	1,500	1	—	—	—	—	—
3	Priest	3,000	2	—	—	—	—	—
4	Vicar	6,000	2	1	—	—	—	—
5	Curate	12,000	2	2	—	—	—	—
6	Elder	25,000	2	2	1	—	—	—
7	Bishop	50,000	3	2	2	—	—	—
8	Lama	100,000	3	3	2	1	—	—
9	Patriarch	200,000	3	3	3	2	—	—
10*	10th Level Patriarch	300,000	4	4	3	2	1	—
11*	11th Level Patriarch	400,000	4	4	3	3	2	—
12*	12th Level Patriarch	500,000	4	4	4	3	2	1
13*	13th Level Patriarch	600,000	5	5	4	3	2	2
14*	14th Level Patriarch	700,000	5	5	5	3	3	2

\* Constitution adjustments no longer apply.



### MAGIC-USER EXPERIENCE TABLE

Level	Title	XP	Spells/Level					
			1	2	3	4	5	6
1	Medium	0	1	—	—	—	—	—
2	Seer	2,500	2	—	—	—	—	—
3	Conjurer	5,000	2	1	—	—	—	—
4	Magician	10,000	2	2	—	—	—	—
5	Enchanter	20,000	2	2	1	—	—	—
6	Warlock	40,000	3	2	2	—	—	—
7	Sorcerer	80,000	3	2	2	1	—	—
8	Necromancer	150,000	3	3	2	2	—	—
9	Wizard	300,000	3	3	2	2	1	—
10*	10th Level Wizard	450,000	4	3	3	2	2	—
11*	11th Level Wizard	600,000	4	4	4	3	2	—
12*	12th Level Wizard	750,000	4	4	4	3	2	1
13*	13th Level Wizard	900,000	5	4	4	3	2	2
14*	14th Level Wizard	1,050,000	5	4	4	4	3	2

\* Constitution adjustments no longer apply.

### DWARF EXPERIENCE TABLE

Level	Title	XP
1	Dwarven Veteran	0
2	Dwarven Warrior	2,200
3	Dwarven Swordmaster	4,400
4	Dwarven Hero	8,800
5	Dwarven Swashbuckler	17,000
6	Dwarven Myrmidon	35,000
7	Dwarven Champion	70,000
8	Dwarven Superhero	140,000
9	Dwarven Lord	270,000
10*	10th Level Dwarven Lord	400,000
11*	11th Level Dwarven Lord	530,000
12*	12th Level Dwarven Lord	660,000

\* Constitution adjustments no longer apply.

### ELF EXPERIENCE TABLE

Level	Title	XP	Spells/Level					
			1	2	3	4	5	6
1	Veteran Medium	0	1	—	—	—	—	—
2	Warrior Seer	4,000	2	—	—	—	—	—
3	Swordmaster Conjurer	8,000	2	1	—	—	—	—
4	Hero Magician	16,000	2	2	—	—	—	—
5	Swashbuckler Enchanter	32,000	2	2	1	—	—	—
6	Myrmidon Warlock	64,000	3	2	2	—	—	—
7	Champion Sorcerer	120,000	3	3	2	1	—	—
8	Superhero Necromancer	250,000	4	3	2	2	—	—
9	Lord Wizard	400,000	4	4	3	2	—	—
10*	10th Level Lord Wizard	600,000	5	4	3	2	1	—

\* Constitution adjustments no longer apply.

### THIEF EXPERIENCE TABLE

Level	Title	XP
1	Apprentice	0
2	Footpad	1,200
3	Robber	2,400
4	Burglar	5,000
5	Cutpurse	10,000
6	Sharper	20,000
7	Pilferer	40,000
8	Thief	80,000
9	Master Thief	160,000
10*	10th Level Master Thief	280,000
11*	11th Level Master Thief	400,000
12*	12th Level Master Thief	520,000
13*	13th Level Master Thief	640,000
14*	14th Level Master Thief	760,000

\* Constitution adjustments no longer apply.

### FIGHTER EXPERIENCE TABLE

Level	Title	XP
1	Veteran	0
2	Warrior	2,000
3	Swordmaster	4,000
4	Hero	8,000
5	Swashbuckler	16,000
6	Myrmidon	32,000
7	Champion	64,000
8	Superhero	120,000
9	Lord	240,000
10*	10th Level Lord	360,000
11*	11th Level Lord	480,000
12*	12th Level Lord	600,000
13*	13th Level Lord	720,000
14*	14th Level Lord	840,000

\* Constitution adjustments no longer apply.

### HALFLING EXPERIENCE TABLE

Level	Title	XP
1	Halfling Veteran	0
2	Halfling Warrior	2,000
3	Halfling Swordmaster	4,000
4	Halfling Hero	8,000
5	Halfling Swashbuckler	16,000
6	Halfling Myrmidon	32,000
7	Halfling Champion	64,000
8	Sheriff	128,000

### CHARACTER HIT ROLLS (on 1d20)

Character Class and Level			Target's Armor Class												
Fighters*	Clerics**	Magic-Users	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
	Normal Man		11	12	13	14	15	16	17	18	19	20	20	20	20
1-3	1-4	1-5	10	11	12	13	14	15	16	17	18	19	20	20	20
4-6	5-8	6-10	8	9	10	11	12	13	14	15	16	17	18	19	20
7-9	9-12	11-15	6	7	8	9	10	11	12	13	14	15	16	17	18
10-12	13-16	16-20	4	5	6	7	8	9	10	11	12	13	14	15	16
13-15	17-20	21-25	2	3	4	5	6	7	8	9	10	11	12	13	14
16-18	21-24		2	2	2	3	4	5	6	7	8	9	10	11	12
19-21			2	2	2	2	2	3	4	5	6	7	8	9	10
22-24			2	2	2	2	2	2	2	3	4	5	6	7	8

### COMBAT SEQUENCE TABLE

- A. Each side rolls for initiative, using 1d6.  
 B. The side that wins the initiative acts first:
- Morale Check (monsters and nonplayer characters only)
  - Movement (using speed per round), including Defensive Maneuvers
  - Missile fire combat (additional)
    - Choose targets
    - Make Hit Rolls
    - Roll Damage for hits
  - Magic spells
    - Choose targets
    - Make saving throws if necessary
    - Apply results immediately
  - Hand-to-Hand combat
    - Choose targets
    - Make Hit Rolls
    - Roll Damage for hits
- C. The side that loses the initiative then completes all steps given above.  
 D. DM handles all retreating, surrender, and other special results.

-4	-5	-6	-7	-8	-9	-10
20	21	22	23	24	25	26
20	20	21	22	23	24	25
20	20	20	20	21	22	23
19	20	20	20	20	20	21
17	18	19	20	20	20	20
15	16	17	19	20	20	20
13	14	15	16	17	18	19
11	12	13	14	15	16	17
9	10	11	12	13	14	15

\* Also Dwarves, Elves, and Halflings

\*\* Also Thieves

Negative AC is possible due to use of magic armor or spells. Hit Rolls exceeding 20 require the presence of some bonus to the Hit Roll. A natural 20 without bonuses will not hit creatures that require a Hit Roll of greater than 20.

### ORDER OF EVENTS IN A GAME TURN

- Wandering monsters:** DM rolls 1d6 (normally checked every 2 turns).
- Actions:** Caller describes all party actions (movement, listening, searching, etc.).
- Results:** If —
  - a new area is mapped, the DM describes it.
  - an encounter occurs, the DM follows these steps:
    - Number appearing:** roll to determine the number of monsters appearing (p. 22, DM Rule Book).
    - Surprise:** Roll 1d6 for each side—monsters and party (p. 56, Players Manual).
    - Reactions:** Roll 2d6 for the monster's first reactions (p. 22, DM Rule Book).
    - Results:** If both sides talk, continue reaction rolls, negotiation, etc., as needed. If one side runs away, handle Evasion and Pursuit (p. 16, DM Rule Book). If one side attacks, continue with the steps of the COMBAT SEQUENCE TABLE.
  - something is discovered (secret door, item, etc.), the DM announces the results.
  - no encounter occurs, the game turn ends; return to #1.

### MISSILE FIRE TABLE

Weapon	Maximum Ranges (in feet)		
	Short (+1)	Medium (0)	Long (-1)
crossbow (lt.)	60	120	180
long bow	70	140	210
short bow	50	100	150
sling	40	80	160
spear	20	40	60
oil or holy water	10	30	50
hand axe or dagger	10	20	30

When using missiles, remember to adjust for:

- Dexterity
- Range
- Cover
- Magic

### VARIABLE WEAPON DAMAGE

<b>1d4</b>	<b>(1-4) points of damage:</b> club dagger sling stone torch
<b>1d6</b>	<b>(1-6) points of damage:</b> *arrow (long or short bow) hand axe mace *quarrel (crossbow) short sword
<b>1d6</b>	<b>(1-6) points of damage:</b> spear war hammer
<b>1d8</b>	<b>(1-8) points of damage:</b> sword (normal) *battle axe
<b>1d10</b>	<b>(1-10) points of damage:</b> lance *pole arm *two-handed sword

\*This weapon requires two hands for use. Attacker may not use a shield, and he always loses initiative.

### ARMOR CLASS

Armor Type	Armor Class
No armor	9
Leather	7
Chain Mail	5
Plate Mail	3
Shield	Bonus of 1*

\* A shield subtracts 1 from your Armor Class number. For example, Chain Mail alone is AC 5, but with a shield it drops to AC 4.

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The Kidnapping of Princess Arelina

by Garry Spiegle

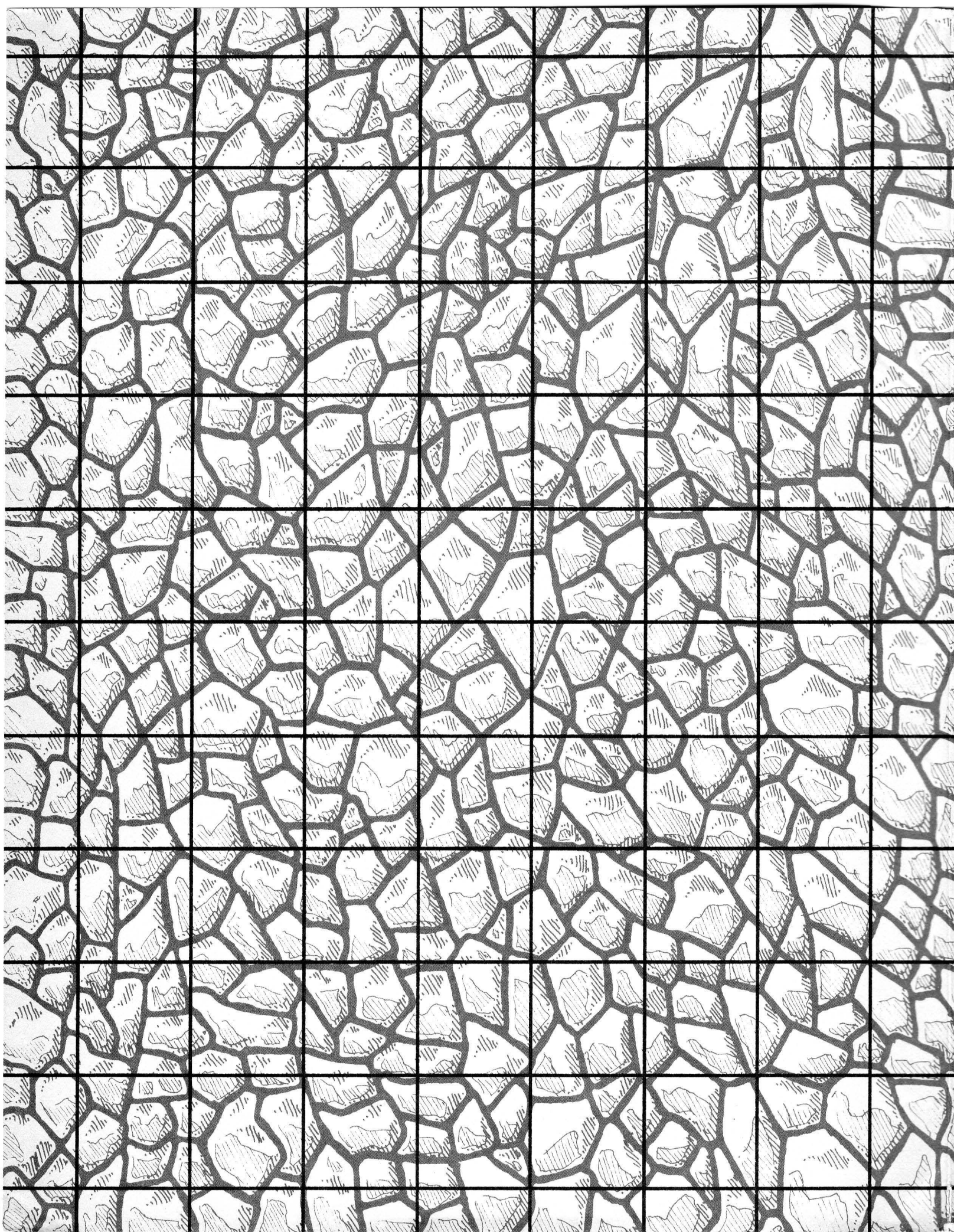
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### The Kidnapping of Princess Arelina

by Garry Spiegle



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## TABLE OF CONTENTS

What you get with 3-D Dragon Tiles .....	1
How to use the Dragon Tiles .....	2
<b>Dungeon adventure: <i>The Kidnapping of Princess Arelina</i></b>	
Preparing for the adventure .....	2
Beginning the adventure .....	2
Encounter key .....	2
Ending the adventure .....	7
How to cut out and assemble the 3-D figures .....	7

## LIST OF PLAYING AIDS

<b>3-D Figure Sheet 1:</b> Character and Monster Figures	<b>DM Sheet:</b> Abbreviations Monster statistics Prerolled characters DM Map 1: House of Towers Main Level DM Map 2: House of Towers Cellar
<b>3-D Figure Sheet 2:</b> Wall Sections and Hanging Figures	
<b>3-D Figure Sheet 3:</b> Corner Pieces, Door Inserts, and Wall Fence Sections	
<b>3-D Figure Sheet 4:</b> Double Door, Pillar Figures, and Monster Figures	
<b>3-D Figure Sheet 5:</b> Single Doors and Monster Figures	<b>Insert:</b> Feature Tile Sheet 1 Feature Tile Sheet 2

## What you get with 3-D Dragon Tiles

The 3-D Dragon Tiles are made up of two types of shapes: three-dimensional figures, and two-dimensional feature tiles. This set includes:

- 8 player character figures
- 4 nonplayer character figures
- 11 creature figures
- 1 double door figure
- 3 single door figures
- 6 corner figures
- 4 wall figures
- 1 curtain figure
- 2 bricked-up window figures
- 1 mirror figure
- 1 tapestry figure
- 1 hanging swords figure

- 6 pillar figures (may be used to make walls)
- 2 wall fence figures (may be used as wall)
- 84 die-cut feature tiles

The 3-D figures are printed on the booklet's inside covers. The feature tiles are printed on two die-cut sheets included with the booklet. A special Dungeon Mapping Grid is printed on the booklet's outside cover.

Also included with the booklet is a special DM Sheet, which contains adventure maps and prerolled characters.

"The Kidnapping of Princess Arelina" is a special D&D®/AD&D™ adventure designed so that you may use the Dragon Tiles in play.



## Dungeon adventure: "The Kidnapping of Princess Arelina"

### How to use the Dragon Tiles

You may use these tiles in nearly any dungeon adventure. If you are running a group adventure, you may lay out the tiles as characters explore different areas. If you are playing a solo adventure, you may use the tiles to track your progress.

Start by punching out the 84 feature tiles. These tiles illustrate furniture, traps, or treasure the characters might find while exploring. In some cases, a feature tile may show an item the characters want to touch or use (a chest, for example). If characters touch such an item, the tile may be turned over to show what action the characters have caused (a chest of treasure, or a trapped chest, for example).

After you have punched out the feature tiles, cut out the major sections on the 3-D Figure Sheets. Special instructions for cutting out and assembling each of the 3-D figures are at the end of the booklet.

When you get ready to create or map a dungeon, lay the Dungeon Mapping Grid (printed on the inside of the booklet's outer cover) flat on a table. Each square on the grid is equal to 5 feet. The tiles and figures fit onto this grid.

You may use the official ADVANCED DUNGEONS & DRAGONS® Metal Miniatures with these tiles, or you may use the 3-D character and creature figures provided.



### Preparing for the adventure

This adventure is designed for a group of 4 to 8 characters between the second and fifth levels of experience. The group should include at least two clerics, as well as a mix of other character classes. Players may use their own characters, or they may use the prerolled characters provided on the DM Sheet.

You may use either DUNGEONS & DRAGONS® rules, or ADVANCED DUNGEONS & DRAGONS® rules for this adventure. Two DM maps are included on the DM Sheet. Do not show these maps to the players during the adventure.

"The Kidnapping of Princess Arelina" has been specially designed so that you may use the Adventure Tiles in running the adventure. Each encounter lists which 3-D figures and feature tiles you should use. Refer to the DM maps for the exact placement of each room's tiles and figures.

If you want to place an item (a chair, a chest) in a room that isn't listed in the encounter text, make sure you have a good reason for putting it there. Try not to clutter the dungeon with too many unnecessary obstacles.

Read the adventure and become familiar with all of the tiles used in it before you run the adventure for a group. Your adventure will go more quickly and will be more exciting if you do.

Read all boxed text to the players. The text in these boxes describes the areas the characters see as they explore. Some encounters list specific times at which you should read this boxed text. Try to lay out the proper tiles and figures at the same time you read the boxed text to the players.

All rooms are described as if characters have a lantern or torch and can see clearly. If characters have no light source, you may alter the room descriptions or add confusing tiles to the layout to reflect the characters' "impaired" visibility.

The DM Sheet lists all of the monster statistics and abbreviations used in the adventure.

After you have run this adventure, try designing and "stocking" your own dungeon. Guidelines for creating your own adventures are included in the D&D® Basic and Expert rule books.

### Beginning the adventure

Start this adventure by reading the Royal Edict to the players. Then go to the Encounter Key and start with **encounter 1**.

**Encounters 1-11** are shown on DM Map 1; **encounters 12-17** are shown on DM Map 2.

### ROYAL EDICT

Be it known that yesterday, vile and treacherous fiends kidnapped Princess Arelina, King Limakhan's youngest daughter.

Be it also known that royal guardsmen pursued the kidnappers to the gates of a house bounded by two dark towers. Archers and lancers have surrounded the evil place, and trapped the wretched kidnappers within.

Be it also known that the king has forbidden the archers and lancers to attack the house of towers so long as the princess remains inside. Therefore, the king seeks a few strong warriors to enter the house and rescue Princess Arelina.

Thus, King Limakhan offers a reward of 50,000 gold pieces to any person or party who rescues the princess by nightfall tomorrow. The king also offers one of his finest war horses to each rescuer.

Be warned! If the princess is harmed or is killed, or if the rescuers try to turn back, the king's archers and lancers will be forced to kill the wrongdoers.

### Encounter key

#### 1. THE HOUSE OF TOWERS ENTRYWAY

*3-D figures:* walls, double door, corners  
*Feature tiles:* stairs, gargoyle statues

Cool breezes blow through the wet grass as the sun lights the sky to the east. To the north, a dark, one-story stone building rises from the dawn mist. Bricked-up windows mark two 20-foot-high towers that rise from the northwest and southeast corners of the building.

A rickety iron fence runs around the house. Along the fence, dozens of soldiers stand guard. Steps run upward from the weed-covered lawn inside the fence. The steps lead to a porch in the south wall.

The house is made entirely of stone. All of the windows have been bricked over. This porch is the only entrance. No sunlight penetrates this gloomy place.

All rooms in the house are 10 feet high, unless otherwise noted. All doors are made of wood, and all are unlocked, unless otherwise noted. The inside walls are 1 foot thick, and the outside wall is 2 feet thick.

As characters approach the steps, they see two gargoyle statues standing on each side of the entryway. Five-foot wide, iron-banded double doors stand in the porch's north wall.

Pressure plates lie in the floor just north of each gargoyle statue. If a character steps on one of the plates, the gargoyle's clawed wings of stone swing out to hit the character. Any character who activates this trap must roll 1d20. If the dice roll is greater than his Dexterity score, the character takes 1d6 points of damage. Each statue takes 6 points of damage before it can be destroyed.

## 2. HALLWAY

*3-D figures:* walls, double door, single doors, bricked-up window, black curtain, broken mirror

*Feature tiles:* cobwebs, table

The sound of scurrying rats echoes from the north end of the hall. Cobwebs cover the ceiling and hang down into the hallway, which is musty and damp.

Rotting black curtains hang along one section of the east wall. A long wooden table stands to the north of the curtains.

Doors stand in the west and east walls of this hallway's north end. A bricked-up window rests in the north wall, and a cracked mirror hangs from one of the window's bricks.

A jumble of footprints criss-crosses the dusty floor.

The black curtains open onto a closet. Rotting clothes hang on pegs in the closet wall. Several pairs of mud-caked shoes and boots lie on the closet floor. If characters rummage through the clothes, they find 2 sp.

The window and mirror are illusions. A door that leads to **area 6** stands behind these illusions.

If characters study the footprints closely, they see that some are fairly fresh. The characters cannot follow the footprints in one specific direction, however.

## 3. LIBRARY

*3-D figures:* walls, single doors, corners, ghouls, hanging swords

*Feature tiles:* bookshelves, pile of books, desk, unlit fireplace, square rug, sofa, two stuffed chairs, wooden chair, extinguished candelabras

The door to this area is locked. Characters must have a combined Strength of 24 or higher to break down the door.

Bookshelves cover the entire north wall of this musty library. Many books, their leather covers ripped and rotting, have fallen to the floor.

A fireplace filled with spider webs and dry kindling stands along the west wall. Two swords draped in cobwebs hang above the mantle. Candelabras stand on each side of the fireplace. None of the candles is burning.

A sofa and two stuffed chairs face the fireplace, and a large, thick rug lies in front of the sofa.

A wooden desk stands in the southwest corner of the room. Several bottles and crystal goblets litter the desktop. An inkwell, a feather quill, and a parchment scroll lie between the bottles. A wooden chair stands before the desk.

As soon as the characters enter this room, a ghoul rises from the sofa to face them. A few seconds later, three more ghouls rise from the sofa and chairs. They all attack.

Ghouls (4): AC 6; HD 2; hp 11, 8, 7, 5; MV 90' (30'); #AT 3; D 1-3/1-3/1-6; Save F2; ML 9; AL C/CE; XP 25; SA touch causes paralysis unless victim makes a saving throw vs. paralysis; SD immune to *sleep* and *charm* spells

Most of the books that line the north wall of this room are worthless. If characters take the time to check the books carefully, they may find nine valuable books. Each is worth 10 gp.

A secret door behind one of the bookshelves along the north wall leads to **area 4**.

If a character cleans the cobwebs off one of the swords that hangs above the fireplace, the sword gives off a dim, bluish glow. Each sword is a silver *longsword* +1.

A trapdoor lies beneath the rug in this room. If characters open the trapdoor, they find a ladder that leads down into darkness. Unless the characters are unusually clumsy, they should not fall through this trapdoor, as its door opens toward the characters. If the characters go through the trapdoor, go to **area 12**.

The bottles on the desk contain old wine. If a character takes a drink from any of the bottles, the wine tastes bitter, but has no effect if the character immediately spits it out. Any character who drinks from one of the bottles must make a saving throw vs. poison or be sick for 1 hour. That character also suffers a -1 hit roll penalty for that time.

The scroll on the desk contains the spell *cure light wounds*.

A small vial containing a potion of *healing* lies in the top desk drawer.

## 4. BEDROOM

*3-D figures:* walls, single doors, corners, bricked-up window, broken mirror, black curtain, giant rats, wererats

*Feature tiles:* rotting bed, extinguished candelabras, round wooden table, square wooden table, chest (treasure chest), lumpy rug, spiral stairs, centipedes

A massive four-post bed, covered by rotting, filthy blankets, stands along this room's west wall. The bed's pillows are shapeless masses.

A large black curtain hangs along the room's northwest corner, which juts inward. A small, round table stands near the curtain.

A chest rests against the room's north wall; a lumpy rug lies in front of the chest. To the east of the chest, a broken mirror hangs on the wall. Pieces of broken glass litter the floor below the mirror.

A square wooden table stands against the room's south wall.

As soon as characters enter this room, they see two wererats freeze for an instant, and then leap forward to attack.

Wererats (2): AC 7/6; HD 3/3+1; hp 15, 12; MV 120' (40'); #AT 1; D 1-8; Save F3; ML 12; AL C/LE; XP 50; SA can only be hit by silver or magical weapons

The wererats fight until they are destroyed. After 1d4 rounds, two giant rats rush out from under the bed to attack the characters.

Giant Rats (2): AC 7; HD 1/2; hp 3, 2; MV 120' (40'); #AT 1; D 1-3; Save NM; ML 8; AL N/NE; XP 5; SA 5% chance of disease per bite

If characters disturb the black curtain along the northwest wall, a huge spider (from **area 5**) crawls out to attack the characters.

Huge Spider: AC 7/6; HD 2/2+2; hp 12; MV 120' (40'); #AT 1; D 1-8; Save F1; ML 7; AL N; XP 25; SA can leap 3 feet, bite inflicts poison unless victim makes saving throw vs. poison (+1 bonus)

If characters step on the lumpy rug along the north wall, three giant centipedes crawl out to attack the characters.

## “THE KIDNAPPING OF PRINCESS ARELINA”

Giant Centipedes (3): AC 9; HD 1/4; hp 2, 2, 1; MV 60' (20'); #AT 1; D poison; Save NM; ML 7; AL N; XP 6; SA bites inflict poison unless victim makes saving throw vs. poison (+4 bonus)

If characters rummage through the chest, they find a potion of *invisibility* and a *wand of secret door detection*. A *ring of protection +1* lies on the floor behind the chest.

### 5. WATCH TOWER

3-D figures: walls, single door, corners, bricked-up windows  
Feature tile: spiral staircase

As soon as characters open the black curtain that covers the door to this area, a huge spider rushes out to attack. (Characters may already have fought this spider in **area 4**). If characters open the door to this area, another huge spider drops from the ceiling and attacks.

Huge Spiders (2): AC 7/6; HD 2/2+2; hp 12, 7; MV 120' (40'); #AT 1; D 1-8; Save F1; ML 7; AL N; XP 25; SA bite inflicts poison unless victim makes saving throw vs. poison (+1 bonus)

If characters go beyond the door to this area, they find a dark spiral staircase that leads upward. If the characters go up the stairs, read the following boxed text to the players.

The stairs open into a dark, barren room. Empty torch sconces line the walls. Bricked-up windows rest in each wall of the tower room.

If characters inspect the windows, they see that cracks run between the mortar around some of the bricks. Characters cannot pull any of the bricks loose, but they can look through the cracks. If they do, they see several of King Limakhan's archers standing around the iron fence.

After 2d4 rounds, the door at the bottom of the stairs slams shut. Characters cannot reopen it from the inside. Characters must have a combined Strength of 30 or higher to break down the door.

### 6. BATHROOM

3-D figures: walls, single doors, corners, broken mirror, bricked-up window  
Feature tiles: rug, bathtub, basin

A large bathtub stands against the north wall of this square room. A bricked-up window rests in the wall above the tub. A tin basin, partially filled with brackish water, stands on a wooden table against the east wall. A broken mirror hangs above the basin.

A threadbare rug lies in the center of the floor. Dust covers everything here.

If characters move the rug, dozens of cockroaches scurry out. The cockroaches are harmless.

If characters inspect the basin, they find a sealed vial of holy water resting at the bottom.

### 7. SITTING ROOM

3-D figures: walls, single doors, corners, green curtains, skeletons, ghouls, hanging picture  
Feature tiles: rocking chair, sofa, unlit candles on table, wooden chair, rug, extinguished candelabra

A rocking chair stands against the east wall of this long room. Dust and mold cover a high-backed wooden chair that stands in the southwest corner. A green curtain hangs in the room's southeast corner.

Two huge portraits hang in the center of the north wall.

A moldy sofa stands along the south wall. End tables, each holding unlit candles, stand on both sides of the sofa. A long rug lies in front of the sofa. Sitting stiffly on the sofa are two skeletons, clutching teacups in their boney fingers.

As soon as characters see the skeletons, the skeletons rise to attack.

Skeletons (2): AC 7; HD 1; hp 5, 5; MV 60' (20'); #AT 1; D 1-6; Save F1; ML 12; AL C/N; XP 10; SD 1/2 damage from sharp and edged weapons, immune to *sleep*, *charm*, *hold*, and *cold*-based spells

If characters throw a full vial of holy water at the skeletons and hit them, the water causes a total of 2d4 points of damage.

Two ghouls are hiding in a secret chamber behind the easternmost portrait. The ghouls rip through the canvas 1d4 rounds after the skeletons attack. The ghouls cannot attack the same round they appear.

Ghouls (2): AC 6; HD 2; hp 8, 6; MV 90' (30'); #AT 3; D 1-3/1-3/1-6; Save F2; ML 9; AL C/N; XP 25; SA touch causes paralysis unless victim makes saving throw vs. paralysis; SD immune to *sleep* and *charm* spells

The chamber from which the ghouls came is empty.

If characters search behind the green curtain, they find a locked door. A piece of pale, blue silk is caught in the door. It is a piece of Princess Arelina's robe.

A secret door in the wall to the east of the portraits leads to the kitchen (**area 10**).

If characters search under the sofa, they find a clerical scroll. On the scroll are two *neutralize poison* spells.

### 8. DINING ROOM

3-D figures: walls, single doors, corners, black curtains, tapestry  
Feature tiles: wooden chairs, table, lit candles on tables, cabinet, shadows

A tall archway stands in the east wall of this dimly-lit room. Black curtains hang along the east wall on both sides of the archway. A huge tapestry hangs on the west wall.

Along the north wall stands an ornate china cabinet. A door stands in the wall to the east of the cabinet.

A long dining table dominates the center of the room. Ten high-backed wooden chairs surround the table. Brass candelabras, covered with wax drippings, sit at each end of the table. Colored candles flicker softly in the candelabras. The dim light casts strange, moving shadows about the room.

Several china settings are placed around the table. A glass goblet and several pieces of silverware accompany each setting. Suddenly, two of the goblets rise gracefully into the air and tip slightly. Pale, rose-colored liquid drains slowly from the goblets.

Knives and forks move about on a few of the plates and dishes. Two large silver platters suddenly float through the archway into the room.

Because of the dim light in this room, it takes 3 rounds for the characters to see that two shadows are sitting at the table. Two more shadows are carrying food in from **area 9**. Four rounds after characters enter the room, the shadows attack.

Shadows (4); AC 7; HD 2+2/3+3; hp 10, 9, 8, 8; MV 90' (30'); #AT 1; D 1-4 (2-5 if AD&D™ rules are used); Save F2; ML 12; AL C/CE; XP 35; SA each hit drains 1 Strength point, a character whose Strength points are drained to 0 immediately becomes a shadow; SD can only be hit by magical weapons, immune to *sleep* and *charm* spells

These shadows never go beyond **areas 8, 9, or 10.**

The silverware in the room is worth 500 gp. The china cabinet holds 10 large carving knives. Each is worth 10 gp. Characters may use these knives as daggers.

If characters inspect the tapestry, they see that it is faded and dusty. It depicts hunting and jousting scenes. Moths and other insects have infested the tapestry, making it worthless.

If characters search behind the black curtain, they find a door that leads to **area 5.**

## 9. SERVICE HALL

*3-D figures:* walls, single door, broken mirror, bricked-up windows

*Feature tiles:* skeletons

An archway stands near the southwest corner of this long hallway. A door stands ajar in the center of the north wall.

Two bricked-up windows rest in the east wall, and a broken mirror hangs on the west wall. Shards of glass lie on the floor beneath the mirror.

The bricked-up windows are illusions. Each window covers a secret door in the east wall. Small alcoves lie behind the secret doors. The north alcove holds the mummified remains of a woman, and the south alcove holds the mummified remains of a man. The female mummy is wearing a delicate gold ring, and the male mummy is wearing a large silver ring.

The female's ring is a *ring of protection +1.*

The male's ring gives its wearer the ability to fly once per day (duration of 1d6 turns). The ring is cursed, however. For the ring to work, its wearer must shout and scream as long as he is flying. The ring's powers are not affected by what the wearer shouts.

## 10. KITCHEN

*3-D figures:* walls, single doors, corners, rust monster

*Feature tiles:* fireplace, table, pots & pans, cabinet

The smell of rotting food hangs in the air of this dusty room. Doors stand in the west and south walls of the room. Both are ajar.

A large wooden table stands in the center of the room. A tall cabinet stands in the northwest corner, and a dusty fireplace runs along the east wall. Rusty pots and pans are scattered about on the floor.

After three characters enter this room, a rust monster bursts through the door in the west wall and attacks.

**Rust Monster:** AC 2; HD 5; hp 20; MV 120' (40'); #AT 1; D special; Save F3; ML 7; AL N; XP 300; SA hit causes metal armor and weapons to rust

A secret door in the south wall of this room leads to **area 7.** There is nothing else of value here.

## 11. STAIRWAY

*3-D figures:* walls, single door, corners

*Feature tile:* spiral stairs

The door opens onto a curved stairway that leads downward. The stairs have been carved from stone. The air in this shaft is cool and damp. Tiny holes riddle the walls of the shaft.

These stairs lead down to the house of towers cellar. Mice and rats live in the holes that riddle the shaft walls. Some of these creatures may rush out and startle the characters as they walk down the stairs, but the rodents cause no harm.

If characters search the stairs as they descend, they find a small ring. An emblem on the ring matches the emblem on the uniforms of the archers and lancers who are guarding the house. Princess Arelina dropped the ring.

## 12. LIBRARY TUNNEL

*3-D figures:* walls, corners

*Feature tiles:* open trapdoor, skeleton, rocky rubble

If characters discover the trapdoor in the floor of the library (**area 3**), they see that a ladder leads down to this cellar tunnel.

If characters climb down the ladder, they notice that dozens of cobwebs hang between the rungs. Tiny spiders crawl out across any characters who climb down the ladder. The spiders are harmless. The ladder may break,

however, under a character's weight (30% chance per character). If the ladder breaks, the character on it must roll 1d20. If the dice roll is greater than his Dexterity score, the character takes 1d6 points of damage from falling.

When characters reach the tunnel floor, read the following boxed text to the players.

Rough-hewn walls of rock form this dark tunnel, which leads to the south.

If characters follow the tunnel, they see that it turns eastward, and then widens to a small cavern. A pile of rocky rubble forms the cavern's east wall.

A skeleton lies along the cavern's north wall. There is nothing else in this cavern.

## 13. CELLAR HALLWAY

*3-D figures:* walls, single doors, corners

*Feature tile:* curved stairs

The stairs from the upper level of the house open onto this long, low hallway. The rough-hewn walls rise to a height of only 6 feet. A door stands in the south end of the west wall.

If characters continue down this hallway, they see that it widens as it turns toward the east. Another door stands in the north wall here. There is nothing else of interest in this hallway.

## 14. SOUTH TUNNEL

*3-D figures:* walls, wall fence, single door, corners, giant rats, wererat, fighters

*Feature tiles:* chest beneath rubble, pool of fire

Holes and ledges of rock mark this tunnel. Rocks and small boulders litter the floor.

Just ahead, a pile of rubble partially blocks the hallway, making it impossible for more than one person to move through the hallway at a time.

Two giant rats attack any character who moves past the pile of rubble.

**Giant Rats (2):** AC 7; HD 1/2; hp 2, 2; MV 120' (40'); #AT 1; D 1-3; Save NM; ML 8; AL N/NE; XP 5; SA 5% chance of dis-ease per bite

A small niche stands in the south wall just beyond the pile of rubble. A wererat is hiding in the niche. It attacks 2 rounds after the giant rats attack.

## “THE KIDNAPPING OF PRINCESS ARELINA”

Wererat: AC 7/6; HD 3/3+1; hp 15, 12; MV 120' (40'); #AT 1; D 1-8; Save F3; ML 12; AL C/LE; XP 50; SA can only be hit by silver or magical weapons

As the characters fight the rats, two of the kidnapers (Jahat from **area 15**, Jelek from **area 16**) try to trap the characters in the tunnel. They come to the east end of the tunnel and throw burning oil at the east end of the rubble pile. They then stand behind the burning oil and fire their crossbows into the space between the wall and the rubble pile. (See **area 15** for Jahat's statistics, and **area 16** for Jelek's statistics.)

If characters continue down the tunnel toward the west, they come to a pile of rubble that blocks the west wall. The west end of the tunnel has caved in. This tunnel once connected to **area 12**.

If characters inspect the rubble, they find a wooden chest buried under some of the rocks. The chest contains nine bottles of wine. The wine in six of the bottles has gone sour, but the wine in the other three bottles is in excellent condition. Each bottle is worth 3 sp.

### 15. CELLAR PRISON

*3-D figures:* walls, single door, corners, ghouls, fighters  
*Feature tile:* flock of bats

If characters have defeated Jahat and Jelek, skip to the boxed text below and read it to the players as the characters enter this room.

If the characters have not defeated the kidnapers, Jelek cracks open the door between **areas 16** and **13**, and fires his crossbow at the characters as they try to enter this room. Jelek is protecting Jahat, who is standing guard just inside the door to this room.

Jelek stops firing as soon as characters enter this room. He does not follow the characters.

This dark room is cold and damp. A rusted iron gate stands open at the far end of the room. Several bats hang from the ceiling in front of the gate.

If characters have not defeated Jahat, he attacks immediately.

Jahat, third level fighter: AC 6; hp 17; MV 120' (40'); #AT 1; D 1-8; Save F3; ML 10; AL N; S 15; I 11; W 7; DX 10; CN 8; CH 8

Jahat is armed with three loaded crossbows, 15 extra bolts, and a longsword.

This room is the cellar prison. The cell at the back of the room is empty. The bats on the

ceiling are harmless.

As Jahat fights the characters, he tries to draw them toward the tunnel off the room's east wall. Any character who is backed more than 5 feet into the tunnel is grabbed by two ghouls. The ghouls live in this short tunnel. They do not come out of the tunnel for any reason.

If characters back Jahat more than 5 feet into the tunnel, a scream suddenly pierces the air. Then there is silence.

Ghouls (2): AC 6; HD 2; hp 10, 8; MV 90' (30'); #AT 3; D 1-3/1-3/1-6; Save F2; ML 9; AL C/CE; XP 25; SA touch causes paralysis unless victim makes saving throw vs. paralysis; SD immune to *sleep* and *charm* spells

### 16. WINE CELLAR

*3-D figures:* walls, single doors, corners, fighters  
*Feature tiles:* stacks of casks, stacks of boxes, broken glass

If characters have defeated Jahat and Jelek, skip to the boxed text below and read it to the players as the characters enter this room.

If the characters have not defeated the kidnapers, Jahat steps out of **area 15**, stands in the hallway, and fires his crossbow at the characters as they try to enter this room. Jahat is protecting Jelek, who is standing guard in the northwest corner of this room.

Jahat continues to fire his crossbow as he follows the characters into this room.

A jumble of boxes and casks fills this room. Many of the boxes are ripped open, and several wine bottles have been smashed. Broken glass and corks litter the floor, which is stained a dark red.

If characters have not defeated Jelek, he attacks immediately.

Jelek, fourth level fighter: AC 5; hp 20; MV 90' (30'); #AT 1; D 1-6; Save F4; ML 10; AL N; S 15; I 13; W 8; DX 14; CN 15; CH 13

Jelek is armed with four loaded crossbows, 20 extra bows, and a shortsword.

Any character who hides behind the boxes or casks may improve his Armor Class by 4. If the characters badly wound Jelek, he retreats into **area 17**.

If characters inspect the wine, they find that most of it has gone sour. If they take the time to go through all of the boxes, they are only able to find 25 bottles that are still of any value. Each is worth 2 sp.

### 17. WEST STORAGE ROOM

*3-D figures:* walls, wall fence, single doors, corners, magic-user, princess  
*Feature tiles:* boxes, stack of boxes

Rusak, a magic-user and the last of the kidnapers, is in this room guarding Princess Arelina, who is gagged and tied in the south-east corner of the room.

Unless the characters were extremely quiet, Rusak heard the characters approaching this room, and prepared for their entrance. As soon as the characters open the door to the room, Rusak casts a *fireball* spell at the door. Read the following boxed text to the players when the characters enter the room.

The door opens onto a dark hallway. Suddenly, a flash of light bursts from deep inside the hall. Flames surge through the hallway just inside the door, blasting the door's wood to bits and filling the hall with fire. The sound of exploding bottles pops in the room beyond. Hot liquid splatters the entire area.

A rolling laugh sweeps out of the room. "Stay back!" the voice says. "There's a lot more where that came from!"

The door to this room burns and crumbles to cinders in a few seconds. After the door has stopped burning, the characters may safely enter the room.

Once they are in the room, the characters see burning boxes and exploding wine bottles, but they do not see Rusak.

Just after casting the *fireball* spell, Rusak cast an *invisibility* spell on himself.

Rusak, fourth level magic-user: AC 10; hp 15; MV 120' (40'); #AT 1; D 1-4; Save MU4; ML 12; AL N; S 11; I 13; W 12; DX 14; CN 12; CH 15

Spells.

First level: *ventriloquism*, *magic missile*  
Second level: *darkness* (15' radius)

Rusak stole several magic scrolls before he, Jahat, and Jelek kidnapped the princess. He used the spells on the scrolls to break into the house of towers and keep its creatures at bay. He has already used all of his scroll spells.

Rusak fights to the death. Jahat and Jelek, if they are still alive, come to Rusak's aid. None of the kidnapers harms Princess Arelina, although they constantly say they will.

As soon as the characters free the princess, she dashes to them, throwing her arms around the character in front. She thanks the characters, and then asks them to take her home.

## Ending the adventure

As the characters lead the princess out of the house of towers, King Limakhan, who followed the characters to the house, cries out with joy at the first sight of his daughter. He runs forward so quickly that his bodyguards can hardly keep up.

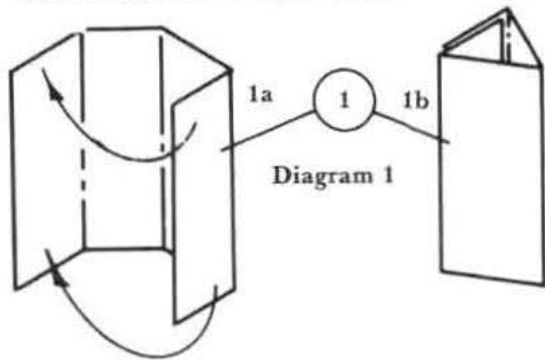
The king rushes to hug Arelina, and exclaims, "My princess, my daughter, joy of my life! Today you are born again for me!"

The king turns toward the characters. "You are skilled and courageous. I am a man of my word. Come to my castle to heal your wounds, rest your bodies, and collect your proper reward!"

## How to cut out and assemble the 3-D figures

To put these figures together, you will need scissors, and glue or tape.

Tear 3-D Figure Sheets 1, 3, and 4 along their perforations. Then cut along the score between 3-D Figure Sheets 2 and 5. You now have five different 3-D Figure Sheets.



### 3-D Figure Sheet 1: Character and Monster Figures

The blank panel of each piece lists the character name or monster type.

1. Cut along the heavy solid lines until you have 18 separate pieces.

2. Fold along the light solid lines on each piece, as shown in Diagram 1. Each of the pieces folds into a triangle that shows a character's (or monster's) right, left, and back sides. To show that a character is moving forward, point its figure in the direction noted by the arrow on Diagram 1.

3. Apply a few drops of glue to the triangle's blank panel ("1a" on Diagram 1). Then fold the figure together into a triangle and press firmly. If you use tape, fold the figure together and wrap a small piece of tape around the front point of the triangle ("1b" on Diagram 1). The tape should bind the figure's right and left sides together.

### 3-D Figure Sheet 2: Long Wall Sections, Short Wall Sections, and Hanging Figures

Cut along the heavy solid lines of each piece on this sheet, until you have two Long Wall Sections, two Short Wall Sections, and six Hanging Figures.

#### Long/Short Wall Sections:

1. Fold along the light solid lines as shown in Diagram 2. Make sure that the wall triangles that border each wall fold *behind* the full-color wall section. The 2-color stone pattern is marked by a "1" on Diagram 2.

2. Apply a few drops of glue to the wall triangles' blank panels. Then firmly press the wall triangles against the wall. If you use tape, wrap small pieces of tape around the tops and bottoms of the wall where the triangles meet the wall.

#### Hanging Figures:

1. Fold each of the Hanging Figures along the light solid lines so that each figure stands like a tent. The full-color illustrations should show on both sides.

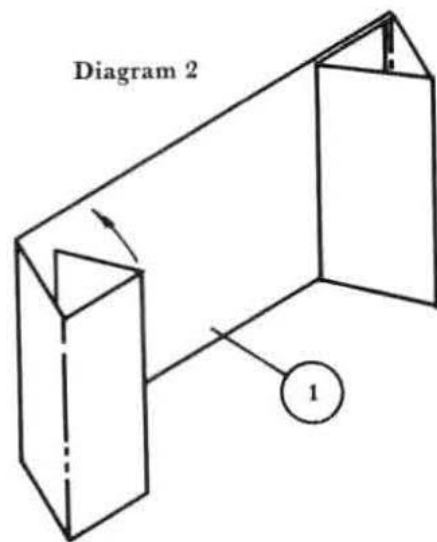
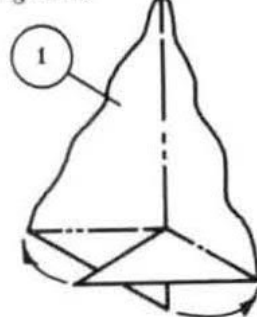


Diagram 3



### 3-D Figure Sheet 3: Corner Pieces, Wall Fence Sections, and Door Inserts

#### Corner Pieces ("1" on Diagram 3):

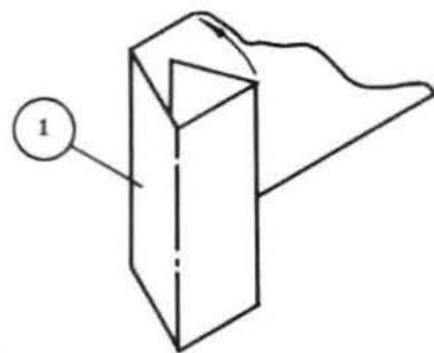
1. Cut along the heavy solid lines on the Corner Piece.

2. Cut along the solid line that runs along the blank panel at the bottom of the Corner Piece.

3. Fold the Corner Piece together along the light solid lines, as shown in Diagram 3. The arrows on Diagram 3 show how the Corner Piece's bottom panels fold together.

4. Apply a few drops of glue to the blank panel at the bottom of the Corner Piece. Fold the Corner Piece together and press firmly. If you use tape, fold the Corner Piece together and wrap a piece of tape around the bottom of the corner, where the two panels come together.

Diagram 4



#### Wall Fence Sections:

1. Cut along the solid lines of the Wall Fence Section.

2. Fold along the Wall Fence's light solid lines, as shown in Diagram 4.

3. Apply a few drops of glue to the Wall Fence's blank panel. Then press the wall triangle ("1" on Diagram 4) firmly against the Wall Fence (as shown by the arrow in Diagram 4). If you use tape, press the wall triangle against the Wall Fence and wrap a small piece of tape around the top of the Wall Fence, where the triangle and wall meet. Then wrap another small piece of tape around the bottom of the Wall Fence, where the triangle and wall meet.

Set aside the Door Insert pieces for now.



### 3-D Figure Sheet 4: Double Door, Pillar Figures, and Monster Figures

#### Double Door:

1. Cut along the heavy solid lines of Double Door Frames A & B, and along the heavy solid lines of the Right and Left Double Door Stands.

2. Cut out the sections marked with an "X" on the Double Door Frames. These spaces will form the door opening when the door is put together.

3. Apply a few drops of glue to the blank side of Double Door Frame A ("1" on Diagram 5). Apply the glue ONLY along the lines marked by arrows on Diagram 5. Do not apply glue anywhere else on Double Door Frame A.

4. Press Double Door Frame A firmly together with Double Door Frame B ("2" on Diagram 5). Make sure that the full-color sides are showing on both sides of the door frame.

If you use tape, wrap small pieces of tape around the ends of the door frames (top and bottom). Use the arrows in Diagram 5 as guidelines for placing the tape.

5. Fold along the light solid lines of the Right and Left Double Door Stands, forming them into triangles. The Left Double Door Stand is "3" on Diagram 5, and the Right Double Door Stand is "4" on Diagram 5.

6. Glue or tape the Double Door Stand triangles together, as you would the Character Figures in Diagram 1.

7. Apply a few drops of glue to the blank back panel of the Left Double Door Stand. Press the triangle firmly against the left side of Double Door Frame B.

8. Apply a few drops of glue to the blank back panel of the Right Double Door Stand. Press the triangle firmly against the right side of Double Door Frame B.

If you use tape, attach the Double Door Stands to Double Door Frame B as you would the wall triangles in Diagram 2.

The double door should now stand on its own.

9. Get 3-D Figure Sheet 3 and cut out the Door Inserts along the heavy solid lines.

10. Place the Double Door Insert ("5" on Diagram 5) in the slot between Double Door Frames A & B. You should be able to freely

move the Double Door Insert up and down between the frames. When the double door is open (the Double Door Insert is pulled all the way up), your Character Figures should fit easily through the open doorway.

#### Pillar Figures:

Cut out, fold, and assemble these figures as you would the Character Figures (Diagram 1).

#### Monster Figures:

Cut out, fold, and assemble these figures as you would the Character Figures (Diagram 1).

Note: These Monster Figures rest horizontally, so they have no back sides.

### 3-D Figure Sheet 5: Single Doors and Monster Figures

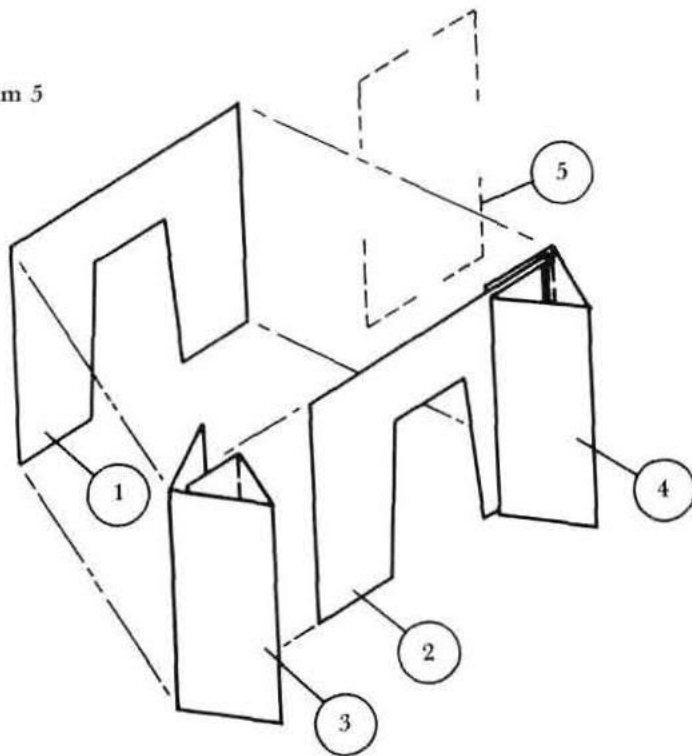
#### Single Doors:

Cut out, fold, and assemble these figures as you would the Double Door (Diagram 5).

#### Monster Figures:

Cut out, fold, and assemble these figures as you would the Character Figures (Diagram 1).

Diagram 5



### Tips on using the 3-D figures

You may use these figures to create three-dimensional rooms on the dungeon grid. The uses for pieces such as walls and doors are fairly obvious, but other pieces may be used in several ways.

You may use *Corner Pieces* to delineate room sizes, while leaving a wall open for moving Character Figures and placing feature tiles. You may also use *Corner Pieces* to represent broken or crumbling walls.

You may use *Pillar Figures* as wall additions, or you may use them lengthwise as stone embankments.

You may use some *Hanging Figures* to represent free-standing statues or mirrors, or you may hang them over wall sections to represent various wall hangings. When you have set up a room that your players want to use for several hours, you may want to use paperclips to hold the walls, doors, and pillars together.

**Berklai**  
Fourth level fighter

Strength	15	Dexterity	12
Intelligence	16	Constitution	15
Wisdom	9	Charisma	15
Armor Class	4	Hit points	30

**Weapons:** *longsword* \*1, dagger, shortsword

**Equipment:** chain mail and shield; oil flask; 50 feet of rope

**Awaz**  
Fourth level magic-user

Strength	8	Dexterity	17
Intelligence	15	Constitution	11
Wisdom	14	Charisma	13
Armor Class	7	Hit points	11

**Weapons:** dagger, quarterstaff

**Equipment:** bullseye lantern; six wax candles; small silver mirror; two bone scroll cases; *dust of disappearance*

**Spells.**

First level: *magic missile*, *read magic*, *sleep*

Second level: *mirror image*, *wizard lock*

**Triak**  
Fifth level cleric

Strength	10	Dexterity	17
Intelligence	12	Constitution	16
Wisdom	14	Charisma	10
Armor Class	2	Hit points	28

**Weapons:** *war hammer* \*1

**Equipment:** splint and shield; small silver mirror; bud of garlic; two silver holy symbols; prayer beads; three wax candles; bone scroll case, three vials of holy water

**Spells.**

First level: *bles*, *cure light wounds*, *protection from evil*

Second level: *chant*, *hold person*, *speak with animals*

Third level: *remove curse*

**Penchuri**  
Fourth level thief

Strength	11	Dexterity	18
Intelligence	9	Constitution	15
Wisdom	12	Charisma	9
Armor Class	3	Hit points	17

**Weapons:** shortsword; two throwing daggers; sling with 20 bullets

**Equipment:** leather armor; thieves' picks and tools; two small sacks, grapple hook; 50 feet of rope; flask of oil; *boots of elvenkind*

**Kuat**  
Third level ranger

Strength	13	Dexterity	14
Intelligence	15	Constitution	15
Wisdom	15	Charisma	14
Armor Class	7	Hit points	23

**Weapons:** longsword; composite bow with 20 arrows (*five arrows* \*1)

**Equipment:** studded leather; trained falcon; 50 feet of rope; oak staff; *cloak of elvenkind*

**Saudara**  
Third level magic-user

(with black cat familiar: AC 7; hp 3)

Strength	9	Dexterity	11
Intelligence	14	Constitution	14
Wisdom	10	Charisma	8
Armor Class	9	Hit points	10

**Weapons:** dagger, five darts

**Equipment:** *cloak of protection* \*1; leather scroll case, two wax candles

**Spells.**

First level: *burning hands*, *magic missile*

Second level: *mirror image*

**Teman**  
Fourth level cleric

Strength	10	Dexterity	10
Intelligence	15	Constitution	10
Wisdom	9	Charisma	8
Armor Class	7	Hit points	22

**Weapon:** mace

**Equipment:** leather armor; silver holy symbol; wooden holy symbol; three vials of holy water; 10 incense sticks; three wax candles

**Spells.**

First level: *cure light wounds* (x2), *light*

Second level: *hold person*, *spiritual hammer*

**Ambil**  
Third level thief

Strength	9	Dexterity	14
Intelligence	10	Constitution	12
Wisdom	14	Charisma	11
Armor Class	6	Hit points	12

**Weapons:** club, dart, dagger, shortsword

**Equipment:** leather armor; *ring of protection* \*2; thieves' picks and tools; grapple hook; 50 feet of rope; iron spike; flask of *oil of slipperness*

ABBREVIATIONS

AC — Armor Class	D — Damage
HD — Hit Dice	Save — Save As
hp — hit points	ML — Morale
MV — Movement	AL — Alignment
#AT — No. of attacks per round	XP — Experience point value
F — Fighter	N — Neutral
C — Chaotic	CE — Chaotic Evil
MU — Magic-user	NE — Neutral Evil
SA — Special Attack	SD — Special Defense
NM — Normal Man	S — Strength
I — Intelligence	W — Wisdom
DX — Dexterity	CN — Constitution
CH — Charisma	

MONSTER STATISTICS

Monster statistics are listed in the following order:

Monster/NPC Name (No. appearing, if more than one); Armor Class; Hit Dice or Class/Level; hit points; Movement per turn (round); No. of attacks per round; Damage; Save As; Class/Level; Morale; Alignment; Experience Point value; Special Attacks; Special Defenses; and special abilities or spells

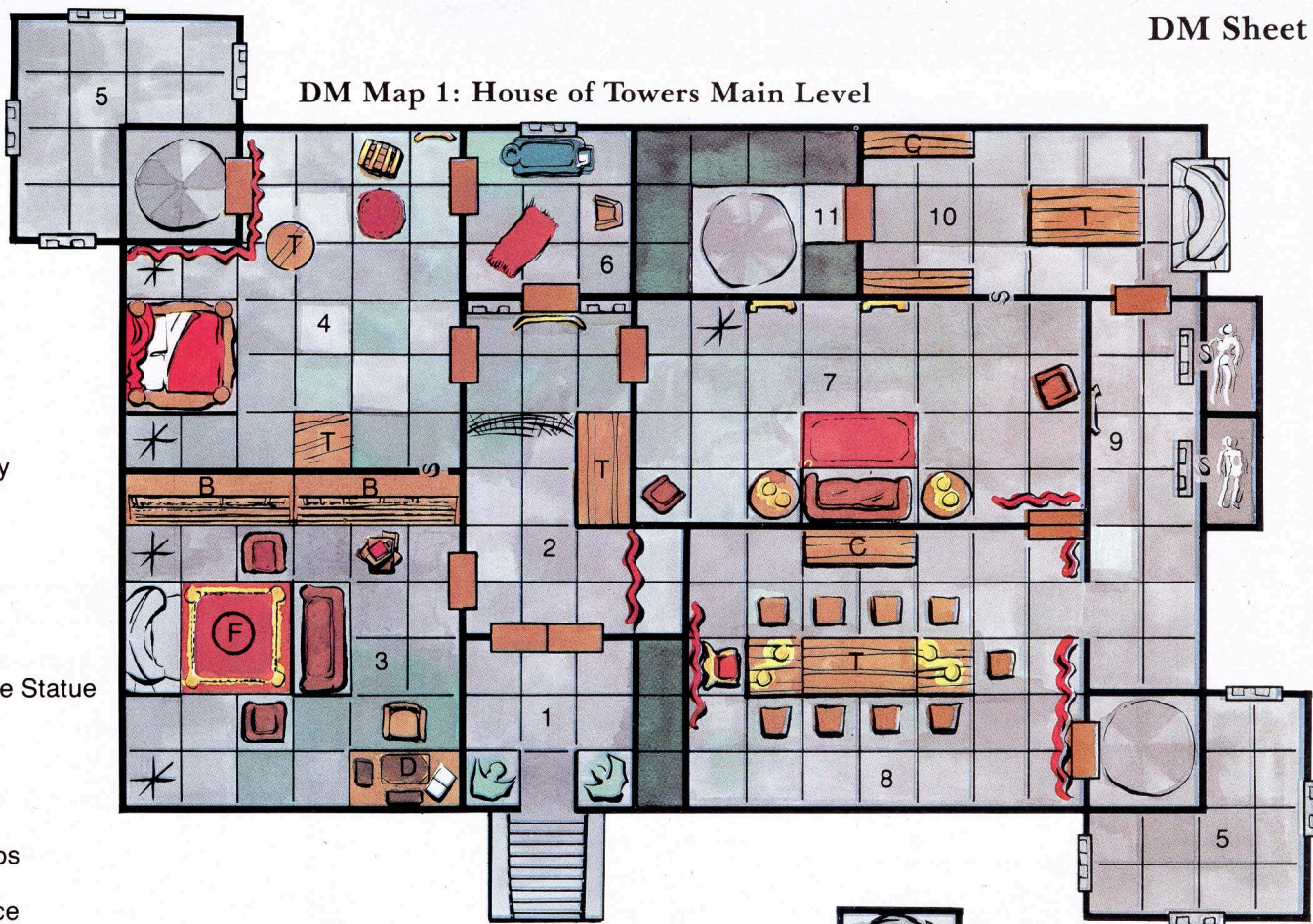
*Important:* In all cases except Damage listings, statistics that precede a slash (/) mark pertain to D&D® rules, and statistics that follow a slash mark pertain to AD&D™ rules.

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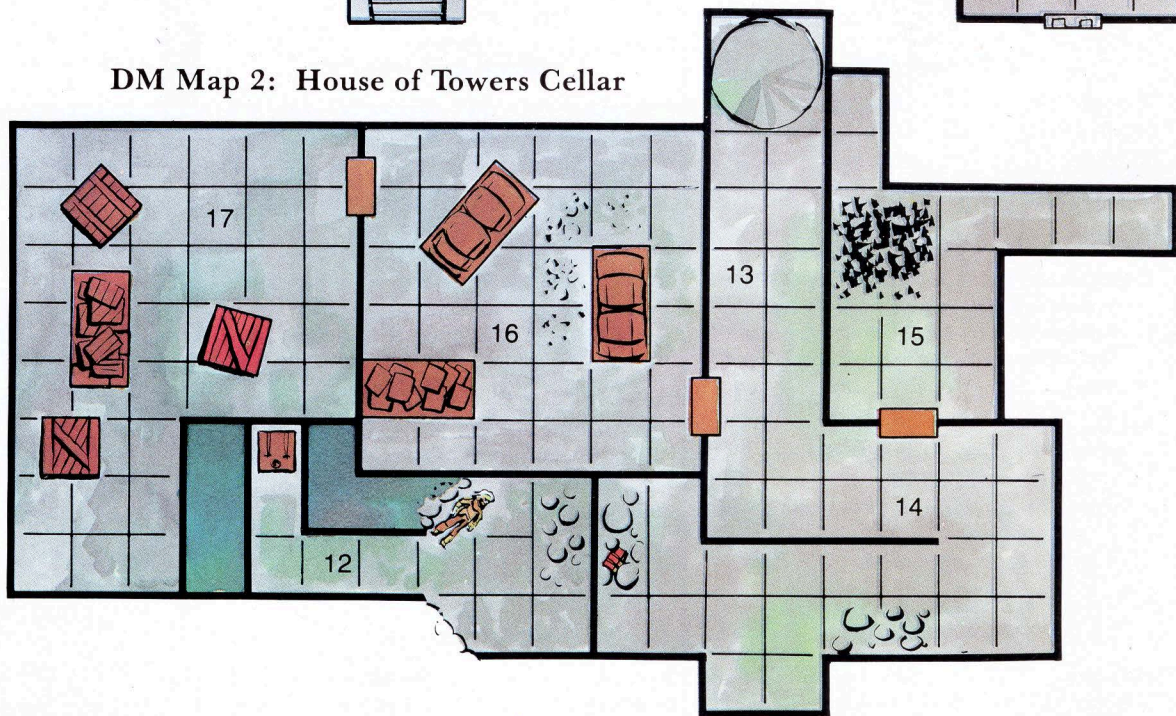
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






DM Map 1: House of Towers Main Level



DM Map 2: House of Towers Cellar



KEY

-  Stairs
-  Body
-  Rug
-  Tapestry
-  Chairs
-  Bed
-  Chest
-  Gargoyle Statue
-  Table
-  Cabinet
-  Cobwebs
-  Fireplace
-  Bookshelf
-  Extinguished Candelabra
-  Desk
-  Secret Door
-  Curtain
-  Spiral Staircase
-  Bricked-up Window
-  Hanging Mirror
-  Locked Door
-  Candles
-  Door
-  Double Doors
-  Hanging Picture
-  Flock of Bats























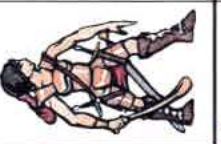














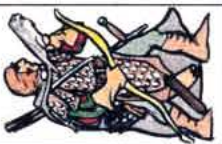
















-  Stack of Casks
-  Broken Glass
-  Rocky Rubble
-  Stack of Boxes
-  Trapdoor in Floor
-  Solid Stone
-  Box
-  Skeleton
-  Trapdoor in Ceiling
-  Chest Beneath Rubble

Scale: 1 square=5 feet

# 3-D Figure Sheet 1

Cut along heavy solid lines. Fold along light solid lines.

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Apply glue to this panel. <b>Wererat</b>	Apply glue to this panel. <b>Wererat</b>	Apply glue to this panel. <b>Ghoul</b>	Apply glue to this panel. <b>Ghoul</b>	Apply glue to this panel. <b>Ghoul</b>	Apply glue to this panel. <b>Ghoul</b>
					
					
					
Apply glue to this panel. <b>Princess Arelina</b>	Apply glue to this panel. <b>Male Magic-user</b>	Apply glue to this panel. <b>Male Fighter</b>	Apply glue to this panel. <b>Male Fighter</b>	Apply glue to this panel. <b>Ambil</b>	Apply glue to this panel. <b>Temam</b>
					
					
					
Apply glue to this panel. <b>Saudara</b>	Apply glue to this panel. <b>Kuat</b>	Apply glue to this panel. <b>Penchuri</b>	Apply glue to this panel. <b>Triak</b>	Apply glue to this panel. <b>Awam</b>	Apply glue to this panel. <b>Berkelai</b>
					
					
					

MONSTER FIGURES

CHARACTER FIGURES

CHARACTER FIGURES



# 3-D Figure Sheet 2

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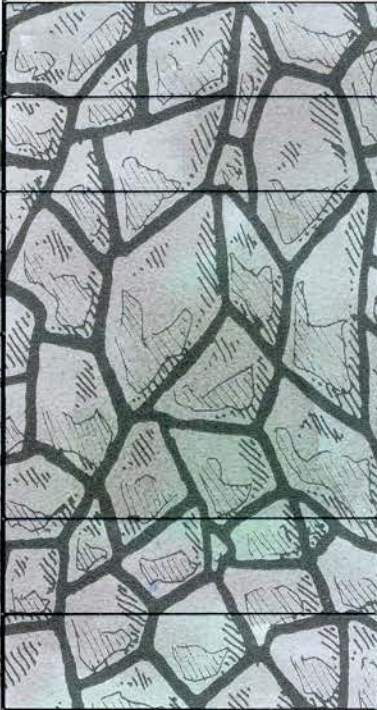






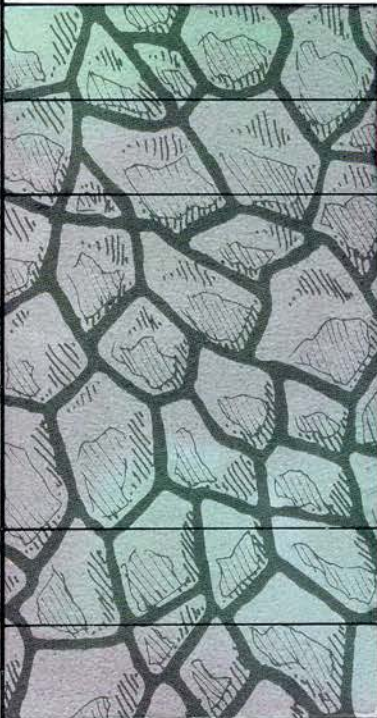






Cut along heavy solid lines. Fold along light solid lines.

## LONG WALL SECTION 1

## LONG WALL SECTION 2

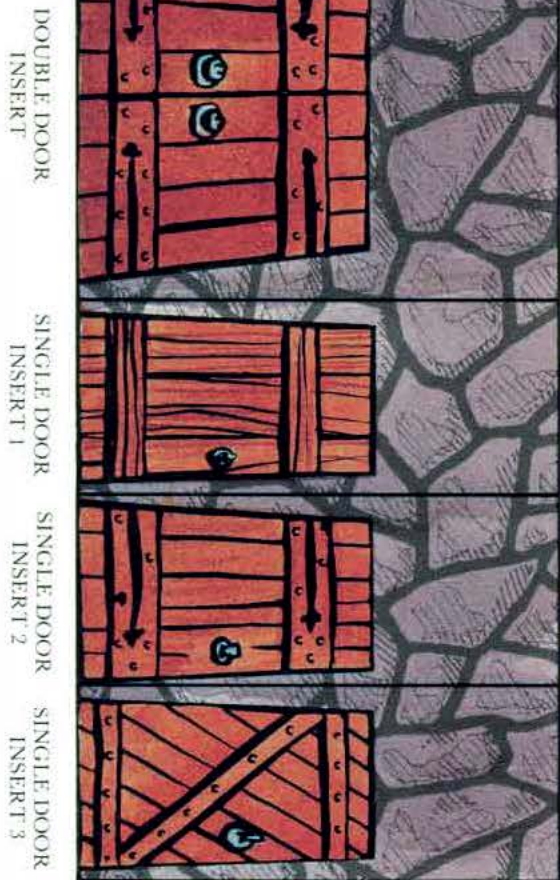
## SHORT WALL SECTIONS 1 & 2

## HANGING FIGURES

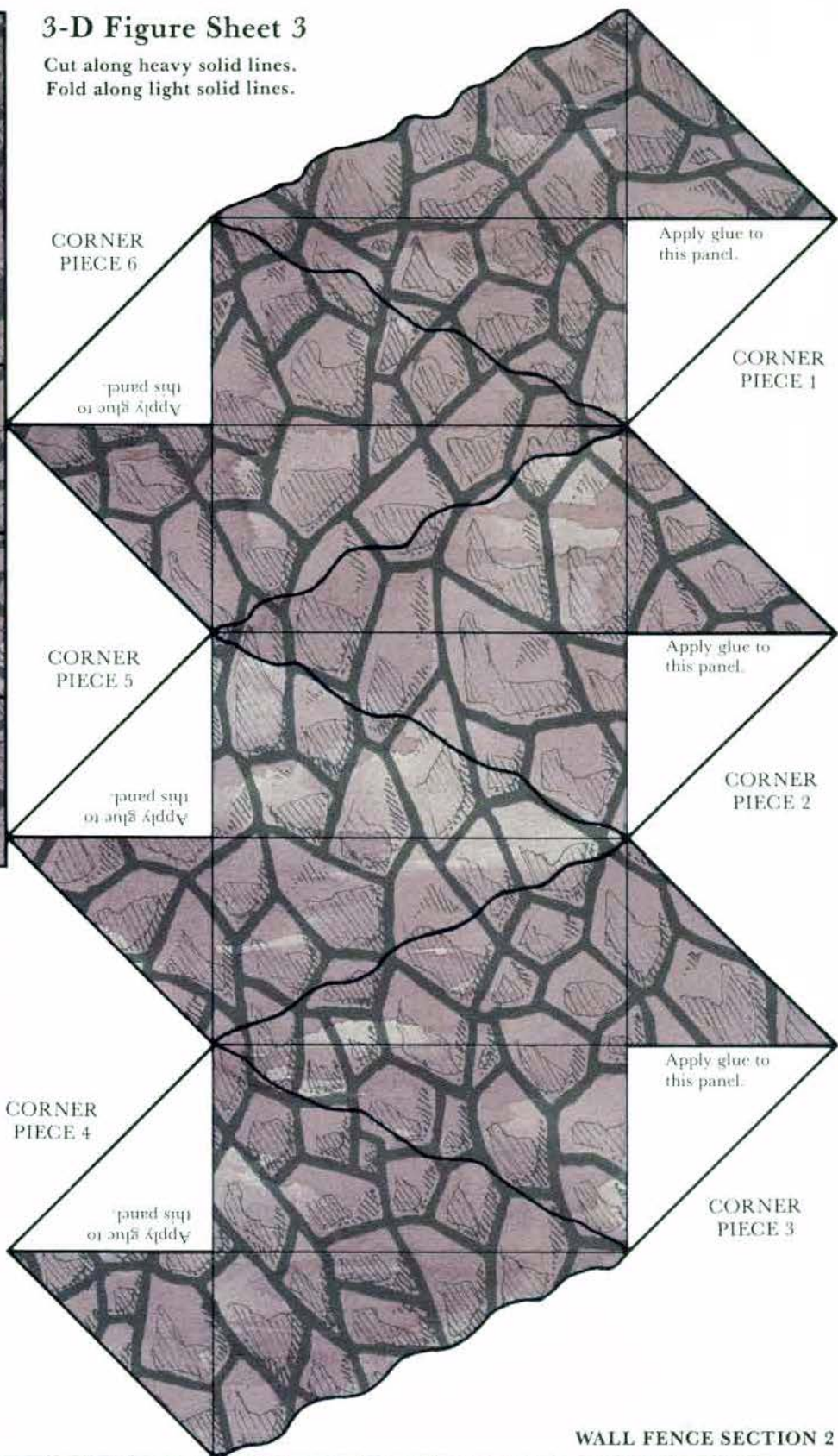
Apply glue to this panel.	Apply glue to this panel.	Apply glue to this panel.	Sword Figure	Tapestry Figure
			Curtain Figure	Mirror Figure
			Window Figure	Window Figure
				
		Apply glue to this panel.		
		Apply glue to this panel.		
Apply glue to this panel.	Apply glue to this panel.			
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Apply glue to this panel.	Apply glue to this panel.	Apply glue to this panel.		

### 3-D Figure Sheet 3

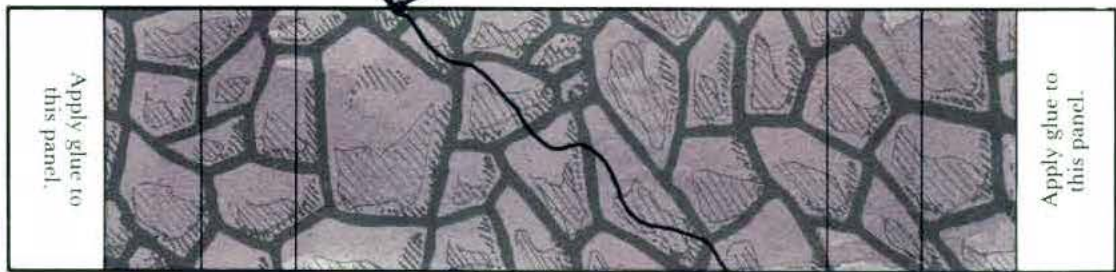
Cut along heavy solid lines.  
Fold along light solid lines.



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WALL FENCE SECTION 2



WALL FENCE SECTION 1

Apply glue to this panel.		Glue this panel to the Double Door Frame.	
Apply glue to this panel.		Glue this panel to the Double Door Frame.	

Apply glue to this panel.			
Apply glue to this panel.			

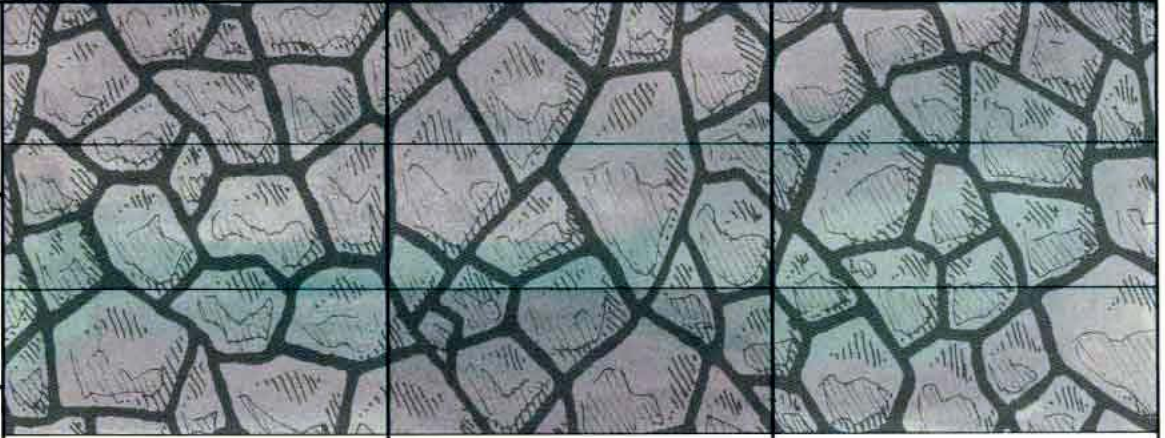
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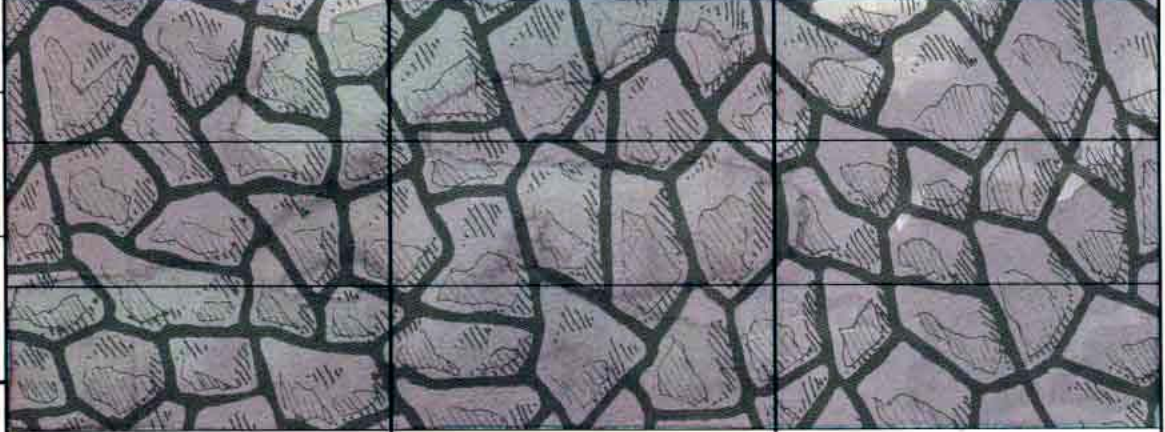
Cut out sections marked with an "X."

Apply glue to this panel.

**Rust Monster**



Apply glue to this panel. <b>PILLAR FIGURE 1</b>	Apply glue to this panel. <b>PILLAR FIGURE 2</b>	Apply glue to this panel. <b>PILLAR FIGURE 3</b>
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Apply glue to this panel. <b>PILLAR FIGURE 4</b>	Apply glue to this panel. <b>PILLAR FIGURE 5</b>	Apply glue to this panel. <b>PILLAR FIGURE 6</b>
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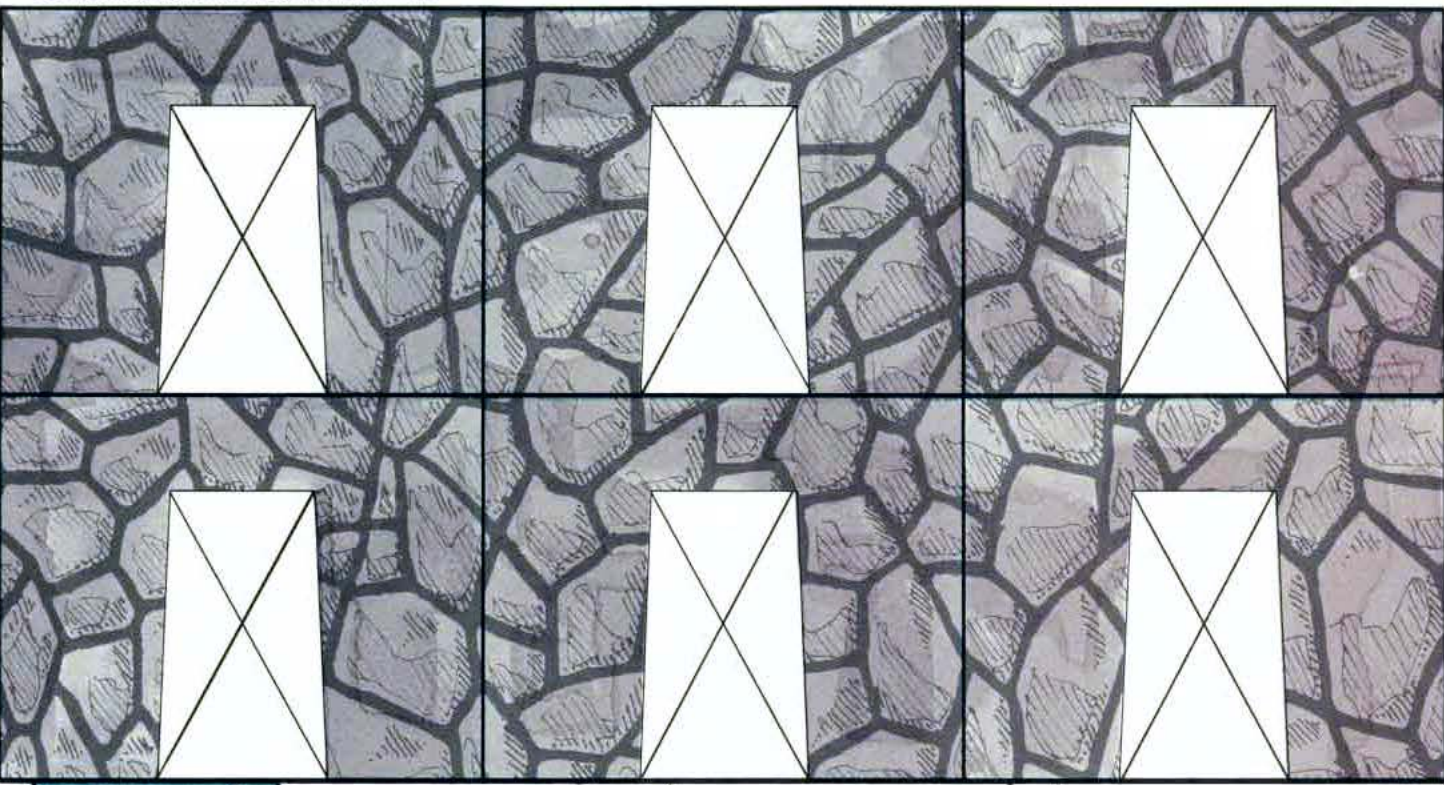
**3-D Figure Sheet 4**

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**PILLAR FIGURES**

Cut out sections marked with an "X."

SINGLE DOOR FRAMES 1A, 2A, & 3A

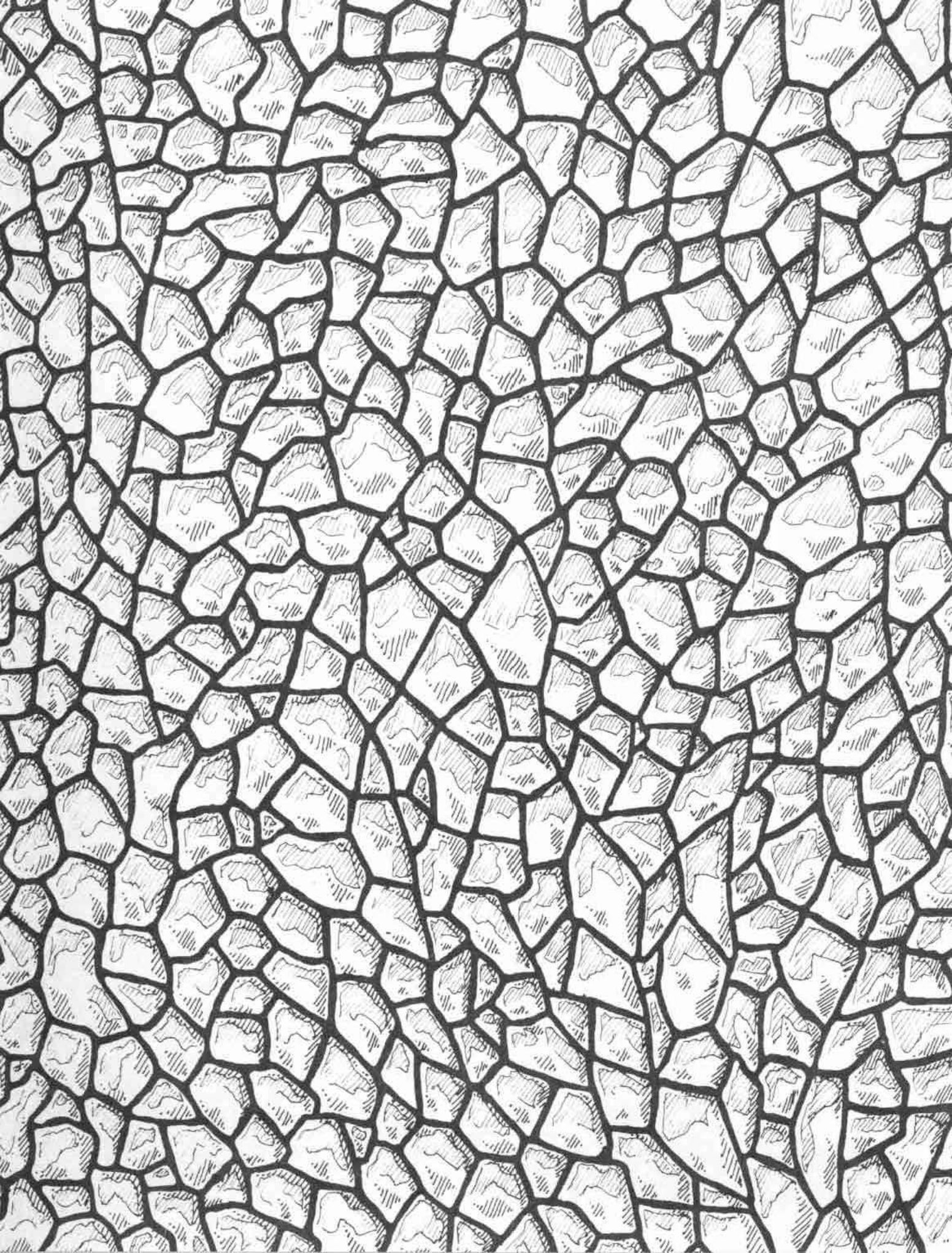


SINGLE DOOR FRAMES 1B, 2B, & 3B

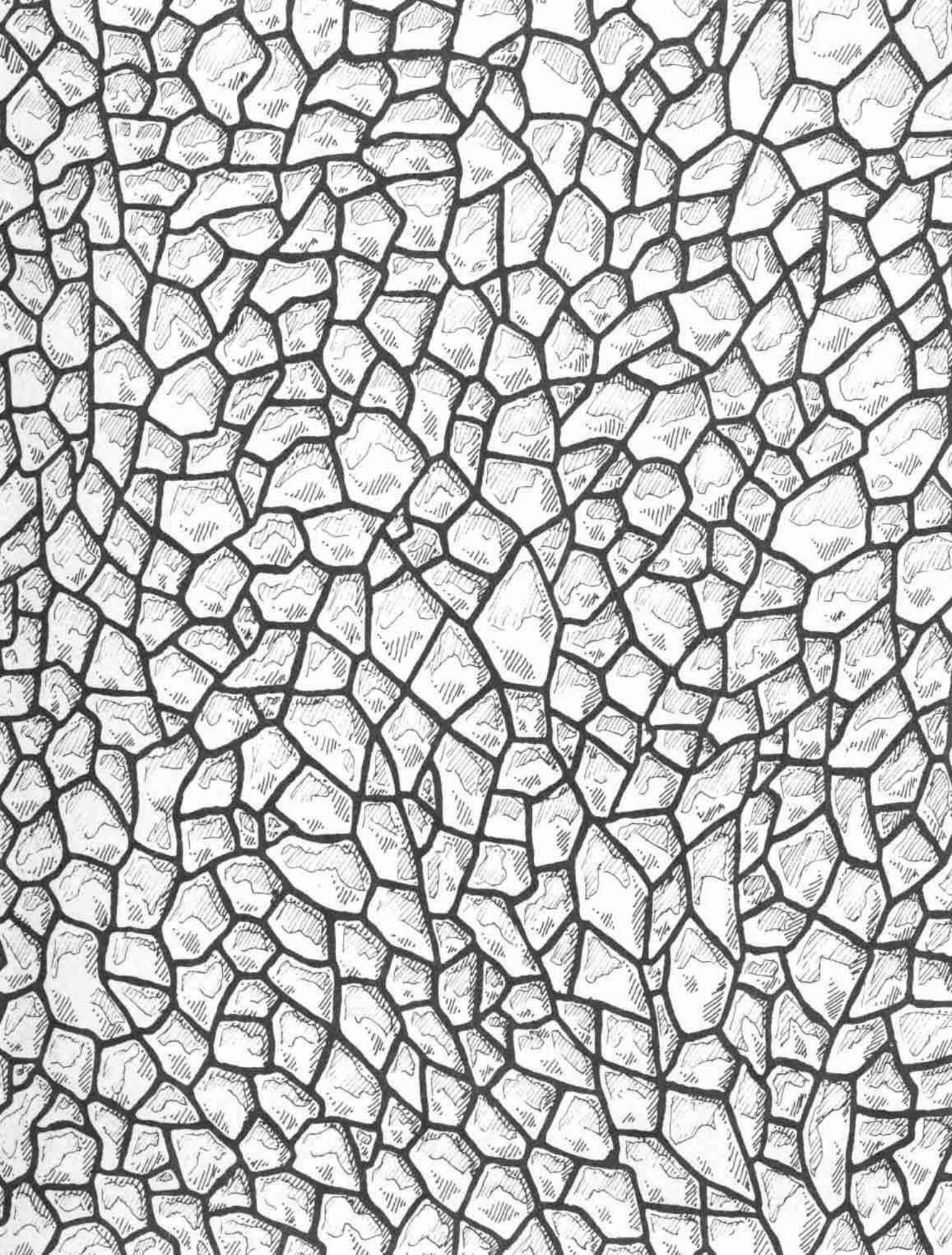
	<p><b>SINGLE DOOR FRAME 1 - LEFT STAND</b> Glue this panel to Single Door Frame 1.</p>	<p><b>SINGLE DOOR FRAME 2 - LEFT STAND</b> Glue this panel to Single Door Frame 2.</p>	<p><b>SINGLE DOOR FRAME 3 - LEFT STAND</b> Glue this panel to Single Door Frame 3.</p>
<p>Apply glue to this panel. <b>Skeleton</b></p>	<p>Apply glue to this panel.</p>	<p>Apply glue to this panel.</p>	<p>Apply glue to this panel.</p>
	<p><b>SINGLE DOOR FRAME 1 - RIGHT STAND</b> Glue this panel to Single Door Frame 1.</p>	<p><b>SINGLE DOOR FRAME 2 - RIGHT STAND</b> Glue this panel to Single Door Frame 2.</p>	<p><b>SINGLE DOOR FRAME 3 - RIGHT STAND</b> Glue this panel to Single Door Frame 3.</p>
<p>Apply glue to this panel. <b>Skeleton</b></p>	<p>Apply glue to this panel.</p>	<p>Apply glue to this panel.</p>	<p>Apply glue to this panel.</p>

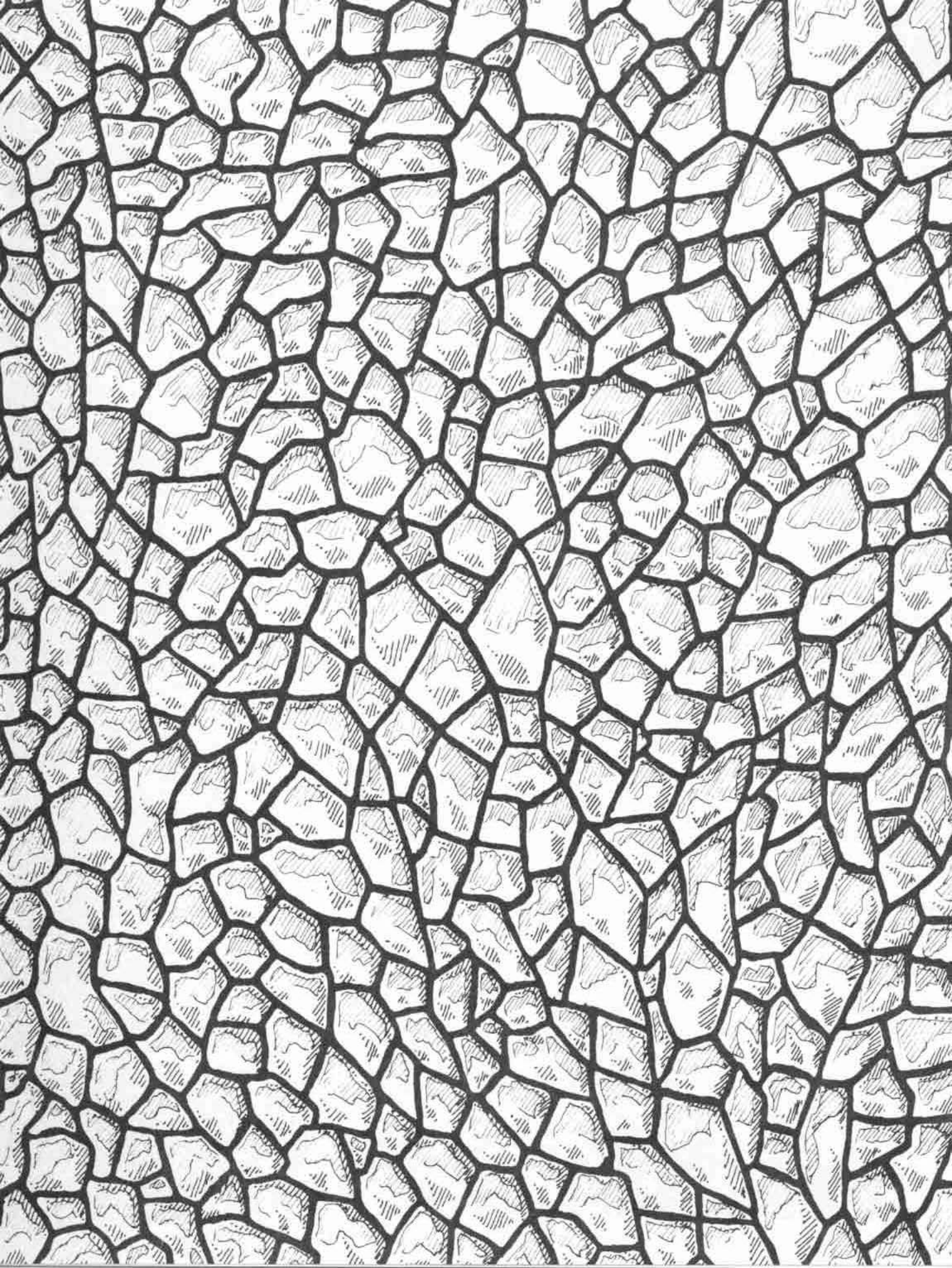
3-D Figure Sheet 5

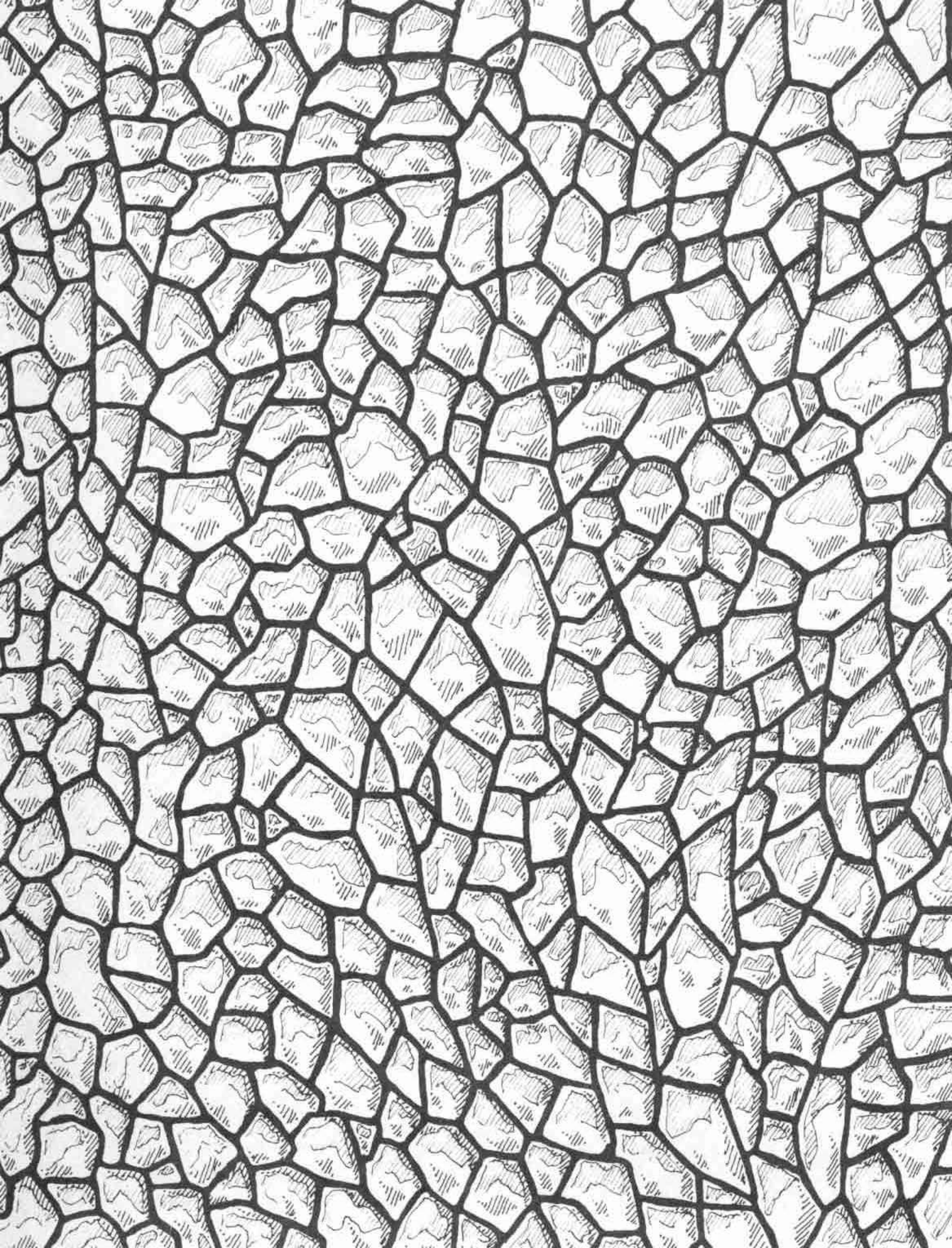
Cut along heavy solid lines. Fold along light solid lines.

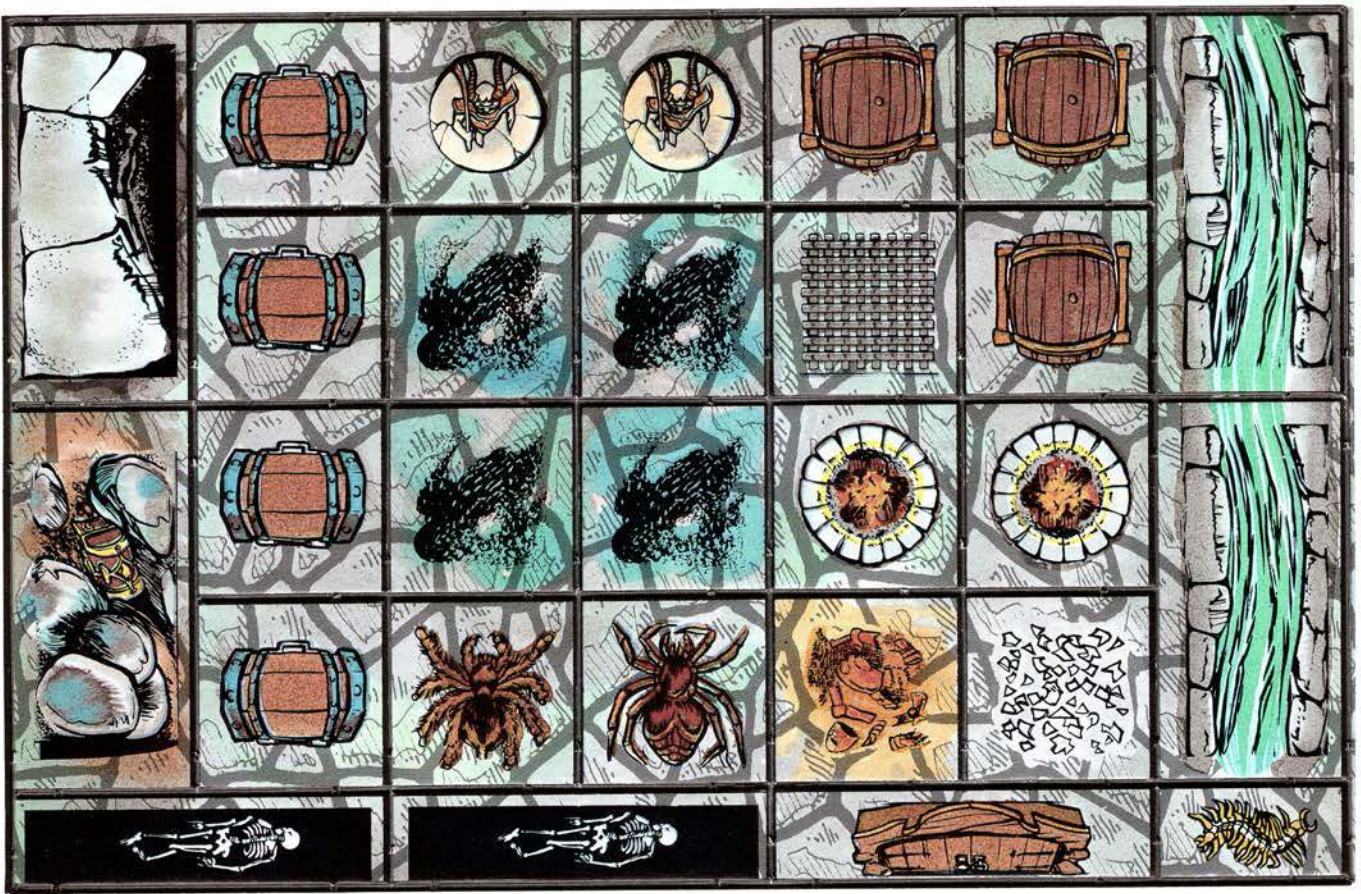






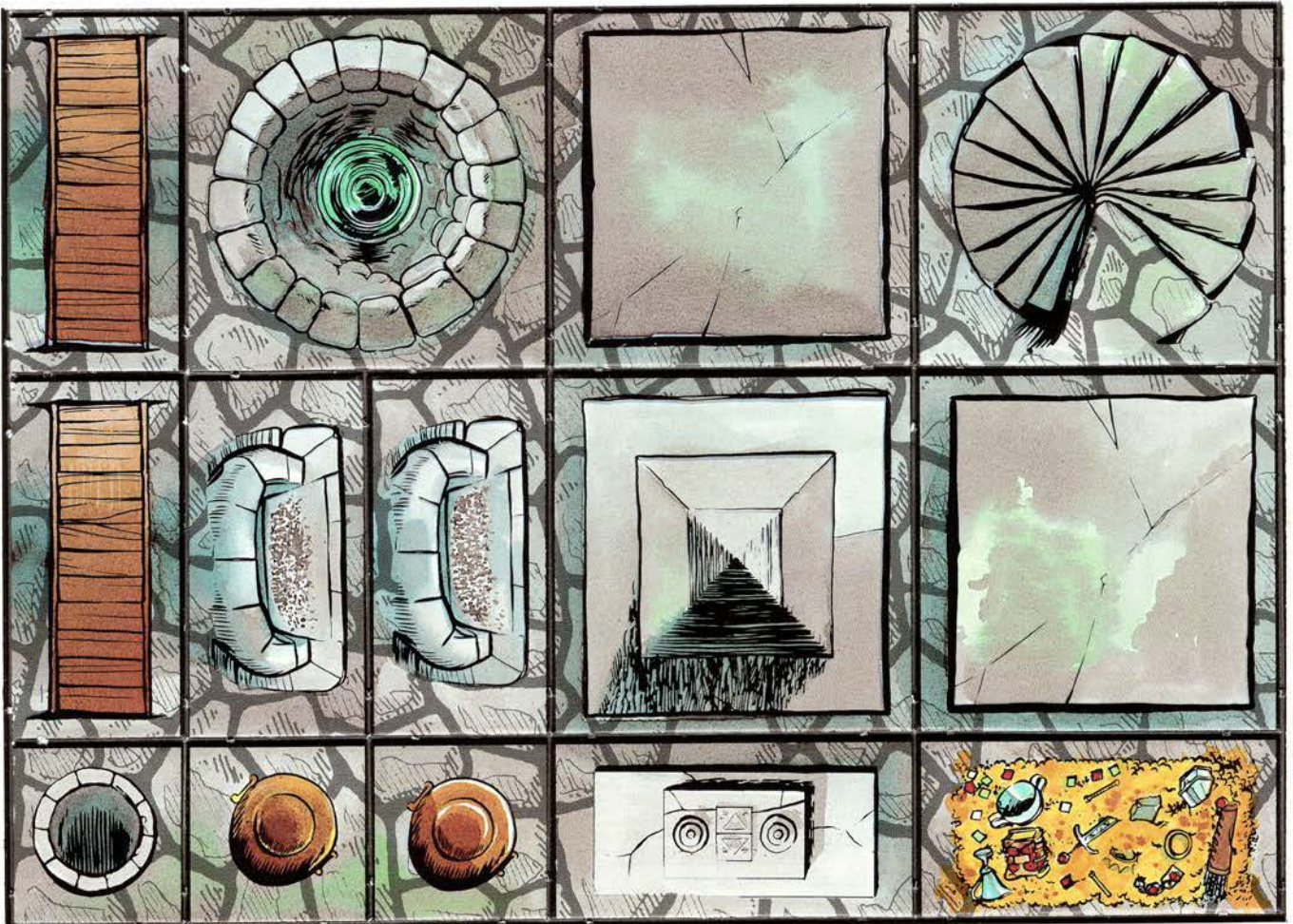


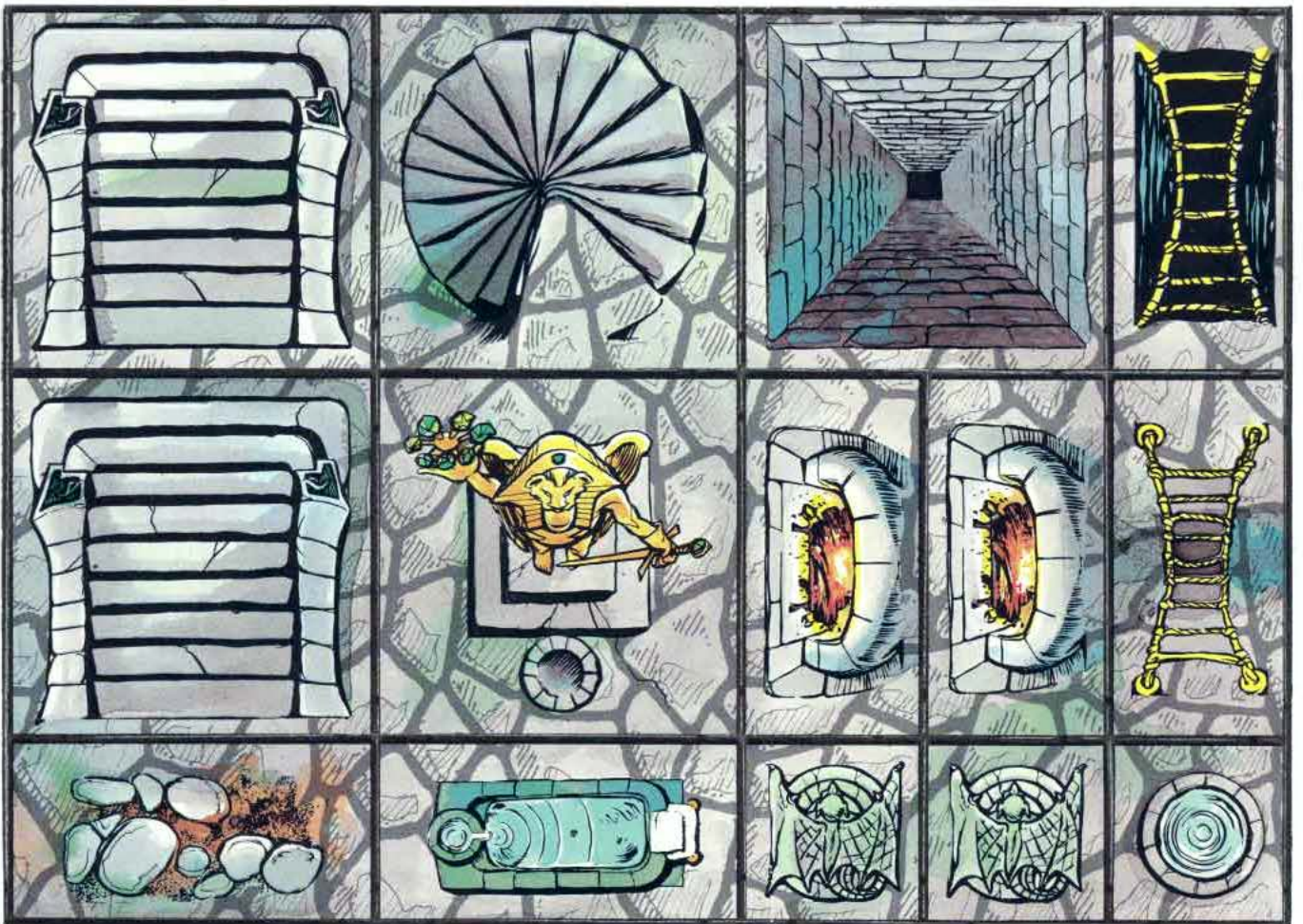




3-D DRAGON TILES

2-D FEATURE TILE SHEET 1

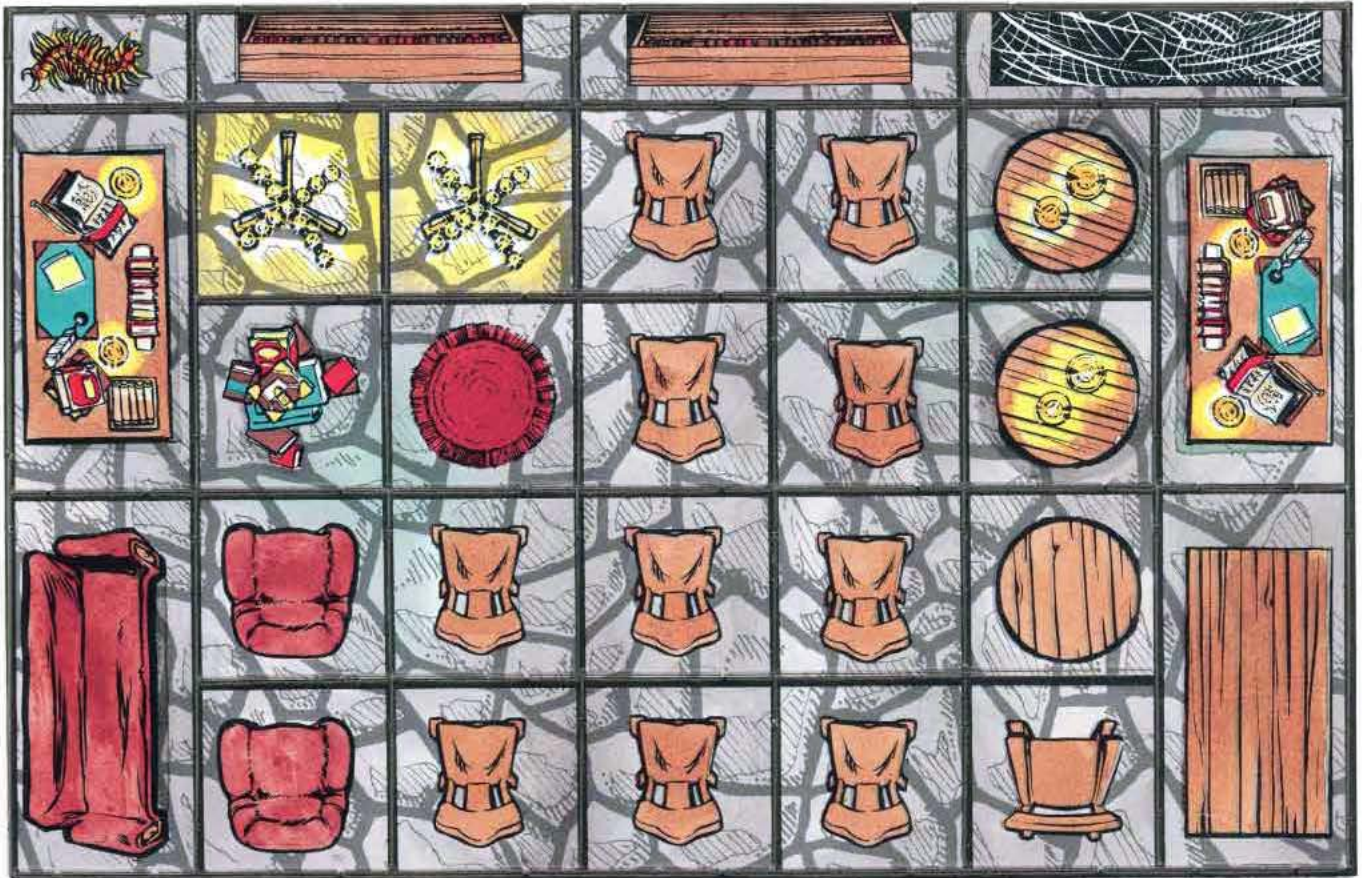


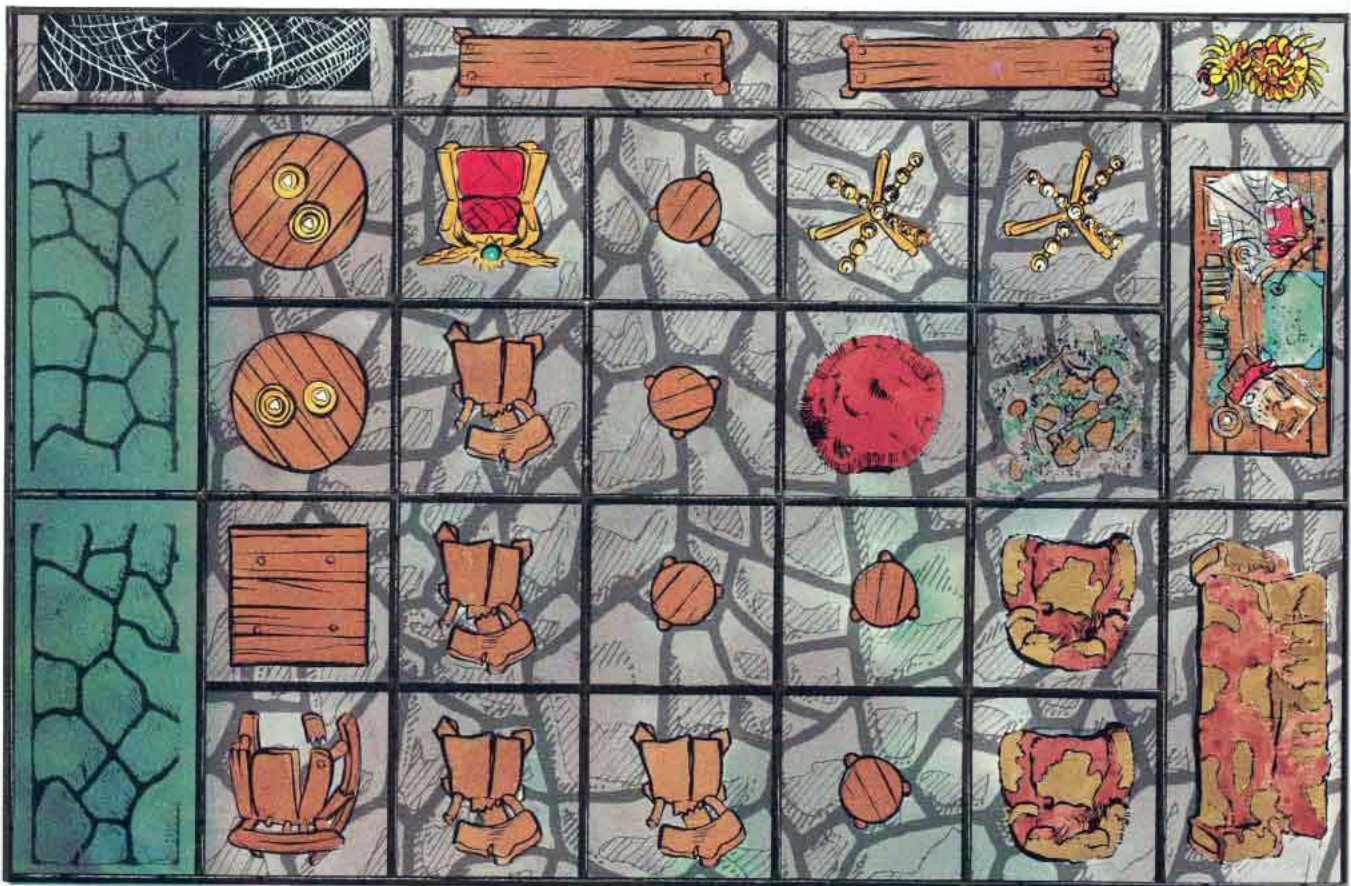
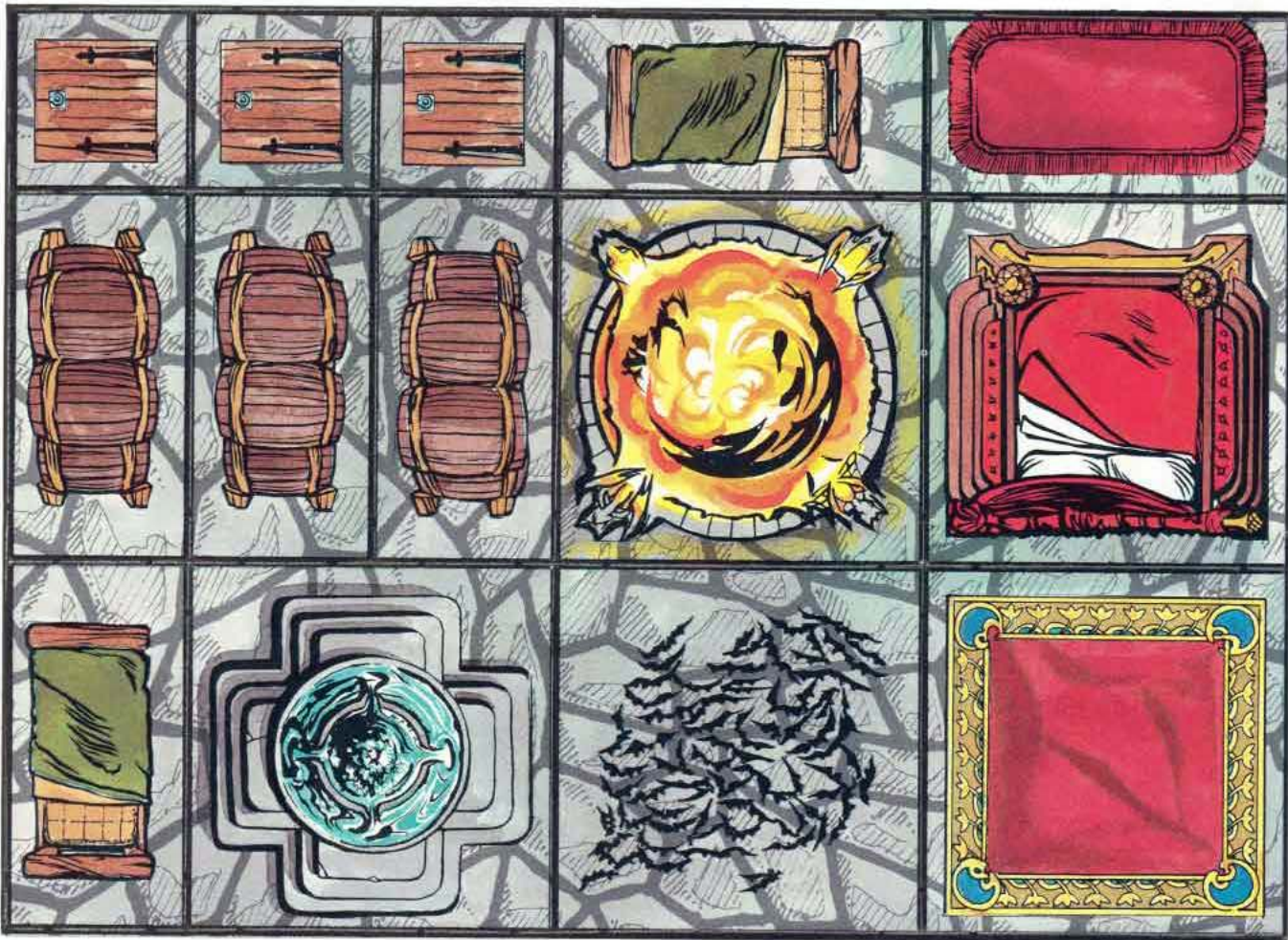


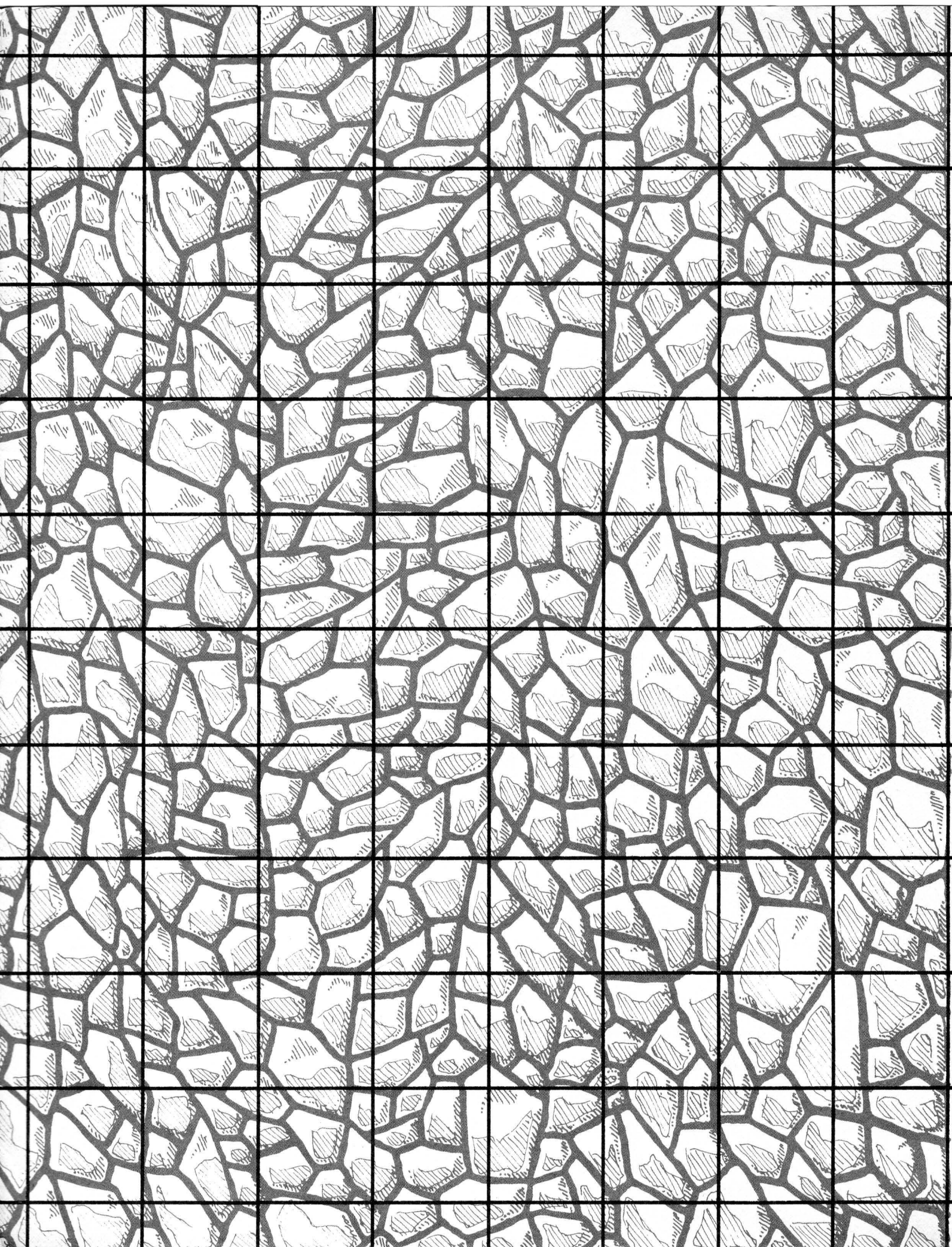


3-D DRAGON TILES

2-D FEATURE TILE SHEET 2











**3-D DRAGON TILES** featuring

---

**The Kidnapping of Princess Arelina**  
by Garry Spiegle

---

Your party moves stealthily up the dark hallway. Torn cobwebs dangle from the ceiling; to the south, a huge, iron door creaks eerily in the mysterious wind. A massive iron gate crashes down, blocking the corridor ahead!

Wait a minute. The pencil broke.

Mapping dungeons is quick, easy, and exciting with the 3-D Dragon Tiles. Use the Dragon Tiles to bring your DUNGEONS & DRAGONS® and ADVANCED DUNGEONS & DRAGONS® adventures to life.

This package includes 51 3-D figures, featuring characters, creatures, walls, and doors. Two sheets of 84 two-sided feature tiles, showing traps, treasures, furniture, and special surprises, are also included. A Dungeon Mapping Grid is provided to help you lay out dungeons quickly.

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# DUNGEONS & DRAGONS<sup>®</sup>

FANTASY ADVENTURE GAME

## Player Character Record Sheets



*Do you have trouble keeping track of your dwarf's hit points? Are you constantly checking to see what your thief's abilities are? Did your magic-user miss going up a level because you lost the piece of paper with all of his treasure on it? Well cast your gaze upon this item. At last, all of that valuable information has been put on one sheet of paper.*

*These convenient record sheets display all of the most frequently used information that a player looks for when adventuring with a character. Everything you want to keep track of can be kept on these sheets. Ability scores, armor class, hit points, weapons, spells, treasure, equipment, magical items, saving throws, special abilities and even a combat table are placed at your fingertips. TSR is always looking for more ways to increase your adventuring enjoyment. Be sure to check our other playing aids from TSR, the Game Wizards.*

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In playing the **DUNGEONS & DRAGONS®** game, you may find it advantageous — if not essential — to keep tabs on a myriad of information. If not done properly it may become a confusing, time-consuming chore. Dungeon exploring can be made easier and simpler when your character's vital information is neatly arranged. These player character record sheets are designed to make that important information easily accessible so that it may be located at a glance.

Some of your character's statistics, such as name and alignment, are unlikely to change and may be written in with ink. Most of the remaining information may often change during the course of adventuring and should be written in with pencil.

**Player's Name.** This is your own name and not the name of your character.

**Dungeon Master.** This is the name of your DM when your character was created.

**Character's Name.** You may give your character any name you wish.

**Alignment.** This identifies your character as lawful, neutral or chaotic.

**Class.** Your character is a fighter, magic-user, thief, cleric, dwarf, elf, or halfling.

**Level.** This is the experience level of your character.

**Armor Class.** This number indicates how easy or difficult it is for your character to be hit by a foe.

**Hit Points.** This number indicates the amount of damage a character can take.

**Character Sketch.** This space is provided to sketch in the appearance of what the player believes his or her character should be. There are many things that might be done instead of a sketch. You may look for an illustration in a magazine and clip it out and paste it in, or this space may be used to display a personalized symbol or shield.

**Ability Scores.** The six squares along the left edge of the sheet are where you will list the number rolled for each ability. The space immediately to the right of each ability is for adjustments to that ability. For example, a high strength score may give a +2 bonus to hit and to damage. On the other hand, a low dexterity score may give your character a -1 penalty on armor class.

**Saving Throws.** The five circles on the right side of the sheet are where the saving throws for each type of special attack are written.

**Special Abilities.** These are the racial abilities that a non-human character (elf, dwarf, or halfling) is born with. Some of these abilities are various "to hit" bonuses, infravision, and detection of shifting walls, sloping floors, new construction and traps.

**Special Skills.** This section is provided to list any skills a character might have, such as thieving abilities, magical or clerical spells, or a chart for turning undead (if applicable).

**"To Hit" Roll Needed.** This chart lists the die roll needed for your character "to hit" each armor class of opponents.

**Equipment Carried.** Anytime your character acquires a normal or magic item, care should be taken to list the item and to note where or how it is carried. Magic items should be listed with all of their abilities and any charges remaining in the magic item, if known by the player. Special attention should be paid to food and drink as these items are used up on a daily basis.

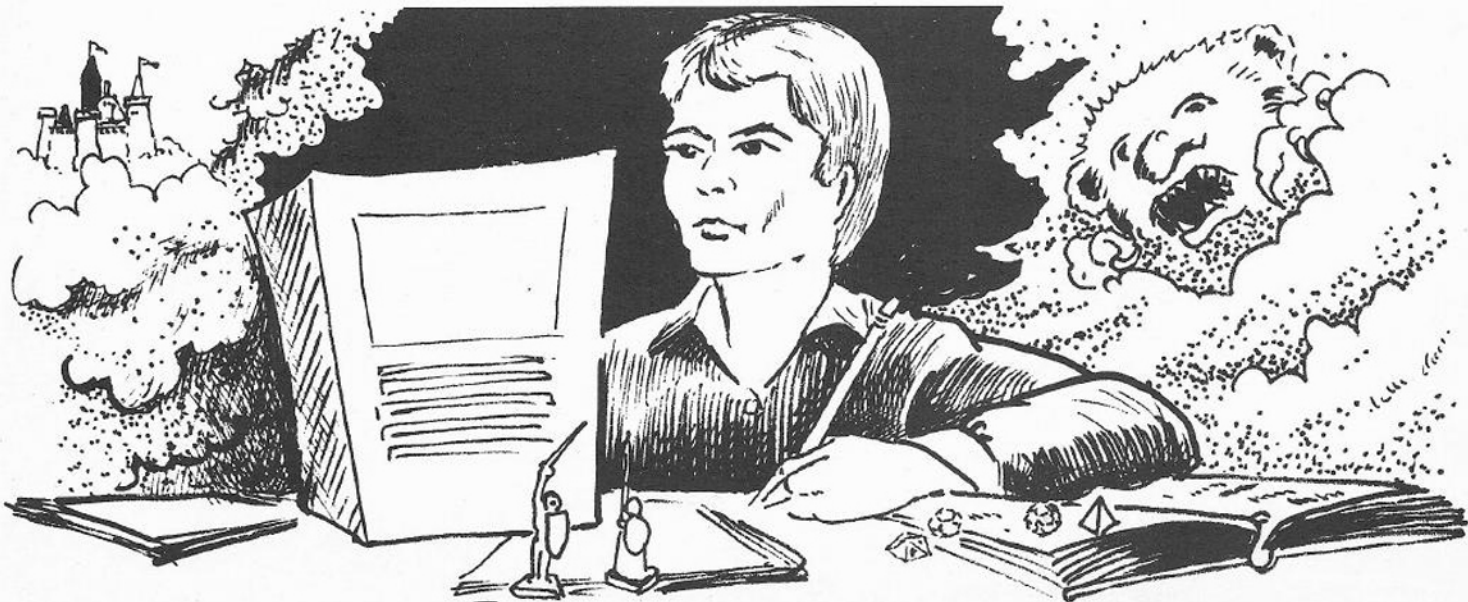
One method of keeping track of expendable items (such as arrows or torches) is to make a mark for each item and then cross it off as it is used up. For example, if your character has 20 arrows, draw 20 lines in the box or on a separate piece of paper and then draw a line through each one as it is used.

**Other Notes.** This is a section where you may wish to keep notes on the highlights of a character's adventures. Such things as places explored, people met and monsters encountered are some of the items that might be mentioned.

**Money and Treasure.** You will certainly want to keep track of the amount of treasure your character has obtained. Be sure to use pencil when filling in this part, as it is sure to change.

**Experience.** This is the area where a character's experience points are noted, and added to when acquired.

**Needed For Next Level.** If you keep a record of how many experience points are needed, you have a definite goal while adventuring.



# DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

\_\_\_\_\_  
**Player's Name**

\_\_\_\_\_  
**Dungeon Master**

\_\_\_\_\_  
**Character's Name**

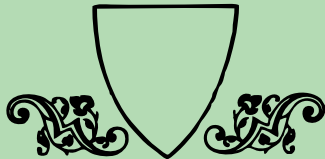
\_\_\_\_\_  
**Alignment**



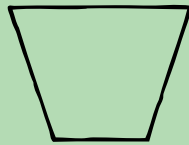
**Character Sketch or Symbol**

\_\_\_\_\_  
**Class**

\_\_\_\_\_  
**Level**



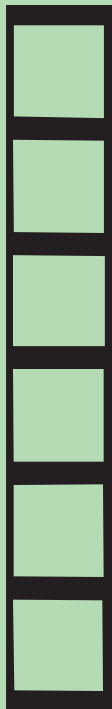
**Armor  
Class**



**Hit  
Points**

**ABILITIES:**

**SAVING THROWS:**



**STRENGTH**

\_\_\_\_\_  
**adjustment**

**INTELLIGENCE**

\_\_\_\_\_  
**adjustment**

**WISDOM**

\_\_\_\_\_  
**adjustment**

**DEXTERITY**

\_\_\_\_\_  
**adjustment**

**CONSTITUTION**

\_\_\_\_\_  
**adjustment**

**CHARISMA**

\_\_\_\_\_  
**adjustment**



**POISON or  
DEATH RAY**

**MAGIC WAND**

**TURN TO STONE or  
PARALYSIS**

**DRAGON BREATH**

**SPELLS or  
MAGIC STAFF**

**SPECIAL ABILITIES** \_\_\_\_\_

**SPECIAL SKILLS:** Spells, Thief's abilities, Cleric's turning, etc.

**"TO HIT" ROLL  
NEEDED**

**AC: 9    8    7    6    5    4    3    2    1    0**

--	--	--	--	--	--	--	--	--	--

**EQUIPMENT CARRIED**

**MAGIC ITEMS**

**NORMAL ITEMS**

**OTHER NOTES including places explored, people & monsters met**

**MONEY and TREASURE**

**EXPERIENCE**

**Needed for next level: \_\_\_\_\_**

# DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

\_\_\_\_\_  
**Player's Name**

\_\_\_\_\_  
**Dungeon Master**

\_\_\_\_\_  
**Character's Name**

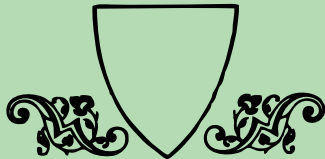
\_\_\_\_\_  
**Alignment**



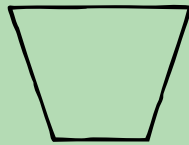
**Character Sketch or Symbol**

\_\_\_\_\_  
**Class**

\_\_\_\_\_  
**Level**



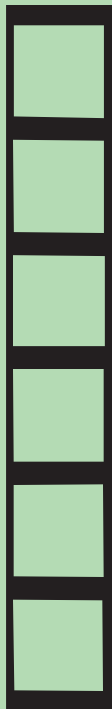
**Armor  
Class**



**Hit  
Points**

**ABILITIES:**

**SAVING THROWS:**



**STRENGTH**

\_\_\_\_\_  
**adjustment**

**INTELLIGENCE**

\_\_\_\_\_  
**adjustment**

**WISDOM**

\_\_\_\_\_  
**adjustment**

**DEXTERITY**

\_\_\_\_\_  
**adjustment**

**CONSTITUTION**

\_\_\_\_\_  
**adjustment**

**CHARISMA**

\_\_\_\_\_  
**adjustment**



**POISON or  
DEATH RAY**

**MAGIC WAND**

**TURN TO STONE or  
PARALYSIS**

**DRAGON BREATH**

**SPELLS or  
MAGIC STAFF**

**SPECIAL ABILITIES** \_\_\_\_\_

**SPECIAL SKILLS:** Spells, Thief's abilities, Cleric's turning, etc.

**"TO HIT" ROLL  
NEEDED**

**AC: 9    8    7    6    5    4    3    2    1    0**

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**EQUIPMENT CARRIED**

**MAGIC ITEMS**

**NORMAL ITEMS**

**OTHER NOTES including places explored, people & monsters met**

**MONEY and TREASURE**

**EXPERIENCE**

**Needed for next level: \_\_\_\_\_**

# DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

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**Player's Name**

\_\_\_\_\_  
**Dungeon Master**

\_\_\_\_\_  
**Character's Name**

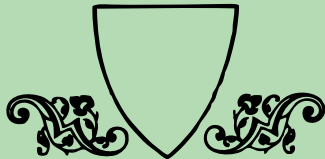
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**Alignment**



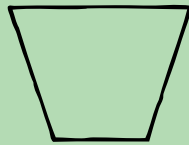
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\_\_\_\_\_  
**Class**

\_\_\_\_\_  
**Level**



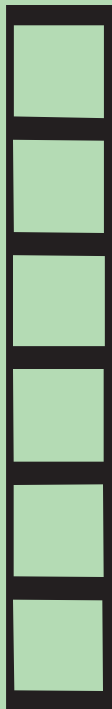
**Armor  
Class**



**Hit  
Points**

**ABILITIES:**

**SAVING THROWS:**



**STRENGTH**

\_\_\_\_\_  
**adjustment**

**INTELLIGENCE**

\_\_\_\_\_  
**adjustment**

**WISDOM**

\_\_\_\_\_  
**adjustment**

**DEXTERITY**

\_\_\_\_\_  
**adjustment**

**CONSTITUTION**

\_\_\_\_\_  
**adjustment**

**CHARISMA**

\_\_\_\_\_  
**adjustment**



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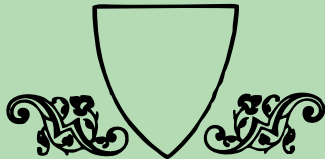
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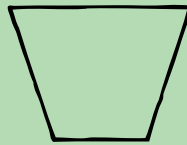
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**Class**

\_\_\_\_\_  
**Level**



**Armor  
Class**



**Hit  
Points**

**ABILITIES:**

**SAVING THROWS:**



**STRENGTH**

\_\_\_\_\_  
**adjustment**

**INTELLIGENCE**

\_\_\_\_\_  
**adjustment**

**WISDOM**

\_\_\_\_\_  
**adjustment**

**DEXTERITY**

\_\_\_\_\_  
**adjustment**

**CONSTITUTION**

\_\_\_\_\_  
**adjustment**

**CHARISMA**

\_\_\_\_\_  
**adjustment**



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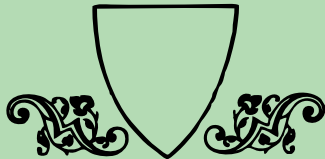
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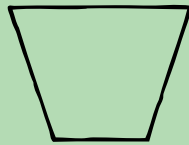
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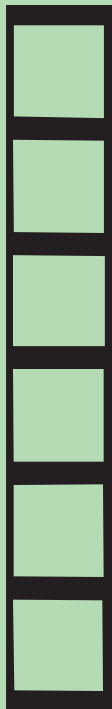
**Armor  
Class**



**Hit  
Points**

**ABILITIES:**

**SAVING THROWS:**



**STRENGTH**

\_\_\_\_\_  
**adjustment**

**INTELLIGENCE**

\_\_\_\_\_  
**adjustment**

**WISDOM**

\_\_\_\_\_  
**adjustment**

**DEXTERITY**

\_\_\_\_\_  
**adjustment**

**CONSTITUTION**

\_\_\_\_\_  
**adjustment**

**CHARISMA**

\_\_\_\_\_  
**adjustment**



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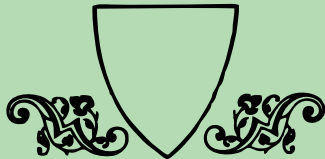
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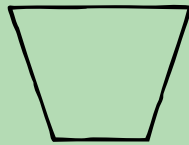
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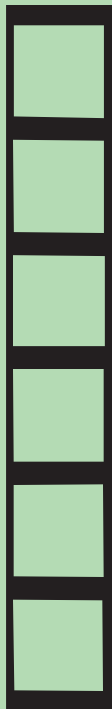
**Armor  
Class**



**Hit  
Points**

**ABILITIES:**

**SAVING THROWS:**



**STRENGTH**

\_\_\_\_\_  
**adjustment**

**INTELLIGENCE**

\_\_\_\_\_  
**adjustment**

**WISDOM**

\_\_\_\_\_  
**adjustment**

**DEXTERITY**

\_\_\_\_\_  
**adjustment**

**CONSTITUTION**

\_\_\_\_\_  
**adjustment**

**CHARISMA**

\_\_\_\_\_  
**adjustment**



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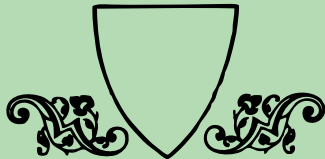
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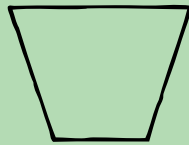
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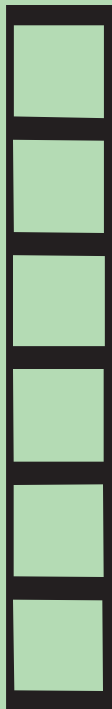
**Armor  
Class**



**Hit  
Points**

**ABILITIES:**

**SAVING THROWS:**



**STRENGTH**

\_\_\_\_\_  
**adjustment**

**INTELLIGENCE**

\_\_\_\_\_  
**adjustment**

**WISDOM**

\_\_\_\_\_  
**adjustment**

**DEXTERITY**

\_\_\_\_\_  
**adjustment**

**CONSTITUTION**

\_\_\_\_\_  
**adjustment**

**CHARISMA**

\_\_\_\_\_  
**adjustment**



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DEATH RAY**

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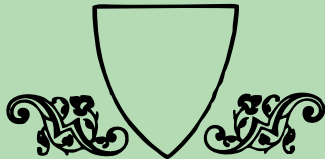
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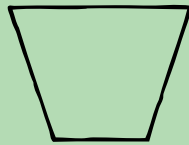
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**Level**



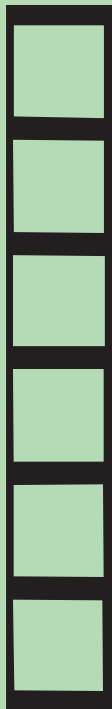
**Armor  
Class**



**Hit  
Points**

**ABILITIES:**

**SAVING THROWS:**



**STRENGTH**

\_\_\_\_\_  
**adjustment**

**INTELLIGENCE**

\_\_\_\_\_  
**adjustment**

**WISDOM**

\_\_\_\_\_  
**adjustment**

**DEXTERITY**

\_\_\_\_\_  
**adjustment**

**CONSTITUTION**

\_\_\_\_\_  
**adjustment**

**CHARISMA**

\_\_\_\_\_  
**adjustment**



**POISON or  
DEATH RAY**

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**NORMAL ITEMS**

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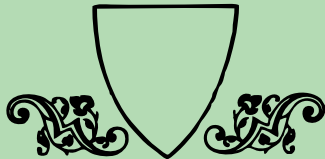
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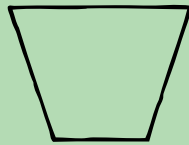
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**Level**



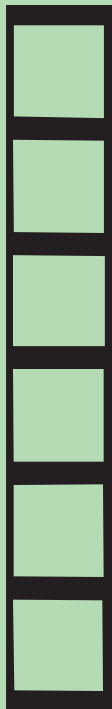
**Armor  
Class**



**Hit  
Points**

**ABILITIES:**

**SAVING THROWS:**



**STRENGTH**

\_\_\_\_\_  
**adjustment**

**INTELLIGENCE**

\_\_\_\_\_  
**adjustment**

**WISDOM**

\_\_\_\_\_  
**adjustment**

**DEXTERITY**

\_\_\_\_\_  
**adjustment**

**CONSTITUTION**

\_\_\_\_\_  
**adjustment**

**CHARISMA**

\_\_\_\_\_  
**adjustment**



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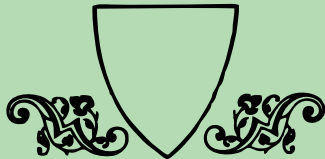
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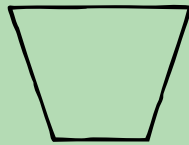
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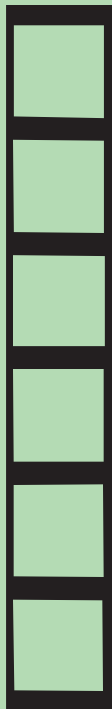
**Armor  
Class**



**Hit  
Points**

**ABILITIES:**

**SAVING THROWS:**



**STRENGTH**

\_\_\_\_\_  
**adjustment**

**INTELLIGENCE**

\_\_\_\_\_  
**adjustment**

**WISDOM**

\_\_\_\_\_  
**adjustment**

**DEXTERITY**

\_\_\_\_\_  
**adjustment**

**CONSTITUTION**

\_\_\_\_\_  
**adjustment**

**CHARISMA**

\_\_\_\_\_  
**adjustment**



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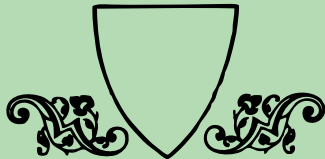
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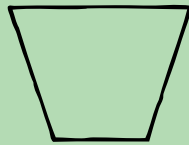
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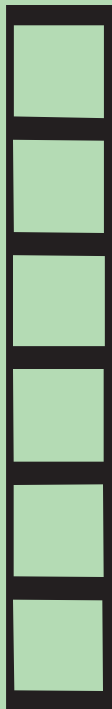
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Class**



**Hit  
Points**

**ABILITIES:**

**SAVING THROWS:**



**STRENGTH**

\_\_\_\_\_  
**adjustment**

**INTELLIGENCE**

\_\_\_\_\_  
**adjustment**

**WISDOM**

\_\_\_\_\_  
**adjustment**

**DEXTERITY**

\_\_\_\_\_  
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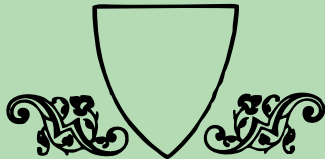
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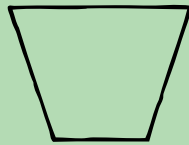
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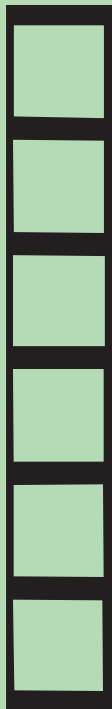
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Class**



**Hit  
Points**

**ABILITIES:**

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**STRENGTH**

\_\_\_\_\_  
**adjustment**

**INTELLIGENCE**

\_\_\_\_\_  
**adjustment**

**WISDOM**

\_\_\_\_\_  
**adjustment**

**DEXTERITY**

\_\_\_\_\_  
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**NORMAL ITEMS**

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**MONEY and TREASURE**

**EXPERIENCE**

**Needed for next level:** \_\_\_\_\_

# DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

\_\_\_\_\_  
**Player's Name**

\_\_\_\_\_  
**Dungeon Master**

\_\_\_\_\_  
**Character's Name**

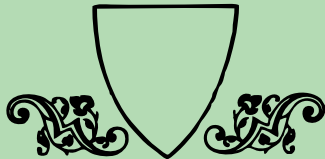
\_\_\_\_\_  
**Alignment**



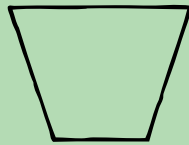
**Character Sketch or Symbol**

\_\_\_\_\_  
**Class**

\_\_\_\_\_  
**Level**



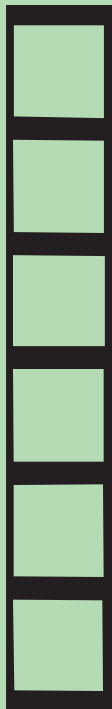
**Armor  
Class**



**Hit  
Points**

**ABILITIES:**

**SAVING THROWS:**



**STRENGTH**

\_\_\_\_\_  
**adjustment**

**INTELLIGENCE**

\_\_\_\_\_  
**adjustment**

**WISDOM**

\_\_\_\_\_  
**adjustment**

**DEXTERITY**

\_\_\_\_\_  
**adjustment**

**CONSTITUTION**

\_\_\_\_\_  
**adjustment**

**CHARISMA**

\_\_\_\_\_  
**adjustment**



**POISON or  
DEATH RAY**

**MAGIC WAND**

**TURN TO STONE or  
PARALYSIS**

**DRAGON BREATH**

**SPELLS or  
MAGIC STAFF**

**SPECIAL ABILITIES** \_\_\_\_\_

**SPECIAL SKILLS:** Spells, Thief's abilities, Cleric's turning, etc.

**"TO HIT" ROLL  
NEEDED**

**AC: 9    8    7    6    5    4    3    2    1    0**

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**EQUIPMENT CARRIED**

**MAGIC ITEMS**

**NORMAL ITEMS**

**OTHER NOTES including places explored, people & monsters met**

**MONEY and TREASURE**

**EXPERIENCE**

**Needed for next level: \_\_\_\_\_**

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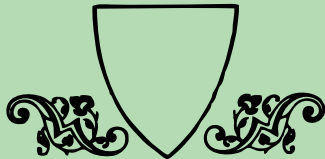
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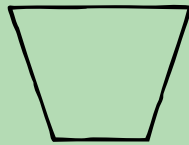
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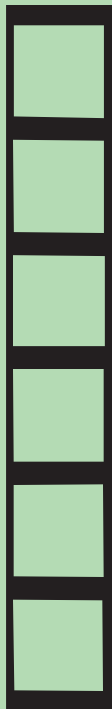
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**Hit  
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**STRENGTH**

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**INTELLIGENCE**

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**adjustment**

**DEXTERITY**

\_\_\_\_\_  
**adjustment**

**CONSTITUTION**

\_\_\_\_\_  
**adjustment**

**CHARISMA**

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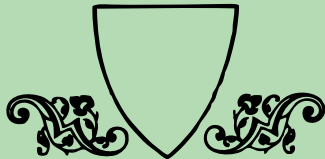
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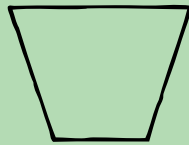
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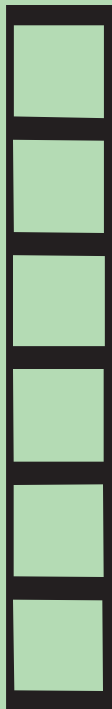
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**adjustment**

**CONSTITUTION**

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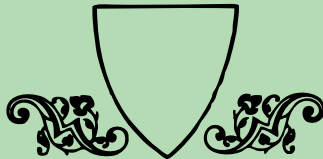
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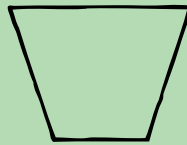
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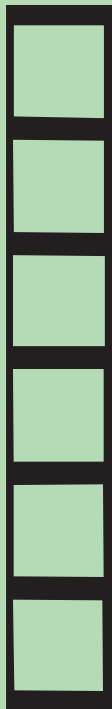
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**STRENGTH**

\_\_\_\_\_  
**adjustment**

**INTELLIGENCE**

\_\_\_\_\_  
**adjustment**

**WISDOM**

\_\_\_\_\_  
**adjustment**

**DEXTERITY**

\_\_\_\_\_  
**adjustment**

**CONSTITUTION**

\_\_\_\_\_  
**adjustment**

**CHARISMA**

\_\_\_\_\_  
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**MAGIC ITEMS**

**NORMAL ITEMS**

**OTHER NOTES including places explored, people & monsters met**




**MONEY and TREASURE**

**EXPERIENCE**

**Needed for next level: \_\_\_\_\_**

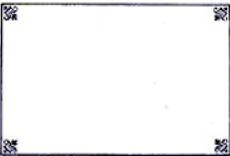













# SAMPLE PLAYER CHARACTER RECORD SHEETS

## DUNGEONS & DRAGONS CHARACTER RECORD SHEET

<b>JEFF DEE</b> Player's Name	<b>MIKE PRICE</b> Dungeon Master		
<b>OLIAS ORACTANION</b> Character's Name	<b>CHAOTIC</b> Alignment	Character Sketch or Symbol	
<b>ELF</b> Class	<b>3rd</b> Level		<b>4</b> Hit Points
	<b>4</b> Armor Class	<b>14</b> Hit Points	
<b>ABILITIES:</b>			
<b>15</b>	<b>STRENGTH</b>	+1 TO HIT + DAMAGE adjustment	<b>12</b>
<b>13</b>	<b>INTELLIGENCE</b>	+1 LANGUAGE adjustment	<b>13</b>
<b>9</b>	<b>WISDOM</b>	adjustment	<b>13</b>
<b>14</b>	<b>DEXTERITY</b>	+1 ON MISSILE AND INITIATIVE, I.A.C. adjustment	<b>15</b>
<b>11</b>	<b>CONSTITUTION</b>	adjustment	<b>15</b>
<b>13</b>	<b>CHARISMA</b>	+1 REACTION, MORALE-6, 5 RETAINERS MAXIMUM adjustment	<b>15</b>
<b>SPECIAL ABILITIES</b> SPELLS, INFRAVISION, DETECT SECRET DOORS, NOT PARALYZED BY GOBBLINS			
<b>SPECIAL SKILLS:</b> Spells, Thief's abilities, Cleric's turning, etc.			
1 <sup>ST</sup> LEVEL SPELLS: CHARM PERSON, READ MAGIC			
2 <sup>ND</sup> LEVEL SPELLS: KNOCK			
+05% ON ALL EARNED EXPERIENCE			
<b>"TO HIT" ROLL NEEDED</b>		AC: 9 10 11 12 13 14 15 16 17 18	0 1 2 3 4 5 6 7 8 9

<b>EQUIPMENT CARRIED</b>	<b>MAGIC ITEMS</b>	<b>NORMAL ITEMS</b>	
+1 SHORT SWORD		FLASK OF OIL TINDERBOX 50' ROPE LEATHER BACKPACK 12 IRON SPIKES IRON HAMMER STANDARD RATIONS WATERSKIN 2 TORCHES SMALL SACK CHAIN MAIL 2 DAGGERS SHORT BOW w/20 ARROWS, 3 SILVER	
<b>OTHER NOTES</b> including places explored, people & monsters met			
FOUGHT A TROLL AND KILLED IT TO GAIN HIS +1 SWORD MET A BAND OF GOBLINS RAIDING THE FOREST AND HELPED TURN THEM BACK - 6 SLAIN BY OLIAS HIMSELF EXPLORED THE CASTLE OF THE "MAD ELF" AND FOUND GOLDFGENS AND KILLED MORE MONSTERS FELL IN QUICKSAND WHILE EXPLORING THE UNKNOWN NORTHERN REACHES AND WAS RESCUED BY A DWARF NAMED ULFGAR OLIAS NOW OWES ULFGAR A BIG FAVOR			
<b>MONEY and TREASURE</b>		<b>EXPERIENCE</b>	
75 gp, 25 sp, +10 pp ON PERSON		10,950	
2500 gp, 200 pp, 2 gems (1000 gp each) BACK HOME AT ERENGWEL		<b>Needed for next level:</b> 16,000	

# DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

Player's Name _____		Dungeon Master _____	
Character's Name _____		Alignment _____	
Class _____	Level _____	Character Sketch or Symbol 	
 Armor Class _____	 Hit Points _____		
ABILITIES:		SAVING THROWS:	
 STRENGTH _____ adjustment _____	 INTELLIGENCE _____ adjustment _____	 POISON or DEATH RAY	 MAGIC WAND
 WISDOM _____ adjustment _____	 DEXTERITY _____ adjustment _____	 TURN TO STONE or PARALYSIS	 DRAGON BREATH
 CONSTITUTION _____ adjustment _____	 CHARISMA _____ adjustment _____	 SPELLS or MAGIC STAFF	
SPECIAL ABILITIES _____			
SPECIAL SKILLS: Spells, Thief's abilities, Cleric's turning, etc.			
"TO HIT" ROLL NEEDED		AC: 9 8 7 6 5 4 3 2 1 0	
<input type="checkbox"/>		<input type="checkbox"/>	

EQUIPMENT CARRIED	
MAGIC ITEMS	NORMAL ITEMS
OTHER NOTES including places explored, people & monsters met	
MONEY and TREASURE	EXPERIENCE
	Needed for next level: _____

1980 TSR Games

This item is only one of the many popular playing aids for DUNGEONS & DRAGONS® Fantasy Adventure Game produced by TSR Hobbies, Inc. Other playing aids for the D&D® game system currently include:

- DUNGEONS & DRAGONS® Basic Set (contains everything DMs and players need to get started, detailing character creation, spells, and dungeon levels 1-3)
- DUNGEONS & DRAGONS® Expert Set (designed to be used with the Basic Set, the Expert Set covers higher-level characters, deeper dungeon levels, and adventures in wilderness areas)
- Dungeon Module B1 (In Search of the Unknown)
- Dungeon Module B2 (The Keep on the Borderlands)
- Dungeon Module X1 (The Isle of Dread)
- Monster and Treasure Assortment, Sets One to Three: Levels One Through Nine (makes the job of stocking dungeon levels easy)
- Dungeon Geomorphs (allows the DM to create thousands of different dungeon levels by arranging the geomorphs in different combinations)
- D&D Player Character Record Sheets (allows players to record all important information about their characters in an easy-to-use format)

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Distributed to the toy and hobby trade by regional distributors.

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- The D&D® Expert 2-book set
- The D&D® Companion 2-book set
- The D&D® Judge Screen
- D&D® Character Record Sheets
- The D&D® M1 Module, "Blizzard Pass," including 2 invisible ink pens
- The D&D® B1 Module, "In Search of the Unknown"
- The D&D® B2 Module, "Keep on the Borderlands"
- A "Dungeon Tiles" Module
- A Complete set of D&D® dice

When purchased separately, these items sell for more than \$75.00 . . . but — while only 1,000 sets last — this Limited Edition Collector's Set can be yours for only \$49.95.

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10<sup>TH</sup>

ANNIVERSARY

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DUNGEONS  
& DRAGONS<sup>®</sup>

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COLLECTOR'S  
SET



10<sup>TH</sup>  
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COLLECTOR'S  
SET

