BASIC SET
WITH INTRODUCTORY MODULE

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TSR™

DUNGEONS & DRAGONS®

FANTASY ADVENTURE GAME

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The Original Fantasy
Role Playing Game
For 3 or More Adults,
Ages 10 and Up

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BASIC RULES

TSR™

DUNGEONS & DRAGONS®

FANTASY ADVENTURE GAME
BASIC RULEBOOK

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DUNGEONS & DRAGONS®

FANTASY ADVENTURE GAME
BASIC RULEBOOK

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FOREWORD

I was busy rescuing the captured maiden when the dragon showed up. Fifty feet of scaled terror glared down at us with smoldering red eyes. Tendrils of smoke drifted out from between fangs larger than daggers. The dragon blocked the only exit from the cave.

Sometimes I forget that D&D® Fantasy Adventure Game is a game and not a novel I'm reading or a movie I'm watching. The original D&D rules are a classic. They gave the first gaming system for fantasy role playing and, in my opinion, are still the best set of rules on the market. When I revised the rules I tried to maintain the spirit of the earlier rules.

Those rules were written for people with a background of gaming experience. This revision was designed to be easily read and used by individuals who have never before played a role playing game.

In the half-dozen years since the original rules were published, the TSR staff has answered thousands of rule's questions. The answers helped find problem areas in those rules, areas which could either stand minor improvements or were difficult for novice gamers to understand. This revision was aided not only by the collected gaming experience of TSR personnel but by the gaming experience of the thousands of players and DMs who sent us letters in the mail.

The D&D game has neither losers nor winners, it has only gamers who relish exercising their imagination. The players and the DM share in creating adventures in fantastic lands where heroes abound and magic really works. In a sense, the D&D game has no rules, only rule suggestions. No rule is inviolate, particularly if a new or altered rule will encourage creativity and imagination. The important thing is to enjoy the adventure.

I unwrapped the sword which the mysterious cleric had given me. The sword was golden-tinted steel. Its hilt was set with a rainbow collection of precious gems. I shouted my battle cry and charged.

My charge caught the dragon by surprise. Its titanic jaws snapped shut inches from my face. I swung the golden sword with both arms. The swordblade bit into the dragon's neck and continued through to the other side. With an earth-shaking crash, the dragon dropped dead at my feet. The magic sword had saved my life and ended the reign of the dragon-tyrant. The country-side was freed and I could return as a hero.

Tom Moldvay
3 December 1980

PART 1: INTRODUCTION

What The D&D® Game Is All About

DUNGEONS & DRAGONS® Fantasy Adventure Game ("D&D® Game" for short) is a role playing adventure game for persons 10 years and older. In the D&D rules, individuals play the role of characters in a fantasy world where magic is real and heroes venture out on dangerous quests in search of fame and fortune. Characters gain experience by overcoming perils and recovering treasures. As characters gain experience, they grow in power and ability.

At least two persons are needed to play this game, though the game is most enjoyable when played by a group of four to eight people. This game, unlike others, does not use a playing board or actual playing pieces. All that is needed to play are these rules, the dice included in this set, pencil and paper, graph paper, and imagination. The game may be more exciting if miniature lead figures of the characters and monsters are used, but the game can be played without such aids.

How To Use This Book

This book contains all the basic rules necessary to play DUNGEONS & DRAGONS® Fantasy Adventure Game. It has been organized into eight parts.

Part one, the **INTRODUCTION**, explains general background information and defines many of the terms used. These and other terms are collected and defined in the **GLOSSARY** (in the back of the book).

Part two, **PLAYER CHARACTER INFORMATION**, explains how to create a player character and is arranged in numbered, easy to follow steps.

Part three, **SPELLS**, lists magic-user, elf, and clerical spells along with a description and notes on the use of each spell.

Part four, **THE ADVENTURE**, is filled with general information useful to all the players.

Most of the action in D&D games take place during encounters, so Part five, **THE ENCOUNTER**, deals with these actions, including **COMBAT**.

Part six, **MONSTERS**, contains descriptions and explanations of over 100 monsters, arranged alphabetically.

Part seven, **TREASURE**, explains the different types of treasure and many magical items which the player characters may find during their adventures.

Part eight, **DUNGEON MASTER INFORMATION**, gives a step-by-step design of a sample dungeon level plus tips to help the referee.

This rule booklet deals mostly with adventure in a dungeon and explains the different player character classes (professions) from the 1st to the 3rd level of experience. (These and other terms will be explained later in this booklet.) The **D&D® EXPERT SET** adds to these rules, providing further details for player character classes from the 4th to the 14th level of experience, and gives rules for adventuring in the wilderness outside of the dungeons. A supplement — the **D&D® COMPANION SET** — provides further details for player character classes from the 15th to the 36th level of experience.

Each rule booklet is drilled with holes, so that if desired, the pages may be cut apart and rearranged in a ring binder. To cut the pages apart either scissors or a razor knife and a ruler may be used.

Whenever possible, the other rule booklets will be divided into the same eight parts to make them easy to combine into one larger set of rules. Every page of the D&D BASIC rules are numbered "B#", and each page also lists the section it is from.

Read the whole book through (except for the sample dungeon). D&D rules all fit together, and rules that seem confusing at first will become more understandable when used with the rest of the game. This is not like any other game you've ever played before: it is more important that you understand the ideas in the rules than that you know every detail about the game. When you understand *how* they work, the rules will become more understandable.

While the material in this booklet is referred to as rules, that is not really correct. Anything in this booklet (and other D&D booklets) should be thought of as changeable — anything, that is, that the Dungeon Master or referee thinks should be changed. This is not to say that everything in this booklet should be discarded! All of this material has been carefully thought out and playtested. However, if, after playing the rules as written for a while, you or your referee (the **Dungeon Master**) think that something should be changed, first think about how the changes will affect the game, and then go ahead. The purpose of these "rules" is to provide **guidelines** that enable you to play and have fun, so don't feel absolutely bound to them.

Definitions of Standard D&D® Terms

READ THIS SECTION CAREFULLY. These terms will be used throughout the rest of this booklet; they are also in the **GLOSSARY** at the end of this booklet. When a group plays a D&D game, one person acts as a referee and is known as the **Dungeon Master (DM)**. Others play the roles of fantasy characters and are called the **players**. Each player's character is called a **player character (PC)**. Other characters met in the game, who are controlled by the DM, are called **non-player characters (NPCs)**. A group of characters (PC and NPC) who travel together is called a **party**.

It is the DM's job to prepare the setting for each adventure before the game begins. This setting is called a **dungeon** since most adventures take place in underground caverns or stone rooms beneath old ruins or castles. The dungeon is carefully mapped on paper (usually graph paper). A dungeon may be designed by the DM, or may be a purchased dungeon, such as the one included in this set (called a **dungeon module**). Whether creating a new dungeon or carefully studying a module, the DM must be willing to spend more time in preparation than the players. The DM's job takes the most time, but it is also the most creative and rewarding.

The players will create characters by following the instructions given in Part 2, **PLAYER CHARACTER INFORMATION**. Each player will choose a **class** (profession) for their characters. The classes are chosen by looking carefully at the abilities of each character. When the DM has prepared a dungeon and the players have created their characters, the game is ready to begin.

Each game session is called an **adventure**. An adventure lasts for as long as the players and the DM agree to play. An adventure begins when the party enters a dungeon, and ends when the party has left the dungeon and divided up treasure. An adventure may run for only an hour, or it might fill an entire weekend! The amount of playing time depends on the desires of the players and the DM. Several related adventures (one adventure leading to another, often with the same player characters) is called a **campaign**.

At the start of the game, the players enter the dungeon and the DM describes what the characters can see. One player should draw a map from the DM's descriptions; that player is called the **mapper**. As the player characters move further into the dungeon, more and more of the dungeon is mapped. Eventually, the DM's map and the players' map will look more or less alike.

To avoid confusion, the players should select one player to speak for the entire group or **party**. That player is named the **caller**. When unusual situations occur, each player may want to say what his or her character is doing. The caller should make sure that he or she is accurately representing all the player characters' wishes. The caller is a mediator between the players and the DM, and should not judge what the player characters should do.

As details of the dungeon are revealed, the player characters will meet "monsters" which they will have to avoid, talk to, or fight. A **monster** is any animal, person, or supernatural creature that is not a player character. A monster may be a ferocious dragon or a humble merchant. For game purposes, any creature *not* a player character *is* a monster. Human monsters are often called non-player characters (or NPCs) to separate them from other monsters.

A meeting between player characters and monsters is called an **encounter**. During an adventure the player characters will also discover treasure and try to avoid dangerous traps as well as encounter monsters. Sometimes, of course, the player characters will have to fight monsters. Such a fight is referred to as a **melee**.

In D&D rules, player characters try to gain experience, which is earned as **experience points** (or **XP**). Experience points are given out by the DM at the end of each adventure. Player characters continue to gain experience points for each adventure they participate in. Although this rule book only explains the abilities of characters up to the third level of experience, further supplements will explain character levels up to 36th level.

Use of the Word "Level"

EXPERIENCE: The word "level" has several different meanings in D&D® Adventure Game. A "level of experience" is a general term meaning an amount of experience points. When a character earns a given amount of experience points (XP), that character gains one level of experience. **All player characters begin the game at the first level of experience**, and will gain levels of experience through adventures.

MONSTERS: A "monster level" indicates how tough and ferocious a type of monster is. A monster's level is equal to the number of **hit dice** (a measure of how much damage a monster can take and still survive; see **MONSTERS**, page B29) it has. Some monsters have special powers and the DM may consider them one "monster level" (or hit die) higher than the number of their hit dice.

SPELLS: The term "spell level" indicates the difficulty of a magic spell. For example, **light** is a first level spell, but **continual light** (a more difficult version of **light**) is a second level spell.

DUNGEONS: "Dungeon level" is used to refer to the depth of one floor of a dungeon, and gives an idea of how difficult the dungeon area is. For example, the 3rd level of a dungeon would mostly contain monsters with 3 hit dice, but the 1st level of a dungeon would mostly contain easier (1 hit die) monsters.

These uses of the word "level" will become quite familiar to the players once they have played a few games.
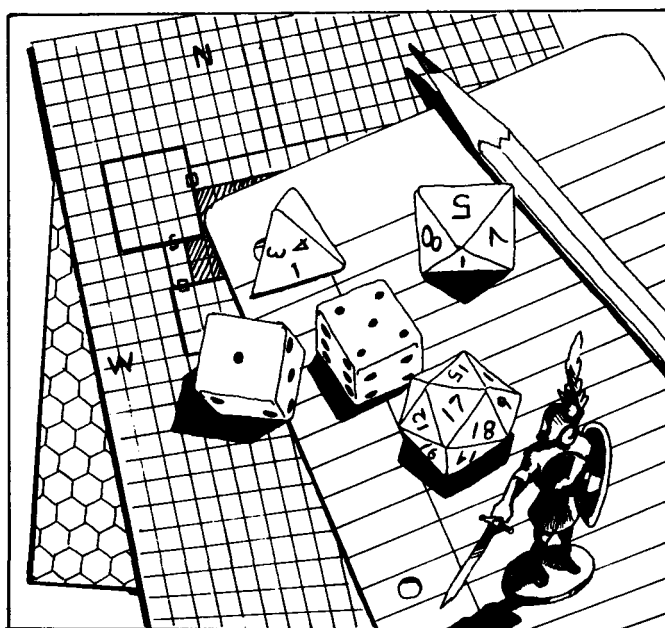
How To Use the Dice

In D&D rules, many different kinds of dice are used to give a variety of results. Though these dice appear strange at first, they will quickly become a familiar part of the game. Dice included in this set are a 4-sided die, a 6-sided die, an 8-sided die, a 10-sided die, a 12-sided die, and a 20-sided die. For easy reading, all of the dice are marked with numbers instead of pips (dots).

When referring to dice, an abbreviation is often used. The first number in the abbreviation is the number of dice to be rolled, followed by the letter "d" (short for die or dice), and then a number for the type of dice used. For example, 5d8 means an 8-sided die thrown 5 times, and would generate a total from 5 to 40.

The d4 looks like a pyramid. The best way to "throw" or roll a 4-sided die is to spin it and toss it straight up. It will land on one face (side) with three faces showing. The bottom number on each of the three faces is the same; this number is the result of the throw.

The other dice are rolled normally and the top face gives the result. The 0 on the d10 is read as "10". The d10 can also be used to generate a percentage (a number from 1 to 100). To do so, roll the d10 twice: the first roll gives the "tens" number, and the second roll gives the "ones" number. For example, a roll of 5 followed by a roll of 3 would be read as 53. A roll of 0 followed by another roll of 0 equals 100. Generating a number from 1 to 100 will be referred to as rolling **percentage dice** (or **d%**).

How To "Win":

"Winning" and "losing", things important to most games, do *not* apply to D&D games! The DM and the players do not play against each other, even though the DM often plays the role of various monsters which threaten the player characters. The DM must not take sides. He or she is a guide and a referee, the person who keeps the action flowing and creates an exciting adventure. Player characters have fun by overcoming fantastic obstacles and winning treasure, but this does not end the game. Nor is the game "lost" when an unlucky player's character dies, since the player may simply "roll up" a new character and continue playing. A good D&D campaign is similar to the creation of a fantasy novel, written by the DM and the players.

PART 2: PLAYER CHARACTER INFORMATION

How To Create A Player Character

1. On a blank sheet of paper, write down the names of the six player character abilities: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma (in that order). If a **Dungeons & Dragons Character Record Sheet** is being used, the six names will already be printed on the sheet. It may be useful to glance at the example character record sheet hereafter (page B14) to see the form that such a sheet takes.

2. Roll 3d6 (for a result of 3-18) for each ability and put the result in pencil next to the name of the ability.

3. Read the sections on **Character Abilities** (page B6) and **Character Classes** (pages B9-10), and choose a class which best suits your character.

4. Write down any special abilities your character possesses because of the class, for future reference (keeping in mind that your character is 1st level). Magic-users and elves should choose one spell, consulting the section on **Magic-user and Elf Spells** (pages B16-17).

5. Read the section on **Ability Score Adjustments** (page B6), and then adjust your character's ability scores, if so desired.

6. Consult the table of **Bonuses and Penalties** (page B7) and make a note of the results next to exceptional ability scores.

7. Set aside a section of the paper for **Experience Points** or **XP**. As a new character, mark down "0" for the number of starting XP. For future reference, make a note of the number of XP needed to advance to second level.

8. Determine the number of **hit points** your character has by rolling the appropriate type of hit die (as mentioned in the class description). Record the number in a special area marked **hit points** or **hp**.

9. Read the section on **Character Alignment** (page B11) and choose an alignment for your character. Record the alignment next to your character's name.

10. Roll 3d6 and multiply the result by 10. This new number is the total amount of money or gold pieces (abbreviated **gp**) your character starts with and can spend on equipment for adventures. Record this amount in a section marked **Money** or **gp**.

11. Consult the table of **Costs of Equipment and Weapons** (page B12) and "buy" whatever equipment your character desires, within the limits of his or her starting amount of gp and class restrictions (for example, magic-users may not wear armor). Write down the equipment you have purchased on the back of the paper.

12. Now that you know what type of armor your character will be wearing, check the **Armor Class** table (page B12), and write down the number of your character's Armor Class in a section marked **Armor Class** or **AC**.

13. Find the **Character Attacks** table (page B27) and record the scores your character needs to hit the various armor classes when in battle. Check the **Saving Throws** table (page B26) and write down the various scores that your character may need to roll as saving throws during an adventure. Part 4 of this booklet (**The Encounter**) contains an explanation of these numbers and how they are used.

14. If you have not already done so, name your character. If any problems have come up while creating your character, double-check with the example of character creation on page B13.

NAME: BORG   CLASS: FIGHTER

STR 17	HIT POINTS: 6
INT 8	
WIS 10	ARMOR CLASS: 3
DEX 7	
CON 15	ALIGNMENT: LAWFUL
CHR 6	

LEVEL: 1   X. POINTS: 0   MONEY: 10 GP's
(NEED 2000)

SAVING THROWS		ATTACK ROLLS	
POISON	12	AC 0:	17
MAGIC WAND	13	AC 1:	16
PARALYSIS	14	AC 2:	15
DRAGON BREATH	15	AC 3:	14
SPELLS	16	AC 4:	13
		AC 5:	12
EQUIPMENT		AC 6:	11
1 LONG SWORD		AC 7:	10
2 DAGGERS		AC 8:	9
1 SHIELD			
1 SHORT BOW			
20 ARROWS			
50' ROPE			
1 BACKPACK			

Summary:

1. Roll for ability scores.

2. Choose a class; note special abilities and spells.

3. Adjust scores as desired; note bonuses for high scores.

4. Roll hit points.

5. Roll for money; equip the character.

6. Find Armor Class, attack, and saving throw numbers.

7. Name the character.
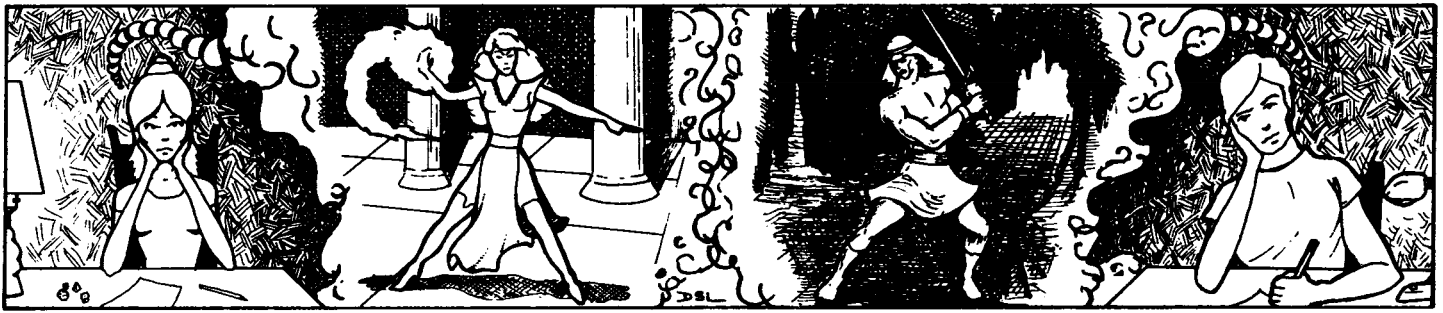
Character Abilities

After rolling the six ability scores for a character, the player should choose a **class** — that type of adventurer which the player would most like the character to be. One or two abilities are the most important to each character class. The ability most important to a class is called the **prime requisite** for that class. The higher the prime requisite score, the more successful that character will be in that class.

To choose a class, a player should first look for his or her highest ability scores. If one of the high scores is the prime requisite for a class, the player should consider making his or her character a member of that class.

The six ability scores, and their use as prime requisite, are explained hereafter:

Strength: "Strength" is a measure of muscle power and the ability to use that power. Any character with a Strength score of 13 or above should consider one of the following four classes: fighter, dwarf, elf, or halfling. Strength is the prime requisite for the classes of fighter and dwarf, and one of the two prime requisites for the classes of elf and halfling.

Intelligence: "Intelligence" is the ability to learn and remember knowledge, and the ability to solve problems. Characters with an intelligence score of 13 or above should consider the classes of magic-user or elf. Intelligence is the prime requisite for magic-users, and one of the prime requisites for elves.

Wisdom: The word "Wisdom" refers to inspiration, intuition, common sense, and shrewdness. Wisdom aids in solving problems when Intelligence is not enough. A character with a Wisdom score of 13 or greater should consider the class of cleric, since Wisdom is the prime requisite of that class.

Dexterity: "Dexterity" is a measure of speed and agility. A character with a high Dexterity score is "good with his hands" and has a good sense of balance. A character with a Dexterity score of 13 or greater should consider the classes of thief and halfling. Dexterity is the prime requisite of thieves and one of the prime requisites of halflings.

Constitution: "Constitution" is a combination of health and endurance (the ability to hold up under pressure). It directly influences every class, possibly changing the number of hit points a character has. Constitution is never a prime requisite.

Charisma: "Charisma" is a combination of appearance, personal charm, and leadership ability. It helps the DM decide exactly how a monster will react to a player character. If also affects the number of **retainers** a character can hire (see page B21), and the **morale** (attitude; see page B27) of these hirelings. Charisma is never a prime requisite.

Ability Score Adjustments

It is possible to raise one's score in a prime requisite by lowering the scores of some of the other abilities. This adjustment shows that a character may practice hard and learn how to fight or reason well, but at the cost of not developing another ability.

When adjusting abilities, no score may be lowered below 9. When an adjustment is made, a prime requisite ability will be raised 1 point for every 2 points that the adjusted ability is lowered.

Strength may be lowered by magic-users in order to raise Intelligence, and by clerics in order to raise Wisdom.

Intelligence may be lowered by fighters, dwarves, halflings, thieves, and clerics in order to raise a prime requisite of their class.

Wisdom may be lowered by magic-users, fighters, dwarves, elves, halflings, and thieves in order to raise a prime requisite for their class.

Dexterity may not be lowered, though it can be raised if it is a prime requisite.

Constitution and **Charisma** may not be raised or lowered.

For example, a magic-user might lower a Strength score of 15 to 9 (a drop of 6) in order to raise an Intelligence score of 15 to 18 (a raise of 6/2 = 3).

Hit Points and Hit Dice

Hit points represent the number of "points" of damage a character or monster can take during battle before dying. Any creature reduced to 0 hit points (or less) is dead. The combat process is explained in **Part 5: THE ENCOUNTER** (under pages B24-28). For now, it is enough to realize that the more hit points a character has, the better the chance he or she has to survive a battle. On the average, fighters and dwarves will have the most hit points; clerics, halflings, and elves will have an average number of hit points; and magic-users and thieves will have the least hit points.

ROLLING HIT POINTS: Each time a character earns enough experience points to gain a new level, the character gets to roll for more hit points. When starting out, each character rolls one hit die, using the type of die given for the character class. Upon reaching second level, the character rolls the same type of die a second time and adds the result to the first roll. This process is repeated for each new level. The result of each new hit die roll is *always* added to the total of the other hit die rolls.

(First level characters may easily be killed in battle. As an option, the DM may allow a player character to roll again if the player has rolled a 1 or 2 for the number of hit points at first level only.)

Bonuses and Penalties Due to Abilities

Many of the words used in this table will be explained later; see **Combat** (pages B24-28) and the **GLOSSARY**

Prime Requisite:

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

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

Strength:

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

Regardless of adjustments, any successful hit will always do at least 1 point of damage. All Strength adjustments apply *only* to hand-to-hand combat (see page B26) and to opening doors (page B21). Missile fire combat is adjusted by Dexterity according to the chart hereafter.

Intelligence:

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
9-12	Reads and writes native languages (usually 2*)
13-15	Reads and writes native languages, + 1 added language
16-17	Reads and writes native languages, + 2 added languages
18	Reads and writes native languages, + 3 added languages

* Humans know two native languages: the Common and Alignment languages (see **Languages**, page B13). Demi-humans know a number of native languages, as explained in the class descriptions (pages B9-10).

Wisdom:

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

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

Dexterity:

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

Missile fire combat adjustments affect the chances to hit; they do *not* affect the amount of damage done. Dexterity may affect Armor Class, raising (penalizing) or lowering (improving) the Armor Class of the character.

* This applies only to individual initiative (who will strike first, not party initiative. (See PAIRED COMBAT, page B23.)

Constitution:

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

These adjustments are used whenever a player rolls to determine a character's hit points. No hit die roll may be adjusted below 1, regardless of the adjustments.

Charisma:

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

The adjustment to reactions may help or hinder "first impressions" when talking to an encountered creature or person (see **Monster Reactions**, page B24, and **NPC Reactions**, page B21). Charisma also affects the number of NPC retainers a player character may hire, and the morale (attitude) of those persons.

Character Class Tables

The information on these tables is discussed further in the following section on **CHARACTER CLASSES**. The tables below give the official name of each level in each character class or profession and the experience points necessary for a character to rise to the next level of experience. The charts also give the type (and number) of dice used to determine the hit points for each class. Special tables are also given, listing the chances for a cleric to **Turn undead** and a thief's special abilities. The charts are arranged in alphabetical order, by class.

CLERICS

Level	Title	Exp. Points	Hit Dice	Spells
1	Acolyte	0	1d6	None
2	Adept	1500	2d6	1 first level
3	Priest (or Priestess)	3000	3d6	2 first level

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 (page B9).

DWARVES

Level	Title	Exp. Points	Hit Dice	Spells
1	Dwarven Veteran	0	1d8	None
2	Dwarven Warrior	2200	2d8	None
3	Dwarven Swordmaster	4400	3d8	None

ELVES

Level	Title	Exp. Points	Hit Dice	Spells
1	Veteran-Medium	0	1d6	1 first level
2	Warrior-Seer	4000	2d6	2 first level
3	Swordmaster-Conjurer	8000	3d6	2 first level + 1 second level

FIGHTERS

Level	Title	Exp. Points	Hit Dice	Spells
1	Veteran	0	1d8	None
2	Warrior	2000	2d8	None
3	Swordsmaster	4000	3d8	None

HALFLINGS

Level	Title	Exp. Points	Hit Dice	Spells
1	Halfling Veteran	0	1d6	None
2	Halfling Warrior	2000	2d6	None
3	Halfling Swordmaster	4000	3d6	None

MAGIC-USERS

Level	Title	Exp. Points	Hit Dice	Spells
1	Medium	0	1d4	1 first level
2	Seer	2500	2d4	2 first level
3	Conjurer	5000	3d4	2 first level + 1 second level

THIEVES

Level	Title	Exp. Points	Hit Dice	Spells
1	Apprentice	0	1d4	None
2	Footpad	1200	2d4	None
3	Robber	2400	3d4	None

Thieves' Abilities

Level	Open Locks	Find or 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

Percentages represent the thief's chance for success. If the given number (or less) is rolled on d%, the thief is successful. The *Hear Noise* catetory is determined using a d6. Each ability is explained hereafter:

Open Locks may only be tried once per lock. The thief may not "try again" on a difficult lock until he or she has gained another level of experience.

Find or Remove Traps is a double ability. The thief has the listed chance of finding a trap (if there is one) and the same chance (if the trap is found) of removing it. Either attempt may only be tried once per trap.

Pick Pockets may be risky. If the DM rolls a number greater than twice the chance of success, the thief's attempt is seen. The DM should determine the reaction of any NPC who sees the thief's failed attempt. EXAMPLE: A 1st level thief was seen picking a pocket of an NPC party member (the DM rolled a 41 on percentage dice). Rolling 2d6 to determine the reaction of the victim the result is a 4 and the DM decides that the NPC will attack the thief.

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, and should have them take action if necessary.

Climb Steep Surfaces, when failed, will result in a fall. The thief will take 1-6 (1d6) points of damage for each 10 feet fallen. This roll should only be made once per 100' of climb attempted. If failed, the fall will be from halfway up the surface.

Hide in Shadows cannot be done unless the thief remains perfectly still (not moving or attacking). As with **move silently** above, the thief always thinks that he or she is successful in the attempt, but might not be. Only the DM knows for sure!

Hear Noise (rolled on 1d6) may apply to listening at doors or hearing something coming from any direction (such as a wandering monster). To use this ability, the thief must tell the DM that he or she is being quiet and trying to **hear noise**. During a battle, however, there is too much noise for anyone to hear anything unusual.

Character Classes

Most D&D characters will be humans. A human may be a cleric, fighter, magic-user, or thief. Humans are the most wide-spread of all races. The human traits of curiosity, courage, and resourcefulness have helped them to adapt, survive, and prosper everywhere they have gone.

Some players may wish to have demi-human characters (elves, dwarves, or halflings). Each type of demi-human is a class in itself. The demi-human races are cousin species to humans. Each character class is further explained hereafter.

CLERICS

Clerics are humans who have dedicated themselves to the service of a god or goddess. They are trained in fighting and casting spells. As a cleric advances in level, he or she is granted the use of more and more spells. However, clerics do *not* receive any spells until they reach 2nd level (and have proven their devotion to their god or goddess). A list of clerical spells and their explanations is given in **Part 3: SPELLS**. The prime requisite for clerics is Wisdom. A Wisdom score of 13 or greater will give the cleric a bonus on earned experience points.

RESTRICTIONS: Clerics use six-sided dice (d6) to determine their hit points. They may wear any armor and may use shields. Clerics are forbidden by their religious codes from using edged weapons, such as swords and arrows. A cleric may only use a weapon without an edge, such as a mace or sling.

SPECIAL ABILITIES: Clerics are very helpful when **undead** monsters (such as skeletons, zombies, and ghouls) are encountered. When a cleric encounters an **undead** monster, the cleric may attempt to "Turn" (scare) the monster instead of fighting it. If a cleric **Turns** an **undead** monster, the monster will not touch the cleric and will flee from the area if it can.

When a cleric attempts to **Turn** one or more of the undead, consult the **Clerics vs. Undead** table (page B8). Cross-index the cleric's level with the type of undead encountered. The result will be **"no effect"**, a **number**, or a **T**.

> **"No effect"** means that the cleric cannot **Turn** that type of undead monster (the cleric has not yet gained enough experience to do so).
>
> A **number** means that the cleric has a chance at **Turning** some or all of the undead monsters. If the player rolls the given number (or greater) on 2d6, then some of the undead monsters are **Turned**. If the cleric rolls less than the given number, the attempt to **Turn** the undead monster fails (as in "no effect").
>
> A **"T"** means that the cleric automatically **Turns** some or all of the undead monsters.

If a cleric is successful at **Turning** some undead monsters, the player must roll 2d6 to find how many **hit dice** of undead monsters are **Turned**. A successful attempt at **Turning** undead will always affect at least one undead monster, no matter how few **hit dice** are affected.

EXAMPLE: Father Miles (a 3rd level cleric) meets 5 ghouls (2 hit dice each) in a tomb. The player finds Father Miles' level (3) in the "Cleric's Level" column of the **Clerics vs. Undead** table, and then reads across the table to the "Ghouls" column. According to the chart, he must roll a 7 or greater (on 2d6) to turn them; his roll is an 8, and he is successful. He rolls again to see how many monsters he turns. The result of 9 means that 4 ghouls (a total of 8 hit dice worth) are turned away (extra hit dice have no effect). After the remaining ghoul is slain, 6 skeletons attack from another direction. According to the chart, Father Miles automatically turns them. He rolls a 5 (on 2d6), and since the skeletons have 1 hit dice each, all but one turn and run away.

DWARVES

Dwarves are short, stocky demi-humans about four feet tall. All dwarves have long beards. They weigh about 150 pounds. Their skin is earth-colored and their hair is dark brown, gray, or black. Stubborn but practical, dwarves love hearty meals and strong drink. They value good craftsmanship, and are very fond of gold. Dwarves are sturdy fighters and are especially resistant to magic, as shown by their better saving throws against magical attacks. The prime requisite for a dwarf character is Strength. A Strength score of 13 or greater will give a dwarf a bonus on earned experience points.

RESTRICTIONS: Dwarves use eight-sided dice (d8) to determine their hit points. They may advance to a maximum of 12th level of experience. Dwarves may use any type of armor and may use shields. They may use any type of weapon of normal or small size, but may not use long bows nor two-handed swords. A dwarf character must have a minimum Constitution score of 9.

SPECIAL ABILITIES: Dwarves are very hardy creatures and have better saving throws than most other character classes. Dwarves often live underground, and have **infravision** (heat-sensing sight) which allows them to see 60 feet in the dark. They are expert miners and are able to find slanting passages, traps, shifting walls, and new construction one-third of the time (a roll of 1 or 2 on 1d6) when looking for them. All dwarves speak Common, Dwarvish, and the alignment tongue of the character, plus the languages of gnomes, kobolds, and goblins.

ELVES

Elves are slender, graceful demi-humans with delicate features and slightly pointed ears. They are 5 to 5½ feet tall and weigh about 120 pounds. They can be dangerous opponents, able to fight with any weapon and use magic spells as well, but prefer to spend their time feasting and frolicking in wooded glades. They rarely visit the cities of men. Elves are fascinated by magic and never grow tired of collecting spells and magic items, especially if the items are beautifully crafted.

The prime requisites for an elf are Strength and Intelligence. If an elf has a score of 13 or greater in *both* Strength and Intelligence, the character will gain a 5% bonus on earned experience points. If the elf's Strength is 13 or greater *and* his or her Intelligence is 16 or greater, that character will earn a 10% bonus on earned experience.

RESTRICTIONS: Elves use six-sided dice (d6) to determine their hit points. They may advance to maximum of 10th level of experience. Elves have the advantages of both fighters and magic-users. They may use shields and can wear any type of armor, and may fight with any kind of weapon. They can also cast spells like a magic-user, and use the same spell list. A character must have an intelligence of 9 or greater to be an elf.

SPECIAL ABILITIES: Elves have **infravision** (heat-sensing sight) and can see 60 feet in the dark. When looking for secret or hidden doors, elves are able to find them one-third of the time (a roll of 1 or 2 on 1d6). Elves cannot be paralyzed by the attacks of ghouls. All elves speak Common, Elvish, and the alignment tongue of the character, plus the languages of orcs, hobgoblins, and gnolls.

FIGHTERS

Fighters are humans who train for battle. It is their job to fight monsters and to protect the weaker members of a party. Great heroes such as Hercules were fighters.

The prime requisite for a fighter is Strength. Strong fighters can kill monsters more easily with their powerful blows. A Strength score of 13 or greater will give the fighter a bonus on earned experience points.

RESTRICTIONS: Fighters use eight-sided dice (d8) to determine their hit points. In addition to this advantage, they may use any weapon, wear any type of armor, and may use shields.

SPECIAL ABILITIES: Though they have no special abilities like special sight or bonuses, fighters are very powerful characters. Their greater endurance (more hit points), strong armor, many weapons, and great strength make them a necessary part of every party of adventurers.

HALFLINGS

Halflings are small, good-natured demi-humans averaging only 3 feet in height and weighing about 60 pounds. They are outgoing but not unusually brave, seeking treasure as a way of gaining the comforts of home which they so dearly love.

The prime requisites for a halfling are Strength and Dexterity. A halfling character whose Strength *or* Dexterity score is 13 or greater will receive a 5% bonus to earned experience. Halflings whose Strength *and* Dexterity scores are 13 or greater will receive a bonus of 10% to earned experience.

RESTRICTIONS: Halflings use six-sided dice (d6) to determine their hit points. They may advance to a maximum of 8th level of experience. Halflings can use any type of weapon and armor which has been "cut down" to their size. Thus, they cannot use a two-handed sword or a long bow, but may use a sword or short bow. Halflings must have a minimum score of 9 in both Dexterity and Constitution.

SPECIAL ABILITIES: Halflings have better saving throws than most other character classes. They are very accurate with all missile weapons and gain a bonus of + 1, in addition to Dexterity adjustments, on their "to hit" rolls when using them (see **COMBAT**). Due to their small size and skills at dodging, halflings have a bonus of -2 on their Armor Class when being attacked by creatures larger than man-sized. When rolling for individual initiative (an Optional rule) halflings add + 1, in addition to any Dexterity adjustments. Outdoors, halflings are difficult to spot, having the ability to seemingly vanish into woods or underbrush. Halflings have only a 10% chance of being detected in this type of cover, and even in dungeons there is a one-third chance (a roll of 1 or 2 on 1d6) that a halfling will not be seen in normal light if the character finds some cover (such as shadows), and remains absolutely quiet and still.

MAGIC-USERS

Magic-users are humans who, through study and practice, have learned how to cast magic spells. Merlin the Magician was a famous magic-user.

The prime requisite for magic-users is Intelligence. A magic-user with an Intelligence score of 13 or greater will gain a bonus on earned experience.

RESTRICTIONS: Magic-users use four-sided dice (d4) to determine their hit points. They may not wear armor nor use shields and may only carry a dagger for a weapon.

SPECIAL ABILITIES: Magic-users use many powerful spells. As they gain levels of experience, they also gain the ability to cast more and more spells. Magic-user spells are discussed in **Part 3: SPELLS** (pages B15-18). Though they are weak at first, magic-users can eventually become very powerful.

THIEVES

Thieves are humans who are trained in the arts of stealing and sneaking. They are the only characters who can open locks and find traps without using magic to do so. Due to these abilities, a thief is often found in a normal group of adventurers. As their name indicates, however, they do steal — sometimes from members of their own party.

The prime requisite of a thief is Dexterity. A thief with a Dexterity score of 13 or greater will gain a bonus on earned experience points.

RESTRICTIONS: Thieves use four-sided dice (d4) to determine their hit points. They may wear nothing more protective than leather armor, and may not use a shield. They may, however, use any type of weapon.

SPECIAL ABILITIES: When striking *unnoticed* from behind, a thief gains a bonus of +4 on "to hit" rolls and inflicts twice the normal amount of damage. A thief's training includes learning how to pick pockets, climb steep surfaces, move silently, hide in shadows, open locks (with a set of lockpicks or burglar's tools), remove small traps (such as poisoned needles), and how to hear noises better than other humans. As a thief progresses in level, he or she becomes more proficient in these "thiefly" skills. A table for determining a thief's success in each category (depending on his or her level of experience) is given on page B8.

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, and their behavior is hard to predict. They have a 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.

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 character 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 recognize 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).

Cost of Weapons and Equipment

WEAPONS

Item	Cost in gp
Axes:	
Battle Axe (two-handed)	7
Hand Axe	4
Bows:	
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
Daggers:	
Normal dagger	3
Silver dagger	30
Swords:	
Short Sword	7
Sword (normal)	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	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.

ARMOR CLASSES

Type of Armor	Armor Class
Clothing only	9
Shield only	8
Leather Armor	7
Leather Armor & Shield	6
Chain Mail Armor	5
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 (a -2 adjustment), **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.

EQUIPMENT

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
Rations:	
Iron Rations (preserved food for 1 person/1 week)	15
Standard Rations (unpreserved food for 1 person/1 week)	5
Rope (50' length)	1
Sacks:	
Small	1
Large	2
Thieves' Tools	25
Tinder Box (flint & steel)	3
Torches (6)	1
Water/Wine Skin	1
Wine (1 quart)	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.

Languages

When player characters wish to speak with monsters, it is often useful to be able to speak several languages. All characters and monsters capable of speech speak the language of their alignment (Lawful, Neutral, or Chaotic). The "common tongue" (or more simply "Common") is spoken by most humans, dwarves, elves, and halflings. Many monsters speak their own language, named after the monster. Any monster with its own language has a 20% chance of also speaking Common (except dragons, who always speak Dragon *and* Common if able to speak at all).

A character with an above-average Intelligence score (13-18) may learn additional languages. Note that as a part of the special abilities of the class, both dwarves and elves already speak additional languages. Some suggested languages besides Common and the alignment languages are:

1. Bugbear	8. Gnome	15. Medusa
2. Doppleganger	9. Goblin	16. Minotaur
3. Dragon	10. Halfling	17. Ogre
4. Dwarvish	11. Harpy	18. Orc
5. Elvish	12. Hobgoblin	19. Pixie
6. Gargoyle	13. Kobold	20. Human Dialect
7. Gnoll	14. Lizard Man	

The DM may wish to use more than one human language or *dialect* for his or her campaign world. The choice of the name of the language (if any) is left up to each DM. Note also that "human-type" monsters such as Bandits, Berserkers, and Lycanthropes will either speak Common or a human dialect of the DM's invention.

Inheritance

If the DM wishes, a player may name an heir to inherit his or her worldly possessions upon the death of the character. The local authorities will, of course, take 10% in taxes, before giving the inheritance to the heir. This heir must *always* be a newly rolled-up first level character. This "inheritance" should only occur *once per player*.

"Hopeless Characters"

Sometimes, a player may "roll up" a character who is below average in every ability, or who has more than one very low (3-6) ability score (such as a fighter with very low Dexterity and Constitution). The DM may declare the character to be not suited for dangerous adventure, and the player may be allowed to roll up a new character in place of the "hopeless" one.

EXAMPLE OF CREATING A PLAYER CHARACTER

1. A printed character sheet is being used for this example, so it is not necessary to write down the ability names.

2. 3d6 are rolled six times with the results of 15, 7, 11, 13, 14, and 8. These numbers are recorded *in pencil* next to (*not in*) the appropriate box.

3. The highest ability score rolled was Strength; the player decides to make the character a fighter. As a new character, the character is, of course, 1st level.

4. A fighter has no special class abilities, so "None" is recorded under SPECIAL ABILITY DETAILS.

5. The player realizes that the character would earn 10% extra experience points rather than 5% extra experience points if the character's prime requisite (Strength) were 16 instead of 15. So, the player lowers the character's Wisdom score from 11 to 9 in order to raise the Strength score from 15 to 16. The character's Intelligence is already below average, so no further adjustments can be made. The final scores of 16, 7, 9, 13, 14, and 8 are recorded *in* the appropriate boxes.

6. The player notes the bonuses and penalties due to the character's ability scores:
   A **Strength** score of 16 gives the character +10% earned experience and a bonus of +2 on "to hit" and damage rolls and for opening doors.
   An **Intelligence** score of 7 means that the fighter can write simple Common words.
   A **Wisdom** score of 9 gives the fighter normal magic-based saving throws.
   A **Dexterity** score of 13 gives the fighter a +1 on "to hit" rolls for missile attacks and improves Armor Class by -1.
   A **Constitution** score of 14 gives the character a +1 bonus when rolling a die (d8) to determine hit points.
   A **Charisma** score of 8 gives the fighter a -1 penalty when checking for reactions, and allows a maximum of 3 retainers whose morale score will be 6.

7. Current experience is marked as "0", and 2000 is marked as the total necessary to become a 2nd level fighter.

8. The player rolls 1d8 to determine the number of hit points the character has as a 1st level fighter. A roll of 5 + 1 due to the Constitution bonus, equals 6 hit points.

9. The player decides to make the character Lawful, so Lawful is marked for Alignment.

10. For gold, the player rolls an 11 on 3d6, then multiplies by 10, which gives the character 110 gold pieces (gp) with which to buy equipment. 110 gp is recorded under MONEY on the back of the character sheet.

11. The player decides on the following list of equipment: chain mail armor (40 gp), a shield (10 gp), a sword (10 gp), a short bow (25 gp), a quiver of 20 arrows (5 gp), 1 silver-tipped arrow (5 gp), a 50' rope (1 gp), a 10' pole (1 gp), 12 iron spikes (1 gp), 6 torches (1 gp), 1 week's standard rations (5 gp), a large sack (2 gp), 1 quart of wine (1 gp), and a wine skin (1 gp). The player would have liked to have purchased plate mail armor, but to do so would have meant giving up a bow. The equipment is listed on the back of the character sheet. Since 108 gp were spent, the "110" is erased from under MONEY, and replaced with a "2".

12. Chain mail & shield is Armor Class 4. The character's Dexterity bonus improves the Armor Class by -1, so 3 is listed under Armor Class.

13. A first level character needs a roll of 10 to hit Armor Class 9, an 11 to hit Armor Class 8, a 12 to hit Armor Class 7, and so on. A 1st level fighter needs a 12 to make a saving throw vs. Poison or Death Ray, a 13 to save versus Magic Wands, and so forth. The information is recorded in the appropriate boxes or circles. In actual combat, the fighter will add 2 to the "to hit" roll for hand-to-hand combat due to the Strength bonus, and will add +1 to the "to hit" rolls when firing a missile, due to the Dexterity bonus.

14. This player is female and decides that her character will also be female. Inspired by the name of Morgan le Fay from Arthurian legends, the player decides that the name of Morgan Ironwolf would be a good name for a fighter.

EQUIPMENT CARRIED

MAGIC ITEMS

NORMAL ITEMS

CHAIN MAIL ARMOR
SHIELD
SWORD
SHORT BOW
QUIVER OF 20 ARROWS
1 SILVER ARROW
50' ROPE
10' POLE
12 IRON SPIKES
6 TORCHES
1 WEEK'S STANDARD RATIONS
LARGE SACK
1 QUART OF WINE
WINE SKIN

OTHER NOTES including places explored, people & monsters met

MONEY and TREASURE

2 G.P.

EXPERIENCE   O

(+ 10% EARNED EXPERIENCE)

Needed for next level: 2000

DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

Player's Name _____

Dungeon Master _____

MORGAN IRONWOLF
Character's Name

LAWFUL
Alignment

FIGHTER
Class

1ST
Level

3
Armor Class

6
Hit Points

Character Sketch or Symbol

ABILITIES:

	Ability	Score		adjustment
16	STRENGTH	15 16	+2	adjustment
7	INTELLIGENCE	7	—	adjustment
9	WISDOM	9 9	—	adjustment
13	DEXTERITY	13	+1 MISSILE & INITIATIVE	adjustment -1 AC
14	CONSTITUTION	14	+1 HD	adjustment
8	CHARISMA	8	-1 REACTION	adjustment

SAVING THROWS:

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

SPECIAL ABILITIES ____NONE____

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

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

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PART 3: SPELLS

A spell is a formula for collecting and using magical energies. A magic-user or cleric controls these energies with a memorized set of words and hand motions: the spell. Each spell has its own special set of words and gestures. Only magic-users, elves and clerics can learn these formulas, and thus only they may cast spells.

Spells must be memorized *before* an adventure begins. The character will remember the spell for any length of time until it is used. When a magic-user, elf, or cleric memorizes a spell, the words and gestures are printed on his or her mind, much in the same way that writing is put on a blackboard. When the spell is cast, the writing is "erased", and he or she may not cast that particular spell again. A spell caster may, however, memorize the same spell twice if he or she is of a high enough experience level to do so. If so, only one is "erased" when the spell is cast; the other remains and may be used later. As characters increase in level the number and type of spells they may memorize increases (their space on the blackboard increases).

Most adventures should not take more than a few hours of game time. If, however, an adventure lasts longer than a day, a character may re-memorize "erased" spells (spells already cast) once a day. First the character must be well-rested, usually an uninterrupted full night's sleep. Then by spending an hour of "character time" undisturbed, a spell caster of levels 1-3 may memorize all of his or her "erased" spells.

A character who cannot talk or use hand motions for any reason (such as being bound or gagged) cannot use a spell. Similarly, because the words and gestures must be repeated exactly, spells cannot be cast while performing any other action (such as walking or fighting).

The victim of a spell used for attack may often avoid or lessen its effects by making a **saving throw**. A saving throw represents the victim's ability to avoid or resist the worst effects of a spell by skill, luck, or reflexes. See SAVING THROWS (page B26) for more information. The victim of a spell may only "save" (make a saving throw) if the spell description permits a saving throw to be made. If a character "saves", that character either takes ½ the given damage, or the spell has no effect, as listed in the spell description.

Each spell has a given range and duration. Range refers to how far, in feet (10' = ten feet) the spell may be cast. A spell may be cast to any distance up to its range. ("Range: 0" means that the spell is used by touching another creature or may be used on the caster.) Duration refers to how long the effects of the spell will last. Duration is given either in rounds (of 10 seconds each) or turns (of 10 minutes each).

The following section lists the spells in D&D rules alphabetically by their character class type and spell level. Several of the spells are followed with an asterisk (*); these spells may be *reversed* in the D&D EXPERT rules. After the section on players' spells several higher level spells are given for the DM to use with high level NPCs.

CLERICAL SPELLS

A first level cleric cannot cast any spells. When a cleric reaches second level, however, he or she may cast one spell per adventure (or per day, if the adventure is longer than one day). A third level cleric may cast two spells per adventure (or per day). Since clerical spells are divinely given, they do not have to be studied; the cleric need only rest and then pray for them. As a result, the cleric has the choice of *any* spells of the same level for each adventure. Once a spell is selected, however, it cannot be changed during the course of that adventure (or day).

First Level Clerical 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

FIRST LEVEL CLERICAL SPELLS

Cure Light Wounds*

Range: 0
Duration: permanent

This spell will heal 2-7 points (1d6 + 1) of damage done to any living creature (character or monster) when the cleric touches the individual. This spell may also be used to cure paralysis, but will not then cure any points of damage. The spell may be cast on the cleric's own body. The spell's effect will not, in *any* case, increase a creature's hit point total to more than the normal amount. EXAMPLE: Tars the fighter normally has 6 hp. In a battle with goblins, he takes 5 points of damage. Gantry the cleric casts a **cure light wounds** spell on him during the battle, and rolls a 6 on the die, which cures up to 7 points of damage. Tars is restored to his original total of 6 hp, but the 2 extra points are wasted.

Detect Evil

Range: 120'
Duration: 6 turns

This spell can be used to detect evil intentions, or evilly enchanted objects within 120' causing the creatures or objects to glow. Actual thoughts are not detected; only the "feeling of evil". The exact definition of "evil" is left to each referee, and players should discuss this point so that all are in agreement; "Chaotic" is not always "evil". Poison and physical traps are neither good nor evil.

Detect Magic

Range: 60'
Duration: 2 turns

This spell determines if there has been an enchantment laid upon a person, place, or thing, causing any magic item within 60' to glow. Several items may be tested until the spell's duration has ended. It is useful, for example, to discover if some item is magical, if a door has been magically **"held"** or **"wizard locked"** (see **Magic-user and Elf Spells**), and so forth.

Light*

Range: 120'
Duration: 12 turns

This spell casts light in a circle, 30' in diameter. It is bright enough to read by, but not equal to full daylight. It may be cast on an object. The **light** may be cast at a creature's eyes. The creature may make a saving throw, but if it fails, the victim will be blinded for 12 turns. In the D&D BASIC rules, a blinded creature may not attack.

Protection from Evil

Range: 0 (caster only)
Duration: 12 turns

This spell circles the cleric with a magic barrier. This barrier will move with the caster. The spell serves as some protection from "evil" attacks (attacks by monsters of some alignment other than the cleric's alignment) by adding 1 to the clerics' saving throws, and subtracting 1 from the "to hit" die roll of these opponents. The spell will also keep out hand-to-hand attacks from enchanted (summoned or created) monsters (such as living statues), but not missile fire attacks from these creatures (see **COMBAT**). The cleric may break this protection by attacking the monster in hand-to-hand combat, but still gains the bonus "to hit" and saves.

Purify Food and Water

Range: 10'
Duration: indefinite

This spell will make spoiled or poisoned food and water usable. The spell will purify one ration of food (iron or standard), 6 skins of water, or enough normal food to feed a dozen people.

Remove Fear*   Range: 0
                                          Duration: 2 turns
When the cleric casts this spell and touches a creature, the spell will calm the creature and remove all fear. If the recipient is running away due to magical fear, he or she may make a saving throw vs. Spells, adding a bonus to the roll equal to the level of the cleric (for example, a 3rd level cleric will give a bonus of +3 to the roll).

Resist Cold   Range: 30'
                                          Duration: 6 turns
This spell allows a creature to resist the effects of cold. Freezing temperatures will not harm a creature with this spell cast on it. This spell gives all creatures within the spell range a bonus of +2 on saving throws vs. "cold attacks" (such as white Dragon Breath). Any damage from cold is also reduced by -1 point per die of damage rolled (or per hit die of the white dragon). However, any cold attacks will still inflict at least 1 point of damage per die (or hit die) rolled.

MAGIC-USER AND ELF SPELLS

Magic-users and elves may use one spell at first level. Unlike clerics, magic-users and elves must select the spells to be used from those spells they know. These spells are stored in large spell books. As magic-users and elves gain levels of experience, the number of spells they may use also increases.

Each magic-user and elf has a spell book for the spells that he or she has learned. A first level character will only have one spell (a first level spell) in the spell book. A second level character will have two spells (both first level) in the spell book; a third level character will have three spells (two first level spells and one second level spell) in the spell book. The DM may choose which spells a character has in the book, or may allow the player to select them.

First Level Magic-user and Elf 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

Second Level Magic-user and Elf 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

FIRST LEVEL MAGIC-USER AND ELF SPELLS

Charm Person   Range: 120'
                                          Duration: See below
This spell can be used on any human, or human-like creature (such as bugbears, gnolls, gnomes, goblins, hobgoblins, kobolds, lizard men, ogres, pixies, or sprites). It will not affect **undead**, nor creatures larger than an ogre. If the victim fails to make a saving throw vs. Spells, the victim will believe that the spell caster is its "best friend" and will try to defend the caster against any threat (real or imagined). If the caster speaks a language that the **charmed** creature understands, commands may be given to the victim. Any commands given will usually be obeyed, except that orders against its nature (alignment and habits) may be resisted, and an order to kill itself will be refused. Creatures with above

average intelligence (a score of 13-18) may make a new saving throw each day. Creatures with average intelligence (a score of 9-12, which includes the monsters listed above) may save again once per week, and creatures with below average intelligence (a score of 3-8) may save again once each month. (A **charm** may be removed by a **dispel magic** spell.)

Detect Magic   Range: 60'
                                          Duration: 2 turns
This spell determines if there has been an enchantment laid upon a person, place, or thing, causing any magic item within 60' to glow. Several items may be tested until the spells duration is ended. It is useful, for example, to discover if some item is magical, if a door has been magically **held** or **wizard locked**, and so forth.

Floating Disc   Range: 6'
                                          Duration: 6 turns
This spell creates an invisible magical platform about the size and shape of a small round shield which can carry up to 5000 coins (500 pounds) of weight. It cannot be created in a place occupied by another object. The **floating disc** will be created at the height of the caster's waist, and will remain at that height, following the caster wherever he or she goes. If the caster goes further than 6 feet from the **disc**, it will automatically follow, with a movement rate equal to the caster's. When the spell duration ends, the **floating disc** will disappear, suddenly dropping anything that was on it.

Hold Portal   Range: 10'
                                          Duration: 2-12 turns
This spell will magically hold shut a door, gate, or similar portal. A **knock** (2nd level) spell will open the **held** portal. A creature of 3 hit dice (or more) greater than the caster may break open the **held** portal in one round.

Light   Range: 120'
                                          Duration: 6 turns + the level of
                                                    the caster, in turns
This spell casts light in a circle, 30' in diameter. It is bright enough to read by, but not equal to full daylight. It may be cast on an object. The **light** may be cast at a creature's eyes. The creature may make a saving throw vs. Spells, but if it fails, the victim will be blinded for the duration of the spell. In D&D BASIC rules, a blinded creature may not attack. The effects of the spell will last for 7 turns if a first level magic-user casts the spell, 8 turns for a second level magic-user, and so forth.

Magic Missile   Range: 150'
                                          Duration: 1 turn
A magic missile is a glowing arrow, created and shot by magic, which does 2-7 (1d6+1) points of damage to any creature it strikes. It will automatically hit any visible target. For every 5 levels the caster has gained, he or she may shoot two more missiles when casting the spell. EXAMPLE: a 6th level magic-user may cast three missiles. These may be shot at one target, or the caster may choose to cast the missiles at different targets.

Protection from Evil   Range: 0 (caster only)
                                          Duration: 6 turns
This spell circles the magic-user or elf with a magic barrier. This barrier will move with the caster. The spell serves as some protection from "evil" attacks (attacks by monsters of some alignment other than the caster's alignment) by adding 1 to the spell caster's saving throws, and subtracting 1 from the "to hit" die roll of evil opponents. The spell will also keep out attacks from enchanted (summoned or created) monsters (such as living statues), but not missile fire attacks from these creatures. The spell caster may break this protection by attacking the monster in hand-to-hand combat.

Read Languages   Range: 0 (caster only)
                                  Duration: 2 turns

This spell will allow the caster to read (not speak) any unknown language or code, including treasure maps, secret symbols, and so forth.

Read Magic   Range: 0
                                  Duration: 1 turn

By casting this spell, magical words or runes on an item or scroll may be read. Without this spell unfamiliar magic cannot be read or understood, even by a magic-user. However, once a scroll or runes are looked at with a **read magic** spell, the magic-user becomes able to understand and read that item later without the spell. A magic-user's or elf's spell book is written so that only the owner may read them without using this spell.

Shield   Range: 0 (caster only)
                                  Duration: 2 turns

This spell circles the spell caster with a magical barrier between the caster and his or her enemies. It moves with the spell caster. It gives the caster an Armor Class of 2 against missiles and AC 4 against other attacks.

Sleep   Range: 240'
                                  Duration: 4-16 turns

This spell will put creatures to sleep for 4d4 turns. The caster can only affect creatures with 4 + 1 hit dice or less. Only 1 creature with 4 + 1 hit dice will be affected; otherwise, the spell affects 2-16 (2d8) *hit dice* of creatures. The **undead** cannot be put to sleep. When affecting a group of creatures of mixed levels (hit dice), lower level creatures will always be put to sleep before higher level ones. Any "pluses" are ignored (for example, 2 + 1 hit dice is treated as 2 hit dice). Creatures with less than 1 hit die are still considered as 1 hit die. Any sleeping creature may be awakened by force (such as a slap). A sleeping creature may be killed (regardless of its hit points) with a single blow with any edged weapon. EXAMPLE: A party encounters 4 hungry lizard men. Sarien, an elf, casts a **sleep** spell at them. The DM rolls 2d8; the result of 7 means that 7 levels of creatures are affected. Lizard men have 2 + 1 hit dice each, treated as 2 for the effects of this spell. Three lizard men fall asleep: 7 divided by 2 equals 3½, but a creature cannot be "partially" asleep from the spell.

Ventriloquism   Range: 60'
                                  Duration: 2 turns

This spell will allow the caster to make the sound of his or her voice come from someplace else, such as a statue, animal, and so forth.

SECOND LEVEL MAGIC-USER AND ELF SPELLS

Continual Light   Range: 120'
                                  Duration: permanent

This spell creates a globe of light 60' in diameter (not equal to full daylight) which will continue to shed light forever (or until it is dispelled). When cast at a creature's eyes, blindness may result (see **light**).

Detect Evil   Range: 60'
                                  Duration: 2 turns

This spell can be used to detect evil intentions, or evilly enchanted objects within 60' causing the creatures or objects to glow. Actual thoughts are not detected; only the "feeling of evil". The exact definition of "evil" is left to each referee, and players should discuss this point so that all are in agreement; "Chaotic" is not always "evil". Poison and physical traps are neither good nor evil.

ESP   Range: 60'
                                  Duration: 12 turns

This spell will allow the caster to "hear" thoughts. The spell caster must concentrate for one full turn in one direction to "hear" the thoughts (if any) of a creature within range. Any single creature's thoughts may be understood (regardless of the language), but if more than one creature is in the line of "hearing", a confused jumble of thoughts will be "heard". In this case, the caster may concentrate in that direction for an extra turn to sort out the jumble and concentrate on one creature. The spell caster may "hear" through 2 feet of rock, but a thin coating of lead will block the **ESP**. The thoughts of the **undead** (if any) cannot be "heard" by means of this spell.

Invisibility   Range: 240'
                                  Duration: permanent until
                                            broken (see below)

This spell will make the caster or any *one* person or object in range 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 and remain visible when it leaves the character's possession (is set down, dropped, and so forth). An invisible person will remain invisible until he or she attacks or casts a spell. A source of light may be made invisible, but the light will remain visible.

Knock   Range: 60'
                                  Duration: 1 round

This spell opens known secret doors, **held** and **wizard locked** doors, barred and otherwise secured or stuck gates, locked chests, and so forth.

Levitate   Range: 0 (caster only)
                                  Duration: 6 turns + the level of
                                            the caster, in turns

When this spell is cast, the caster may move up or down in the air without any support. This spell does not enable the caster to move from side-to-side. The caster could, however, **levitate** to a ceiling and move sideways by using his or her hands. Motion up or down is at a rate of 20' per round. The spell cannot be cast on another person or object. The caster may carry a normal amount of weight (possibly including another person; see **Character Movement**, page B19).

Locate Object   Range: 60' + 10' per level of
                                            the caster
                                  Duration: 2 turns

For this spell to be effective in finding an object, the spell caster must know exactly what the object is. A common type of object, such as a flight of stairs, can also be detected by this spell. This spell will not, however, locate a creature. The spell will point towards the nearest desired object if within range, giving the direction to it but *not* the distance. The range of this spell will increase as the caster gains experience: a 3rd level elf can **locate object** 90' away, a 4th level elf could **locate object** at 100', and so forth.

Mirror Image   Range: 0 (caster only)
                                  Duration: 6 turns

With this spell, the caster creates 1-4 (1d4) additional images of himself or herself which look exactly the same as the caster and do exactly what he or she does. Any attack on the spell caster will strike an image instead. An attack on an image will destroy it, whether or not that attack actually "hits". The attack will be "used up", but one image will disappear and will not return (until the spell is cast again).

Phantasmal Force   Range: 240'
                                  Duration: concentration

This spell creates or changes appearances within the area of the spell effect: up to a 20' x 20' x 20' cube. The caster should create an illusion of something he or she has seen. If not, the DM should give a bonus to saving throws against this spell's attacks. If the caster does not use the spell to attack, the illusion will disappear if it is touched. If the spell is used to "create" a monster, it will have an Armor Class of 9 and will disappear if hit. If the spell is used as an

attack (a false **magic missile**, a collapsing wall, etc.), the attack will not affect a victim who saves vs. Spells. If the caster moves or is affected by any attack in combat, the illusion will disappear and not return.

This spell never inflicts any real damage. Those "killed" will pass out, those "turned to stone" will be paralyzed, and so forth. These effects will wear off in 1-4 (1d4) turns.
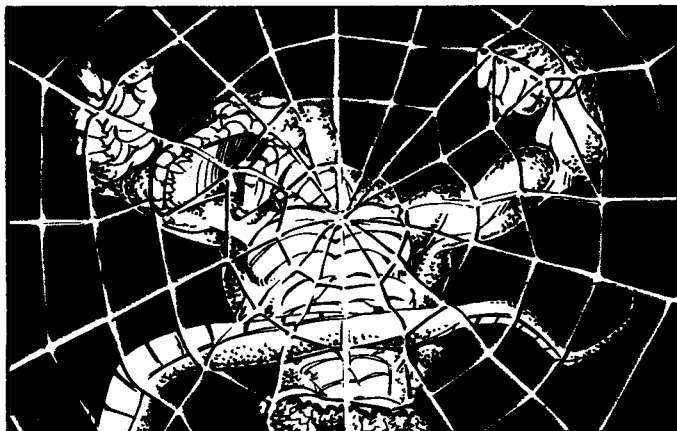
| **Web** | Range: 10' |
| | Duration: 48 turns |

This spell creates a mass of sticky strands which are difficult to destroy except with flame. It will cover (and usually block) an area 10'x10'x10'. Giants (see D&D EXPERT SET) or creatures with similar great strength can break through a **web** in two rounds, but weaker creatures take much longer to break through. A human of normal strength will take 2-8 (2d4) *turns* to break through the **web**. Flames (as from a torch, for example) will destroy the **web** in 2 rounds, but will burn any creature within it for 1-6 (1d6) points of damage. Anyone wearing **gauntlets of ogre power** (see **TREASURE**, page B50) can break free of a **web** in 4 rounds.

| **Wizard Lock** | Range: 10' |
| | Duration: permanent |

This spell is similar to a **hold portal** spell, but may be used on anything with a lock (instead of just a door) and will last forever. A **wizard lock** can be opened by the caster or by a **knock** spell without destroying the **wizard lock**. A portal which has been **wizard locked** may be passed through without the use of a spell by any magic-using character (or NPC) of 3 or more levels greater than the caster of the **wizard lock**.

HIGHER LEVEL CLERIC AND MAGIC-USER 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 with an NPC party, but make very dangerous enemies, and should be rarely 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.

CLERICS

Level	Hit Dice	Spells
4	4d6	2 1st level, 1 2nd level spells
5	5d6	2 1st level, 2 2nd level spells
6	6d6	3 1st level, 2 2nd level spells

MAGIC-USERS/ELVES

Level	Hit Dice	Spells
4	4d4 / 4d6	2 1st level, 2 2nd level, 0 3rd level spells
5	5d4 / 5d6	2 1st level, 2 2nd level, 1 3rd level spells
6	6d4 / 6d6	2 1st level, 2 2nd level, 2 3rd level spells

Second Level Cleric Spells	**Third Level Magic-user Spells**
1. Bless*	1. Dispel Magic
2. Hold Person	2. Fire Ball
3. Silence 15' radius	3. Fly

EXPLANATION OF CLERICAL SPELLS

| **Bless*** | Range: 60' |
| | Duration: 6 turns |

This spell raises the morale of all friendly creatures in range by + 1, and gives a bonus of + 1 to all their "to hit" and damage rolls. It can only be cast on creatures not in battle.

| **Hold Person** | Range: 180' |
| | Duration: 9 turns |

The **hold person** spell will affect any human, demi-human or human-like creature (bugbears, gnolls, gnomes, hobgoblins, kobolds, lizard men, ogres, orcs, pixies or sprites). It will not affect **undead** or creatures larger than an ogre. The victim of this spell must save vs. Spells or be paralyzed. This spell may be cast either at a single person or at a group. If cast at a single person, that person must save vs. Spells with a penalty of -2 on the die roll. If cast at a group, it will affect 1-4 (d4) persons, but with no penalty to the saving throws.

| **Silence 15' Radius** | Range: 180' |
| | Duration: 12 turns |

This spell will make an area with a 30' diameter totally silent. 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 person, the victim must save vs. Spells, or the spell effect will move with him! If the saving throw is successful, the spell will remain in the area in which it was cast, and the victim may move out of it.

EXPLANATION OF MAGIC-USER SPELLS

| **Dispel Magic** | Range: 120' |
| | Duration: permanent |

This spell will remove spell effects anywhere within an area 20'x20'x20', and may be cast up to 120' away from the caster. It will not affect magic items, but will remove any spell effect created by a magic-user, elf, or cleric of an equal or lower level than the spell caster. It may fail to remove magical effects from a higher level caster. This chance of failure is 5% per level of difference between the spell casters. EXAMPLE: A 5th level elf trying to **dispel** magic cast by a 7th level elf would have a 10% chance of failure.

| **Fire Ball** | Range: 240' |
| | Duration: instantaneous |

This spell creates a missile of fire that explodes into a ball of fire 40' diameter when it strikes a target. The **fire ball** will cause 1-6 (1d6) points of fire damage *per level* of the caster to all creatures within this area. If a victim of a **fire ball** saves vs. Spells, the spell will only do ½ damage. EXAMPLE: A **fire ball** cast by a 6th level magic-user will explode for 6-36 (6d6) points of damage.

Fly	Range: 0
	Duration: 1-6 turns + the level
	of the caster in turns

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).

PART 4: THE ADVENTURE

Beginning the Adventure

When the players have rolled up their characters and bought their equipment, the DM will describe the background of the adventure. This might include information about the place the characters start from, the names of any NPC companions or retainers they will have, and some rumors about the dungeon the party is going to explore.

Party Size and Composition

It is not wise to adventure alone, for the monsters which may be encountered are numerous. It is much safer to go adventuring with a group of people who can help and protect each other. The best size for an adventure party is 6-8 characters, enough to handle the challenges which will be faced, but not too many to become disorganized or to ruin chances to surprise the monsters. It is smart for an adventure party to contain a variety of character classes to gain the benefits of different class abilities. Fighters are best for fighting, while clerics are able to fight, but also have several spells to help cure wounds and aid in fighting. Magic-users are good thinkers and problem solvers and have powerful spells; thieves are useful for opening locked doors and scouting ahead. Elves, dwarves and halflings all have special powers which can prove helpful to have along as well.

Most DMs allow a player only one character at a time. Sometimes a person may play more than one character at a time, such as when only a few persons are playing. The players (and the DM) should try to keep any characters played by one person from becoming too close (passing magical treasures between themselves, borrowing money from each other, and so forth). There is no reason for characters run by the same player to be any more friendly with each other than with characters run by different players. The DM may allow a player character to hire companions (see **Retainers**, page B21) to add to the size of a party.

Organizing a Party

Before entering a dungeon, the players should arrange their characters in a "marching order". A "marching order" is the order of position in which the characters in a party explore a dungeon; who's scouting in front, searching in the middle, and guarding the rear. Different marching orders may be used when opening doors, searching rooms, fighting combat, and so forth. The most common marching order is to explore in a column of two-by-two though this may vary in corridors of different widths. Characters who can wear full armor might be placed to guard the front and back of the party, while magic-users and thieves might be placed in the middle of the party, ready to use their skills when needed.

THE CALLER: One player should be chosen to tell the DM about the plans and actions of the party. This player is the **caller**. The players may tell the DM what their characters are doing, but the game runs more smoothly when the **caller** relays the information. The **caller** should be sure to check with each member of the party before announcing any actions (such as "We'll turn right" or "The thief will check for traps"). The **caller** is usually a character with a high Charisma score, and should be near the front of the party, where the character would be able to see what the DM describes.

MAPPING: One player should draw a map of the dungeon as it is explored. This player is called the **mapper**. Normal movement includes the time spent exploring, measuring and mapping the dungeon.

Maps are drawn to help players visualize the area their characters are exploring and to provide a record of sections of a dungeon they have already explored. A good mapper should listen closely to the DM in order to draw a good representation of the dungeon. It is most important to record proper directions, shape, and approximate size, rather than spending a lot of time determining exact measurements and filling in minute details. It is also a good idea to make brief notes about where traps, monsters, and unusual features are encountered. A map should be simple and easy to read.

FIGURES: If miniature figures are used to represent the characters, the players should choose figures which look like their characters, and should make sure that the DM knows which miniatures represent which characters. The miniature figures should be lined up in the same order as the marching order. When special situations occur, the players should change the position of their figures as they desire. File cards with names on them, pawns, and other markers may be used instead of miniatures, or the marching order may simply be written on a piece of paper.

TIME: Time in D&D adventures is given in turns of ten minutes each. A turn is not a measure of real time, but is a measure of how much a character can do within a given amount of time. A character may explore and map an area equal to his or her movement rate in one turn. It also takes a turn for a character to search a 10'x10' area, for a thief to check an item for traps, to rest or to load a bag with treasure. The DM should decide how long other actions that characters might try will take.

MOVEMENT: In the D&D, rules movement is given in the number of feet a character may move in one turn. All characters are able to move 120' or feet in one turn when exploring a dungeon. This is only a base movement rate used to compare the speed of the characters with the monsters which are encountered and to determine both encounter and running speeds. Encounter and running movement is much faster and is given as the number of feet the character can move in one *round*. Encounter movement is determined by dividing the base movement rate by 3, while running speed is equal to the base movement rate in rounds.

A base movement rate of 120' in ten minutes may seem slow, but it assumes that the players are mapping carefully, searching, and trying to be quiet. It also takes into account the generally "dark and dingy" conditions of the dungeon in which characters are adventuring.

The DM may wish to allow characters to move faster when travelling through areas they are familiar with. The DM will also have to determine movement rates for special situations, such as for swimming, climbing or crawling, and for crossing special areas, such as slippery ground, steep hills, broken rocks and mud.

RESTING: After moving for 5 turns, the party must rest for 1 turn. One turn in 6 (one each hour of the adventure) must be spent resting. If characters do not rest, they have a penalty of -1 on all "to hit" and damage rolls until they do rest.

SCALE MOVEMENT: If miniature figures are used, the actual movement of the characters can be represented at the scale of one inch equals ten feet. A movement rate of 60' per turn would mean that a miniature figure would move 6 inches in that turn. Scale movement is useful for moving the figures on a playing surface (such as a table).

Encumbrance (Optional)

A person can only carry a limited amount of weight before being overloaded and unable to move. In D&D rules, weight is measured in coins (cn), rather than pounds, since all coin types are equal in weight and coins are the most common of treasures. Ten coins weigh one pound. Encumbrance (a combination of weight and bulk) will affect movement rates for characters.

Characters' movement rates are slowed by carrying excessive amounts of treasure and equipment and by the different types of armor they wear, as shown on the following **Character Movement** table. The encumbrances of the types of armor do not exactly match the coin weights, but when the encumbrance of the character's weapons, shield and gear are added, the encumbrances are about equal to these weights. The DM will need to determine the encumbrance of other items that characters might want to carry, such as a wounded character, and should compare this to the total coin weights given on the table to determine the characters' movement rates. Characters carrying more than 1600 coins of weight are overloaded and unable to move.

Character Movement

Character Encumbrance:	Normal Move (per turn)	Encounter or Combat Movement	Running Movement
400 coins or less OR unarmored	120'	40'/round	120'/round
401-600 coins OR leather armored	90'	30'/round	90'/round
601-800 coins OR metal armored	60'	20'/round	60'/round
801-1600 coins OR metal armored and carrying treasure	30'	10'/round	30'/round

A player carrying treasure in addition to wearing armor must use the movement speed one line below the normal one. Movement per round will be explained in the section on **Combat** (page B24). EXAMPLE: A character wearing leather armor **and** carrying treasure will move at the rate of 60' per turn.

Weights and Movement

Mules:
maximum load to move at 120'/turn	2000 coins
maximum encumbrance load (move at 60'/turn)	4000 coins

Items:
1 small sack holds	200 coins
1 large sack holds	600 coins
1 backpack holds	400 coins

The most that a character can carry is 1600 coins. The most a mule can carry is 4000 coins.

Encumbrance Table

	Item	Weight in coins
Armor:	Chain Mail Armor	400
	Leather Armor	200
	Plate Mail Armor	500
	Shield	100
Axes:	Battle Axe	50
	Hand Axe	30
Bows:	Bow + 20 arrows	30
	Crossbow + 30 quarrels	50
Swords:	Short Sword	30
	Normal Sword	60
	Two-handed Sword	150
Other Weapons:	Club	50
	Dagger	10
	Mace	30
	Pole Arm	150
	Spear	30
	War Hammer	30
Treasures:	Coin (any type)	1
	Gem	1
	Jewelry (1 piece)	10
	Potion	10
	Rod	20
	Scroll	1
	Staff	40
	Wand	10
Misc. equipment and provisions:		
	(including rope, spikes, sacks, wineskin, rations, etc.)	80

EXAMPLE OF ENCUMBRANCE (Morgan Ironwolf)

Chain Mail Armor	= 400 coins weight
Sword	= 60 coins weight
Shield	= 100 coins weight
Bows and Arrows	= 30 coins weight
Miscellaneous	= 80 coins weight
Total	= 670 coins weight

Therefore, according to the chart above, Morgan Ironwolf could move at 60' per turn.
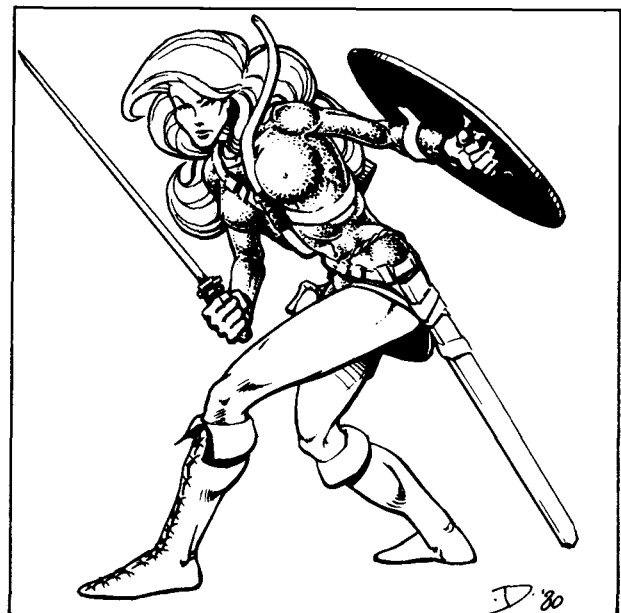
Light

Most dungeons are dark and it is necessary for characters to bring their own light source with them. A torch or lantern will cast light 30 feet in all directions. A torch will burn out in 6 turns (1 hour); a lantern filled with one flask of oil will burn out in 24 turns (4 hours). It is important to remember which characters are carrying light sources. A character could not, for example, carry a lit torch, a drawn sword, and a shield at the same time.

INFRAVISION: Infravision is the ability to "see" heat patterns. Most living things give off heat. To infravision, warm things are bright, cool things are gray, and cold things are black. Infravision is useless in normal or magical light. Infravision cannot be used to read without light. All non-human monsters have infravision.

Doors

NORMAL DOORS: Doors in a dungeon are usually closed, and are often stuck or locked. A lock must usually be picked by a thief. An unlocked door must be forced open to pass through it. To force open a door, roll 1d6; a result of 1 or 2 (on 1d6) means that the door is forced open. The roll should be adjusted by a character's Strength score adjustment. The number needed to open a door can never be less than 1 nor greater than 1-5.

Once a door is opened, it will usually swing shut when released unless it is spiked or wedged open. Doors will usually open automatically for monsters, unless the door is held, spiked, or closed with magical spells.

SECRET DOORS: A secret door is any door that is hidden or concealed. A secret door usually does not look like a door; it may be a sliding panel or hidden under a rug. Any character has a 1 in 6 chance of finding a secret door; any elf has a 2 in 6 chance. The DM should only check for finding a secret door if a player says that the character is searching for one and searching for one in the correct area. The search takes one turn. Each character has only one chance to find each secret door.

LISTENING: A character may try to listen at a door to hear what is on the other side. For each character listening, the DM should roll 1d6. A result of 1 (1 or 2 for demi-humans) means that the character hears any noises being made by the creatures on the other side of the door (if any). Each character may only try once per door. Thieves have special chances to "hear noise" (see page B8). The undead do not make any noise.

Retainers

A retainer (or hireling) is a person hired by a player character (PC) to aid that character on an adventure. The number of retainers who will follow a PC is limited by that character's Charisma score. If a retainer is not well-treated, he or she is likely to stop working for the PC and will tell others of the mistreatment. Retainers are more than just men-at-arms, soldiers hired to fight and protect their employer but only expected to take reasonable risks. Retainers are lieutenants or assistants to a PC and are expected to lend their skills and knowledge to the benefit of the party and to take the same risks the characters expect to face.

HIRING: To hire a retainer, a character must first find NPCs who are interested in the job. Characters will have to go somewhere they might find and interview interested NPCs, such as a tavern or they must pay a fee to advertise for NPCs to come and see them. The DM must create the personalities of the NPCs who come to the character for an interview.

Next the character must explain the duties of the job to the NPC and offer a rate of pay. The DM must decide what a good rate of pay would be, but this usually includes a guaranteed minimum fee and a partial share of any treasure found. Fees should vary depending on the skills of each retainer and the number available. Employers are expected to buy equipment and food for their retainers as well as pay their fees. Generally, if there are only a few jobs offered but many people looking for work, retainers may agree to work for less pay and vice versa.

REACTIONS: Once a rate of pay is offered the DM must roll 2d6 and consult the **Retainer Reaction** table to see if the offer is accepted, refused, or if more negotiation is necessary. The DM may want to adjust the reaction roll by +1 or +2 for very good offers or by -1 or -2 for poor offers or if the PC has a bad reputation.

Retainer Reactions

Dice Roll	Reaction
2	Offer refused; -1R*
3-5	Offer refused
6-8	Roll again
9-11	Offer accepted
12	Offer accepted; +1M†

*The DM should roll for each retainer found. If a 2 is rolled, reactions to that character of other retainers in the same area will be adjusted by -1. If the character attempts to hire retainers in some other town, reactions will be determined normally.

†The retainer is so friendly that his or her normal **morale** (an optional rule; see page B27) will be adjusted by +1.

LEVEL OF RETAINERS: A retainer may be of any level (0, 1, 2, 3, or higher) and of any class (normal man or a character class). Retainers can never be higher in level than the PC who hires them.

Elvish and dwarvish retainers should be very rare. Elves have very long lives, but their numbers are not great. Dwarves also have long lifespans (though not nearly so long as elves) but their numbers are greater (though not as great as the number of humans).

LOYALTY: The loyalty of a retainer is a measure of the retainer's morale and willingness to take risks for the PC and not run away in the face of danger. A retainer's loyalty or morale is based on the charisma of the player character employer (see page B7). The loyalty of retainers should be checked whenever extraordinary danger is met during an adventure. Loyalty should also be checked after each adventure. The DM may wish to adjust a retainer's loyalty due to actions of the player character, such as if the PC pays the retainer more than agreed upon, or rescues the retainer from danger and vice versa.

USING RETAINERS: Retainers are often used to strengthen a party which is attempting an extremely dangerous adventure. It is recommended that the DM **not** allow beginning players to hire retainers. New players tend to use retainers as a crutch, letting them take all the risks. If a dungeon is very difficult, the DM should let players have more than one character apiece before using retainers, at least until players are more experienced. **Hirelings** are experts which can be hired by the characters. They are more suited to higher level campaigns and are explained in the D&D EXPERT SET.

EXPERIENCE: Retainers will earn experience from adventures just like player characters do, and may rise a level in their character class once they have gained enough experience. Retainers, however, only receive ½ the experience PCs would receive, because

they were only following orders and not making decisions on their own. Retainers may be awarded more than their agreed upon portion of the treasure and thus gain more experience than normal. Retainer's earned experience is adjusted by character class adjustments due to their abilities (see page B7).

Traps

Dungeons often contain traps, such as a trap door in the floor which springs open when a character walks over it. If any character does something which could trigger a trap (such as walking over a certain point), the trap will be sprung on a roll of 1-2 (on 1d6). The DM must check for each character passing the spot until the trap is either sprung or safely passed by all. Trap damage is usually automatic once sprung, and traps are not considered part of combat. Monsters may either have the same chances as characters, or might never spring traps; the choice is left to the DM.

Any character has a 1 in 6 chance of finding a trap when searching for one in the correct area. Any dwarf has a 2 in 6 chance. (This does *not* apply to magical traps, such as a **sleep** trap.) Checking a specific area for a trap will take one full turn. The DM should *only* check for finding a trap if a player says that the character is searching for one. Each character may only check once to find each trap.

Wandering Monsters

Wandering monsters are monsters which roam through dungeons but have not been placed in rooms by the DM. Wandering monsters may be selected by the DM to fit each dungeon (for example, a guard of skeletons might patrol a tomb). The DM may choose wandering monsters at random by using the **Wandering Monsters** tables in **Part 8: DUNGEON MASTER INFORMATION** (pages B53-54).

GIVING EXPERIENCE POINTS

When the adventure is over, the DM gives experience points to the surviving characters. Experience points (abbreviated XP, as ep stands for electrum pieces) are given for non-magical treasure and for defeating monsters. For every 1 gp value of non-magical treasure the characters recover, the DM should give 1 XP to the party (this will be divided among all the player characters). Experience points are not given for magic items. The characters will divide the treasure among themselves, but the DM handles all the experience. EXAMPLE: A treasure of 750 sp, a rug worth 100 gp, 3 gems each worth 100 gp, and a **potion of healing** would be worth a total of 475 XP (75 + 100 + 300 + 0).

Experience points are also given for monsters killed or overcome by magic, fighting, or wits. Use the **Experience Points for Monsters** table (below) to determine how many points to give the party.

1. Find the number equal to a monster's hit dice to determine the base amount of XP to award for one monster: Note that *any* " + " to the hit dice counts the same (3 + 1 gives the same XP as 3 + 2, and so forth).
2. Add the special abilities bonus *once for each asterisk* after "hit dice" in the monster description (for example, a medusa with 4** hit dice would be worth 175 XP: 75 base + 50 special + 50 special).
3. Multiply this total XP value by the number of monsters overcome to find the grand total to be awarded for that encounter (if 3 medusae were overcome, 525 XP would be awarded: 175 × 3).

EXPERIENCE POINTS FOR MONSTERS

Monster's Hit Dice	Base Value	Special Abilities Bonus
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

ADJUSTMENTS TO XP: The DM may treat an unusually "tough" situation or monster as one category better (use the next line down). Situations might also allow the DM to give partial experience if the characters learned from the encounter without actually defeating the monster. The DM may also award extra XP to characters who deserve them (fighting a dangerous monster alone, or saving the party with a great idea), and less XP to characters who did less than their fair share ("do-nothing" characters). The DM should consider the character's alignment and class carefully, and should remember that guarding the rear is an important role in any party.

DIVIDING XP: **Treasure** is divided by the party, but the DM handles all the **XP** awards. At the end of an adventure, the DM totals the XP from all treasures recovered plus all monsters defeated and then divides the total by the number of surviving characters (both player characters and NPCs) in the party. EXAMPLE: A party of 7 (5 player characters and 2 NPCs) goes on an adventure but only 6 come back alive. They killed monsters for a total of 800 XP and also collected 5800 gp in treasure, for a total of 6600 XP. Each character receives 1100 XP at the end of the adventure. (The DM may give each NPC ½ normal experience — 550 XP in this case — since the NPCs were "directed" and thus benefit less from the adventure.)

BONUSES TO XP: Remember that characters with high scores in their prime requisites gain a bonus of XP. In the example above, a fighter with 16 strength would receive a total of 1210 XP (1100 + 110) instead of 1100 XP.

MAXIMUM XP: A character should never be given enough XP in a single adventure to advance more than one level of experience. For example, if a beginning (0 XP) 1st level fighter earns 5000 XP (a rare and outstanding achievement), he or she should only be given 3999 XP, enough to place the character 1 XP short of 3rd level.

Every time a character goes up in level, the player must roll a new hit die, make any adjustments due to constitution (if applicable), and add the result to the previous number of hit points. A character may not go up in level until after an adventure is over, when XP are awarded by the DM.

EXAMPLE: Bork, a 2nd level fighter with 3000 XP, gains 1210 XP on an adventure, giving him a total of 4210 XP (over 4001, the amount needed to become 3rd level). Bork has 11 hp and a Constitution score of 15 (+ 1 bonus). When Bork returns from the adventure the player rolls 1d8; the result of 5 is adjusted to 6, and added to the previous 11 hp for a new total of 17 hp. Bork notes these figures on his sheet, along with the note that he is now a 3rd level fighter.

PART 5: THE ENCOUNTER

When a party descends into a dungeon for the first time, they must be ready to deal with the strange creatures they will meet: some foul, some fair, some intelligent, some not; the variety is endless. Such a meeting is called an **encounter**.

The DM will find it useful to make a list of monster encounters before the adventure starts, noting their Number Appearing, Armor Class, hit points, and so forth. Having this information prepared before the adventure will speed play during the game. These monsters will often have a reason for being in the dungeon (such as looking for food or a special magic item, carrying a message, and so forth).

TIME IN ENCOUNTERS: "Normal" time in D&D games is measured in turns of 10 minutes each. Characters could actually do many things in one turn. In an encounter, the action is more detailed and is handled in "slow motion", so that the characters may have a chance to do many of the things that they want to. Time in encounters is measured in **rounds** of 10 seconds each. To help prevent DMs and players from becoming confused, the word **turn** should always be used for normal movement, while the word **round** should only be used for encounters and combat.

Since a round is ten seconds long and a turn is ten minutes long, there are 60 rounds to a turn. An encounter rarely takes as long as 60 rounds. When figuring out the amount of time spent in a dungeon, consider any encounter (including combat) of 60 rounds or less to have lasted one *full* turn. The additional time, if any, is spent resting sore muscles, recovering one's breath, cleaning weapons, and binding wounds.

ORDER OF PLAY: The DM must determine when and where a party of characters will have an encounter. First the monster must be chosen or randomly determined by the DM. Whether the encounter occurs or not should be a result of the actions the players take. The order of events given below should be followed to resolve an encounter.

Order of Events in One Game Turn

1. The DM rolls for wandering monsters (1d6; see page B53).

2. The party moves, enters room, listens, and searches.

3. If monsters are *not* encountered, the turn ends. If monsters *are* encountered, the DM rolls for the Number Appearing.

4. The DM rolls 2d6 to check the distance between the monsters and the party.

5. The DM rolls 1d6 for both the monsters and the party to check for surprise.

   The DM and the party roll 1d6 or for initiative to see who moves first.

6. The DM rolls 2d6 for the Monster Reaction.

7. The party and the monsters react:
   If both sides are willing to talk, the DM rolls for monster reactions and initiative, as necessary.
   If one side runs away, the DM should check the chance of Evasion and Pursuit.
   If combat begins, the DM should use the **Combat Sequence** to handle combat.

8. End of Turn. Where necessary, the DM should check the character's remaining hit points, whether or not they need rest (see page B24), any changes in the party's marching order,

or possessions, their encumbrance (see page B20), their sources of light, the durations of any spells in progress, and the total time the party has spent in the dungeon.

NUMBER APPEARING: Sometimes the number of monsters appearing is given by the design of the dungeon. Otherwise, a suggested range of the number of monsters appearing is listed with the monster description (as **No. Appearing**). The range given is for use on a dungeon level equal to the monster's level (hit dice), and should be changed if the monster is encountered on some other level of the dungeon. (Necessary changes are discussed under **MONSTERS**, page B30, and in the section on **Dungeon Mastering as a Fine Art**, page B60). The number appearing in parentheses *after* **No. Appearing** is the usual number of monsters appearing when encountered in the monster's underground lair or in the wilderness (the latter is for use with the D&D EXPERT SET).

DISTANCE: Situations often determine the distance between monsters and characters in an encounter. A monster seen "coming around a corner" 20 feet away, for example, is encountered at that distance. If it is uncertain how far away the monster is, roll 2d6 and multiply the result by 10. The resulting number (20-120) is the distance *in feet* at which the monster is first encountered.

SURPRISE: After finding the number of monsters appearing and their distance from the characters, the DM should then determine whether or not each side has been surprised. It *is* possible for *both* parties to be surprised! Sometimes there will be no surprise, due to the situation. EXAMPLES: A party is not likely to surprise a monster behind a closed door if the party has just fought a battle near that door. A party will not surprise that monster if the attempt to open the door fails (even once!). Surprise is only checked once per turn when a monster is first encountered.

If surprise is possible, the DM should roll 1d6 for each side in the encounter. A result of 1 or 2 for either side indicates that the side is surprised (unless given otherwise in the monster description).

   If both sides are surprised, the surprise cancels out, and neither side moves nor fights that round.
   If one side surprises the other, those not surprised may move and attack the first round, and the surprised enemy may not.
   If neither side is surprised, it is necessary to determine which side takes the **initiative** for that round and acts first.

After the surprise round it is necessary to determine each round which side will react the fastest and thus move and attack first. This is called gaining the **initiative**.

INITIATIVE: To determine initiative, each side rolls 1d6 (the DM rolls for the monsters). The side with the higher roll may move first and attack first in combat for that round. If both sides roll the same number, the DM may either have both sides roll again, or may consider movement and combat for both sides to occur at the same time (known as **simultaneous** combat).

The side "with the initiative" has the first choice of actions. Members of that side may choose to fight, run, throw a spell, take defensive positions and wait to see what the other side does, start talking, or do anything else that the players or DM can imagine.

If combat occurs, the side with the initiative always strikes first in that round. Both sides should roll for initiative *each* round. If both sides tie on their initiative rolls, and combat is simultaneous, it is possible for both sides to be killed!

PAIR COMBAT (optional): The DM may chose to roll initiative for each character and the monsters he or she is fighting instead of for

each side. If this is done, character's Dexterity scores (see page B7) are used to adjust the initiative die rolls. The DM may wish to adjust the monsters' initiative rolls for monsters which are very fast.

PARTY ACTIONS: The first decision a party must make in an encounter is whether to fight, talk, run, or wait to see what the monster will do.

- If the party chooses to **fight**, combat will begin; the DM should use the **Combat Sequence** (page B24) to handle fights.
- If the party chooses to **talk** (and if the monster will listen), the DM plays the part of the monster. The players can ask questions, make bold statements, and otherwise react to the creature. The encounter may then become peaceful (agreement!), hurried (as the monster or party runs away), or violent (if the talks lead to combat).
- If the party chooses to **run away**, the monster might not follow, in which case the encounter is over. If the monster decides to chase them, the players must try to outrun it or distract it so that they may escape (see **Evasion**, page B24).
- If the party chooses to **wait** to see what the monster will do, the DM must decide the monster's reactions.

MONSTER ACTIONS: Some monsters always act in the same way (such as zombies, who always attack). However, the reactions of most monsters are not always the same. The DM can always choose the monster's reactions to fit the dungeon, but if he decides not to do this, a DM may use the reaction table below to determine the monster's reactions (roll 2d6).

Monster Reactions

Dice Roll	Reaction
2	Immediate Attack
3-5	Hostile, possible attack
6-8	Uncertain, monster confused
9-11	No attack, monster leaves or considers offers
12	Enthusiastic friendship

ENCOUNTER MOVEMENT: Movement during encounters is usually very quick. This movement speed cannot be kept up for more than 60 rounds. To find the movement rate of creatures during a *round*, divide the base movement rate by 3 (for example, a character who moves at 60'/turn would move at 20'/round). For the DM's convenience, the movement rate (per round) of monsters has been calculated and included in the monster descriptions, and is given in parentheses ( ) after the base movement rate. The movement rate per round of a character is given in the **Character Movement** table (page B19).

RUNNING: Running characters may move at up to three times their normal movement rate (per round). No mapping is allowed while running. Characters may only run for half of a turn (30 rounds), and must then rest for three complete turns. If forced to fight before they are fully rested, the characters will fight with a -2 penalty on their "to hit" *and* damage rolls, and their opponents will gain a bonus of +2 on their "to hit" rolls. These penalties will remain until the characters have fully rested. Any successful hit by a character will still do at least 1 point of damage, whatever the adjustments.

EVASION: Sometimes one side wishes to evade (avoid) an encounter. If the evading side has a faster movement rate than the other and combat has not yet begun, evasion is automatic as long as the evading side is not forced to stop. If monsters wish to evade and are slower, the characters must decide among themselves whether or not to chase them. If characters wish to evade and are slower than the monsters, the DM must decide what the monsters

will do. Use the **Monster Reactions** table to find the actions of the monsters. A low score means that the monsters will pursue, and a high score means that the monsters will let the party escape.

PURSUIT: If either side wants to pursue the other, time is counted in **rounds**, and both sides are RUNNING (see above). Monsters will chase evading characters only as long as the characters are in sight. Evading characters may be able to slow this pursuit by dropping things. Unintelligent monsters will stop to eat food ½ the time (a result of 1-3 on 1d6). Intelligent monsters will stop to pick up treasure ½ of the time. Burning oil will usually (but not always) slow or stop monsters pursuing the characters.
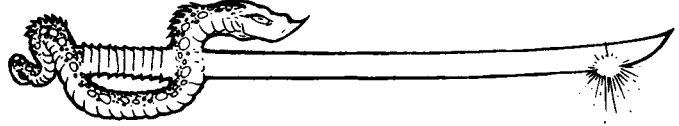
COMBAT

Combat occurs when characters fight monsters or other characters. In combat, opponents are referred to as different "sides". It is possible to have several groups fighting each other and therefore have more than 2 sides. Combat includes throwing or shooting weapons, such as spears and bows, casting spells and meleeing or fighting with handheld weapons such as swords. The following sequence is used to resolve combat.

Combat Sequence

A. Each side rolls for initiative (1d6).

B. The side that wins the initiative acts first (if simultaneous all actions are performed by each side at the same time):
  1. Morale checks, if needed (page B27).
  2. Movement per round, meleed opponents may only move defensively (spell casters may not move *and* cast spells).
  3. Missile fire combat:
     a. choose targets
     b. roll 1d20 to hit; adjust result by Dexterity adjustment, range, cover, and magic
     c. DM rolls damage
  4. Magic spells (roll saving throws, as needed: 1d20).
  5. Melee or hand-to-hand combat:
     a. choose (or be attacked by) opponents
     b. roll 1d20 to hit; adjust result by Strength adjustment and magic weapons
     c. DM rolls damage; adjust result by Strength adjustment and magic weapons

C. The side with the next highest initiative acts second, and so on using the order given above, until all sides have completed melee.

D. The DM handles any surrenders, retreats, etc. as they occur.

Repeat steps A through D as many times as necessary to finish the melee. Once the game turn ends; see the **Order of Events in One Game Turn** to continue.

Defensive Movement

Movement in combat is handled per *round*, as explained before. However, only the following special forms of movement are possible once opponents are engaged in melee. These types of defensive movement may be used by both characters and monsters. A character who wants to use one of these forms must say so *before* the initiative roll for the round. Meleed creatures who slay all their opponents are no longer meleed.

FIGHTING WITHDRAWAL: A **fighting withdrawal** may be used in combat if the defender wishes to back up slowly. Movement backwards is limited to ½ the normal movement rate per round (or less). There *must* be enough room to back up. In crowded situations, characters or monsters behind a creature attempting to use a fighting withdrawal will prevent this form of defensive movement.

RETREAT: Any movement backwards at more than ½ the normal movement rate is a **retreat**. If a creature tries to retreat, the opponent may add + 2 to all "to hit" rolls, and the defender is not allowed to make a return attack. In addition to the bonus on "to hit" rolls, the attacks are further adjusted by using the defender's Armor Class *without a shield*. (Any attacks from behind are adjusted in the same manner.)

EXAMPLE: Huxley (a fighter) wears plate mail armor and shield, for an Armor Class of 2. He opens a door and is surprised by a gargoyle. He doesn't have a magic weapon, so he can't hurt it. He tries to use a **fighting withdrawal** to let the other fighter get into the battle. Although the new fighter has a magic weapon, the gargoyle keeps attacking Huxley; he gets hit again. He decides to **retreat**. If the gargoyle attacks him again, his Armor Class is 3, and the gargoyle may add + 2 to its "to hit" rolls.

How To Attack

In combat, attacks may be made with spells (magical attack), weapons which are shot or thrown (missile fire), or weapons which are held and swung (hand-to-hand or melee combat).

Spell attacks will automatically hit the chosen targets if within range or the area of effect. There is a chance that a character may escape all or part of the effects of certain spells. This chance is called a **saving throw**, and is a combination of luck and experience. Saving throws are fully explained on page B26.

A melee or missile fire attack does *not* automatically hit. The chance of an attack hitting or being successful is given as a number between 1 and 20 and is determined by comparing the attacker's level or hit dice to the defender's armor class (AC) on the tables below. One table is used when characters (PCs or NPCs) are attacking, and the other is used when monsters are attacking. **Roll 1d20: if the result is equal to or greater than the number indicated by the chart, the attack has been successful.** Unless magical 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**.

ADJUSTMENTS TO ATTACK ROLLS: Both missile fire and melee combat use the same **Attack** tables. Missile fire may occur when the opponents are more than 5' apart, but only when a thrown weapon (a spear, for example) or a shot missile weapon (such as by a bow) is being used. In missile fire combat, the score needed "to hit" may be adjusted by Dexterity, magical weapons, missile range and special situations (for example, having cover from missile fire — such as a barrel to hide behind).

Melee combat may occur if the opponents are within 5' of each other. In melee combat, the score needed "to hit" may be adjusted by Strength, magical weapons, and by occasional special situations. Unless missile attacks are mentioned, monsters will *only* engage in melee combat.

Missile fire is never adjusted by Strength. Hand-to-hand combat is never adjusted by Dexterity. A character may not attack more than once in one round.

ATTACKS ON "UNHITTABLE" CREATURES (OPTION): Some creatures can be hit only by silvered or magic weapons. The DM may want to allow two other kinds of attack to hit such creatures. First, attacks by other "unhittable" creatures may be allowed (for example, a lycanthrope could attack a wight). Second, attacks by monsters with more than four hit dice may be allowed (an owlbear could attack a wererat).

DAMAGE

If an attack hits, the DM must determine how much damage the attack has done. Damage from attacks by monsters is given with each monster description. The most common series of monster attacks is the "claw/claw/bite routine". Damages are always listed in the order of the attacks. For example, a cave bear has 3 attacks (2 claws and 1 bite); its attacks will do damages of 1-8 (1d8) points from each claw and 2-12 (2d6) points from the bite. This is listed as 1-8/1-8/2-12.

AMOUNT OF DAMAGE: All weapon attacks by characters (PC or NPC) will do 1-6 (1d6) points of damage, adjusted by Strength and magical bonuses, if applicable. If the **Variable Weapon Damage** system (hereafter) is used, check the weapon type to find how much damage each weapon will do (adjusted by Strength and magical bonuses or penalties).

SCORING DAMAGE: The number of points of damage caused by a successful attack is immediately subtracted from the number of hit points the defender has at that time. All damages remain until healed. Any defender reduced to 0 hit points or less is dead.

HEALING WOUNDS: Wounds may be cured in two ways: by resting or by magic. To cure wounds by resting, the wounded creature must relax in a safe place, and may *do nothing but rest*. Each full day of complete rest will restore 1-3 hit points (roll 1d6; 1 or 2 indicates 1; 3 or 4 indicates 2; 5 or 6 indicates 3). If a day's rest is interrupted for any reason, *no* healing will take place. Wounds may also be healed by certain clerical spells and some magic items. Spells will heal wounds instantly without the need for long rest.

Different methods of healing may be used together: a character might rest 1 full day and also be healed by a **cure light wounds** spell in the same day.

Missile-Fire

Missile fire is a type of combat used when the enemy is too far away to fight hand-to-hand (more than 5 feet away). Missile weapons include crossbows (which fire quarrels), short and normal bows (which fire arrows), slings (which throw sling stones), thrown axes hammers, spears, flasks of oils, and vials of Holy Water. Missile fire is adjusted by Dexterity adjustments, the range to the target, any cover the target has, and any magical adjustments, as explained hereafter. Most monsters do not use missile fire (unless mentioned in the monster description).

Missile fire is fought at a range beyond 5 feet but still within sight. The DM should first check to be sure that the range is not greater than the maximum range for the type of weapon to be used (see **Missile Fire Ranges**, hereafter). The DM must check for surprise (or initiative) to see which side fires first. If the distance between enemies is reduced to 5' or less as a result of movement, hand-to-hand combat *may* take place. In one round, a character may move and fire missiles or move and fight hand-to-hand. A character may *not* fire missiles, move, and start hand-to-hand combat all in the same round. A character may not attack twice in one round.

DEXTERITY: Missile fire may be adjusted by a character's Dexterity adjustment, see page B7. The Dexterity adjustment will either add to or subtract from the "to hit" die rolls for missile fire, but does not adjust the damage caused.

RANGE: Missile fire should be adjusted for the range between the attacker and the target. Missile fire at short range is adjusted by a bonus of +1 on the "to hit" rolls. Missile fire at medium range has no adjustment. Missile fire at long range is adjusted by a penalty of -1 on the "to hit" rolls.

COVER: "To hit" rolls for missile fire may be adjusted by the amount of cover a target has. A creature may hide behind any large object (a wall, tree, barrel, and so forth) to be "under cover". A target with "complete cover" cannot be hit (for example, a target around a corner). When a target has *some* cover but not "complete cover", the DM should make adjustments to missile fire to account for amount of cover. (Note that a shield is *not* considered as cover!) In general, the adjustments should be from -1 to -4. EXAMPLE: A character attacking a goblin partially hidden behind a small table would attack with a penalty of -1 on "to hit" rolls, while a character shooting at a bear in a thick woods might have a penalty of -4 on the "to hit" rolls.

MAGICAL BONUSES: If the DM uses magical arrows, bows, spears, or other magical weapons which might be used as missiles, any magical bonuses should be added to the "to hit" rolls for missile fire.

OIL: Oil (which is carried in small bottles called flasks) may be thrown as a missile weapon. It may also be spread on the floor of a dungeon and then lit. Burning oil will do 1-8 (1d8) points of damage to any creature in the flames (or who attempts to cross a pool of burning oil). Flaming oil will not harm a monster which normally uses a fire weapon (such as a red dragon). Fire will damage most **undead** monsters, such as skeletons, zombies, ghouls, and wights (though wights will only take ½ damage).

A flask of oil contains enough oil to make a pool 3' in diameter. A pool of burning oil will burn out in 1 turn. Oil thrown on a creature will drip off and will only cause damage for 2 rounds. The oil must be set afire for it to cause any damage; otherwise, it will only be slippery. The chance of oil catching fire depends on the situation, and is left for the DM to figure out. Touching the oil with a flaming torch should almost certainly cause the oil to light. Other methods may have less chance of success.

HOLY WATER: Holy Water must be kept in small, specially-prepared glass bottles (known as **vials**) for it to remain holy. For Holy Water to cause damage, it must be thrown (as a missile weapon) and successfully hit the target. The effect of a vial of Holy Water on an **undead** creature is the same as that of a flask of burning oil: 1-8 points of damage.

Saving Throws

A saving throw represents the chance that a special attack may be avoided or will have less than the normal effect. This chance is given as a number on the **Saving Throws** chart (hereafter). A saving throw is made by rolling a twenty-sided die (1d20) (similar to "to hit" rolls). **If the result of the roll is equal to or greater than the number given on the chart, the saving throw is successful.** If the result is less than the number given, the saving throw is failed.

If a saving throw is successful against or versus a special attack which could cause damage, the victim will only take ½ damage from the attack. EXAMPLE: If a character makes a successful saving throw or "save" vs. a dragon's 20 point Breath, that character will only take 10 points of damage. If a saving throw is successful against a special attack that has a special effect but does not cause special damage such as Turn to Stone, the victim will avoid these special effects. EXAMPLE: A character who saves vs. a **charm person** spell is not affected by it.

Some attacks are both normal and special (damage plus poison, for example). In this case, even if the saving throw is successful, the attack will still do the normal damage unless noted otherwise; only the special attack is avoided. EXAMPLE: A rattlesnake bites for 1-4 points of damage *plus* poison. Even if a bitten character saves vs. Poison, he or she will still take 1-4 (1d4) points of damage from the bite.

If a poisoned attack hits a creature (such as the sting of a killer bee), the victim must save vs. Poison or die (unless the poison is neutralized; see the D&D EXPERT SET). The DM should not allow players to make use of poisoned weapons. If they want to use poisoned weapons, they are likely to meet opponents who also use them! Most characters of Lawful alignment would object to the use of poisoned weapons.

SAVING THROWS

Type of Attack

Character Class	Death Ray or Poison	Magic Wands	Paralysis or Turn To Stone	Dragon Breath	Rods, Staves, or Spells
Normal Man	14	15	16	17	17
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, all creatures and characters save only as their character class regardless of their level; there are no level adjustments for saving throws. In the D&D EXPERT rules however, saving throws are given for different levels of each character class. The DM may want to give creatures and NPCs with a level higher than 3 a bonus of +2 on all saving throws to reflect their greater skill and ability to save vs. special attacks. This should **not** be done if the D&D EXPERT rules are being used.

MELEE COMBAT

Melee or hand-to-hand combat is the type of combat used when the enemy is within 5'. Hand-to-hand weapons include one-handed weapons (like a mace), two-handed weapons (like a battle axe), and any object the DM may allow to strike for damage (like a torch). Hand-to-hand attacks are adjusted by Strength, magical adjustments, and by positions (attacks from the rear).

Hand-to-hand weapons may be used to attack once per round. Monsters, however, are able to use all of their given attacks within one round of combat. A mountain lion would attack with two claws and one bite in the same round as a fighter's single sword attack.

GROUP COMBAT: One character or monster may be attacked by more than one opponent. The exact number is affected by the size of the combat area and the size of the monsters. EXAMPLE: When fighting in a 10' wide corridor, it is not likely that more than two or three characters could fight side by side.

USING FIGURES: Miniature figures are useful during combat for both the DM and the players, so that they may "see" what is happening. If miniatures are not being used, the DM should draw on a piece of paper, or use something (dice work nicely) to represent the characters in place of miniature figures.

CHARACTER ATTACKS

Attacker's Level	Defender's Armor Class												
	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
1st to 3rd	10	11	12	13	14	15	16	17	18	19	20	20	20
4th + higher*	8	9	10	11	12	13	14	15	16	17	18	19	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	17	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

Missile Fire Ranges

RANGES (in feet):

Weapon Type	Short (+1)	Medium (0)	Long (-1)
Crossbow	5-80	81-160	161-240
Long Bow	5-70	71-140	141-210
Short Bow	5-50	51-100	101-150
Sling	5-40	41-80	81-161
Spear*	5-20	21-40	41-60
Oil* or Holy Water*	5-10	11-30	31-50
Axe* or Dagger*	5-10	11-20	21-30.

* thrown weapons

Variable Weapon Damage

Damage	Weapon Type
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

Whenever a two-handed weapon is used (including pole arms), the attacker cannot use a shield (this may reduce the Armor Class of the attacker) and will always lose the initiative, whatever the roll (see page B23).

MORALE (Optional)

Any creature in battle may try to run away or surrender. Characters are never forced to do this; a character always reacts in the way the player wishes. NPCs and monsters, however, may decide to run away or surrender. To handle this situation, each monster is given a **morale score**. Good morale (a high morale score) indicates a willingness to fight on, regardless of the odds. Bad morale (a low morale score) means the monster will tend to panic and desire to withdraw from combat.

MORALE SCORES: A monster's morale score is given in each monster description. This score is a number from 2-12. The higher the morale score, the better the morale. A score of 6-8 is average. A score of 2 means that the monster will *not* fight. A score of 12 means that the monster will fight to the death without checking morale. Creatures with a morale score between 2 and 12 will need to "check morale" at some time during a battle, as explained below.

HOW TO CHECK MORALE: During combat it is often necessary to check monsters' morale to see if they will continue to fight. To check morale, roll 2d6. If the result is greater than the monsters' morale score, the monsters will try to **retreat** or use a **fighting withdrawal** (see **Defensive Movement**, page B24). If the result is less than or equal to the morale score, the monsters will continue to fight.

WHEN TO CHECK MORALE: In general, morale is checked in critical combat situations. Two recommended times for morale checks are:

1. After a side's first death in combat (either monsters or characters).

2. When ½ the monsters have been incapacitated (killed, asleep due to magic, and so forth).

Monsters that successfully check morale *twice* will fight to the death.

ADJUSTMENTS TO MORALE: Morale can be changed by situations (unless the morale score is 2 or 12). Adjustments to morale may be permanent or temporary. The exact adjustments are left to the DM. A maximum of +2 or -2 is recommended; for example, if monsters are losing a battle, their morale score may be temporarily adjusted by -1. If they are winning, the monsters' morale score may be temporarily adjusted by +1.

RETAINER MORALE: The morale score of a retainer is based on the Charisma score (see page B7) of the player hiring him (or her). Retainers must check morale after each adventure; If the morale check is failed, they will not adventure with their employer again. Retainers do *not* need to check morale in combat unless the danger is greater than might reasonably be expected. If a retainer is given a full share of treasure for several adventures, his or her morale score might permanently become 1 higher than the original morale score.

SURRENDER: A character or creature may offer to surrender at any time; however, the opponent need not accept the offer, nor even stop fighting long enough to listen! The DM will handle any talks about surrendering that occur between monsters and characters. Even non-intelligent creatures will usually act reasonably and try to run from hopeless battles. Surrender will usually occur when a morale check is failed, if the defender cannot safely escape. If an intelligent creature surrenders, it will usually offer treasure (from its lair or friends) as payment for its life.

EXAMPLE OF COMBAT

Four player characters, Morgan Ironwolf (1st level fighter), Silverleaf (2nd level Elf), Fredrik (1st level dwarf), and Sister Rebecca (2nd level cleric) enter a room through a secret door which was detected and opened by Silverleaf. The room appears to be empty. While they are searching it, a second secret door opens (which Silverleaf did not find) and the first pair of 12 hobgoblins walks in.

The DM checks for surprise: the party rolls a 2, the hobgoblins a 1; both sides are surprised. The two groups stare at each other while changing their order into better defensive positions. Since Silverleaf is the only member of the party who speaks Hobgoblin, the other characters elect him as their spokesman. The player who runs Silverleaf becomes the caller. He quickly warns the others that he may have to use his **sleep** spell.

Silverleaf steps forward with both hands empty in a token of friendship, and says "Greetings, noble dwellers of deep caverns; can we help you?". Just in case, Silverleaf is thinking of the words he must chant to cast his spell.

The DM decides that Silverleaf's open hands and words in the hobgoblins' language are worth + 1 when checking for reaction. Unfortunately the DM rolls a 4 (on 2d6) which, even adjusted to 5, is not a good reaction. The hobgoblins draw their weapons, but do not attack. They do move aside as two more hobgoblins enter the room.

The largest of the hobgoblins shouts, in his language, "Go away! You're not allowed in this room!"

"It's okay; Gary sent us," Silverleaf answers.

"Huh?" the hobgoblin wittily responds.

The DM rolls a new reaction with no adjustments. The roll is a 3; the hobgoblins charge.

The DM rolls a 2 for the hobgoblins' initiative; Silverleaf rolls a 4 for the party, so the party has the initiative. Silverleaf has already warned the others that he is going to throw a **sleep** spell if the hobgoblins attack, so the party moves to form a defensive line across the room (making sure that they do not get caught in the spell's area of effect). Morgan has a short bow ready to fire, Fredrik is getting his throwing axe ready, and Sister Rebecca is pulling out her mace and bracing her shield.

Since Morgan has her bow ready and Fredrik has his axe, they choose their targets and fire. First level characters need a roll of 13 or better to hit the hobgoblins' Armor Class of 6. Since both attacks are at short range, Morgan and Fredrik each add + 1 to their rolls. In addition, Morgan has a Dexterity score of 13, so she gains another + 1 bonus. Therefore, Fredrik needs a roll of 12 (or greater) to hit, and Morgan needs a roll of 11.

Morgan rolls a 12 and Fredrik rolls a 16 — both hit! The DM rolls 1d6 for arrow damage and 1d6 for axe damage. Morgan's arrow does 4 points of damage, and the hobgoblin she hit (who only had 4 hit points) falls; the DM announces "Hobgoblin #2 is dead" (counting from the first to enter the room). Fredrik's axe is found to do 5 points of damage, but the first hobgoblin had 7 hit points. The 5 points are deducted from the hobgoblin's total, leaving him with 2 hit points.

Silverleaf casts his spell and finds that 13 levels of monsters fall asleep. Since hobgoblins have 1 + 1 hit dice, they are treated as 2 hit die monsters for this purpose. Therefore, six hobgoblins fall asleep: the 3 who are charging, the two coming through the door this round, and one standing just beyond the doorway.

At least half of the monsters are out of action, so the DM decides to check the hobgoblins' morale. Normal hobgoblin morale is 9, temporarily lowered to 8 in this situation. The DM rolls a 6, so the hobgoblins will fight on.

In the second round of combat, the party loses the initiative roll. Another two hobgoblins charge through the doorway. Since Morgan still has her bow out, she may shoot at the charging monsters. These start moving from 20' away from her, so the party has time to get their weapons out. The DM warns Silverleaf that if he wants to cast any spells this round, the hobgoblins will be able to attack him before he can do so. Silverleaf decides to get out a weapon. Morgan rolls a 4 (a miss), and the hobgoblins decide to attack Fredrik and Morgan.

The hobgoblin attacking Fredrik rolls a 17, hitting Fredrik's Armor Class of 2, and scores 8 points of damage! Poor Fredrik had only 6 hit points, so he is killed. The monster attacking Morgan needs a 15 to hit her Armor Class of 3 (since she had her bow out, which required two hands, her shield was not included in the Armor Class). The DM rolls a 15, and Morgan takes 4 points of damage — not quite enough to kill her. Morgan has already attacked this round, so she may not do so again. The DM does allow her to drop her bow and draw a sword, so that she may attack in melee combat in the next round. Both Sister Rebecca and Silverleaf can attack, however, and together they kill one hobgoblin.

The party gets the initiative for the third round. All of them choose to attack the only monster in the room. Rebecca and Silverleaf both miss, but Morgan hits (with her sword). She rolls a 4 for damage. The hobgoblin has 5 hit points. But Morgan's great Strength gives her a bonus of + 2 on damage, so she scores a total of 6 points of damage, killing the hobgoblin.

The DM decides to check the hobgoblin's morale again. They began with a morale score of 9, adjusted to 8 before, and further adjusted this time down to 7. The DM rolls an 8; the last three hobgoblins drop their weapons, and shout (in hobgoblin, of course), "We surrender! We'll tell you all about this room if you don't kill us!" If the hobgoblins had made their morale check they would not have to check again and would fight to the death.

Silverleaf tells the party what the hobgoblins have said. The characters accept the surrender, and tie up all the hobgoblins and remove their weapons. The helpful hobgoblins not only tell the party where the treasure is, but how to avoid the poison needle trap which guards the lock on the chest.

Before the party leaves they gag the hobgoblins, to make sure that no alarm will be raised. Morgan is Neutral in alignment, and argues that it is not safe to leave a sure enemy behind them, even if that enemy is temporarily helpless. Silverleaf is also Neutral, but he believes that the hobgoblins are too terrified to be of any further threat. If Morgan wants to kill the prisoners he won't help her, but he won't stop her, either.

Sister Rebecca, a Lawful cleric, is shocked by Morgan's suggestion. She tells Morgan that a Lawful person keeps her word, and that she promised the hobgoblins that they would be spared. Her god would never allow her to heal someone who killed helpless prisoners . . . .

Morgan agrees that killing captives is wrong, and that it was only the great pain from her wound which caused her to say such things. Sister Rebecca casts her **cure light wounds** spell on Morgan. It does 5 points of healing, bringing Morgan back to her normal 6 hit points.

PART 6: MONSTERS

Any creature that is not a player character is called a monster. Monsters may be friendly or unfriendly, wild or tame, normal beasts or fantastic. The DM will choose, from these monsters, the friends and opponents of the players.

The monsters are listed in alphabetical order to aid quick reference. Other monsters can be found in the D&D® EXPERT rules and in the D&D® COMPANION supplement rules. The monsters in this section and their abilities are of the strength and type most commonly encountered. The DM may wish to make these monsters stronger or weaker to suit the needs of the campaign. When adjusting the strength of a monster, the DM must also adjust the other abilities, such as Armor Class, Move, Damage, and Saves so that they balance with the monster's adjusted hit dice. The DM may also create other monsters after becoming familiar with the monsters in this booklet, perhaps basing such monsters on creatures the DM has read about in works of fantasy or science fiction.

Some of the monsters names are followed by an *asterisk* (*). This means that magic and special or magic weapons are necessary to fight the monster. It is recommended that these monsters be used with caution.

All non-human monsters have infravision (heat-sensing sight) and may "see" objects by their heat up to 60' away in the dark. Hot objects appear as white shapes, warm objects are varying shades of grey and cold objects are black. Living creatures can be seen by their body heat. Fire or large sources of heat tend to mess up infravision.

The **Armor Class (AC)** of each monster is given as a number similar to the AC of characters. The number is based on both the toughness of a monster's skin or clothing and on the monster's speed and dexterity.

Hit Dice gives the number of eight-sided dice (d8) to be used to determine a monster's hit points, as well as any adjustments to the hit points (+ or -). EXAMPLE: To determine the hit points of a monster with 3 + 1 hit dice, roll 3d8 and add 1 to the total. **The DM will always use eight-sided dice to find a monster's hit points.**

"Hit dice" also gives the level of the monster and the dungeon level on which it is most commonly found. In general, a monster's level equals its number of hit dice, ignoring any pluses or minuses. EXAMPLE: A monster with 3 + 1 hit dice is a third level monster, and is most commonly found on the 3rd level of any dungeon. Note: if a monster has several special powers, the DM may consider it one level greater than its hit dice.

A monster's level is only a guide, and a monster could be found anywhere in a dungeon, whatever the level. However, as a general rule, it is useful to limit monsters to 2 dungeon levels higher or lower than their hit dice. When monsters are encountered on dungeon levels less than the monsters' level, there should be fewer monsters than normal. And when monsters are met on dungeon levels greater than the monsters' level, there should be more monsters than normal. EXAMPLE: A 4th level monster might be found anywhere in dungeon levels 2 through 6, but it is not likely to be found on the 1st or 7th levels except one at a time (on the 1st level) or in large numbers (on the 7th level or below).

"Hit dice" also determine both the chances of a monster's attack being successful and the number of experience points a character will get for defeating it. The **Monster Attacks** table and the **Experience Points for Monsters** table are both arranged by the monster's hit dice. In each monster description, an *asterisk* (*) after the hit dice means that the *special abilities bonus* should be added when the DM gives out experience points. *Two asterisks* means that the special abilities bonus should be *added twice* when the DM gives experience points.

Move (or **movement rate**) gives the number of feet a monster may move in one *turn*. The number in parentheses is the number of feet a monster may move in one *round* of combat. Both numbers are usually written with a mark to indicate feet (for example, 20' means twenty feet). Some monsters will have two movement rates; the first rate is the speed of the monster when walking, and the second rate is a special form of movement such as swimming, flying or climbing.

Attacks gives the number and type of attacks which the monster may make in one round. **Damage** gives a range of points of damage caused if the monster's attacks are successful. When a monster can make several attacks in one *round*, the attacks and damages are given in the same order. EXAMPLE: "Attacks: 2 claws/1 bite; Damage: 1-4/1-4/2-12" means that the monster's claw attacks may each do 1-4 (1d4) points of damage, and the bite may cause 2-12 points (2d6) points of damage if successful. Some notes on special attacks follow:

Poison: Poison is the bane of all characters. If a character is hit with a poisoned attack and misses his or her saving throw vs. Poison, the character will usually die. (Note: In the D&D EXPERT rules, there is a magical way to cure a poisoned creature.)

Paralysis: Paralysis is less dangerous than poison. When a character is hit by a paralyzing attack and that character misses his or her saving throw versus Paralysis, the character is "frozen" and unable to do anything, but is not dead. The character remains fully aware of things happening in the area, but is unable to do anything that requires movement (speaking, spell casting, and so forth) until the paralysis wears off. Unless otherwise stated, paralysis will last for 2-8 (2d4) turns. A **cure light wounds** cleric spell will remove paralysis, but will not cure any damage when used for this purpose. Any attacks on a paralyzed creature will automatically hit (only a roll for damage is necessary). Paralysis itself has no permanent effects of any kind.

Energy drain: A successful hit by a wight will drain energy from the victim. Unlike other special attacks, there is no saving throw against an energy drain. Each energy drain will destroy one level of experience of a character, or one hit die of a monster. The creature drained of energy loses all the benefits (attack level, saving throws, spells, etc.) of the former level. This effect cannot be cured. (Note: In the D&D COMPANION supplement, there is a magical way to cure energy drains.)

Charm: A character who fails to save vs. Spells against a charm attack (such as from a harpy) is unable to make any decisions. A charmed character will be unable to attack or harm the charming monster in any way, and will obey simple commands the monster makes, if understood (if the monster speaks Common or if the character can understand the monster's language). If a charmed character cannot understand a monster, he or she will try to keep that monster safe from harm. Charmed characters are too confused to use any spells or magic items. The death of the charming monster will usually break this type of charm. (A charm may be magically dispelled.)

Acid: This is a special attack used by gray oozes and ochre jellies. A hit scored against the character's Armor Class means that the acid has reached the skin. The acid damage will be determined (no longer needing a roll "to hit") for as long as the character stays in contact with the monster, and until the acid is washed off (with water or wine). Acid attacks will destroy armor in a

given number of rounds, leaving the character with an Armor Class of 9. A black dragon's acid Breath Weapon is different and causes damage for only one round per breath and then it is neutralized. It does ½ damage if the saving throw is made, and armor will only be destroyed if the character dies.

No. Appearing (Number Appearing) gives the suggested number of that monster type which will appear *when encountered on the same dungeon level as that monster's* **hit dice** (or **monster level**). EXAMPLE: If a monster has 3 + 1 hit dice and the No. Appearing is 1-6, then 1d6 of those monsters may be commonly encountered on the 3rd dungeon level. When the same monster is met on levels greater than the monster's level, *more* monsters should be encountered or when encountered on levels less than the monster's level, *fewer* monsters should be found. The exact number is left to the DM's choice. EXAMPLE: If the 3 + 1 hit dice monsters mentioned above are encountered on the 1st dungeon level, only 1-2 or 1-3 might be encountered. On the 5th level, 2-12 or 2-16 of the monsters might be found. The numbers given in parentheses after the No. Appearing is the suggested number (if any) of that monster which might be met in the monster's lair (home) or in the wilderness, and will be useful information for use with the D&D EXPERT rules. Monster lairs in wilderness will usually be 5 times the number normally met in dungeons. A "0" given as the No. Appearing means that the monster will not usually be found in a dungeon (or wilderness, for a "0" in parentheses).

Save As gives the saving throw character class and level for the monster, equal to that of a player character of the same level. Unintelligent monsters save at ½ their monster level, with fractions rounded *up*. EXAMPLE: An animal-type monster with 3 hit dice will save as a character of level 1½, rounded up to 2. Intelligent monsters usually save at their monster level. Monsters will normally save as Fighters. Some monsters which are enchanted, magical in nature, or have special abilities will have their saves adjusted as noted in the description.

Level makes no difference in the D&D BASIC rules with respect to saving throws, but it does make a difference in the D&D EXPERT rules. The DM may wish to give better saving throws to higher level monsters. A bonus of + 2 on all saving throws may be given to a monster which is noted as having saving throws greater than a 3rd level character (for example, Fighter: 6). If the D&D EXPERT rules are used, however, this optional rule should *not* be used. Saving throws for higher level characters (and monsters) are explained in that book.

Morale shows the suggested morale level (an optional rule; see page B27) of the encountered monsters. The DM may wish to make adjustments to the morale in different situations. The DM then rolls 2d6 and if the roll is greater than the adjusted morale the monster will try to run away.

Treasure Type gives the letter of the treasure type which can then be used to determine any treasure in the monster's possession, using the **Treasure Types** table on pages B45-46. Not all monsters have treasure! Unintelligent animals *rarely* have treasure, through some animals might collect bright shiny objects, and any meat-eating creature might have recently killed someone who was carrying treasure. In general, treasure is usually found in a monster's lair (home). Wandering monsters are therefore less likely to be carrying treasure than monsters which have homes in the dungeon.

Alignment shows whether the monster is Lawful, Neutral, or Chaotic. Unintelligent animals are usually Neutral. The DM should be careful to play the alignment of each monster correctly. Only the intelligent monsters can speak an alignment language.

MONSTER LIST: Acolyte to Zombie

Acolyte

Armor Class:	2	No. Appearing:	1-8 (1-20)
Hit Dice:	1	Save As:	Cleric: 1
Move:	60' (20')	Morale:	7
Attacks:	1 mace	Treasure Type:	U
Damage:	1-6	Alignment:	Any

Acolytes are 1st level NPC clerics on a pilgrimage to or from a holy (or unholy) shrine — or perhaps merely seeking adventure. All of the clerics in the party will be of the same alignment, but the entire party has an equal chance to be Lawful, Neutral, or Chaotic. The acolytes do not know any spells. If there are 4 or more encountered they will be led by either a 2nd, 3rd, 4th, or 5th level cleric (roll 1d10: 1-4 = 2nd level leader, 5-7 = 3rd level, 8-9 = 4th level, 10 = 5th level). The DM may choose any clerical spells for the leader, or they may be rolled at random.

Animals, Normal and Giant: see Ape, Bat, Bear, Boar, Cat, Ferret, Rat, Rock Baboon, Shrew, and Wolf.

Ape, White

Armor Class:	6	No. Appearing:	1-6 (2-8)
Hit Dice:	4	Save As:	Fighter: 2
Move:	120' (40')	Morale:	7
Attacks:	2 claws	Treasure Type:	Nil
Damage:	1-4/1-4	Alignment:	Neutral

White apes have lost their color due to many years of living in caves. They are nocturnal, sleeping in the day and 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. White apes are not intelligent and sometimes are kept as pets by Neanderthals.

Bandit

Armor Class:	6	No. Appearing:	1-8 (3-30)
Hit Dice:	1	Save As:	Thief: 1
Move:	120' (40')	Morale:	8
Attacks:	1 weapon	Treasure Type:	U (A)
Damage:	1-6 or weapon	Alignment:	Chaotic or Neutral

Bandits are NPC thieves who have joined together for the purpose of robbing others. Bandits will act as normal humans in order to surprise their intended victims. Treasure Type (A) is only found when bandits are encountered in the wilderness in their lair. Bandits may have an NPC leader of any class, fighter, magic-user, thief, or cleric, who is of an experience level higher than the bandits.

Bat:

	Normal	Giant
Armor Class:	6	6
Hit Dice:	1 point (0 level man)	2
Move:	9' (3')	30' (10")
Fly:	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:	Nil	Nil
Alignment:	Neutral	Neutral

Bats are nocturnal (sleeping during the day, moving about at night) flying mammals. They often live in caves or abandoned buildings. They don't use their eyes to see but find their way about by echo-location (a type of radar using hearing and echos to locate objects). Since they don't use their eyes, spells or abilities which depend on sight to affect their victims will not work on bats. 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 will have a penalty of -2 on their "to 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 carnivorous (meat eaters) and may attack a party if extremely hungry. More dangerous, however, are giant vampire bats. Five percent (5%) of all giant bat encounters will be groups of giant vampire bats. The bite of a giant vampire bat does no extra damage but its victim must save 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 victim who dies from having his or her blood drained by a giant vampire bat must save vs. Spells or become an undead creature 24 hours after death. (If D&D EXPERT rules are used this may be a vampire.)

Bear

	Black	Grizzly
Armor Class:	6	6
Hit Dice:	4	5
Move:	120' (40')	120' (40')
Attacks:	2 claws/1 bite	2 claws/1 bite
Damage:	1-3/1-3/1-6	1-4/1-4/1-8
No. Appearing:	1-4 (1-4)	1 (1-4)
Save As:	Fighter: 2	Fighter: 2
Morale:	7	8
Treasure Type:	U	U
Alignment:	Neutral	Neutral

	Polar	Cave
Armor Class:	6	5
Hit Dice:	6	7
Move:	120' (40')	120' (40')
Attacks:	2 claws/1 bite	2 claws/1 bite
Damage:	1-6/1-6/1-10	1-8/1-8/2-12
No. Appearing:	1 (1-2)	1-2 (1-2)
Save As:	Fighter: 3	Fighter: 3
Morale:	8	9
Treasure Type:	U	V
Alignment:	Neutral	Neutral

Bears are well known to all adventurers. If a bear (of any type) hits with both paws on the same victim in one round of combat, the bear has hugged its victim and will cause 2-16 (2d8) additional points of damage in the same round as the attack.

Black bear: Black bears have black fur and stand about 6' tall. They are omnivorous (will eat almost anything), 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, seeking food. They are especially fond of such treats as fresh fish and sweets.

Grizzly bear: Grizzly bears have silver-tipped brown or reddish brown fur, and stand about 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 are as likely to attack as grizzly bears. 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 omnivorous, a cave bear prefers meat, and enjoys human flesh. Cave bears have bad eyesight but a good sense of smell. If hungry, they will follow a track of blood until they have eaten.

Beetle, Giant

	Fire	Oil	Tiger
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: 1
Morale:	7	8	9
Treasure Type:	Nil	Nil	U
Alignment:	Neutral	Neutral	Neutral

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, they will squirt an oily fluid at one of their attackers (a "to hit" roll is needed; the range is 5'). If the oil hits it will raise painful blisters, causing the victim to fight with a penalty of -2 on his or her "to hit" rolls until a **cure light wounds** spell is used or until 24 hours have passed. If the spell is used to cure blisters, it will not also cure points of 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 carnivorous (meat-eaters) and usually prey on robber flies. They have been known to attack and eat humans, crushing them with their powerful mandibles.

Berserker

Armor Class:	7	No. Appearing:	1-6 (3-30)
Hit Dice:	1 + 1*	Save As:	Fighter: 1
Move:	120' (40')	Morale:	See below
Attacks:	1 weapon	Treasure Type:	P (B)
Damage:	1-8 or weapon	Alignment:	Neutral

Berserkers are simply 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 "to hit" rolls due to this ferocity. They never retreat, surrender, or take prisoners. Treasure Type (B) is only found in the wilderness.

Boar

Armor Class:	7	No. Appearing:	1-6 (1-6)
Hit Dice:	3	Save As:	Fighter: 2
Move:	150' (50')	Morale:	9
Attacks:	1 tusk	Treasure Type:	Nil
Damage:	2-8	Alignment:	Neutral

Wild boars generally prefer forested areas, but can be found nearly everywhere. They are omnivorous (eating almost anything), and have extremely nasty tempers when disturbed.

Bugbear

Armor Class:	5	No. Appearing:	2-8 (5-20)
Hit Dice:	3 + 1	Save As:	Fighter: 3
Move:	90' (30')	Morale:	9
Attacks:	1 weapon	Treasure Type:	B
Damage:	2-8 or by weapon + 1	Alignment:	Chaotic

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 damage rolls due to their strength.
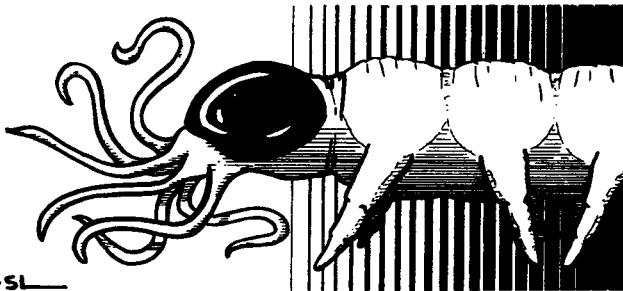
Carrion Crawler

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

This scavenger is worm-shaped, 9' long and 3' high with many legs. It can move equally well on a floor, wall, or ceiling like a spider. Its mouth is surrounded by 8 tentacles, each 2' long, which can paralyze on a successful hit unless a saving throw vs. Paralysis is made. Once paralyzed, a victim will be eaten (unless the carrion crawler is being attacked). The paralysis can be removed by a **cure light wounds** spell, but any spell so used will have no other effect. Without a spell, the paralysis will wear off in 2-8 turns.

Cat, Great

	Mountain Lion	Panther	Lion
Armor Class:	6	4	6
Hit Dice:	3 + 2	4	5
Move:	150' (50')	210' (70')	150' (50')
Attacks:	... 2 claws/1 bite each ...		
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

	Tiger	Sabre-tooth Tiger
Armor Class:	6	6
Hit Dice:	6	8
Move:	150' (50')	150' (50')
Attacks:	... 2 claws/1 bite each ...	
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

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. Sometimes this taste in food runs to humans or human-like creatures. The Great Cats will rarely go too deeply into caves, preferring to remain within fleeing distance of the wilderness outside. Despite their shyness they are very inquisitive, and may follow a party just 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 will surprise their prey on a roll of 1-4 (on 1d6) when in woods.

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.

Cave Locust:

Armor Class:	4	No. Appearing:	2-20 (1-10)
Hit Dice:	2	Save As:	Fighter: 2
Move:	60' (20')	Morale:	5
Fly:	180' (60')		
Attacks:	1 bite or 1 bump or 1 spit	Treasure:	Nil
Damage:	1-2 or 1-4 or see below	Alignment:	Neutral

Cave locusts are 2-3' long, stone gray, giant grasshoppers that live underground. Because of their color they may not be noticed or may be mistaken for a statue until closely approached. They are herbivorous (eating plants) and also eat fungus such as yellow mold and shriekers. Because of this they cannot be harmed by yellow mold. They are also not harmed by most poisons. They are very nervous and will flee most of the time rather than fight. They flee by jumping up to 60' away. Unfortunately their sense of direction is not too good, and they frequently accidentally jump into a party. If they jump towards the party (50% chance) a character is determined randomly and a "to hit" roll is made. If the locust hits a character, that character takes 1-4 points of damage from being battered by the insect. The locust will then fly away.

When frightened or attacked cave locusts make a loud shrieking noise to warn their fellows. This shriek has a 20% chance per round of attracting wandering monsters to investigate.

If cornered, a cave locust will spit a brown gooey substance up to 10'. To hit a character the locust needs to make an attack against Armor Class 9. A character hit by cave locust spittle must save vs. Poison or be unable to do anything for 1 turn due to the awful smell. After this time he or she will be used to the smell, but any character approaching within 5' of him or her must also save or be violently ill. This effect will last until the spittle is washed off.

Centipede, Giant

Armor Class:	9	No. Appearing:	2-8 (1-8)
Hit Dice:	½ (1-4 hp)	Save As:	Normal Man
Move:	60' (20')	Morale:	7
Attacks:	1 bite	Treasure:	Nil
Damage:	Poison	Alignment:	Neutral

Giant centipedes are insects with 1' long bodies and many legs. They like to live in damp, dark places. Their bite does no damage, but the victim must save vs. Poison or become violently ill for 10 days. Characters who do not save move at ½ speed and will not be able to perform any other physical action.

Doppleganger

Armor Class:	5	No. Appearing:	1-6 (1-6)
Hit Dice:	4*	Save As:	Fighter: 10
Move:	90' (30')	Morale:	10
Attacks:	1	Treasure Type:	E
Damage:	1-12	Alignment:	Chaotic

These man-sized, shape-changing creatures are intelligent and evil. A doppleganger is able to shape itself into the exact form of any human-like creature (up to 7' tall) it sees. Once in the form of the person it is imitating, it will always attack that person. Its favorite trick is to kill the original person in some way without the party knowing. Then, in the role of that individual, it will attack the others by surprise, often when the party is already engaged in combat. **Sleep** and **charm** spells do not affect dopplegangers and they save as Fighter: 10 due to their highly magical nature. When killed, a doppleganger will turn back into its original form.

Dragon

	White	*Black*	*Green*	*Blue*	*Red*	*Gold*
Armor Class:	3	2	1	0	-1	-2
Hit Dice:	6**	7**	8**	9**	10**	11**
Move:			Normal move: 90' (30'); flying: 240' (80')			
Attacks:			2 claws/1 bite each, plus breath weapon			
Damage:	1-4/1-4/2-16	2-5/2-5/2-20	1-6/1-6/3-24	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)	1-4 (1-4)	1-4 (1-4)	1-4 (1-4)
Save As:	Fighter: 6	Fighter: 7	Fighter: 8	Fighter: 9	Fighter: 10	Fighter: 11
Morale:	8	8	9	9	10	10
Treasure Type:	H	H	H	H	H	H
Alignment:	Neutral	Chaotic	Chaotic	Neutral	Chaotic	Lawful

Dragon Type	Where Found	Breath Weapon	Range Length x Width	Shape	Chance of Talking	Chance of being Asleep	Spells (by level) 1	2	3
White	Cold region	Cold	80'x30'	Cone	10%	50%	3	—	—
Black	Swamp, marsh	Acid	60'x5'	Line	20%	40%	4	—	—
Green	Jungle, forest	Chlorine Gas	50'x40'	Cloud	30%	30%	3	3	—
Blue	Desert, plain	Lightning	100'x5'	Line	40%	20%	4	4	—
Red	Mountain, hill	Fire	90'x30'	Cone	50%	10%	3	3	3
Gold	Anywhere	Fire/Gas	90'x30'/50'x40'	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 (their "color") makes dragons look different, they all have quite a few things in common: they are all hatched from eggs, are meat eaters, 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.

Dragons are proud of their long history (some of them live hundreds or thousands of years), and because of this 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 players 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).

BREATH WEAPONS 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 dragon's remaining number of 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 may choose to attack with claws and bite. To determine this randomly, roll 1d6:

a result of 1-3 means that the dragon will use its claw and bite attacks;

a result of 4-6 means that 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. 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 towards its victim in a straight line (even downwards). 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'x40'x20' tall cloud around the dragon's targets directly in front of it.
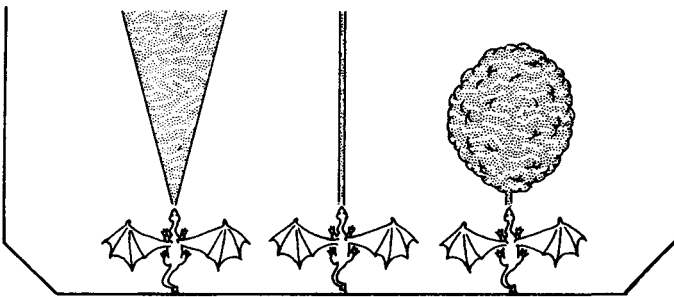
SAVING THROWS: Anyone caught within the area of effect of a dragon's Breath Weapon may make a saving throw. A successful saving throw means that the victim takes only ½ damage from the Breath. Dragons are never affected by the normal or smaller versions of their Breath Weapons, and automatically make their saving throws against any attack form which is the same as their Breath Weapon. 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 Dragon and Common. 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/Elf spells. The number of spells and their levels are given above, under **Spells (by Level)**. For example, 3 3 — would mean 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 (with a bonus of +2 on "to hit" rolls) for one round,

during which it will wake. Combat will proceed 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 the 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 when trying to subdue the dragon. The dragon will fight normally (the subduing damage does not reduce the damage done by the dragon's Breath Weapon) until it reaches 0 or less hit points, at which time it will surrender. A dragon, like any other intelligent animal or monster, 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/or kill its captors.

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 the 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* 6). The type of Breath attack should be chosen by the DM to fit the situation.

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 by the DM.

Driver Ant

Armor Class:	3	No. Appearing:	2-8 (4-24)
Hit Dice:	4*	Save As:	Fighter: 2
Move:	180' (60')	Morale:	7 and see below
Attacks:	1	Treasure Type:	U or see below
Damage:	2-12	Alignment:	Neutral

Driver ants are giant black ants about 6' long. They are omnivorous. When hungry, they will devour anything edible in their path. 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 driver ants. There are legends of driver ants mining gold, and there is a 30% chance that a driver ant lair will contain 1-10 thousand gp worth of nuggets.

Dwarf

Armor Class:	4	No. Appearing:	1-6 (5-40)
Hit Dice:	1	Save As:	Dwarf: 1
Move:	60' (20')	Morale:	8 or see below
Attacks:	1 weapon	Treasure Type:	G
Damage:	1-8 or weapon	Alignment:	Lawful/Neutral

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: 1d6 + 2) and 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 fighting with them and still alive, dwarven morale is 10 rather than 8. Dwarves hate goblins, and will usually attack them on sight.

Elf

Armor Class:	5	No. Appearing:	1-4 (2-24)
Hit Dice:	1 + 1*	Save As:	Elf: 1
Move:	120' (40')	Morale:	8 or see below
Attacks:	1 weapon	Treasure Type:	E
Damage:	1-8 or by weapon	Alignment:	Neutral

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 of level 2-7 (1d6 + 1). Check for possible magical items that the leader may have. To check for items, 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	No. Appearing:	1-8 (1-12)
Hit Dice:	1 + 1	Save As:	Fighter: 1
Move:	150' (50")	Morale:	8
Attacks:	1 bite	Treasure Type:	Nil
Damage:	1-8	Alignment:	Neutral

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	No. Appearing:	1-6 (2-8)
Hit Dice:	4	Save As:	Fighter: 8
Move:	90' (30')	Morale:	11
Flying:	150' (50')		
Attacks:	2 claws/1 bite/ 1 horn	Treasure Type:	C
Damage:	1-3/1-3/1-6/ 1-4	Alignment:	Chaotic

Gargoyles are magical monsters and save as Fighter: 8. They 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 are often mistaken 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 is advised to use gargoyles only if the player characters have at least one magical weapon.

Gelatinous Cube

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

These monsters are made of a clear jelly and are shaped like cubes about 10' on a side. Due to their near transparency, they surprise on a roll of 1-4 (1d6). They move through the rooms and corridors of dungeons, sweeping the halls clean of all living and dead material. In the process, they may pick up items they can't dissolve (such as gold pieces and gems). Though they usually eat carrion, they will attack any living creature they encounter, inflicting 2d4 points of damage. Each successful hit will paralyze the victim unless a saving throw versus Paralysis is made. Any attacks on a paralyzed victim will automatically hit (only a damage roll is needed). This paralysis is the normal type (lasting 2-8 turns unless removed by a **cure light wounds** spell). A gelatinous cube may be harmed by fire and weapons, but not by cold or lightning.

Ghoul

Armor Class:	6	No. Appearing:	1-6 (2-16)
Hit Dice:	2*	Save As:	Fighter: 2
Move:	90' (30')	Morale:	9
Attacks:	2 claws/1 bite	Treasure Type:	B
Damage:	1-3, all + special	Alignment:	Chaotic

Ghouls are **undead** creatures. They are hideous, beast-like humans who will attack anything living. Any attack by a ghoul will paralyze any creature of ogre-size or smaller that they hit successfully (except elves) unless the victim saves vs. Paralysis. Once an opponent is paralyzed, the ghoul will turn and attack another opponent, until either the ghoul or all the opponents are paralyzed or dead. This paralysis is the normal type (lasting 2-8 turns unless removed by a **cure light wounds** spell).

Gnoll

Armor Class:	5	No. Appearing:	1-6 (3-18)
Hit Dice:	2	Save As:	Fighter: 2
Move:	90' (30')	Morale:	8
Attacks:	1 weapon	Treasure Type:	D
Damage:	2-8 or by weapon + 1	Alignment:	Chaotic

Gnolls are beings of low intelligence that appear to be human-like hyenas. They may use any weapons. They are strong, but dislike work and prefer to bully and steal for a living. 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	No. Appearing:	1-8 (5-40)
Hit Dice:	1	Save As:	Dwarf: 1
Move:	60' (20')	Morale:	8 or see below
Attacks:	1 weapon	Treasure Type:	C
Damage:	1-6 or by weapon	Alignment:	Lawful/Neutral

Gnomes are a human-like race related to dwarves. They are smaller than dwarves, and have long noses and full beards. Gnomes have well developed infravision (heat-sensing sight), and can "see" heat to 90' in the dark. 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 like to use crossbows as missile weapons and war hammers in hand-to-hand combat. Gnomes like most dwarves, but war with goblins and kobolds who steal their precious gold. They will 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 will have 10-13 (1d4 + 9) 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	No. Appearing:	2-8 (6-60)
Hit Dice:	1-1	Save As:	Normal Man
Move:	60' (20')	Morale:	7 or see below
Attacks:	1 weapon	Treasure Type:	R (C)
Damage:	1-6 or by weapon	Alignment:	Chaotic

Goblins are a small incredibly ugly human-like race. 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, somewhat like rat's eyes. Goblins live underground and have well-developed infravision (heat-sensing sight) to 90'. In full daylight they fight with a penalty of -1 on their "to hit" rolls. Goblins hate dwarves and will attack them on sight. There is a 20% chance that when goblins are encountered, 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 +1 on 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 will be 9 rather than 7 as long as their king is with them and still alive. Treasure type C is only found in the goblin lair or when encountered in the wilderness.

Gray Ooze

Armor Class:	8	No. Appearing:	1 (1)
Hit Dice:	3*	Save As:	Fighter: 2
Move:	10' (3')	Morale:	12
Attacks:	1	Treasure Type:	Nil
Damage:	2-16	Alignment:	Neutral

This seeping horror looks like wet stone and is difficult to see. It secretes an acid which does 2d8 points of damage if the gray ooze hits bare skin. This acid will dissolve and destroy magic armor in one turn. After the first hit, the ooze will stick to its victim, automatically destroying any normal armor and doing 2d8 points of damage each round. Gray ooze cannot be harmed by cold or fire, but can be harmed by weapons and lightning.

Green Slime*

Armor Class:	Can always be hit	No. Appearing:	1 (0)
Hit Dice:	2*	Save As:	Fighter: 1
Move:	3' (1')	Morale:	12
Attacks:	1	Treasure Type:	Nil
Damage:	See below	Alignment:	Neutral

Green slime looks like green, oozing slime. This creature can be harmed by fire or cold but cannot be hurt by any other attacks. It dissolves wood and metal (in 6 rounds), but cannot dissolve stone. Green slime often clings to walls and ceilings and will drop down on surprised characters. Once in contact with flesh, it will stick and turn the flesh into green slime. It cannot be scraped off, but must be **burnt** off (or treated with a **cure disease** spell; see 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 (1d4) 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	No. Appearing:	3-18 (5-40)
Hit Dice:	1-1	Save As:	Halfling: 1
Move:	90' (30')	Morale:	7
Attacks:	1 weapon	Treasure Type:	V (or B)
Damage:	1-6 or by weapon	Alignment:	Lawful

Halflings can also be NPCs. They live in small villages of 30-300 inhabitants. Each village will have a leader (level 2-7) and a village guard of 5-20 militia (each with 2 hit dice). Treasure type (B) will only be found if encountered in the wilderness.

Harpy

Armor Class:	7	No. Appearing:	1-6 (2-8)
Hit Dice:	3*	Save As:	Fighter: 3
Move:	60' (20')	Morale:	7
Flying:	150' (50')		
Attacks:	2 claws/1 weapon + special	Treasure Type:	C
Damage:	1-4/1-4/1-6 + special	Alignment:	Chaotic

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 harpy's song must save vs. Spells or be **charmed** (see special attacks at the beginning of the **MONSTERS** section). **Charmed** indivuals will move toward the harpies, resisting any attempt to stop them, but not otherwise attacking. If a character saves against the songs of a group of harpies, the character will not be affected by any of their songs during the encounter. Harpies are resistant to magic and have a +2 on all their saves.

Hobgoblin

Armor Class:	6	No. Appearing:	1-6 (4-24)
Hit Dice:	1+1	Save As:	Fighter: 1
Move:	90' (30')	Morale:	8 or see below
Attacks:	1 weapon	Treasure Type:	D
Damage:	1-8 or by weapon	Alignment:	Chaotic

Hobgoblins are bigger and meaner relatives of goblins. They live underground but often hunt above ground and have no penalties for fighting in full daylight. A hobgoblin king and 1-4 (1d4) 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. The bodyguards all fight as 4 hit dice monsters and have 3-18 (3d6) hit points each. As long as their king is alive and with them, hobgoblin morale is 10 rather than 8.

Insect: see **Beetle, Cave Locust, Insect Swarm, Killer Bee,** and **Robber Fly.**

Insect Swarms

Armor Class:	7	No. Appearing:	1 swarm
			(1-3 swarms)
Hit Dice:	(2-4)	Save As:	Normal Man
Move:	30' (10')	Morale:	11
Flying:	60' (20')		
Attack:	1 swarm	Treasure:	Nil
Damage:	2 points	Alignment:	Neutral

Insect swarms are a special type of monster. Swarms are not single creatures, but are whole communities of tiny creatures acting together. A swarm may be attracted to light, or a strange smell, or may be defending their lair. A swarm can be considered to be 10'x30' but may be larger or smaller. Some types of creatures which swarm are: ants, spiders and centipedes (crawlers), bees and wasps (flyers), and beetles and locusts (both crawlers and flyers).

If a character is within a swarm he or she is automatically hit by the creatures and will take 2 points of damage each round. If the character has no armor the damage will be doubled. If the character is warding the insects off (explained hereafter) or runs out of the swarm the damage will be halved. It takes 3 rounds for a character who has escaped a swarm to swat all the remaining insects.

Characters may ward off the insects by swinging a weapon or similar object around. If the object is a torch the swarm will take 1-4 points of damage. Weapons will do no damage to an insect swarm. Swarms are affected by a **sleep** spell (which will affect the whole swarm), smoke (which will drive them away), and fire or extreme cold (which will damage them). The DM may choose to have other things affect swarms if he or she wishes.

If a swarm is angry (has taken damage) it will pursue characters as best as it can. A swarm may be escaped by running out of its line of sight or diving under water. If a character dives under water he or she will take damage for one more round and then all the insects on him or her will be dead.

Killer Bee

Armor Class:	7	No. Appearing:	1-6 (5-30)
Hit Dice:	½ * (1-4 hp)	Save As:	Fighter: 1
Move:	150' (50')	Morale:	9
Attacks:	1 sting	Treasure Type:	See below
Damage:	1-3 + special	Alignment:	Neutral

Killer Bees are 1' long giant bees with a very vicious temper. Killer bees almost always attack on sight, and will automatically attack anyone within 30' of their underground hive. When a killer bee successfully stings (attacks), it dies, but the creature stung must save vs. Poison or die. The stinger will continue to work its way into the victim, doing an automatic 1 point of damage per round, unless 1 round is spent pulling it out.

A special kind of honey may be found inside the beehive. If eaten, it acts as one half-strength **potion of healing**, curing 1-4 (1d4) points of damage (this will require all the honey in the hive — about 2 pints). There will always be at least 10 killer bees with their queen in or near the hive. At least 4 of these bees will have 1 hit die each. The queen bee will have 2 hit dice and can sting repeatedly without dying.

Kobold

Armor Class:	7	No. Appearing:	4-16 (6-60)
Hit Dice:	½ (1-4 hp)	Save As:	Normal Man
Move:	60' (20')	Morale:	6 or see below
Attacks:	1 weapon	Treasure Type:	P (J)
Damage:	1-4 or weapon -1	Alignment:	Chaotic

These small, evil dog-like men usually live underground. They have scaly rust-brown skin and no hair. They have well developed infravision (heat-sensing sight) to 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. Treasure type J is only found in encounters in the lair or in the wilderness.
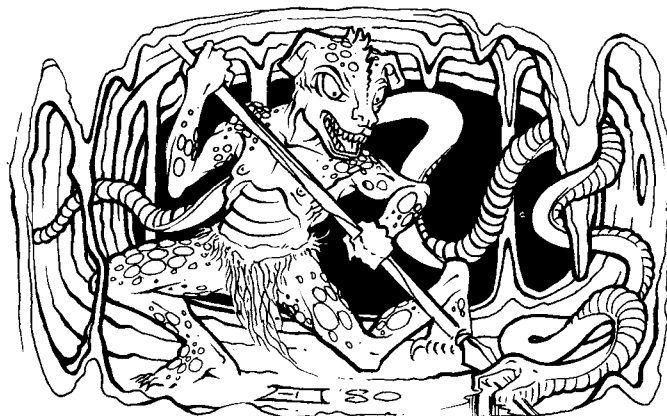
Living Statue

	Crystal	Iron	Rock
Armor Class:	4	2	4
Hit Dice:	3	4	5**
Move:	90' (30')	30' (10')	60' (20')
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

A living statue is an enchanted animated creature made by a powerful wizard. It appears to be a perfectly normal statue until it begins to move. A living statue may be of any size or material. Living crystal, iron, and rock statues are three types of living statues which serve as examples, should a DM wish to make up his or her own types. Living statues are not affected by **sleep** spells.

Crystal: Living crystal statues are life forms made of crystals instead of flesh. They can look like a statue of anything, but often appear human.

Iron: Living iron statues have bodies which can absorb iron and steel. When hit, they will take normal damage, but if a non-magical metal weapon is used, the attacker must save 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: Living rock statues have an outer crust of stone but are filled with hot magma (fiery lava). When the living rock statue attacks, it will squirt the magma from its finger tips for 2d6 points of damage per hit.

Lizards, Giant

	Gecko	Draco	Horned Chameleon	Tuatara
Armor Class:	5	5	2	4
Hit Dice:	3+1	4+2	5*	6
Move:	120' (40')	120' (40')	120' (40')	90' (30')
		Fly 210' (70')		
Attacks:	1 bite	1 bite	1 bite/	2 claws/
			1 horn	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: 4
Morale:	7	7	7	6
Treasure Type:	U	U	U	V
Alignment:	Neutral	Neutral	Neutral	Neutral

Gecko: A gecko is a 5' long lizard colored pale blue with orange-brown spots. Geckos are carnivorous and nocturnal (sleeping during the day and active at night or in darkness). Geckos hunt by climbing steep walls (or trees) with their specially adapted feet, then dropping on their prey to attack.

Draco: A draco is a 6' long lizard with wide flaps of skin between its legs which it can spread 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 very hot weather. Dracos are carnivorous and have been known to attack humans.

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 (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 automatically bitten for 2d4 points of damage. The horned chameleon can also attack with its horn (for 1d6) and may use its tail to knock other attackers down (roll for a hit, not doing any damage but preventing the victim from attacking that round).

Tuatara: A tuatara is a 8' long lizard that looks like a cross between an iguana and a toad. It has pebble-colored olive skin with white spikes along its back. It is carnivorous and sometimes attacks humans. 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		No. Appearing:	2-8 (6-36)
Hit Dice:	2+1		Save As:	Fighter: 2
Move:	60' (20')		Morale:	12
In water:	120' (40')			
Attacks:	1 weapon		Treasure Type:	D
Damage:	2-7 or weapon +1		Alignment:	Neutral

These water-dwelling creatures look like men with lizard heads and tails. They live in tribes. They will try to capture humans and demihumans and take the victims back to the tribal lair as the main course of a feast. Lizard men are semi-intelligent and use weapons such as 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.

Lycanthropes*

	Wererat	Werewolf	Wereboar
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

	Weretiger	Werebear
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

† 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 or 2 of the animals of their were-type (werebears may summon bears, werewolves may summon wolves, etc.) who will arrive in 1-4 (1d4) rounds. If a lycanthrope is hit by wolfsbane, it must save vs. Poison or run away in fear. The sprig of wolfsbane must be swung or thrown as a weapon, using normal combat procedures. All lycanthropes will turn back into human 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 animals of its were-type (for example, wererats can speak with normal rats).

HUMAN FORM: In human form, a lycanthrope often looks somewhat like their were-form (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 were-creatures (losing more than half of his or her hit points when in battle with them) will become a lycanthrope of the same type in 2-24 (2d12) days. The victim will begin to show signs of the disease after only half that time. The disease will kill non-humans instead of turning them into were-creatures. 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 werecreature will become an NPC, to be run by the DM *only*.

Wererats: Wererats are different from most lycanthropes. They are intelligent, can speak Common in either form, and may use any weapon. 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, who has 30 hit points, attacks as a 5 hit dice monster, and adds +2 to damage rolls. Werewolves summon normal wolves to form large packs with them.

Wereboars: Wereboars are semi-intelligent and have bad tempers. In human form they often seem to be berserkers, and may act the same way in battle (gaining +2 on "to 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 on a roll of 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 (2d8) points of damage (in addition to normal damage) if both paws hit the same target in one combat round. A werebear may summon any type of bear in the area.

Medium

Armor Class:	9	No. Appearing:	1-4 (1-12)
Hit Dice:	1**	Save As:	Magic-user: 1
Move:	120' (40')	Morale:	7
Attacks:	1 dagger or spell	Treasure Type:	V
Damage:	1-4 or by spell	Alignment:	Any

Mediums are NPC 1st level magic-users. There is a 50% chance that mediums will be accompanied by their master, a 3rd level magic-user. Mediums will each have one 1st level spell which the DM may choose or determine randomly. The 3rd level magic-user will have two 1st level spells and one 2nd level spell, chosen in a similar manner.

Medusa

Armor Class:	8	No. Appearing:	1-3 (1-4)
Hit Dice:	4**	Save As:	Fighter: 4
Move:	90' (30')	Morale:	8
Attacks:	1 snakebite + special	Treasure Type:	F
Damage:	1-6 + poison	Alignment:	Chaotic

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 saves vs. Turn to Stone. The bite of the snakes is poisonous (save vs. Poison or die in one turn) and when they hit they will do a total of 1-6 (1d6) points of damage. The group of snakes may only attack once per round. A medusa will often wear a robe with a hood for disguise in order to trick its victims into looking at it. A medusa can be looked at without harm by looking at its reflection in a mirror. If a medusa sees its own reflection, it must save vs. Turn to Stone or it will petrify itself! Anyone who tries to attack a medusa without looking at it must subtract 4 from all "to hit" rolls, and the medusa may attack with a bonus of +2 on its "to hit" rolls. A medusa also gains +2 on saves vs. Spells due to her magical nature.

Minotaur

Armor Class:	6	No. Appearing:	1-6 (1-8)
Hit Dice:	6	Save As:	Fighter: 6
Move:	120' (40')	Morale:	12
Attacks:	1 gore/1 bite or 1 weapon	Treasure Type:	C
Damage:	1-6/1-6 or by weapon type	Alignment:	Chaotic

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. Minotaurs gain +2 to damage done with a weapon 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	No. Appearing:	1-8 (2-12)
Hit Dice:	2	Save As:	Normal Man
Move:	120' (40')	Morale:	8
Attacks:	1 kick or 1 bite	Treasure Type:	Nil
Damage:	1-4 or 1-3	Alignment:	Neutral

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. If the DM permits it, mules can be taken into dungeons. A mule can carry a normal load of 2000 coins (or 4000 coins at most, with its move reduced to 60'/turn). Mules cannot be trained to attack, but will fight in their own defense.

Neanderthal (Caveman)

Armor Class:	8	No. Appearing:	1-10 (10-40)
Hit Dice:	2	Save As:	Fighter: 2
Move:	120' (40')	Morale:	7
Attacks:	1 weapon	Treasure Type:	C
Damage:	2-8 or weapon +1	Alignment:	Lawful

Neanderthals (also known as cavemen) are a demi-human species related to humans. They have squat bodies with large bones and powerful muscles. Their faces have apelike features, including large brows above the eyes. Neanderthals live in family groups in caves and caverns.

Neanderthals usually attack with thrown spears and use stone axes, clubs, or stone hammers in hand-to-hand combat. They choose their leaders from a similar race that is 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. They will attack ogres on sight. They' are shy and will avoid humans, but are not usually hostile unless they are attacked.

Noble

Armor Class:	2	No. Appearing:	2-12 (2-12)
Hit Dice:	3	Save As:	Variable
Move:	60' (20')	Morale:	8
Attacks:	1 weapon	Treasure Type:	V x 3
Damage:	1-8 or weapon	Alignment:	Any

"Noble" is a general term for the lord of a castle and any of his or her relatives. In the D&D BASIC rules, a noble will always be a 3rd level fighter. However, the DM may choose to make a noble any class and level. The DM may make up the noble's title or use

traditional ones; a few sample titles are:

Baron/Baroness	Emir	Margrave
Count/Countess	Khan	Sheikh
Duke/Duchess	Knight	

A little research will uncover many more traditional titles. A noble will always be accompanied by a squire (a 2nd level fighter). A noble might also be accompanied by as many as 10 retainers or hirelings (usually 1st level fighters). For details on encounters with nobles in their castles, see the D&D EXPERT rules.

Normal Human

Armor Class:	9	No. Appearing:	1-4 (1-20)
Hit Dice:	1-4 hit points	Save As:	Normal Human
Move:	120' (40')	Morale:	6
Attacks:	1 weapon	Treasure Type:	U
Damage:	By weapon type	Alignment:	Varies; usually Lawful

A normal human is a human who does not seek dangerous adventure. A normal human does not have a class. Normal humans have their own saving throws and "to hit" numbers. They have from 1 to 4 hit points (depending on their age, health, and profession). EXAMPLE: An adult blacksmith would have 4 hp, but a young child or sickly beggar would have 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 type of normal humans are: peasants, children, housewives, workers, artists, villagers, townspeople, slaves, fishermen, and scholars.

NPC Party

Armor Class:	By NPC class	No. Appearing:	5-8 (5-8)
Hit Dice:	Variable	Save As:	NPC class & level
Move:	Variable	Morale:	8
Attacks:	1 weapon, plus possibly spells	Treasure Type:	U + V
Damage:	1-6 or weapon, or spell effect	Alignment:	Any

An NPC party is any group of non-player characters. They may be of any class and level. Each NPC may be Lawful, Neutral, or Chaotic, and the group may be mixed with respect to alignment and class. All rules for player characters apply to NPCs. An NPC party may be created in great detail before a game (see **Creating an NPC Party**, page B52).

Ochre Jelly*

Armor Class:	8	No. Appearing:	1 (0)
Hit Dice:	5*	Save As:	Fighter: 3
Move:	30' (10')	Morale:	12
Attacks:	1	Treasure Type:	Nil
Damage:	2-12	Alignment:	Neutral

An ochre jelly is an ochre-colored giant amoeba which can only be harmed by fire or cold. Attacks with weapons or lightning merely make several (1d4 + 1) smaller (2 hit dice) ochre jellies. An ochre jelly does 2d6 damage per turn to exposed flesh. The smaller ochre jellies only do half damage. It can seep through small cracks, and destroy wood, leather, and cloth in 1 round, but cannot eat through metal or stone.

Ogre

Armor Class:	5	No. Appearing:	1-6 (2-12)
Hit Dice:	4 + 1	Save As:	Fighter: 4
Move:	90' (30')	Morale:	10
Attacks:	1 club	Treasure Type:	C + 1000 gp
Damage:	1-10	Alignment:	Chaotic

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, they will be carrying 100-600 gp (1d6 x 100) in large sacks. Ogres hate Neanderthals and will attack them on sight.

Orc

Armor Class:	6	No. Appearing:	2-8 (10-60)
Hit Dice:	1	Save As:	Fighter: 1
Move:	120' (40')	Morale:	8
Attacks:	1 weapon	Treasure Type:	D
Damage:	1-6 or weapon	Alignment:	Chaotic

Orcs are ugly human-like creatures who look like a combination of animal and man. Orcs are nocturnal (usually sleeping in the day and active at night or in the dark), and prefer to live underground. When fighting in daylight, they must subtract 1 from their "to hit" rolls. They have bad tempers and do not like other living things; they will often kill something for their own amusement. They are afraid of anything which looks larger and stronger than they are, but may be forced to fight by their leaders.

Orc leaders gain their positions by fighting and defeating (or killing) the others. One member of any group of orcs will be a leader with 8 hit points who gains a bonus of + 1 on damage rolls. If this "leader" is killed, the morale of the group becomes 6 instead of 8.

Orcs may often be hired at low cost as soldiers, and are often used for armies by Chaotic leaders (both humans and monsters). The orcs are satisfied by being allowed to kill and burn as much as they want. Orcs prefer swords, spears, axes, and clubs for weapons. They will not use mechanical weapons (such as catapults), as only their leaders understand how to operate them.

There are many different tribes of orcs. Members of different tribes are not usually friendly with each other, and may start fighting unless their leaders are present. An orc lair has only one tribe. Each tribe will have as many female orcs as males, and 2 children ("whelps") for each 2 adults. The leader of an orc tribe is a chieftain who has 15 hit points, 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 (a 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	No. Appearing:	1-4 (1-4)
Hit Dice:	5	Save As:	Fighter: 3
Move:	120' (40')	Morale:	9
Attacks:	2 claws/1 bite	Treasure Type:	C
Damage:	1-8 each	Alignment:	Neutral

An owl bear is a huge bear-like creature with the head of a giant owl. An owl bear stands 8' tall and weighs 1500 pounds (15,000 coins). Owl bears have nasty tempers and are usually hungry, preferring meat. If both paws of an owl bear hit the same opponent in one round, the owl bear will "hug" for an additional 2d8 points of damage. They are commonly found underground and in dense forests.

Pixie

Armor Class:	3	No. Appearing:	2-8 (10-40)
Hit Dice:	1*	Save As:	Elf: 1
Move:	90' (30')	Morale:	7
Flying:	180' (60')		
Attacks:	1 dagger	Treasure Type:	R + S
Damage:	1-4	Alignment:	Neutral

Pixies are small (1-2' tall) human-like creatures with insect-like wings distantly related to elves. They are invisible unless they want to be seen (or unless a **detect invisible** spell is used when they are nearby). 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 -2 penalty on "to hit" rolls. Their small insect-like wings can only support pixies for 3 turns, and they must rest one full turn after flying.
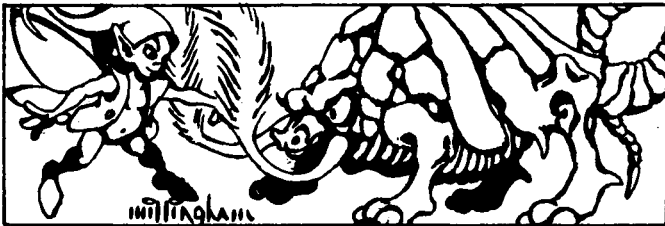
Rat

	Normal	Giant
Armor Class:	9	7
Hit Dice:	1 hit point	1-4 hit points
Move:	60' (20')	120' (40')
Swimming:	30' (10')	60' (20')
Attacks:	1 bite per pack	1 bite each
Damage:	1-6 + disease	1-3 + disease
No. Appearing:	5-50 (2-20)	3-18 (3-30)
Save As:	Normal Man:	Fighter: 1
Morale:	5	8
Treasure Type:	L	C
Alignment:	Neutral	Neutral

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). The victim may still avoid the disease by making a saving throw vs. Poison. If failed, the victim will either die in 1-6 (1d6) days, otherwise the victim will be sick in bed (unable to adventure) for one month. Roll 1d4: the disease is only deadly on a result of 1. (The disease may be cured magically; see the D&D EXPERT rules.)

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 without penalty while in water. They are afraid of fire, and will run from it unless forced to fight by their leader (the creature summoning them).

Normal Rats: Normal rats may be from 6" to 2' long and have gray or brown fur. They attack in "packs" of 5 to 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, but may bite for 1-6 points of damage (plus the normal chance of a disease, checked once per pack attack). Rats will climb all over the creature they are attacking and the victim must save vs. Death or be knocked down by them and unable to fight until the victim regains its feet.

Giant Rats: Giant rats 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 where **undead** monsters lurk.

Robber Fly

Armor Class:	6	No. Appearing:	1-6 (2-12)
Hit Dice:	2	Save As:	Fighter: 1
Move:	90' (30')	Morale:	8
Flying:	180' (60')		
Attacks:	1 bite	Treasure Type:	U
Damage:	1-8	Alignment:	Neutral

Robber flies are 3' long giant flies colored with black and yellow stripes. At a distance they look like killer bees. They are not harmed by the poison of killer bees, which are their main source of food. Robber flies are patient hunters. They often hide in shadows and wait for prey, surprising on a roll of 1-4 (on 1d6). A robber fly can leap up to 30' and attack with its bite. Robber flies are meat eaters and have been known to attack humans.

Rock Baboon

Armor Class:	6	No. Appearing:	2-12 (5-30)
Hit Dice:	2	Save As:	Fighter: 2
Move:	120' (40')	Morale:	8
Attacks:	1 club/1 bite	Treasure Type:	U
Damage:	1-6/1-3	Alignment:	Neutral

Rock baboons are larger versions of normal baboons, and are more intelligent. They will eat anything, 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.

Rust Monster*

Armor Class:	2	No. Appearing:	1-4 (1-4)
Hit Dice:	5	Save As:	Fighter: 3
Move:	120' (40')	Morale:	7
Attacks:	1	Treasure Type:	Nil
Damage:	See below	Alignment:	Neutral

A rust monster has a body like a giant armadillo with a long tail, and 2 long front "feelers" (antennae). If a character hits a rust monster, or if a rust monster hits a character with its antenna, it will cause any metal armor or weapons touching it to immediately rust, so that they are unusable and worthless. Each time magical weapons and armor are struck they will lose one plus. Magical weapons and armor have a chance of not being affected. For each "plus" that a weapon or armor has, there is a 10% chance that it will not rust. EXAMPLE: A **shield +3** has a 30% chance of surviving the attack or else it is reduced to a **shield +2**. A rust monster is attracted by the smell of metal. It eats the rust created by its attacks.

Shadow*

Armor Class:	7	No. Appearing:	1-8 (1-12)
Hit Dice:	2 + 2*	Save As:	Fighter: 2
Move:	90' (30')	Morale:	12
Attacks:	1	Treasure Type:	F
Damage:	1-4 + special	Alignment:	Chaotic

Shadows are in-corporeal (ghost-like) 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 surprise on a 1 to 5 on a d6. If a shadow scores a hit, it will drain 1 point of Strength in addition to doing normal damage (1d4 points). This weakness will last for 8 turns. Any creature whose Strength is reduced to 0 or less will become a shadow. Shadows are *not* undead, and cannot be "Turned" by clerics. They are not

affected by **sleep** and **charm** spells. The DM is advised not to use shadows unless the party has at least one magical weapon.

Shrew, Giant

Armor Class:	4	No. Appearing:	1-4 (1-8)
Hit Dice:	1	Save As:	Fighter: 1
Move:	180' (60')	Morale:	10
Attacks:	2 bites	Treasure Type:	Nil
Damage:	1-6/1-6	Alignment:	Neutral

Giant shrews look like brown-furred rats with long snouts. They can burrow, climb, or jump (up to 5'). They are insectivorous and hunt insects, their main source of food. The eyes of giant shrews are so weak that the creatures are almost blind. They are not affected by light or the lack of it. Like bats, they use very high squeaks to "see" areas and things, and can listen to the echoes so closely that they may "see" things up to 60' away underground as well as a creature with normal sight. A **silence 15' radius** spell will "blind" a giant shrew. If it cannot hear, it will be confused, and then has an Armor Class of 8 and a penalty of -4 on "to hit" rolls. Giant shrews do not like large open areas, and remain underground most of the time.

Giant shrews often choose one area to hunt in, and will fight to defend "their" area from other animals (including humans). They are very ferocious and will attack anything. Giant shrews are very quick and will always have initiative on their first attack; in addition they will gain +1 on their initiative roll for their second attack. Their attack is so ferocious (attacking the head and shoulders of the defender) that when they attack any creature of 3 hit dice (3rd level) or less, the victim must save vs. Death or run away in fear.

Shrieker

Armor Class:	7	No. Appearing:	1-8 (0)
Hit Dice:	3	Save As:	Fighter: 1
Move:	9' (3')	Morale:	12
Attacks:	See below	Treasure Type:	Nil
Damage:	Nil	Alignment:	Neutral

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. There will be a 50% chance per round of a wandering monster encounter for each round that a shrieker shrieks. The wandering monster will arrive in 2-12 (2d6) rounds.
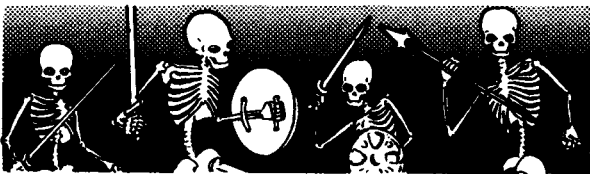
Skeleton

Armor Class:	7	No. Appearing:	3-12 (3-30)
Hit Dice:	1	Save As:	Fighter: 1
Move:	60' (20')	Morale:	12
Attacks:	1	Treasure Type:	Nil
Damage:	1-6 or weapon	Alignment:	Chaotic

Animated skeletons are **undead** creatures often found near graveyards, dungeons, or other deserted places. They are used as guards by the high level magic-user or cleric who animated them. Since they are **undead**, they can be "Turned" by a cleric, and are not affected by **sleep** or **charm** spells, nor any form of mind reading. Skeletons will always fight until killed.

Snake

	Spitting Cobra	Pit Viper	Sea Snake
Armor Class:	7	6	6
Hit Dice:	1*	2*	3*
Move:	90' (30')	90' (30')	90' (30')
Attacks:	1 bite *or* 1 spit	1 bite	1 bite
Damage:	1-3 + poison	1-4 + poison	1 + poison
No. Appearing:	1-6 (1-6)	1-8 (1-8)	1-8 (1-8)
Save As:	Fighter: 1	Fighter: 1	Fighter: 2
Morale:	7	7	7
Treasure Type:	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral

	Giant Rattler	Rock Python
Armor Class:	5	6
Hit Dice:	4*	5*
Move:	120' (40')	90' (30')
Attacks:	2 bites	1 bite/1 squeeze
Damage:	1-4 + poison	1-4/2-8
No. Appearing:	1-4 (1-4)	1-3 (1-3)
Save As:	Fighter: 2	Fighter: 3
Morale:	8	8
Treasure Type:	U	U
Alignment:	Neutral	Neutral

Snakes are found almost everywhere except for very hot or very cold places. Most snakes do not usually attack unless surprised or threatened. Many (but not all) snakes have poisonous bites.

Spitting Cobra: A spitting cobra is a 3' long grayish-white snake which can squirt a stream of venom up to a distance of 6 feet. It aims for its victim's eyes. If the spit hits, the victim must save vs. Poison or be blinded. (This blindness can normally only be removed by a **cure blindness** spell from the D&D EXPERT rules, but the DM may wish to invent other ways — such as eating a shrieker.) 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) only applies to the bite; in this case, the victim must save vs. Poison or die in 1-10 (1d10) turns.

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 save vs. Poison or die.

Sea Snake: Sea snakes are snakes adapted for living in the sea. All are poisonous. They average 6' long (for every 3 hit dice) in size, but can be much larger if the DM desires. They must come to the surface of the water to breathe once an hour. Their bite is little more than a pinprick, and will go unnoticed 50% of the time. The victim must save vs. Poison, and the poison is slow-acting; its full effects take 3-6 (1d4+2) turns to be felt if the saving throw is failed. (By the time this is felt, there is a 25% chance that not even a **neutralize poison** spell — see D&D EXPERT rules — can save the victim.) 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 rattles to warn off intruders or attackers who are too large to eat. Giant rattlesnakes are meat-eaters and their bite is poisonous (save vs. Poison or die in 1-6 turns.)

They are very fast and may attack a second time at the end of every round.

Rock Python: A rock python is a 20' long giant snake with brown and yellow scales set in a spiral pattern. Its first attack is a bite. If the bite is successful, a rock python will coil around the victim and constrict in the same round. This squeezing does 2d4 points of damage per round, and begins automatically once the bite hits.

Spider, Giant

	Crab Spider	Black Widow	Tarantella
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

Crab Spider: Crab spiders are 5' long giant spiders. They are meat-eaters and attack their victims by clinging to walls or ceilings and dropping onto them. They have chameleon-like powers and can change their color to blend into their surroundings, surprising on a roll of 1-4 (on 1d6). After the first attack, a crab spider can be seen and attacked normally. Any victim bitten by a crab spider must save vs. Poison or die in 1d4 turns. However, the poison is weak, and the victim may add +2 to the saving throw roll.

Black Widow Spider: Black widow spiders are 6' long and colored black with a red "hourglass" mark on their abdomens. They tend to stay close to their webbed lairs. They are carnivorous and have been known to attack humans. Their webs should be treated as the magic-user's spell **web**, with respect to 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 save 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, and they may be affected. Anyone watching must save vs. Spells or start to dance in the same way. Dancing victims have a penalty of -4 on their "to hit" rolls, and attackers gain +4 "to hit" the victim. 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.)
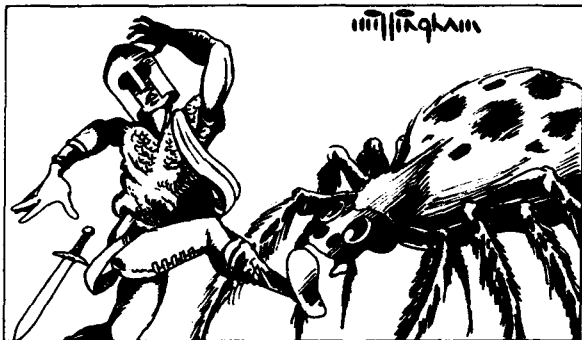
Sprite

Armor Class:	5	No. Appearing:	3-18 (5-40)
Hit Dice:	½* (1-4 hp)	Save As:	Elf: 1
Move:	60' (20')	Morale:	7
Flying:	180' (60')		
Attacks:	1 spell	Treasure Type:	S
Damage:	See below	Alignment:	Neutral

Sprites are small winged people about 1 foot tall related to pixies and elves. While 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 magical practical joke, such as tripping or having one's nose grow. The exact effect of the spell is up 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 removed by a **remove curse** spell.)

Stirge

Armor Class:	7	No. Appearing:	1-10 (3-36)
Hit Dice:	1*	Save As:	Fighter: 2
Move:	30' (10')	Morale:	9
Flying:	180' (60')		
Attacks:	1	Treasure Type:	L
Damage:	1-3	Alignment:	Neutral

A stirge is a birdlike creature with a long nose, looking rather like a very small feathered anteater. When a stirge attacks a creature, it tries to thrust its beak into the victim's body to suck out blood for 1-3 points of damage. A successful hit means that it has attached itself to the victim. If attached, it will automatically suck blood for 1-3 points of damage per round until either it or its victim is dead then it will leave. A flying stirge gains a bonus of +2 on its first "to hit" roll against any one opponent due to its speed. Stirges have a hardy constitution save as Fighter: 2.

Thoul

Armor Class:	6	No. Appearing:	1-6 (1-10)
Hit Dice:	3**	Save As:	Fighter: 3
Move:	120' (40')	Morale:	10
Attacks:	2 claws or 1 weapon	Treasure Type:	C
Damage:	1-3/1-3 or weapon	Alignment:	Chaotic

A thoul is a magical combination of a ghoul, a hobgoblin, and a troll (see D&D EXPERT rules). Except when very close, thouls look exactly like hobgoblins, and they 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.)

Trader

Armor Class:	6	No. Appearing:	1-8 (3-18)
Hit Dice:	1	Save As:	Fighter: 1
Move:	120' (40')	Morale:	7
Attacks:	1 weapon	Treasure Type:	U + V
Damage:	1-6 or weapon	Alignment:	Any

Traders are first level fighters who make their living trading goods. They are similar to merchants, but much braver (and much better fighters). They usually carry swords and hand axes. They wear furs (treat their furs as leather armor) and carry shields. When encountered in the wilderness, they will be leading 1-4 pack mules carrying trade goods. (The choice of exactly which trade goods is left to the DM; typical ones are spices, furs, or carved decorative items.)

Troglodyte

Armor Class:	5	No. Appearing:	1-8 (5-40)
Hit Dice:	2*	Save As:	Fighter: 2
Move:	120' (40')	Morale:	9
Attacks:	2 claws/1 bite	Treasure Type:	A
Damage:	1-4 each	Alignment:	Chaotic

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 a chameleon-like ability to change colors, and use it to hide by rock walls, surprising on a roll of 1-4 (on 1d6). They secrete an oil which produces a stench that will nauseate humans and demi-humans unless the victims save vs. Poison. Nauseated characters will have a penalty of -2 on their "to hit" rolls while in hand-to-hand combat with the troglodytes.
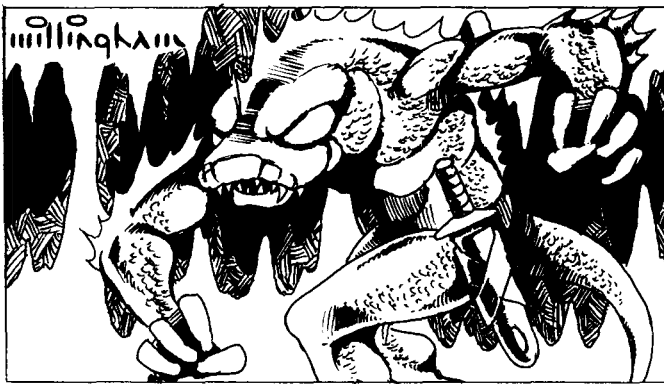
Undead: (see **Ghoul, Skeleton, Wight** and **Zombie**)

Undead are evil creatures who have been created through dark magic. They are unaffected by things that affect living creatures, such as poison, and are not affected by spells which affect the mind, such as **sleep** and **charm person**. They do not make noise.

Veteran

Armor Class:	2	No. Appearing:	2-8 (2-12)
Hit Dice:	1-3	Save As:	Fighter: 1-3
Move:	60' (20')	Morale:	9 (varies)
Attacks:	1 weapon	Treasure Type:	V
Damage:	1-8 or weapon	Alignment:	Any

Veterans are low-level fighters, usually returning from or going to a war. To determine each veteran's level and alignment, use the method outlined under **Creating an NPC Party** (page B52). A party of veterans may be of mixed levels and alignments, or the DM may wish to give all members the same levels.

Were-creature (werebear, wearboar, wererat, weretiger, or were-wolf); see **Lycanthropes.**

Wight*

Armor Class:	5	No. Appearing:	1-6 (1-8)
Hit Dice:	3*	Save As:	Fighter: 3
Move:	90' (30')	Morale:	12
Attacks:	1	Treasure Type:	B
Damage:	Energy drain	Alignment:	Chaotic

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 (life

energy, see page B29). EXAMPLE: A 3rd level fighter struck by a wight becomes a 2nd level fighter, keeping only enough experience points to be at the midpoint of 2nd level, and losing 1 hit die of hit points. Any person totally drained of life energy by a wight will become a wight in 1-4 days, and will be under control of the wight who drained him or her.

Wolf

	Normal Wolf	Dire Wolf
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 (6)	8
Treasure Type:	Nil	Nil
Alignment:	Neutral	Neutral

Wolves: Wolves are meat-eaters and hunt in packs. Though wolves prefer the wilderness, they will occasionally be found in caves. Captured wolf cubs can be trained like dogs (if the DM permits), but it is difficult. If 3 wolves or less are encountered, or if a pack is reduced to less than 50% of its original numbers, their morale score is 6 rather than 8.

Dire Wolves: Dire wolves may be found in caves, woods, or mountains. They are larger and more ferocious than normal wolves, and are semi-intelligent. They are fierce enemies and usually hunt in packs. 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	No. Appearing:	1-8 (1-4)
Hit Dice:	2	Save As:	Fighter: 2
Move:	0	Morale:	Not applicable
Attacks:	Spores	Treasure Type:	Nil
Damage:	1-6 + special	Alignment:	Neutral

This deadly fungus covers an area of 10 square feet (2' by 5', for example), though many are sometimes found together. Yellow mold can only be killed by fire; a torch will do 1-4 points of damage to it each round. It will eat through wood and leather but does not harm metal or stone. It does not actually attack, but if it is touched (by a torch, for example) the touch may cause the mold to squirt out a 10'x10'x10' cloud of spores. There is a 50% chance per hit that the mold will squirt out this cloud. Anyone caught within the cloud must save vs. Death Ray or choke to death within 6 rounds.

Zombie

Armor Class:	8	No. Appearing:	2-8 (4-24)
Hit Dice:	2	Save As:	Fighter: 1
Move:	120' (40')	Morale:	12
Attacks:	1 weapon	Treasure Type:	Nil
Damage:	1-8 or weapon	Alignment:	Chaotic

Zombies are **undead** humans or demi-humans animated by some evil cleric or magic-user. As all **undead**, they may be "Turned" by a cleric but are not affected by **sleep** or **charm** spells or any form of mind reading. They are often placed to guard treasures, since they make no noise until they attack. Zombies will always attack on sight, but can be destroyed by normal weapons. They are slow fighters, and always strike last (no initiative roll needed).

PART 7: TREASURE

The coins, gems, jewelry and magic items that a party finds during an adventure is known as **treasure**. Wealth (coins, gems, jewelry and other items of value) is worth experience points to the player and allows the player to pay for better equipment, hire more retainers, and purchase special services (from higher level spell casters, for example). Magic items will usually give a character abilities not normally possessed and are useful on later adventures. Treasure is normally found in the lairs of monsters, but may be paid to a character by a high level NPC for performing a mission or job. Treasures are determined randomly or chosen by the DM. The DM should always determine the contents of a large treasure hoard before play in order to determine how best to hide and protect the treasure from theft, and if magic items are present, the DM may want to allow the monsters to use the items, such as a bugbear using a **sword + 1**.

RANDOM TREASURES: To determine a monster's treasure at random, the DM uses the following step-by-step procedure:

1. Find the Treasure Type in the monster description. Find the same letter on the **Treasure Types** table hereafter; that line will be used to find the actual treasure.

2. Read across the Treasure Type line to find which types of treasure may be present. Each type will have a percentage and a range. If the DM rolls (on d%) a number equal to or less than the percentage given, that type of treasure is present. The DM should roll for each percentage and make a note of what types are present.

3. Roll dice (the type depends on the range given) to find the amount of each type of treasure (found in step 2, above) which is present.

4. If any magic items are present, the magic item subtables (page B46) must be used to find the actual types.

PLACED TREASURES: The DM may choose treasures instead of rolling for them randomly, or may choose a result if rolls give too much or too little treasure. The choices should be made carefully, since most of the experience the characters will get will be from treasure (usually ¾ or more). It will often be easier for the DM to decide how much experience to give out (considering the size and levels of experience in the party) and place the treasures to give this result. However, the monsters should be tough enough to make sure that the characters earn their treasure!

ADJUSTMENTS TO TREASURE: Treasures A through O are large, and generally only for use when large numbers or fairly difficult monsters are encountered. The lairs of most human-like monsters contain at least the number of creatures given as the **wilderness** "No. Appearing" (the number in parentheses). An encounter with less than a full lair should yield less treasure. On the other hand if 1-4 is the "No. Appearing", even one will have the normal amount of treasure, and no adjustment is necessary.

The DM may create Treasure Types other than the ones listed. Some other valuable items could be rugs, wall hangings, rare wines, silverware and other kitchen items, or even animal skins. The DM should give each special item a value, in gold pieces (and, if the optional **encumbrance** rules are used, an encumbrance).

To aid the DM, the average values (in gold pieces) of each treasure type are given below. These averages do not include the possible magic in the treasures. After rolling for treasures, the DM may refer to this list to see whether the treasure is larger or smaller than average and may then adjust the treasure as desired.

A	17,000	F	5,000	J	25
B	2,000	G	25,000	K	125
C	1,000	H	50,000	L	250
D	4,000	I	8,000	M	15,000
E	2,500				

TREASURE TYPES

Type	1000's of Copper	1000's of Silver	1000's of Electrum	1000's of Gold	1000's of Platinum	*Gems and Jewelry	Magic Items
A	25% 1-6	30% 1-6	20% 1-4	35% 2-12	25% 1-2	50% 6-36	30% Any 3
B	50% 1-8	25% 1-6	25% 1-4	25% 1-3	Nil	25% 1-6	10% 1 sword, armor, or weapon
C	20% 1-12	30% 1-4	10% 1-4	Nil	Nil	25% 1-4	10% Any 2
D	10% 1-8	15% 1-12	Nil	60% 1-6	Nil	30% 1-8	15% Any 2 + 1 potion
E	5% 1-10	30% 1-12	25% 1-4	25% 1-8	Nil	10% 1-10	25% Any 3 + 1 scroll
F	Nil	10% 2-20	20% 1-8	45% 1-12	30% 1-3	20% 2-24/ 10% 1-12	30% Any 3 except weapons, + 1 potion + 1 scroll
G	Nil	Nil	Nil	50% 10-40	50% 1-6	25% 3-18/ 25% 1-10	35% Any 4 + 1 scroll
H	25% 3-24	50% 1-100	50% 10-40	50% 10-60	25% 5-20	50% 1-100 50% 10-40	15% Any 4 + 1 potion + 1 scroll
I	Nil	Nil	Nil	Nil	30% 1-8	50% 2-12	15% Any 1
J	25% 1-4	10% 1-3	Nil	Nil	Nil	Nil	Nil
K	Nil	30% 1-6	10% 1-2	Nil	Nil	Nil	Nil
L	Nil	Nil	Nil	Nil	Nil	50% 1-4 Nil	Nil
M	Nil	Nil	Nil	40% 2-8	50% 5-30	55% 5-20/ 45% 2-12	Nil
N	Nil	Nil	Nil	Nil	Nil	Nil	40% 2-8 potions
O	Nil	Nil	Nil	Nil	Nil	Nil	50% 1-4 scrolls

*Roll twice, once for each category (Gems and Jewelry). The chances are the same unless two notations are made, in which case the order given is for "Gems/Jewelry".

INDIVIDUALS' TREASURE TYPE

Type	Pieces of Copper	Pieces of Silver	Pieces of Electrum	Pieces of Gold	Pieces of Platinum	*Gems and Jewelry	Magic Items
P	3-24 per individual	Nil	Nil	Nil	Nil	Nil	Nil
Q	Nil	3-18 per individual	Nil	Nil	Nil	Nil	Nil
R	Nil	Nil	2-12 per individual	Nil	Nil	Nil	Nil
S	Nil	Nil	Nil	2-8 per individual	Nil	Nil	Nil
T	Nil	Nil	Nil	Nil	1-6 per individual	Nil	Nil
U	10% 1-100	10% 1-100	Nil	5% 1-100	Nil	5% 1-4	2% Any 1
V	Nil	10% 1-100	5% 1-100	10% 1-100	5% 1-100	10% 1-4	5% Any 1

GENERAL MAGIC ITEMS

Die Roll	Magic Subtable
01-20	Sword
21-40	Weapon/Armor
41-65	Potion
66-85	Scroll
86-90	Ring
91-95	Wand/Staff/Rod
96-00	Miscellaneous Magic

MAGIC ITEMS

SWORD (roll 1d8)

Die Roll	Type of Sword
1	Sword + 1
2	Sword + 1, + 2 against lycanthropes
3	Sword + 1, + 2 against spell users
4	Sword + 1, + 3 against undead
5	Sword + 1, + 3 against dragons
6	Sword + 1, casts light on command (30' radius)
7	Sword + 2
8	Sword -1, cursed

WEAPON/ARMOR (roll 1d8)

Die Roll	Type of Weapon or Armor
1	Arrows + 1 (10 arrows)
2	Axe + 1
3	Dagger + 1
4	Mace + 1
5	Armor + 1
6	Shield + 1
7	Armor & Shield (each + 1)
8	Armor, cursed as AC 9 (looks like Armor + 1)

POTION (roll 1d8)

Die Roll	Type of Potion
1	Diminution
2	ESP
3	Gaseous Form
4	Growth
5	Healing
6	Invisibility
7	Levitation
8	Poison

SCROLL (roll 1d8)

Die Roll	Type of Scroll
1	Spell scroll: 1 magic-user/elf spell (any) *
2	Spell scroll: 2 magic-user/elf spells (any) *
3	Spell scroll: 3 magic-user/elf spells (any) *
4	Cursed scroll (affects reader immediately)
5	Protection from Lycanthropes
6	Protection from Undead
7	Treasure Map: location of 1,000-4,000 gp value
8	Treasure Map: location of 1 hidden magic item

*There is a 25% chance the scroll will have clerical spells instead.

RING (1d6)

Die Roll	Type of Ring
1	Animal Control
2	Fire Resistance
3	Invisibility
4	Protection + 1
5	Water Walking
6	Weakness

WAND/STAFF/ROD (roll 1d6)

Die Roll	Type of Wand/Staff/Rod
1	Wand of Enemy Detection
2	Wand of Magic Detection
3	Wand of Paralyzation
4	Staff of Healing
5	Snake Staff
6	Rod of Cancellation

MISCELLANEOUS MAGIC ITEM (roll 1d10)

Die Roll	Type of Magic Item
1	Bag of Devouring
2	Bag of Holding
3	Broom of Flying
4	Crystal Ball
5	Elven Cloak & Boots
6	Gauntlets of Ogre Power
7	Helm of Alignment Changing
8	Helm of Telepathy
9	Medallion of ESP
10	Rope of Climbing

COINS

All coins are about equal in size and weight. Each coin is about the size and weight of an American half-dollar piece. Electrum is a mixture of silver and gold. The value of each type of coin, and the rate of exchange between coins, is as follows:

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

100 cp = 10 sp = 2 ep = 1 gp = 1/5 pp

GEMS

The value of gems is determined by rolling percentage dice and consulting the table below:

Die Roll	Value of Gem
01-20	10 gp
21-45	50 gp
46-75	100 gp
76-95	500 gp
96-00	1000 gp

After finding the total value of all the gems in a treasure, the DM may combine or split them into different numbers of gems at any values. EXAMPLE: 5 gems worth 100 gp each might be placed as 1 gem worth 500 gp, 50 gems worth 10 gp each, or 10 gems worth 10 gp each plus 4 gems worth 100 gp each.

JEWELRY

A piece of jewelry is worth from 300-1800 gp, determined by rolling 3d6 and multiplying the result by 100. Jewelry can be damaged by such things as very hot fire, lightning bolts, crushing, and other rough treatment. Damaged jewelry is worth ½ normal value. As with gems (see the EXAMPLE above), the DM may change the amount and value of the jewelry found. The DM may choose to allow jewelry of greater value than that given, although this is not advised for use with the D&D BASIC rules.

MAGIC ITEMS

A magic item can be of any of the several types listed. If a type of magic item is given on the **Treasure Types** table (such as "2-8 potions"), each of the items should be determined by using the appropriate subtable, **Potions**. If "Any" is given (such as "Any 3"), use the **General Magic** table to determine which subtable to use. Check for each item separately if more than one magic item is present.

IDENTIFYING MAGIC ITEMS: A character can only identify the exact type of item by testing it (trying on the ring, sipping the potion, etc.). If a retainer does this testing, he or she 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 game weeks to do it.

USING MAGIC ITEMS: Two things must be done to use most magic items. First, the item must be held or worn properly. Second, the user must concentrate on the effect the item has. (Magic weapons, armor, and protection devices — such as a ring or elven cloak — will work without concentrating.) Unless the description of the item states otherwise, the item can only be used once per round. A character concentrating on using a magic item cannot do anything else.

CHARGES: Many items will have a limited number of charges (uses). When the last charge is used, the item is not magical any more. It is not possible to find out how many charges an item has, and such items cannot be recharged.

EXPLANATION OF MAGIC ITEMS

Swords, Weapons, and Armor

When a magic weapon is used, the user adds the magical adjustment to *both* "to hit" and damage rolls. Several weapons also have a special adjustment which is only used when fighting a special type of monster. Normal weapon restrictions for character classes also apply to magical weapons. EXAMPLE: A cleric cannot use a sword, so a cleric cannot use a magical sword either.

Once a cursed weapon is used in battle it may not be gotten rid of. The owner will feel compelled to get it back if it is thrown away and will always draw the cursed weapon in battle. Only a high level NPC cleric or magic-user can help a character get free of the curse.

The bonus of any non-cursed magic armor or shield is *subtracted* from the character's Armor Class. EXAMPLE: A male fighter wearing plate mail armor and using a shield (but with no Dexterity adjustments) has an Armor Class of 2. If that character uses a **shield +1**, his Armor Class becomes 1. Magical armor has less encumbrance than normal armor, as given in the chart below.

Cursed armor will seem *to all tests* to be **armor +1** until worn in actual deadly combat. It is then revealed as AC 9. Once revealed, it may only be removed by a spell from a high level cleric or magic-user.

The DM may select the type of armor found, or may determine it randomly using the following chart (roll 1d8):

Die Roll	Type of Armor	Normal AC	Magical AC	Encumbrance of Magical Armor
1-2	Leather	7	6	75 coins
3-6	Chain mail	5	4	150 coins
7-8	Plate mail	3	2	200 coins

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 any potion lasts 7-12 (1d6 + 6) turns. Only the DM should know the exact duration. 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.

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 affect. A **potion of healing** has no duration for purposes of the sickness described above. Each type of potion is described hereafter:

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.

ESP: This potion will have the same effect as the magic-user and elf 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**. See the magic-user and elf spell (page B17) 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 on any successful hit. The user's hit points, however, will not increase.

Healing: Like the clerical **cure light wounds** spell, drinking this potion will restore 2-7 (1d6 + 1) lost hit points or will cure paralysis for one creature.

Invisibility: This potion will have the same effects as the magic-user and elf 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 and elf spell (page B17) for more information. The DM may allow players to sip this potion 6 times causing a shorter duration.

Levitation: Drinking this potion will have the same effects as the magic-user and elf 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 using his or her hands. Motion up or down is at a rate of 60' per round. See the magic-user and elf spell (page B17) for more information.

Poison: Poisons look like normal magic potions. If any amount of this potion is swallowed, even a sip, the user must save vs. Poison or die.

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, but a **Protection scroll** or a **Treasure Map** can be read by anyone.

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 elf spells (75%) or clerical spells (25%). Magic-user and elf spells are written in a magical language and require that the spell-caster use a **read magic** spell in order to understand the scroll so that it may be used later. Clerical scrolls are written in a common tongue, but only clerics have the spiritual contacts necessary to make the spell work. Magic-users and elves cannot use clerical scrolls, nor can clerics read magic-user or elf scrolls.

The DM may choose the spells on a scroll or the spells may be determined randomly by using the chart below (roll 1d6) to determine the spell levels and then roll for each of the spells on the appropriate spell level list.

Die Roll	Level of Spell
1-3	1st level
4-5	2nd level
6	3rd level*

*See **Higher Level Spells**, page B18.

CURSED SCROLL: Unfortunately, when any writing on a **cursed** scroll is looked at, the reader will immediately be cursed. It is up to the DM to make up each curse. Examples of a few common ones 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 next to the reader and attacks with surprise.
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); 1st level characters will simply die.
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 the curse of this nature. However, the DM may allow the cursed characters to remove it by completing a special adventure or performing 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 (unless the description or the DM states otherwise), which can 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 hit dice, as follows:

1-3 hit dice:	1-10 (1d10) affected
4-5 hit dice:	1-8 (1d8) affected
6 or more hit dice:	1-4 (1d4) 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 hit dice, as follows:

1-3 hit dice:	2-24 (2d12) affected
4-5 hit dice:	2-12 (2d6) affected
6 or more hit dice:	1-6 (1d6) affected

TREASURE MAP: A treasure map should be made by the DM in advance, and should show the location of some treasure hoard in the dungeon. The DM may choose any types 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.

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 or 1 giant-sized animal(s) and 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 any 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 hit die).

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 will make the wearer's Armor Class better by 1. For example, a magic-user with no armor (AC 9) would have AC 8 when wearing it. The ring will also give 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 6 rounds (1 minute). The wearer has a penalty of -3 on "to hit" and damage rolls. In combat, any successful hit will still do at least 1 point of damage. The wearer cannot take off this ring (unless a **remove curse** spell is used, found in the D&D EXPERT rules). The DM may choose to allow characters to remove the ring by performing some special task or adventure.

Wands, Staves, and Rods

A wand is a thin smooth stick about 1½' long. A rod is similar, but 3' long; and a staff is 2" thick and 6' long. In D&D BASIC rules, wands may only be used by magic-users and elves, and staves may only be used by clerics. Unless otherwise specified, a wand, staff, or rod will contain 1-10 (1d10) 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 save vs. Wands or be paralyzed for 6 turns.

Staff of Healing: This item will heal 2-7 (1d6 + 1) 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 (1d6 + 1) points of damage on a successful hit. Upon command, it will turn into a snake (Armor Class 5, Hit Dice 3, hit points 20, Movement rate 60' per turn, 20' per round) and coil around the creature hit. The command may be spoken when the victim is hit. Any victim man-sized or smaller 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 are unaffected. Victims are allowed to make a save vs. Staves to avoid the serpents coil. When freed, the snake will crawl back to its owner and become a staff 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 magical items it hits of all magic, making that item forever nonmagical. The target is treated as having an Armor Class of 9. The DM may adjust the Armor Class of an item if it is being used in combat (such as when trying to hit a sword).

Miscellaneous Magic Items

Bag of Devouring: This item looks like a normal small sack, but anything placed within it disappears and is lost forever 7-12 turns later. It 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 will actually hold treasures up to 10,000 coins in weight, but will only weigh 600 coins when full. An item to be placed inside the bag may be no larger than 10' x 5' x 3'. An object any larger than that will not fit inside.

Broom of Flying: Upon command, the **Broom** will carry its owner and fly through the air at a rate of 240' per turn. It can carry 1 extra person, reducing speed to 180' per turn.

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 and Boots: Wearing the **cloak** will make a person nearly invisible, while the **boots** allow a person to move silently. A character wearing an elven cloak will only be seen on a roll 1 (on 1d6). After attacking, the wearer will be visible for the rest of the turn.

Gauntlets of Ogre Power: These gauntlets will give the wearer a Strength score of 18. If a weapon is used in combat while wearing these **gauntlets**, the wearer will gain the bonus of + 3 on "to hit" and damage rolls. If a weapon is not used, the wearer may strike with one fist each round. A punch will do 1-4 (1d4) points of damage, gaining a + 3 on

"to hit" rolls only. The wearer may carry an additional 1000 coins of weight without being encumbered.

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 (see the D&D EXPERT RULES); the wearer will resist the removal. 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 read the thoughts of any creature within 90' by concentrating on that creature. To make the **helm** work, the wearer must concentrate on the creature and not move. The wearer will understand the creature's thoughts, and may "send" thoughts to the creature; however, the creature may refuse to respond.

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 check this item each time it is used: it will not work properly on a roll of 1 (on 1d6). 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' 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 coins of weight.

EXAMPLE: The DM sets up the lair of 30 goblins (an average number for a lair). Their listed Treasure Type is "C". Finding line "C", the DM gets the following results when rolling percentage dice:

Treasure Type	Listing for Type "C"	Dice Roll	Result
Copper pieces	20% 1-12	29	No copper present
Silver pieces	30% 1-4	02	Some silver present
Electrum pieces	10% 1-4	73	No electrum present
Gold pieces	Nil	—	(None; no roll needed)
Platinum pieces	Nil	—	(None; no roll needed)
Gems	25% 1-4	25	Some gems present
Jewelry	25% 1-4	42	No jewelry present
Magic Items	10% Any 2	06	2 magic items present

The DM then rolls to find the amounts of silver pieces and gems present in the goblin lair. Rolling 1d4 for each, the results of 2 and 3 mean that 2,000 silver pieces and 3 gems are present.

The value of the gems must be found. Rolling d% and using the **gems** table (page B47), the DM finds that they are worth 50 gold pieces each.

The types of magic items must be found. Rolling d% and using the **General Magic** table, the results of 18 and 53 mean that the **Sword** subtable and the **Potion** subtable must be used to find the exact items. Rolling the appropriate die for each subtable, the DM finds that a **sword +1** and a **potion of healing** are in the goblin lair. The DM makes a note that the goblin leader will be using the **sword +1** in combat.

The DM notes, with the room descriptions for the dungeon, exactly what treasures are in the lair of the 30 goblins. If there had been fewer goblins, the treasure would have been cut down to match their numbers. For example, if there were 10 goblins (1/3 of the given number), there should be 1/3 (*or less*) of the rolled treasure: 600 silver pieces, 1 gem, and 1 magic item — probably the potion.

PART 8: DUNGEON MASTER INFORMATION

Before players can take their characters on adventures into dungeons, the DM must either create a dungeon or draw its map, or become familiar with one of TSR's dungeon modules. The "B" series of modules is designed for use with the D&D BASIC SET. The module included in this set may be used to start adventuring immediately, and will provide some ideas for designing dungeons.

This section gives a step-by-step guide to creating a dungeon. The guide is followed by an example of part of a dungeon level. The example follows the same steps as the guide and illustrates each step. A set of suggested symbols is included for DMs to use when drawing a dungeon map.

The same level is only part of a larger dungeon. The sample tower may be used to practice adventuring, and the dungeon outline may be useful if the DM wants to finish the dungeon.

A. CHOOSE A SCENARIO.

A scenario is a background theme or idea which ties the dungeon together. A scenario will help keep a dungeon from becoming a boring repetition of "open the door, kill the monster, take the treasure". A good scenario always gives the players a reason for adventuring. The DM should also design a dungeon for the levels of characters who will be playing in it. A good scenario will also give the DM a reason for choosing specific monsters and treasures to put in the dungeon.

A scenario may be anything the DM can imagine. To help new DMs, some common scenarios are listed below and explained. The DM can fill in the details.

Scenarios

1. Exploring the Unknown
2. Investigating a Chaotic Outpost
3. Recovering Ruins
4. Destroying an Ancient Evil
5. Visiting a Lost Shrine
6. Fulfilling a Quest
7. Escaping from Enemies
8. Rescuing Prisoners
9. Using a Magic Portal
10. Finding a Lost Race

1. **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. Dungeon modules **B1 (In Search of the Unknown)** and **B3 (Palace of the Silver Princess)** are examples of exploration scenarios.

2. **Investigating a Chaotic Outpost:** This scenario has to do with a Chaotic invasion (either in progress or about to begin). The characters must enter the enemy outpost, find out the strength and plans of the invaders, and destroy the outpost if possible. Dungeon module **B2 (The Keep on the Borderlands)** is an example of this type of scenario.

3. **Recovering Ruins:** The party is usually scouting an old village before permanent settlers move in. The ruins have often been overrun by a specific kind of monster which must be killed or driven away. The ruins could be part of (or underneath) a thriving town!

4. **Destroying an Ancient Evil:** The evil is usually a monster or NPC (the exact type not known by the players). Sometimes the evil has been deeply buried and re-awakened by recent digging. This theme is often used along with others; for example, an ancient evil may have to be destroyed before some ruins are resettled.

5. **Visiting a Lost Shrine:** To remove a curse or recover a sacred item, the players must travel to a shrine which has

been lost for ages. The characters usually have only a rough idea of its location. The players may have to consult an oracle or seer during their visit.

6. **Fulfilling a Quest:** This is a scenario in which a king (or other NPC) provides a reason for adventuring. A variation of this is a special mission for "the gods". Quite often this scenario also involves the recovery of a sacred object or powerful magic item.

7. **Escaping from Enemies:** The player characters begin this adventure as prisoners, and must escape. The reason is clear and simple, especially if imprisonment is to be followed by the deaths of the characters. The DM must be careful to make escape possible (though not necessarily easy).

8. **Rescuing Prisoners:** Valuable and important persons are being held prisoners by bandits, a tribe of orcs, or an evil magic-user. The party sets out to rescue the prisoners because they have been hired to (for an expected reward), for a debt of honor, or for some other reason. Sometimes the player characters are only hired to guard an individual who is talking over the demands for ransom. This scenario is the basis for the sample dungeon hereafter (The HAUNTED KEEP).

9. **Using a Magic Portal:** The "magic portal" is a device which magically sends creatures from one place to another. A magic portal is usually a door into another dimension or world, and thus may easily become the point of an invasion from one of these worlds. Portals may be known or secret. If known, the characters may be on a mission to destroy or guard a portal used by enemies, or perhaps to reopen or repair a "closed" portal. Secret portals can be used to make sure that the characters will visit an important area of a dungeon. Portals might operate both ways, or one way only (teleporting into but not out of an area).

10. **Finding a Lost Race:** The players find a once-human race which has lived underground for so long that it has begun to change. Its members might have developed infravision, changed color, or begun to fall back into animal ways. This scenario works well when used with **Destroying an Ancient Evil**, since Lost Races are often servants of the ancient powers. This scenario requires extra work and imagination by the DM, since details for the Lost Race must be invented.

B. DECIDE ON A SETTING.

It is not necessary to draw a detailed map of the dungeon first, but it is useful to have a *general* idea of what it will look like. When deciding on the shape of the dungeon, the DM should also outline ideas for rooms or areas in the dungeon. A few common settings include:

1. Castle or tower
2. Caves or cavern
3. Abandoned mine
4. Crypt or tomb
5. Ancient temple
6. Stronghold or town

C. DECIDE ON SPECIAL MONSTERS TO BE USED.

The DM should decide on what special monsters (not placed by using the **Wandering Monster** tables) will be used. Some monsters should be placed by the DM because of the scenario chosen, and the DM may create or change some monsters to fit the dungeon.

D. DRAW THE MAP OF THE DUNGEON.

A dungeon map is usually drawn on graph paper. The map should be made in pencil so that changes can be made. Before actually drawing the map, the DM should determine the **scale**. The scale of a map is the number of feet each square on the graph paper is equal to. Most maps are drawn to a scale of 10' per square. The scale depends on the size of the dungeon and rooms. If, for example, the rooms are all larger than 100' on a side, or if the dungeon is thousands of feet long, the DM may wish to use a scale of 20' per square. On the other hand, a small tower such as the one in the following HAUNTED KEEP is better at 5' or 10' to a square.

The general shape of a dungeon is often determined by the setting. For example, a tower is usually round or square with smooth walls, while a cavern has an irregular shape and rough walls. If the DM has a good idea of where certain rooms and corridors will go, other sections of the map may be left blank, to be filled in later. Some standard dungeon symbols are given with the sample dungeon maps.

E. STOCK THE DUNGEON.

To "stock" a dungeon means to fill in the general details, such as monsters, treasure, and traps. Special monsters should be first placed in the appropriate rooms along with special treasures. The remaining rooms can be stocked as the DM wishes. If there is no preference as to how certain rooms are stocked, the following system may be used. Roll 1d6 for CONTENTS, and then roll on the second table for TREASURE according to the result of the first roll. A "Yes" result means that Treasure is there along with whatever is indicated by the first roll.

First Roll: CONTENTS			Second Roll: TREASURE?		
Die Roll	Result		Die Roll	Monster	Trap	Empty
1-2	Monster		1	Yes	Yes	Yes
3	Trap		2	Yes	Yes	No
4	Special		3	Yes	No	No
5-6	Empty		4-6	No	No	No

A **Monster** result means that the DM should roll on a **Wandering Monsters** table to determine the type present. A **Trap** may be located in an empty room or on treasure. A **Special** is anything not exactly a trap, but placed for special reasons. The DM should make up traps and specials, but some suggestions are given below.

ROOM TRAPS:
Poison gas: Save vs. Poison or die
Fog: Looks like Poison gas, but harmless
Pit: 1d6 points of damage per 10' fallen
Ceiling Block falls: Save vs. Turn to Stone or take 1d10 points of damage
Pendulum blade from ceiling: 1d8 points of damage
Chute: No damage, but slide to the next level down

TREASURE TRAPS:
Poison needle: Save vs. Poison or die
Spring-fired darts: 1-6 darts hit for 1-4 points of damage each
Flash of light: Save vs. Spells or be blinded for 1d8 turns
Poison snake (see SNAKE in monster descriptions)
Spray: Be sprayed with an unknown liquid that attracts Wandering Monsters; double chances for 1d6 hours
Illusion: Anything; often a monster (as **phantasmal force**)

SPECIALS:
Moaning room or corridor
Room turns or sinks while the door locks
Illusionary stairs or corridor
Shifting block to close off corridor

Trap door to tunnels
Alarm that summons special monster
Talking statue
Magic pool whose waters have a strange effect
Magic gate to another part of the dungeon
Flying weapons which attack only if disturbed

TREASURE: If treasure is in a room with a monster, use the Treasure Type for that monster (given in the monster description) to find the treasure in the room. If treasure is in a room without a monster, use the **Unguarded Treasure** table (below). The table is used in the same way as the **Treasure Types** table (page B45).

Unguarded Treasure

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 100	10%: 1d6	5%: 1d6	8%: Any 1

*Note that there are always silver pieces in unguarded treasure, and that other items are given in terms of the die rolled to determine the number present.

F. FILLING IN FINAL DETAILS.

Once the rooms have been stocked, the DM can fill in details about the corridors (such as traps or regular patrols of monsters). The DM should also "stock" the dungeon with some normal items, smells, sounds, and so forth. Inhabited and empty rooms could be given whatever normal furnishings would be common in the dungeon. The DM should be careful not to use too much nor too little detail; some detail will help the players imagine the areas that they are exploring, but too much detail is often just boring.

CREATING AN NPC PARTY

Since it takes time to create a fully detailed NPC party, many DMs will prefer to prepare them in advance for use as either Wandering Monsters or as planned encounters. The DM may choose the NPCs in a party or determine them randomly. A suggested system for rolling up an NPC party is as follows:

1. Determine the number of NPCs in the party: 5-8 (roll 1d4 + 4).
2. Determine the class of each character (roll 1d8):

1	Fighter	5	Dwarf
2	Magic-user	6	Elf
3	Cleric	7	Halfling
4	Thief	8	Fighter

3. Determine the level of each character (roll 1d6):
   1,2 First level
   3,4 Second level
   5,6 Third level
4. Determine the alignment of each character (roll 1d6); the DM may only roll once, if desired, and make all the alignments the same:
   1,2 Lawful
   3,4 Neutral
   5,6 Chaotic
5. Randomly determine or choose any magic-user, elf, and cleric spells.
6. Choose special treasures or roll for possible treasure (U + V). If a magic item is rolled up, a member of the NPC party will use it in combat if at all possible.
7. Decide on a marching order for the group.

The DM may want to roll for NPC ability scores, also.

WANDERING MONSTERS

Besides the monsters which live in rooms, characters may encounter monsters which wander about the dungeon. These monsters are known as "Wandering Monsters". At the end of every 2 turns, the DM should check for Wandering Monsters. To do so, roll 1d6: a result of 1 indicates that the party will encounter a Wandering Monster in the next turn. The Wandering Monster will be 20-120 feet away from the party when encountered (roll 2d6, multiply the result by 10) in a direction of the DM's choosing, and will be headed toward the player characters.

Wandering monsters may be determined at random or selected by the DM. The **Wandering Monster** tables (below) give a balanced mixture of monsters for the dungeon levels. The DM may create his or her own tables. The dungeon may have certain areas where Wandering Monsters are encountered more often (such as on a roll of 1 or 2). The dungeon may have areas where the DM checks for Wandering Monsters every turn, or where a monster will appear when a corridor is entered. Wandering Monsters should appear more often if the party is making a lot of noise or light, but should not be frequent if the party spends a long time in one out-of-the-way place (if they stop in a room for the night, for example).

The DM may want to create special wandering monster tables for specific areas or dungeons. These might include the monsters which live in the area, patrols, and animals (vermin) which can be found there. An example would be a cave complex with goblins living in it. A wandering monster table for this area could have encounters with normal goblins, goblin patrols and perhaps a chance of running into bats or rats.

Most Wandering Monsters are the same level as the level of the dungeon (in other words, they have a number of hit dice equal to
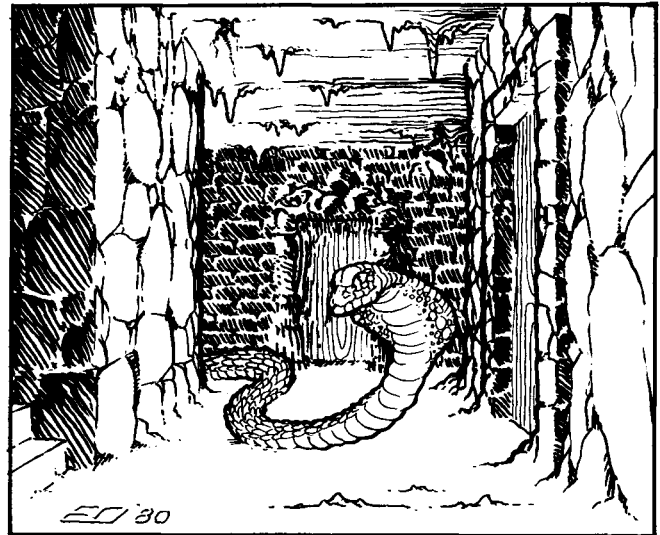
the number of the dungeon level). The "Number Appearing" of some monsters has been adjusted to make them more appropriate for encounters on a dungeon level.

Use the table for the dungeon level being explored. Roll 1d20 to find the type of Wandering Monster. The information given will include the alignment of the monster (**A** = Any alignment, **L** = Lawful, **N** = Neutral, **C** = Chaotic) and the following abbreviations for other information: **No.** = Number Appearing; **AC** = Armor Class; **HD** = Hit Dice; **Move** = Movement rate per turn (followed by rate per round in parentheses); **Save** = Saving throw, using the abbreviations for Fighter (**F**), cleric (**C**), magic-user (**M**), thief (**T**), dwarf (**D**), elf (**E**), halfling (**H**), and normal man (**NM**).

WANDERING MONSTERS: LEVEL 1

Die Roll	Wandering Monster	No.	AC	HD	Damage	Move	Save	Morale
1	Acolyte (A)	1-8	2	1	1-6	60' (20')	C: 1	7
2	Bandit (N-C)	1-8	7	1	1-6	120' (40')	T: 1	8
3	Beetle, Fire (N)	1-8	4	1+2	2-8	120' (40')	F: 1	7
4	Dwarf (L)	1-6	4	1	weapon	60' (20')	D: 1	8
5	Gnome (L)	1-6	5	1	weapon	60' (20')	D: 1	8
6	Goblin (C)	2-8	6	1-1	weapon	60' (20')	F: 1	7
7	*Green Slime (N)	1-4	—	2*	special	3' (1')	F: 1	12
8	Halfling (L)	3-18	7	1-1	weapon	90' (30')	H: 1	7
9	Killer Bee (N)	1-10	7	½*	1-3†	120' (40')	F: 1	9
10	Kobold (C)	4-16	7	½	1-4	120' (40')	NM	6
11	Lizard, Gecko (N)	1-3	5	3+1	1-8	120' (40')	F: 2	7
12	Orc (C)	2-8	7	1	weapon	90' (30')	F: 1	8
13	Shrew, Giant (N)	1-10	4	2	1-6	180' (60')	F: 1	10
14	Skeleton (C)	3-12	7	1	1-6	60' (20')	F: 1	12
15	Snake, Cobra (N)	1-6	7	1*	1-3†	90' (30')	F: 1	7
16	Spider, Crab (N)	1-4	7	2*	1-8†	120' (40')	F: 1	7
17	Sprite (N)	3-18	5	½*	curse	60' (20') 180' (60')	E: 1	7
18	Stirge (N)	1-10	7	1*	1-3	30' (10') 180' (60')	F: 2	9
19	Trader (A)	1-8	7	1	weapon	120' (40')	F: 1	7
20	Wolf (N)	2-12	7	2+2	1-6	180' (60')	F: 1	8

* Monster: need special weapons to hit
  HD: experience award bonus
† poison in addition to damage
weapon damage by weapon type
special see monster description

WANDERING MONSTERS: LEVEL 2

Die Roll	Wandering Monster	No.	AC	HD	Damage	Move	Save	Morale
1	Beetle, Oil (N)	1-8	4	2*	1-6/special	120' (40')	F: 1	8
2	Berserker (N)	1-6	7	1 + 1*	weapon	120' (40')	F: 1	Special
3	Cat, Mt. Lion (N)	1-4	6	3 + 2	1-3/1-3/1-6	150' (50')	F: 2	8
4	Elf (N)	1-4	5	1 + 1*	weapon	120' (40')	E: 1	8
5	Ghoul (C)	1-6	6	2*	1-3 (x3)°	90' (30')	F: 2	9
6	Gnoll (C)	1-6	5	2	2-8	90' (30')	F: 2	8
7	*Gray Ooze (N)	1	8	3*	2-16	10' (3')	F: 2	12
8	Hobgoblin (C)	1-6	6	1 + 1	weapon	90' (30')	F: 1	8
9	Lizard, Draco (N)	1-4	5	4 + 2	1-10	120' (40') 210' (70')	F: 3	7
10	Lizard Man (N)	2-8	5	2 + 1	weapon + 1	60' (20') 120' (40')	F: 2	12
11	Neanderthal (N)	1-10	8	2	1-6	120' (40')	F: 2	7
12	Noble (A)	2-12	2	1,2,3	weapon	60' (20')	var	8
13	Pixie (N)	2-8	3	2 3	1-4	90' (30') 180' (60')	E: 1	7
14	Robber Fly (N)	1-6	6	1*	1-8	90' (30') 180' (60')	F: 1	8
15	Rock Baboon (N)	2-12	6	2	1-6/1-3	120' (40')	F: 2	8
16	Snake, Pit Viper (N)	1-8	6	2*	1-4†	90' (30')	F: 1	7
17	Spider, Black Widow (N)	1-3	6	3*	2-12†	60' (20') 120' (40')	F: 2	8
18	Troglodyte (C)	1-8	5	2*	1-4 (x3)	120' (40')	F: 2	9
19	Veteran (A)	2-8	2	1,2,3	weapon	60' (20')	var	9
20	Zombie (C)	2-8	8	2	weapon	120' (40')	F: 1	12

WANDERING MONSTERS: LEVEL 3

Die Roll	Wandering Monster	No.	AC	HD	Damage	Move	Save	Morale
1	Ape, White (N)	1-6	6	4	1-4/1-4	120' (40')	F: 2	7
2	Beetle, Tiger (N)	1-6	3	3 + 1	2-12	150' (50')	F: 1	6
3	Bugbear (C)	2-8	5	3 + 1	2-8	90' (30')	F: 3	9
4	Carrion Crawler (N)	1-3	7	3 + 1*	0° (x8)	120' (40')	F: 2	9
5	Doppleganger (C)	1-6	5	4*	1-12	90' (30')	F:10	10
6	Driver Ant (N)	2-8	3	4*	2-12	180' (60')	F: 2	7
7	Gargoyle (C)	1-6	5	4 + 4*	1-3/1-3/1-6/1-4	90' (30') 150' (50')	F: 8	11
8	Gelatinous Cube (N)	1	8	4*	2-8°	60' (20')	F: 2	12
9	Harpy (C)	1-6	7	3*	1-4/1-4/1-6 + special	60' (20')	F: 3	7
10	Living Statue, Crystal (L)	1-6	4	3	1-6	90' (30')	F: 3	7
11	Lycanthrope, Wererat (C)	1-8	7	3*	1-4 or by weapon	120' (40')	F: 3	8
12	Medium (A)	1-4	9	1**	1-4 + spells	120' (40')	M: 1	7
13	Medusa (C)	1-3	8	4**	1-6 + special††	90' (30')	F: 4	8
14	NPC Party (A)	5-8	var	var	var	var	var	8
15	Ochre Jelly (N)	1	8	5*	2-12	30' (10')	F: 3	12
16	Ogre (C)	1-6	6	4 + 1	1-10	90' (30')	F: 4	10
17	Shadow (C)	1-8	7	2 + 2*	1-4 + special	90' (30')	F: 2	12
18	Spider, Tarantella (N)	1-3	5	4*	1-8 + special	120' (40')	F: 2	8
19	Thoul (C)	1-6	6	3**	1-3/1-3 or special	120' (40')	F: 3	10
20	*Wight (C)	1-6	5	3*	special	90' (30')	F: 3	12

* or **	Monster: need special weapons to hit
	HD: experience award bonus
††	poison *and* petrification
°	paralysis in addition to damage
var	variable by situation
weapon	damage by weapon type
special	see monster description

AN EXAMPLE OF DUNGEON DESIGN: THE HAUNTED KEEP (1st Level)

Note: This section is a step-by-step example of how to design a dungeon. THE HAUNTED KEEP can help show a new DM how to design a dungeon. Part of this dungeon is already designed, and enough other details are provided so the DM need not "start from scratch". If this sample dungeon is to be used in play, the players should *not* read the following section. The letters (A-F) correspond to those used in the guide (page B51) and illustrate each step in turn.

A. CHOOSE A SCENARIO: "In the distant past, the Haunted Keep was the castle of the Rodemus family. It was abandoned many years ago when the family mysteriously disappeared. It is now rumored to be haunted. Strange lights and sounds are often seen and heard in the ruins by passing townspeople.

"Recently, a tribe of goblins has been raiding the countryside. On their last raid they captured a dozen prisoners. The prisoners are all relatives of the player characters, who have banded together to rescue their relatives. The party has tracked the goblins to the Keep or castle, right up to the only door to the east tower.

"Most of the Haunted Keep is in ruins. Only two towers remain, connected by a gatehouse, and only the first floors of these towers are still intact. The Keep was built with rough granite blocks, now pitted with age. The door into the east tower is wooden and one hinge is rusted through."

(The three paragraphs above serve as an example of the type of information that the DM might design and read to the players to give them the background of the adventure before it begins. The DM should also write notes describing the dungeon further, giving information which would *not* be read to the players:)

What the players do not know is that the Rodemus family has become a family of wererats, and still live in tunnels under their old castle. The family has joined the goblin raiders and are using them to find the strengths of the surrounding countryside. If the raids show the country folk to be weak, the family plans to raise a goblin army and attack. The players will slowly discover this information, little by little, as the adventure proceeds.

B. DECIDE ON A SETTING: A "keep" is a kind of castle. The HAUNTED KEEP has two towers connected by a gatehouse. The upper stories have collapsed, and the buildings now have only one floor. The rest of the castle is totally in ruins. The insides of the two towers should be similar, though not exactly the same. The gatehouse is split into two sections, divided by what was once a main road. The interior of the gatehouse will be similar to the towers, though there will be fewer rooms (see the dungeon maps on page B57).

The catacombs (2nd level of the dungeon) are a series of caverns and crypts where the Rodemus family ancestors are buried, and lie under the ruins. The 3rd level, under the catacombs, is the maze-like lair of the Rodemus family of wererats. The prisoners will be scattered throughout all of the levels; however, the most important prisoners must be rescued from the center of the wererat lair.

C. CHOOSE SPECIAL MONSTERS: The most common monsters on the 1st level are goblins. Other common 1st level monsters are giant rats (possibly hunted by giant ferrets), bandits, and hobgoblins. Common monsters in the 2nd level catacombs are ghouls, zombies, skeletons, goblins, hobgoblins, and giant rats. Common monsters on the maze-like 3rd level are wererats, hobgoblins, bugbears, and thouls, plus at least one wight and one doppleganger.

D. DRAW THE MAP: To make it easier to draw and map, the towers are designed square rather than round. Since the east tower is small, the scale chosen is 1 square = 5'. The first thing needed is an entrance from the 1st to the 2nd levels. This is a trap door in the middle of a tower, so the first room drawn is room #4. The trap door leads to a winding staircase and eventually to the catacombs. The next area drawn is the entrance to the tower itself. The outer walls are 10' thick. Rather than have the goblins post a guard at the entrance door, a pit trap is placed in the entranceway. Then the other rooms are drawn in, being careful to make sure that the player characters will have to go through several other rooms to each room #4 (no matter which way they go). Finally, the DM decides to make room #4 contain hobgoblins guarding 2 prisoners, room #5 will be a goblin barracks, and room #9 will be a goblin lookout post. Having no preference as to what monsters, treasures, or traps go in the other rooms, they are stocked at random.

E. STOCK THE DUNGEON:

Room 1: First the DM rolls 1d6 to determine the room's contents. The result is a 5, so the room is empty of monsters and traps. The DM rolls again to check for treasure; the result of 4 indicates that the room has none. The room is totally empty of monsters, treasures, and traps.

Room 2: The DM rolls a 2 when checking for contents, so there are monsters present. Using the **Wandering Monsters** table (level one) and rolling 1d20, the result of 16 indicates that they are crab spiders (Treasure Type U). The monster description states that 1-4 crab spiders normally appear, so the DM rolls 1d4; the result of 1 indicates that 1 crab spider is present. Rolling 1d6 to check for treasure, the result of 2 indicates that treasure is present. Rolling d% and referring to the **Treasure Types** table, these are the results:

Treasure Type	Listing for Type "U"	Dice Roll	Result
Pieces of copper	10% 1-100	21	None present
Pieces of silver	10% 1-100	02	Silver present
Pieces of electrum	Nil	—	No roll
Pieces of gold	5% 1-100	23	None present
Pieces of platinum	Nil	—	No roll
Gems/Jewelry	5% 1-4	59	No gems present
		14	No jewelry present
Magic Items	2% Any 1	86	None present

Separate rolls are made for gems and jewelry. The only treasure present is silver pieces; percentage dice are rolled to determine the number, and the result of 99 meant that the crab spider guards a treasure of 99 sp. The DM decides that the treasure is too small for a special trap. The stocking of this room is finished.

Room 3: The DM rolls 1d6 to check for contents; the result of 3 means that the room contains a trap. Rolling again to check for treasure, however, the result of 1 means that some booty or treasure has to be determined. Rolling d% and using the **Unguarded Treasure** table, these are the results:

Treasure Type	Listing	Dice Roll	Result
Silver pieces	100 x 1d6	—	Silver always present
Gold pieces	50%: 1d6 x 10	76	None present
Gems	5%: 1d6	51	None present
Jewelry	2%: 1d6	90	None present
Magic Items	2%: Any 1	01	1 magic item present

Rolling 1d6 for silver pieces, the result of 4 indicates that 400 sp are present. To determine the magic item, a roll on d% gives the result of 44, indicating that a potion is left with the trapped silver

pieces. The DM rolls 1d8 and, consulting the **Potion** table, finds that a **potion of healing** is the magic item. For the trap, the DM selects a capsule of sleeping gas which will break open when the treasure is tampered with.

Room 4: The DM selects 4 hobgoblins to occupy this room along with 2 prisoners and some treasure. Rolling the chances according to the given Treasure Type for hobgoblins (D), it is found that the monsters may have 3000 silver pieces and 1-8 pieces of jewelry. Since only 4 hobgoblins are on guard (out of a possible 24, or 1/6 of the possible Number Appearing), the number of silver pieces is reduced to 1/6 the rolled number (down to 500) and the minimum (1) piece of jewelry is used. Rolling 3d6 to determine its value, the result of 11 means that the piece of jewelry is worth 1100 sp. There is a trap door in the room, leading to the lower levels of the dungeon.

Room 5: This area serves as the barracks for the goblins. No traps or treasure are indicated by dice rolls.

Room 6: This room is empty (by dice rolls of 5 and 3).

Room 7: The result of 1 (on 1d6) indicates that a monster is present. It is determined by die roll (1d20, with a result of 7) to be 1 green slime. The roll for treasure is a 4, so there is nothing in the room but the monster.

Room 8: As with room 6, this room is found to be empty.

Room 9: Four goblin guards are placed in this room. Dice rolls show that they have no treasure. There is, however, a secret door in the room, also placed by the DM.

F. FILLING IN FINAL DETAILS:
Now that all the rooms are stocked, it is useful to make a dungeon Key and fill in final details. The Key should be complete enough that it (along with the scenario) is all the DM needs to run the dungeon.

When expanding the Keep, the DM should create the feeling of a haunted house by adding spooky noises and some ghostly figures which appear suddenly in odd places (though harmless). Some of the placed monsters should be **undead** (skeletons, zombies, and wights). The DM should be careful, however, not to unbalance the dungeon with *too* many **undead** monsters.

In the following Key, monsters will be presented in a standard form. This form will be followed whenever D&D monsters are used. The form is:
    Monster name (Armor Class, Hit Dice or level, hit points, Move-
                   ment Rate, Number of Attacks, Damage, Save
                   As, Morale, Alignment).
This form will be used with the following standard abbreviations:
    Monster name (AC, HD, hp, MV, #AT, D, Save, ML, AL).

Since saving throws for monsters are based on character classes, the following standard abbreviations will be used after "Save": F = fighter, C = cleric, T = thief, M = magic-user, D = dwarf, E = elf, H = halfling. Each room description will begin with the room number, followed by a note on the size of the room, in parentheses. Standard abbreviations for compass directions (N, S, E, and W for North, South, East, and West) will be used. For example, (20' N-S, 10' E-W) means that the room is 20 feet long and 10 feet wide. "Square" means that the room is exactly as wide as it is long.

DUNGEON KEY

Room #1 (15' E-W, 10' N-S): This room appears to have once been a bedroom. It is filled with rotting, moldy bedroom furniture,

but is empty of monsters, treasure, and traps. The dust on the floor has obviously been brushed to remove any footprints.

Room #2 (10' E-W, 15' N-S): This room was once a guard post (when the Haunted Keep was a castle, before becoming ruins). A faded, ragged tapestry showing a hunt divides the room in half. Clinging to the side of the tapestry away from the characters (no matter which door they use, unless they enter through both at once) is a crab spider (AC 7, HD 2*, hp 10, MV 120' (40'), #AT 1, D 1-8 + poison, Save F: 1, ML 8, AL Neutral).

On the north side of the tapestry is a wooden table and 3 wooden chairs. A few moldy cards lie on the tabletop. Against the west wall is a wooden chest. Any attempt to disturb the chest will bring an immediate attack by the crab spider. The chest contains 99 sp (silver pieces).

Room #3 (15' E-W, 20' N-S): The walls of this room are carved with leering human faces along their length. A close examination of the north wall will reveal a crack around one particularly sinister face. The face is on a swivel and can be pried open. Behind it is a small iron safe cemented into the wall. The safe is trapped with **sleep** gas which will billow out unless the trap is deactivated. The **sleep** gas will fill a circular area 10' in diameter, but otherwise has the same effects as a **sleep** spell; however, any creature who saves vs. Poison will not be affected. Inside the safe are 400 sp and an unmarked bottle of clear liquid (a **potion of healing**).

Room #4 (15' square): This was the office of the tower commander, though all furnishings have been removed. Two terrified prisoners huddle in one corner, their hands and feet in chains. Guarding the prisoners are 4 hobgoblins (AC 6, HD 1 + 1, hp 7, 9, 4, 5, MV 90' (30'), #AT 1, D 1-8, Save F: 1, ML 8, AL Chaotic) who will fight anyone who tries to rescue the prisoners. The largest hobgoblin has a locked iron box which contains 500 sp and a jeweled necklace worth 1100 gp. Underneath a rug in the middle of the floor is a trapdoor to the 2nd level.

Room #5 (15' square): Once this room was a chapel, but now the altar is covered with dust. On the altar is a grime-covered statuette depicting a muscular man with a rat's head. Most of the twelve goblins (AC 6, HD 1-1, hp 5 each, MV 60' (20'), #AT 1, D 1-6, Save F: 1, ML 7, AL Chaotic) are either sleeping on crude bunks along the walls or playing dice games in a corner while two of them watch the door. If loud noises are made in the corridor outside, all the goblins will be awake when the party enters. They have no treasure.

Room #6 (10' square): It is difficult to determine what this room was used for. It is empty except for a few splinters of wood, which may mean that the furniture was broken up (probably to serve as firewood). The room is empty of monsters, treasure, and traps.

Room #7 (10' square): This room is similar to **#6**, but there is a green slime (AC none, HD 2*, hp 13, MV 3' (1'), #AT special, D special, Save F: 1, ML 12, AL Neutral) clinging to the ceiling. A cautious party will see the slime, but an unwary party will not see it until it falls on one of them.

Room #8 (15' square): This room was once a guard barracks. The floor has collapsed and the ceiling leaks. The result is a 3' deep pool filled with scummy water. A partially waterlogged bunk floats in the water. A rusted iron statue of a beautiful warrior maiden lies at the bottom of the pool. The water is safe to walk through, and the statue is harmless and worthless.

Room #9 (5' E-W, 10' N-S): This cubbyhole has a secret door and was used to spy on those walking down the corridor. There are now 4 goblins (AC 6, HD 1-1, hp 5, 3, 4, 1, MV 60' (20'), #AT 1, D 1-6, Save F: 1, ML 7, AL Chaotic) in the room, spying on anyone approaching in the corridor. They have no treasure.
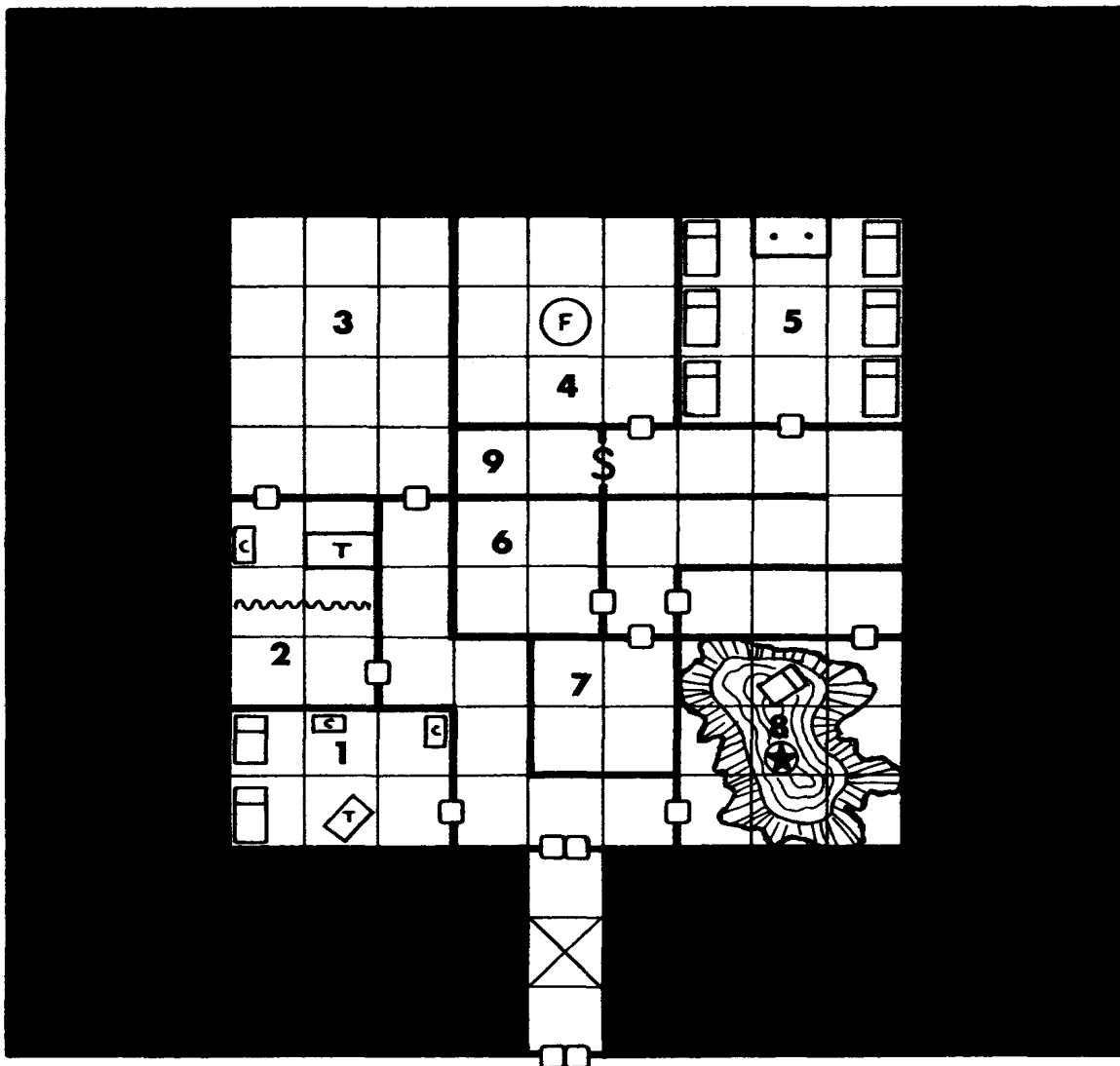
Scale: 1 square = 5'

Haunted Keep — First Level

West Tower

Gate House

East Tower

Road

N
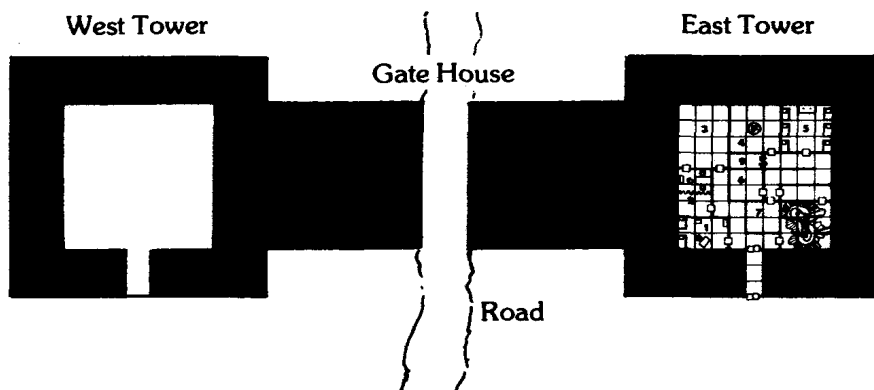
Ruins
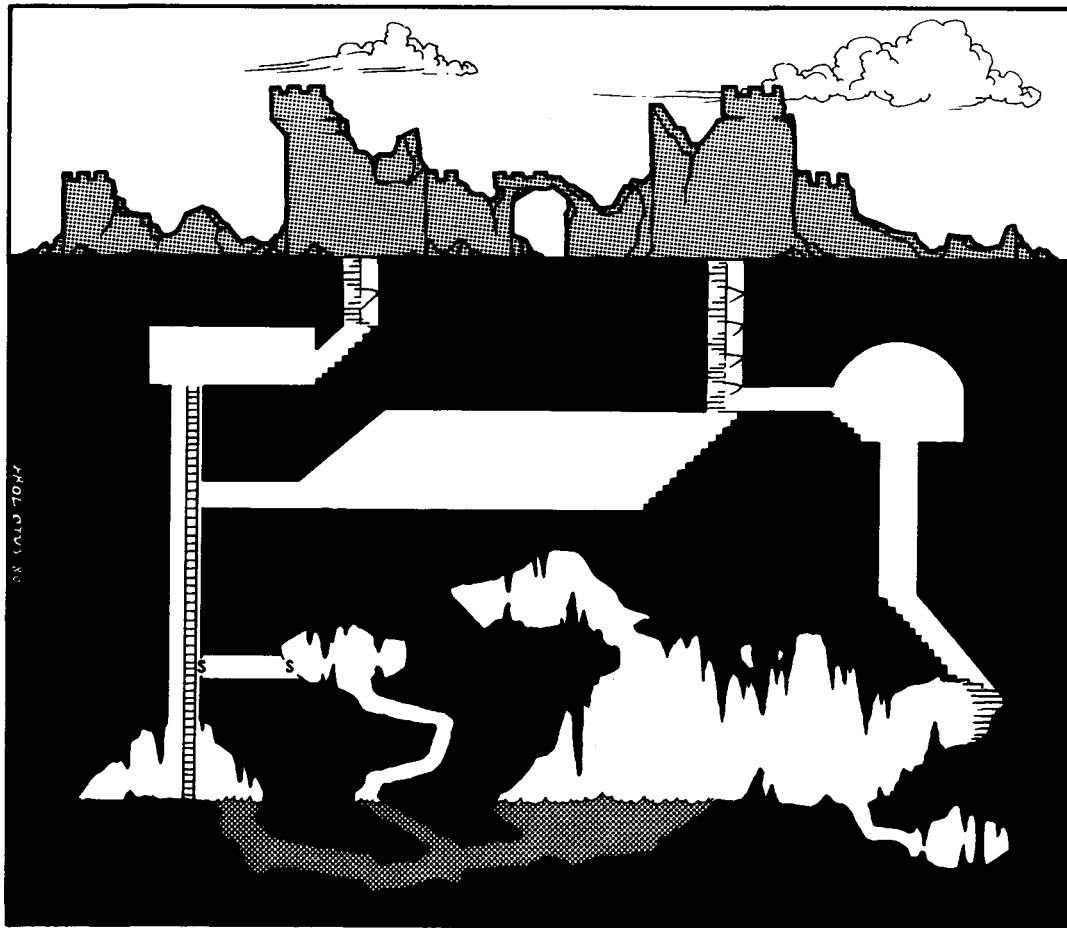
Door	One Way Secret Door	Well	Rock Column
Double Door	Open Pit	Pool	Stalactite
Secret Door	Covered Pit	Dais	Stalagmite
One Way Door	Trap	Altar	Rubble
False Door	Stairs	Fireplace	Crevasse
Revolving Door	Stairs/Slide Trap	Table, Chest	Sinkhole
Concealed Door	Spiral Stairs	Bed	Submerged Path
Archway Door	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

Sample Dungeon Expedition

THE SITUATION: This party includes four 2nd level characters and a 1st level dwarf: Morgan Ironwolf, a female fighter (the **caller**); Silverleaf, an elf; Fredrik, a dwarf; Sister Rebecca, a cleric; and Black Dougal, a thief. After equipping themselves, these characters have journeyed to the Haunted Keep and discovered the trap door in room 4, leading to the second level. As caller, Morgan relays the party's actions to the DM after the characters decide what they want to do.

DM: "Having killed the hobgoblins, you open the trap door and find a set of stairs going down to the south."

Morgan: "We're going down the stairs."

DM: "After 30' you reach a round landing with two sets of stairs. One goes down to the east and the other goes down to the west."

Morgan: "Fredrik looks down the east staircase and Silverleaf looks down the west one. What do they see?"

DM: "The party's torches mess up their infravision, so they can only see twenty to thirty feet. The west stairs go down ten feet and turn sharply south. The east stairs go down at least thirty feet. Also, Fred smells a rank, musty odor coming up from below."

Fredrik: "Hey everybody! There's something down there. I don't like it!"

Morgan: "Anyone want to go down the east stairs? . . . OK, we're going down the *west* stairs."

DM: "You go ten feet down the west stairs; it turns south to 20', 30' down; the stairs end and you step into a 20' wide corridor that goes east and west. You see a door 10' up the west corridor on the north wall."

Rebecca (mapping): "That was the north wall?"

DM: "Yes, the door is in the north wall."

Morgan: "We're going to the door. Silverleaf, Black Dougal, and I will listen."

DM: "As you step into the corridor, a breeze from the west makes your torches flicker."

Rebecca: "Is it strong enough to put them out?"

DM: "No," (chuckling) "not yet."

Morgan: "Then we'll listen at the door."

DM (Rolling three dice for listening): "You don't hear anything."

Morgan (After a discussion with the others): "We'll leave the door and go down the passage to the west."

DM: "After 30' there is a side passage to the south, 10' wide. The main corridor continues west. You notice the breeze is stronger and your torches are beginning to flicker even more."

Fredrik: "I don't like this."

Dougal: "*You've* got infravision."

Morgan: "We'll take the side passage."

DM: "OK. After 50' you find doors to the east and west. The passage continues south."

Morgan: "Silverleaf, Fred, and Black Dougal will listen at the west door."

DM (rolling): "Black Dougal hears muttering voices."

Dougal: "Do I understand them? I speak Common, Orc, Goblin and Elvish."

DM (after deciding on a chance for Dougal to recognize goblin language through the heavy door, and then rolling): "No, the voices aren't loud enough."

Morgan: "We're getting ready for combat. Fred and I will force the door."

Dougal: "I'll guard the rear!"

DM: "OK. The party is set, with Black Dougal guarding the rear." (Rolling to see if the door is forced) "it opens. You see half a dozen goblins."

Fredrik: "Let me at them!"

DM: "You can't be surprised, but they can be . . . " (rolling for

surprise) . . . "no. Roll for initiative, please."

Morgan: "Fred rolled a 2."

DM (rolling): "The goblins have the iniative." (Rolling reaction for the goblins) "They must have heard you, Fred. They charge, yelling, 'Kill the dwarf! Chop them to hamburger!' " (Combat is now resolved, morale checks taken, etc. The goblins fight until all are dead. It is now time to check for wandering monsters, but the DM's roll indicates that none appear.)

Morgan: "OK, what does the room look like? We are checking the floor and ceiling, too."

DM: "The room is six-sided, 30' on a side and 20' high. The door you came in is the only one you see. There is nothing unusual about the floor or ceiling. Besides the bodies of the goblins, there is a wooden box along the northeast wall and a pile of old rags in the north corner."

Morgan: "Silverleaf is checking for secret doors, Fred is looking for traps, Black Dougal is examining the box, and Sister Rebecca is guarding the door. I'm prodding the rags with my sword — any movement?"

DM (after rolling for the appropriate chances): "Silverleaf notices that one of the stone blocks in the southwest wall is slightly discolored. Fred does not see any traps. The box is the size of a small trunk; it is latched, but not locked. Morgan: nothing moves in the pile of rags."

Fredrik: "I want to have a look at that block, Silverleaf."

Morgan: "Fred examines the block."

Fredrik: "For traps."

Morgan: "Sorry, Fred; for traps."

Dougal: "I'm looking for traps on the box, too."

DM (rolling for Fred, even though the block is not trapped; the DM also rolls for Dougal's "find traps" ability. The roll indicates that Dougal has failed to find the poisoned needle in the latch.) "Neither of you finds a trap."

Fredrik: "I'm pushing, pulling, and trying to twist the block."

DM: "When you push it, a secret door opens in the west section of the southwest wall. You see a 5' wide corridor that goes south for 30' and ends at a door."

Morgan: "Fred and Silverleaf will guard the secret door, and Black Dougal will open the box. I'll search through the rags. Anything that looks like a cloak or boots?"

DM: "Black Dougal, you find out that you missed a tiny discolored needle in the latch. Roll a saving throw vs. Poison, please!"

Dougal (rolling): "Missed it!"

DM: "Black Dougal gasps 'Poison!' and falls to the floor. He looks dead."

Fredrik: "I'm grabbing his pack to carry treasure in."

Rebecca: "I'm giving Black Dougal the last rites of my church."

DM: "OK. Meanwhile, Fred, you find the box is full of silver, perhaps two thousand pieces. Morgan, you *do* find a pair of old boots, but nothing like a cloak."

Morgan: "Fred will dump the silver and look for hidden compartments in the box. I'll try on the boots and see if I move silently — we could use a pair of **elven boots**!"

DM (rolling another wandering monster check): "Fred finds a false bottom in the box. It contains another smaller box of carved ivory that holds two gold bracelets set with jade."

Fredrik: "How valuable do they look?"

DM: "You think the jewel case is worth 100 gp and each bracelet is worth about 600 gp. Morgan seems to be moving very quietly."

Morgan: "GREAT! I'll put the case and jewels in my pack and then watch the door as the others take turns filling their packs with silver."

Fredrik: "I'll dump out Dougal's pack and fill it with coins."

DM: "OK; the loading will take four turns." (The DM makes the wandering monster checks. As the party finishes loading, a large party of bandits approaches. Since Morgan is watching the door, the DM gives a very high chance that the bandits

will be heard.) "As you finish loading, Morgan hears the tramp of many booted feet coming from the north. It's getting louder. . . ."

Morgan: "We'll beat a hasty retreat through the secret door. Fred will go first, then me. Silverleaf is next, and Sister Rebecca will bring up the rear. She'll spike the door shut behind us."

Fredrick: "Before we do I grab Dougal's body. We can't leave him behind."

DM: "OK. As you reach the end of the secret passage, you hear a cry of discovery and a babble of voices from the room behind you. Black Dougal's tools and rations have been discovered."

Morgan: "What?! Didn't anyone bring his things along?"

All: "No!"

Morgan: "Nuts! We're going to be more careful from here on, gang. Anyhow, Fred will listen at the door. I have my bow ready."

DM (rolling): "Fred, you don't hear anything."

Morgan: "Fred will force open the door."

DM (rolling): "It opens. You see a square room, 30' on a side and 20' high. Your door is in the west section of the north wall. You don't see any other exits. The room appears to be empty."

Rebecca: "What about behind us?"

DM: "The voices have died down and you don't hear anything."

Morgan: "We'll search the room *very* carefully, taking at least two turns. Silverleaf and Sister Rebecca are looking for secret doors and Fred is looking for shifting walls. I'm guarding the rear."

DM (rolling for wandering monsters): "OK. You search for two turns. You don't find anything, but something finds you. A secret door that Silverleaf and Sister Rebecca didn't find in the south wall opens, and two hobgoblins stroll in . . . ."

(At this point, the time scale shifts from turns to rounds. This encounter is the example at the end of **COMBAT**, page B28).

Dungeon Mastering as a Fine Art

The success of an adventure depends on the DM and his or her creation, the dungeon. The DM should have the dungeon carefully mapped out before play begins. Even so, a DM will quickly find that it is impossible to predict every possibility. After all, there are several players, and only one DM! It is not unusual for players to find a solution, or pose a new problem, that the DM has not even thought of. It is very important for the DM to be *flexible*.

It is important that the DM be *fair*, judging everything without favoring one side or another. The DM is there to see that the adventure is interesting and that everyone enjoys the game. **D&D is not a contest between the DM and the players!** The DM should do his or her best to act impartially when taking the part of monsters or handling disputes between characters.

"That's not in the rules!" The players will often surprise the DM by doing the unexpected. Don't panic. When this happens, the DM should just make sure that everything is done in the order given by the outline or sequence of events being used. Minor details may be made up as needed to keep the game moving. All DMs learn how to handle both new ideas and unusual actions quickly and with imagination.

Quite often a DM can decide on a solution to a player's actions not covered by these rules. Other times, a problem may have no simple solution. One quick way for a DM to decide whether a solution will work is by imagining the situation, and then choosing percentage chances for different possibilities. For example, suppose the DM is running a combat that is taking place on a ledge next to an unexplored chasm. One player suddenly decides that his character has no chance to survive combat. The player announces "My character wants to jump into the chasm to escape!" There may be a chance that he will fall to a nearby ledge or land in a pool of water at the bottom of the chasm. The DM thinks about

the dungeon for a minute, and remembers that an underground river flows through some of the lower dungeon levels, so there *might* be a pool below. Even so, the character will fall 60', and a normal fall will do 1d6 points of damage per 10' fallen. This character has only 7 hp, and seems likely to die even if the water cushions his landing and reduces the damage. However, there should always be a chance to do something nearly impossible. A player should have, at the very least, a saving throw or a stated percentage chance of a miraculous occurrence saving the character. The DM answers: "Looking down into the chasm, your character can estimate that he has a 98% chance of dying, no saving throw, if he jumps. If you decide your character jumps, roll percentage dice. A result of 99 or 00 will mean that your character lives, but any other result will mean that he will die in the attempt. Do you still want to jump?"

"There's always a chance." The DM may want to base a character's chance of doing something on his or her ability scores (Strength, Dexterity, and so forth). To perform a difficult task (such as climbing up a rope or thinking of a forgotten clue), the player should roll the ability score or less on 1d20. The DM may give a bonus or penalty to the roll, depending on the difficulty of the action (-4 for a simple task to +4 for a difficult one). A roll of 1 should always succeed, and a roll of 20 should always fail.

"The DM is the Boss." The DM decides how these rules will be used in the game. A good DM talks about problem areas with the players and considers reasonable requests by them. The players should realize, however, that the final decision is the DM's: not theirs, and not this booklet's! If a disagreement holds up play, the DM may make a temporary decision and talk it over with the players when the adventure is over. If a player disagrees strongly enough, he or she may quit the game. It is up to the DM to create an adventure the players can enjoy.

"Everyone is here to have fun." The DM should make the adventure seem as "real" to the players as possible. All should avoid getting stuck in long discussions about rules or procedures. The game should move along with humor, as well as excitement.

"Everything is balanced." The DM should try to maintain the "balance of play". The treasures should be balanced by the dangers. Some groups prefer adventures where advancement between levels is swift. In such a case, since the treasures are generally greater, the monsters should be "tougher". Other groups prefer adventures where character development is more important, and advancement is slower. If the monsters are too tough, and if the parties are reduced by many deaths, then few characters will ever reach higher levels. (The DM should keep in mind that further supplements will detail character levels up to the 36th. It should be very difficult for a character to attain this level, but it should not be impossible).

"Your character doesn't know that." A player should not allow his or her character to act on information that character has no way of knowing (for example, attacking an NPC because the NPC killed a previous character run by the player, even though the NPC and current character have never met). If the players get careless about this the DM should remind them. The DM may, in addition, forbid certain actions to the characters involved. The DM should make it clear to the players *before* the adventure begins that characters may not act on information they don't have. It will save lots of time later.

The following tips are optional suggestions, which the DM may or may not wish to use:

MAPPING: Mapping during an adventure can sometimes be a difficult task. One way to save mapping time is to describe the map in terms of squares rather than feet. Such a description is easier for

the mapper to follow, since the mapper need not translate feet to squares before drawing the map. Scale is very important when giving directions in terms of squares.

Whenever the characters are expected to know the shape of a dungeon, the DM should draw this outline before play begins. Even if the outline cannot be given to the players, the DM should still draw in a starting door, room, or corridor. The DM can also save mapping time by drawing in complex rooms for the mapper. However, this should only be done in extreme situations. Players should learn to become good mappers, and the only way they will learn is by doing it themselves.

MONSTER DESCRIPTIONS: When the characters first encounter monsters, the DM should describe what the monsters look like, instead of merely giving the name of the monsters. The players will eventually recognize monsters by their descriptions.

MONSTER HIT POINTS: The DM should *never* reveal the hit points of the monsters. It is enough to tell the players how a monster reacts after a successful attack. For example: "It's bleeding from a number of wounds and staggering a bit, but it's still fighting". The players should not know the level of an NPC until they have adventured with him or her.

SURPRISE: When monsters attack by surprise, the DM does not need to describe the monster. It is enough for the DM to describe the attack. For example: "From out of the dark shadows, Morgan Ironwolf suddenly feels a paw reach out and claw her leg. She takes 3 points of damage." Of course, the monster should be described after the surprise round is over. Continuing the above example: "You then see by your flickering torchlight that a huge bear-like creature with a head like a great bird is charging you!" If the party had seen an owlbear before, it could just be named; however, the mysterious appearance of an unknown monster is part of the thrill of the game.

MAGIC ITEMS: When describing magical treasure items, the DM should only do so in general terms. For example: "A ring" should be mentioned, not "a ring of invisibility". Characters must experiment to find out what an item does. Magical weapons and armor usually reveal their true natures after being used in combat.

DIVIDING MAGICAL TREASURE: While it is not the DM's job to divide treasure between the players, the DM may offer suggestions. Non-magical treasure is usually divided evenly among all surviving players. Magical treasures may be divided by the players' choice, or by having each player roll d%: the highest roll would get first pick of magical items, the second highest would get second pick, and so forth.

PLAYER ADVANCEMENT: If no one has reached the 2nd level of experience in three or four adventures, the DM should consider giving more treasure. If most of the players have reached the 3rd level of experience in this time, the DM should consider cutting down the amount of treasure, or increasing the "toughness" of the monsters.

GRUDGES: Occasionally, a grudge develops between characters. A small grudge can often make the game more interesting, particularly if the grudge develops because the players are playing their character roles well. For example, a Lawful character might have a grudge with a Chaotic character who slew a prisoner after the Lawful character gave his word that the prisoner would not be harmed. If any grudge gets out of hand, the DM should try to subtly warn the players. If a grudge develops to a point where it is ruining the adventure, the DM may have a powerful creature interfere. The DM may plan an encounter with a gold dragon who tells the players that, unless the grudge ends immediately, severe steps will be taken (at most, the deaths of the offending characters).

MINIATURE FIGURES: D&D adventures are more interesting to play when figures are used. Metal miniatures (about 15 to 25 millimeters high) are often used, for they can be easily painted to look like real dungeon adventurers. Many excellent figures are designed specially for fantasy role playing games. These are available from TSR or from local hobby stores. If metal miniatures cost more than the players want to spend, many companies make inexpensive packs of plastic figures. These are not specifically made for fantasy role playing, but can easily be adapted for it. Inexpensive plastic monsters of many sizes are also available in local stores.

PLAYING SURFACE: Combats are easy to keep track of when large sheets of graph paper, covered with plexiglass or transparent adhesive plastic (contact paper), are used to put the figures on. The best sheets for this use have 1" squares, and the scale of 1" = 5' should be used when moving the figures. With water-based markers or grease pencils, an entire room or battle can be drawn in just a few seconds. When the battle is over, the board may be wiped off, leaving it ready for the next combat. Dominoes or plastic building blocks can also be used to outline walls and corridors. When using figures, the DM should make sure that a solid table top is used, so the figures won't fall over when the table is bumped.

CREDITS

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AFTERWORD

This concludes the D&D BASIC rules. While it was not possible to cover everything that might happen in a game, the ideas here give a solid framework to build on. And there is more to come! The D&D EXPERT SET expands the game, with lots of new monsters, spells, treasures, and information for character levels 4-14. The D&D COMPANION SUPPLEMENT adds even more, and explains characters to 36th level. To add to the games, TSR also publishes dungeon modules especially for use with DUNGEONS & DRAGONS® games. The "B" series of modules (including **B1: In Search of the Unknown** and **B2: The Keep on the Borderlands**) are an excellent source of ideas to build on or add to a campaign "world".

TSR is happy to answer questions about DUNGEONS & DRAGONS rules. When writing, leave room to put the answers with the questions, enclose a stamped self-addressed envelope, and send it to:

> D&D Questions
> TSR Games
> POB 756
> Lake Geneva, WI 53147

GLOSSARY

adventure — Any session where a DM and players meet to play a D&D game.

alignment — The general pattern of behavior of monsters and characters in D&D rules.

area (of effect) — The space and those objects and creatures within the space which are affected by the results of a spell, breath weapon, magical device and other attacks which can strike multiple targets.

Armor Class (or **AC**) — The armor worn by a character or the natural protection a monster has against missile and melee attacks.

caller — The player who normally tells the DM what his or her party will do, based on what the other players tell him or her.

campaign — A series of adventures taking place on the same fantasy world.

character class — The profession the player has chosen for his or her character in a game.

character level — see **experience level**.

charge (magical) — The magical energy needed to use a wand or staff once.

class — see **character class**.

coin (or **cn**) — A unit of weight and treasure in D&D rules.

combat round — A length of game time equal to 10 seconds used when combat occurs between players and monsters.

concentration — A character putting all his or her attention on an object or action, during which the character may do nothing else, and which, if distracted (attacked) will cause the concentration to be lost.

cover — Anything, besides a shield, that a character hides behind to gain protection from an attack.

cn — see **coins**.

cp — Copper pieces. There are 10 copper pieces to a silver piece.

d* (**d4, d6, d8, d10, d12, d20, d%**) — A symbol showing what type of die to roll. For example, a d20 is a twenty-sided die.

damage roll — The die roll to find how much damage an attack does.

demi-human — A human-like creature that is also a character class (elves, dwarves, and halflings).

dungeon — A place, underground and often among ruins, where characters adventure.

dungeon level — This refers to how far a dungeon area is below the ground, with the danger increasing with the depth of the level.

Dungeon Master (**DM**) — The referee who creates the dungeon, provides the setting for the game, and handles all monsters encountered.

duration — The length of time an effect lasts, given in combat rounds, game turns, or game days.

enchanted monster — A monster created, conjured, or animated by magic. This includes normal monsters summoned by spells or magic items, but does not include mental summons (like the animals called by lycanthropes). Enchanted monsters in the D&D BASIC rules are skeletons, zombies, and living statues.

encounter — A meeting between player characters and monsters.

encumbrance — The equipment, treasure, and other burdens carried by a character given in one pound equal to 10 coins.

ep — Electrum pieces. There are 2 electrum pieces per gold piece.

evasion — An attempt to get away from a monster or avoid an encounter.

experience level — An indication of the power and ability of a character.

experience points (or **XP**) — Awards given to characters representing improvements in abilities and skills through adventuring.

fighting withdrawal — Backing up slowly while trading blows with an opponent.

game turn — Ten minutes of game time, often used to measure the time spent moving through or exploring an area.

gp — Gold piece. The basic unit of money in a D&D campaign.

hit dice — The number of dice rolled to find how many hit points a character or monster has, the type of die used dependent upon the creature or class.

hit points (or **hp**) — The amount of damage a character or monster can sustain before dying.

infravision — A kind of "sight" that allows the possessor to see in darkness to a limited range.

initiative — A die roll to determine which side may act first in a combat situation.

key — Information used by the DM that describes and locates anything in a dungeon.

lair — The place where a monster lives.

level — see **character level, dungeon level, experience level, monster level**, and **spell level**.

game time — Imaginary time within the game spent by characters doing actions, not equal to actual time spent by the players.

magical monster (or **fantastic creature**) — Creatures which are "impossible" combinations (harpy) or those creatures with magical powers (dopplegangers or dragons), although giant animals and **enchanted monsters** are not the same as magical monsters.

melee — Physical combat that occurs when opponents are within 5' of each other using hand-held weapons and claws and teeth.

missile fire — Attacks at opponents more than 5' away, not including breath weapons or spell attacks using thrown and shot weapons.

module — Completely designed and challenging adventures available from TSR Hobbies, Inc. that contain maps, keys, background information, NPCs, and other information for use by the DM to use in his or her campaign.

monster — Any creature or character not controlled by a player.

monster level — A measure of how tough a monster is, usually equal to the number of hit dice the creature has.

morale — The willingness of a creature or character to face danger.

nocturnal — A word used to describe creatures that are active at night, in darkness or in dark underground areas.

NPC (or **non-player character**) — Any character that is controlled by the DM, other than player characters who have the misfortune of being temporarily charmed, confused, or deluded.

party — A group of characters or creatures who join together for adventure or a common purpose.

percentage dice (or **d%**) — d10 is used to roll a number from 1 to 100, where the first die roll is read as the tens and the second die is the ones.

person (**charm** or **hold**) — Humans, demi-humans, and human-like creatures such as bugbears, gnolls, goblins, hobgoblins, kobolds, lizard men, ogres, orcs, pixies, or sprites.

player balance — The matching of challenges to characters with their abilities and the rewards, to provide an exciting game without making it too easy for players to succeed or too hard to survive.

player character (or **PC**) — A character that is controlled by a player all the time (not an NPC).

pole arm — Any of several two-handed medieval weapons consisting of a blade or point fixed to a 5 to 12 foot pole. Typical pole arms are halberds, pikes, glaives, or bill hooks.

pp — Platinum piece. A platinum piece equals 5 gold pieces.

prime requisite — The ability that is most important to a given character class.

quarrel — A short, heavy shaft that is shot from a crossbow (also called a bolt).

range — The maximum distance at which an attack may be made

INSPIRATIONAL SOURCE MATERIAL

A good D&D campaign is imaginative and creative. Sometimes a little research is useful to improve a dungeon, flesh out a scenario, and provide inspiration for a campaign. Books on folklore, mythology, fairy tales, bestiaries, and knightly legends can often help the DM fill in important details of a campaign, but fictional tales and fantasy novels usually provide the best sources of inspiration. The following list includes some books which might prove useful. A title list followed by "et al." means that the author has written more fantasy titles than those which can be listed in the limited space available. Note that some books listed as "nonfiction" are about myths or legends, but are labeled as non-fiction because they are not on the fiction shelves of the library or bookstore.

FICTION: YOUNG ADULT FANTASY

Alexander, Lloyd — **The Book of Three; Black Cauldron; Castle of Llyr**, et al.

Baum, L. Frank — **The Wizard of Oz; The Emerald City of Oz; The Land of Oz**, et al.

Bellairs, John — **The Face in the Frost; The House Without a Clock on Its Walls; The Figure in the Shadows**, et al.

Burroughs, Edgar Rice — **A Princess of Mars; At the Earth's Core; Tarzan of the Apes**, et al.

Carroll, Lewis — **Alice's Adventures in Wonderland; Through the Looking Glass**

Garner, Alan — **Elidor, The Weirdstone of Brisingamen; The Moon of Gomrath**, et al.

Le Guin, Ursula K. — **A Wizard of Earthsea; The Tombs of Atuan; The Farthest Shore**, et al.

Lewis, C. S. — **The Lion, The Witch, and the Wardrobe; Prince Caspian; The Voyage of the "Dawn Treader"**, et al.

NON-FICTION: YOUNG ADULT

Barber, Richard — **A Companion to World Mythology**

Buehr, Walter — **Chivalry and the Mailed Knight**

Coolidge, Olivia — **Greek Myths; The Trojan War; Legends of the North**

d'Aulaire, Ingri and Edgar Parin — **Norse Gods and Giants; Trolls**

Hazeltine, Alice — **Hero Tales from Many Lands**

Hillyer, Virgil — **Young People's Story of the Ancient World: Prehistory — 500 B.C.**

Jacobs, Joseph — **English Folk and Fairy Tales**

Macauley, David — **Castles**

McHargue, Georgess — **The Beasts of Never: A History Natural and Unnatural of Monsters, Mythical and Magical; The Impossible People**

Renault, Mary — **The Lion in the Gateway**

Sellow, Catherine F. — **Adventures with the Giants**

Sutcliff, Rosemary — **Tristram and Iseult**

Williams, Jay — **Life in the Middle Ages**

Winer, Bart — **Life in the Ancient World**

FICTION: ADULT FANTASY

Anderson, Poul — **Three Hearts and Three Lions; The Broken Sword; The Merman's Children**, et al.

Anthony, Piers — **A Spell for Chameleon; The Source of Magic; Castle Roogna**

Asprin, Robert — **Another Fine Myth**

Brackett, Leigh — **The Coming of the Terrans; The Secret of Sinharat; People of the Talisman**, et al.

Campbell, J. Ramsey — **Demons by Daylight**

Davidson, Avram — **The Island Under the Earth; Ursus of Ultima Thule; The Phoenix in the Mirror**, et al.

de Camp, L. Sprague — **The Fallible Fiend; The Goblin Tower**, et al.

de Camp, L. Sprague and Pratt, Fletcher — **The Incomplete Enchanter; Land of Unreason**, et al.

Dunsany, Lord — **Over the Hills and Far Away; Book of Wonder; The King of Elfland's Daughter**, et al.

Eddison, E. R. — **The Worm Ouroboros**

Eisenstein, Phyllis — **Born to Exile; Sorcerer's Son**

Farmer, Phillip Jose — **The Gates of Creation; The Maker of Universes; A Private Cosmos**, et al.

Finney, Charles G. — **The Unholy City; The Circus of Dr. Lao**

Heinlein, Robert A. — **Glory Road**

Howard, Robert E. — **Conan; Red Nails; Pigeons from Hell**

Lee, Tanith — **Night's Master; The Storm Lord; The Birthgrave**, et al.

Leiber, Fritz — **The Swords of Lankhmar; Swords Against Wizardry; Swords Against Death**, et al.

Lovecraft, H. P. — **The Doom that Came to Sarnath; The Dream Quest of Unknown Kadath; The Dunwich Horror**

Merritt, A. E. — **The Moon Pool; Dwellers in the Mirage; The Ship of Ishtar**, et al.

Moorcock, Michael — **The Stealer of Souls; The Knight of the Swords; Gloriana**, et al.

Mundy, Talbot — **Tros of Samothrace**

Niven, Larry — **The Flight of the Horse; The Magic Goes Away**

Norton, Andre — **Witch World; The Year of the Unicorn; The Crystal Gryphon**, et al.

Offutt, Andrew — **The Iron Lords; Shadows Out of Hell**

Pratt, Fletcher — **The Blue Star; The Well of the Unicorn**

Smith, Clark Ashton — **Xiccarph; Lost Worlds; Genius Loci**

Stewart, Mary — **The Crystal Cave; The Hollow Hills; The Last Enchantment**

Stoker, Bram — **Dracula**

Swann, Thomas Burnett — **Cry Silver Bells; The Tournament of the Thorns; Moondust**, et al.

Tolkien, J. R. R. — **The Hobbit; The Lord of the Rings** (trilogy)

Vance, Jack — **The Eyes of the Overworld; Dying Earth; The Dragon Masters**, et al.

Wagner, Karl Edward — **Bloodstone; Death Angel's Shadow; Dark Crusade**, et al.

White, Theodore H. — **The Once and Future King**

Zelazny, Roger — **Jack of Shadows; Lord of Light; Nine Princes in Amber**, et al.

Some additional authors of fantasy fiction are:

Beagle, Peter S.	Kurtz, Katherine
Bok, Hannes	Lanier, Sterling
Cabell, James Branch	McCaffrey, Anne
Carter, Lin	McKillip, Patricia A.
Cherryh, C. J.	Moore, C. L.
Delany, Samuel R.	Myers, John Myers
Fox, Gardner	Peake, Mervyn
Gaskell, Jane	Saberhagen, Fred
Green, Roland	Walton, Evangeline
Haggard, H. Rider	Wellman, Manly Wade
Jakes, John	Williamson, Jack

SHORT STORY COLLECTIONS:

Carter, Lin (ed.) — **The Year's Best Fantasy Stories** (in several volumes); **Flashing Swords** (also in several volumes)

Offutt, Andrew (ed.) — **Swords Against Darkness** (in several volumes)

NON-FICTION

Borges, Jorge Luis — **The Book of Imaginary Beings**

Bulfinch, Thomas — **Bullfinch's Mythology: The Age of Fable, The Age of Chivalry**

Funk and Wagnalls Standard Dictionary of Folklore, Mythology, and Legend

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.

scenario — An adventure or series of adventures designed around a common theme or background.

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.

tinder box — A small box containing flint, steel and tinder, used for making fires.

"to hit" roll — The lowest number an attacker must roll to strike an enemy in combat (not required for certain attacks).

treasure — The wealth and magic items guarded by monsters and found by adventurers.

turn (undead monsters) — The ability of a cleric to make undead monsters run away by the power of the cleric's faith.

wandering monsters — Any monster, encountered by a party, that is not prepared or placed ahead of time by the DM.

wolfsbane — A small flowering plant that can be used to ward off lycanthropes.

XP — Experience points.

INDEX

This index lists alphabetically many of the rules a Dungeon Master will have to look up most often. If the subject has more than one word and isn't listed under the first word, try looking for another key word in the name. (Example: **Character, Player**) Note also that sub-categories will be found under general listings. (Example: Under the **Character, Player** listing will be found the sub-listings: "creation of", "example", and "hopeless characters".)

If you decide to reorganize the rules to make them easier for you to use, the index will be helpful in keeping track of the rules. Renumber the pages in the new order you place them in and then write the appropriate new page numbers next to each listing on the index.

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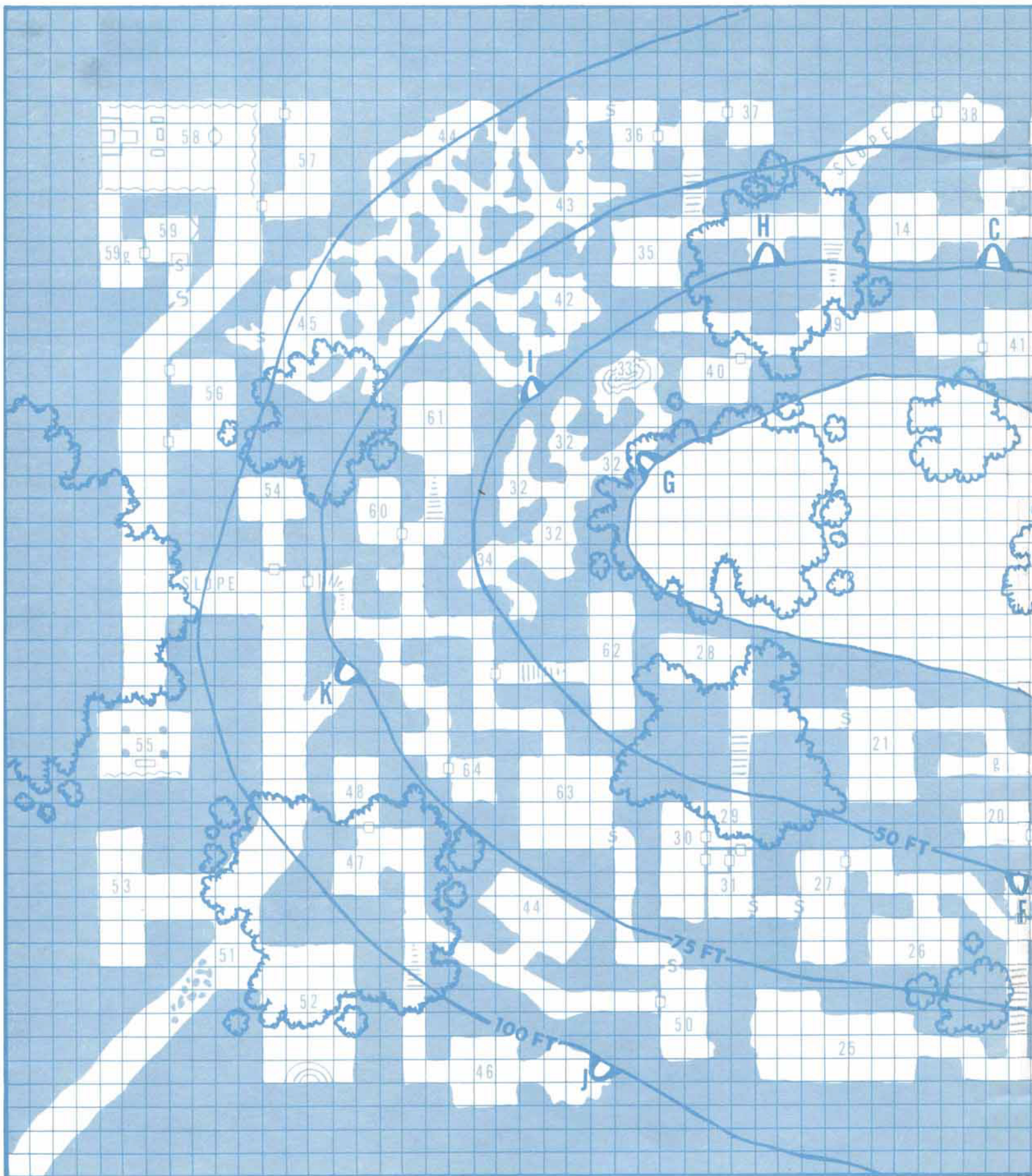
Dungeon Module B2
The Keep on the Borderlands

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!

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Dungeon Module B2
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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 I, D 1-6, ML 8)
          Guard (AC 4, F 1, hp 7, #AT 1, D 1-6, ML 10)
          Kobold (AC 7, HD ½, hp 3, #AT 1, D 1-4, MV (40')
          Save NM, ML 6)

#AT ½ 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 **Shield +1** (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 I, 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-commital, 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 townsperson. 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 lst-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.
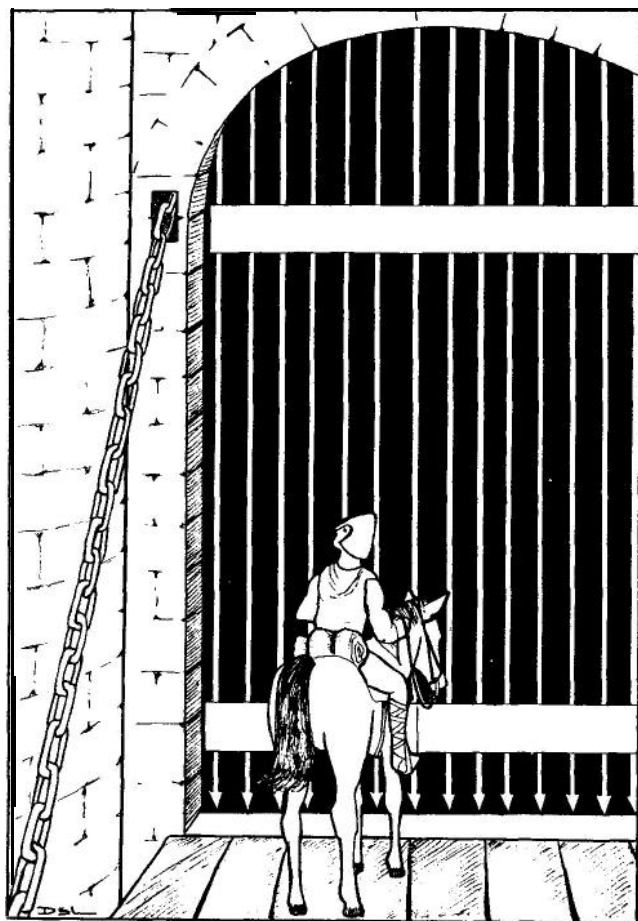
IV. Entrance to the **Inner Bailey*** can be gained if the adventurers perform a heroic act in behalf of the KEEP, if they bring back an exceptional trophy or valuable prisoners, or if they contribute a valuable magic item or 1,000 or more gold pieces to the place. They will be invited to a feast and 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 I-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 IO.) 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 I-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 II 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 I-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 I-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 500 g.p., II of 100 g.p., 25 of 50 g.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.

#I2 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 I, hp 4 each, #AT I, D 1-6, ML IO), 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 II). 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, II 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 + I) of the patrons will be mercenary men-at-arms looking for work. (AC 6, F 1, hp 5 each, #AT I, 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 I, 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 I-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, bless, 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 + I** 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 I-6, ML IO.) 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 II each, #AT 2, D I-611-6, ML 8) and 1-4 riding horses (AC 7, HD 2, hp 8 each, #AT 2, D I-411-4, ML 7) kept within. They are tended by two lackeys' (AC 9, LVL 0, hp 2 each, #AT 1, D I-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 I-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 cavalrymen, plus two chambers for special guests. There are 12 heavy cavalrymen with plate &shield and

sword and dagger (AC 2, F I, hp 8 each, #AT 1, D I-6, ML 10). There are also 18 medium cavalrymen in chain, each with crossbow and axe, quartered here. (AC 5, F I, hp 6 each, #AT I or ½ 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 ½ for crossbows, D 1-6, ML IO) 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 II, #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.

ADVENTURES OUTSIDE 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 I 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 larg est 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 I + 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 I, 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 I, 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 I, 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 I-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 gnoll 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 thoul 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 I, 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.
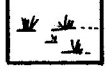
1. **GUARD ROOM:** 6 kobold guards (AC 7, HD 1/2 hp 3 each, #AT I, D 1-4, Save NM, ML 6). They will throw their spears the first round if they have initiative. Each carries d6 silver pieces. One will run to warn areas **4.** and **6.**. The guards will be alerted by loud noises or lights.

2. **GIANT RATS** (amidst garbage and waste): There are 18 giant rats (AC 7, HD 1/2, hp 2 each, #AT I, D 1-3 plus disease, MV (40'), Save F 1, ML 8). Each time a character
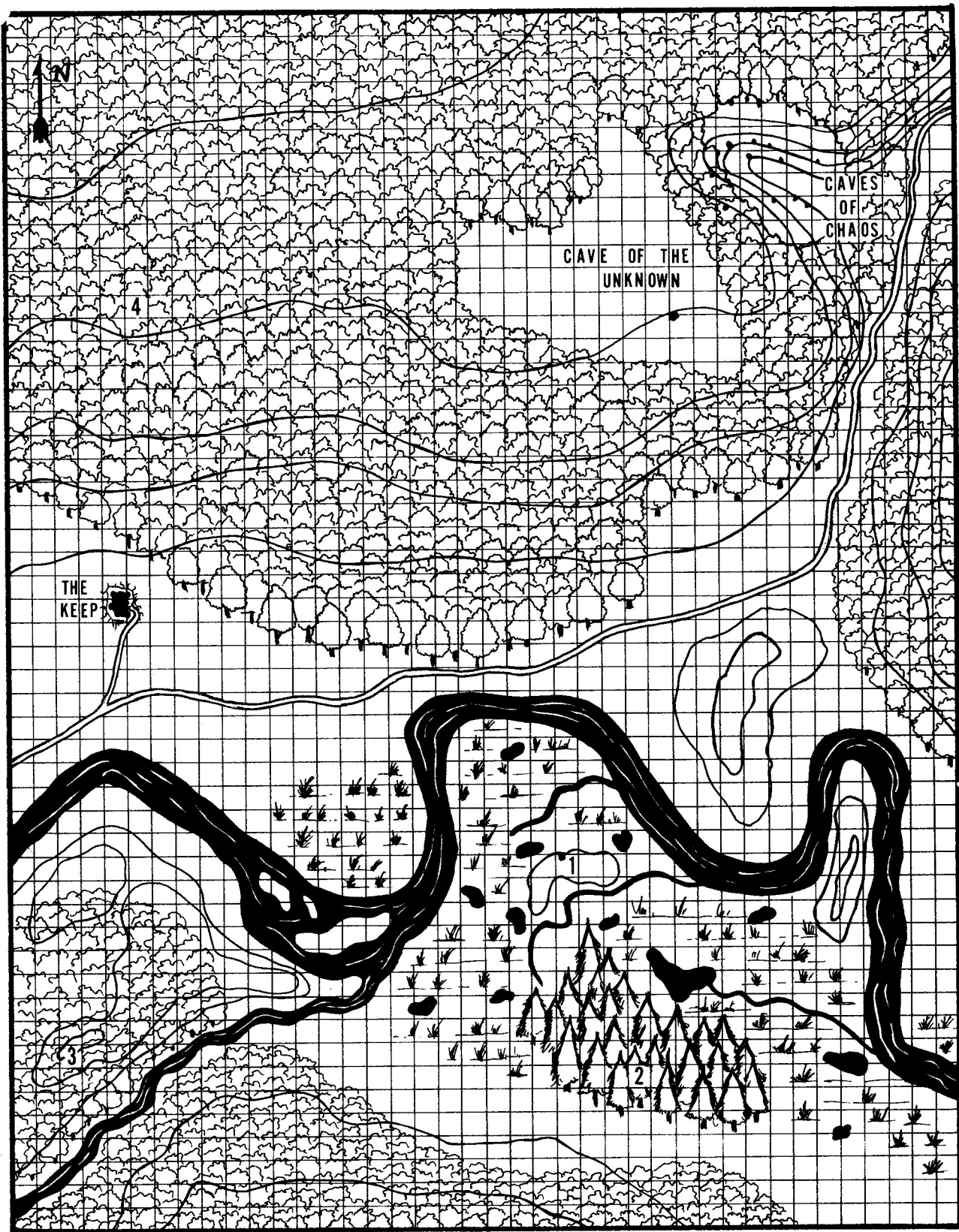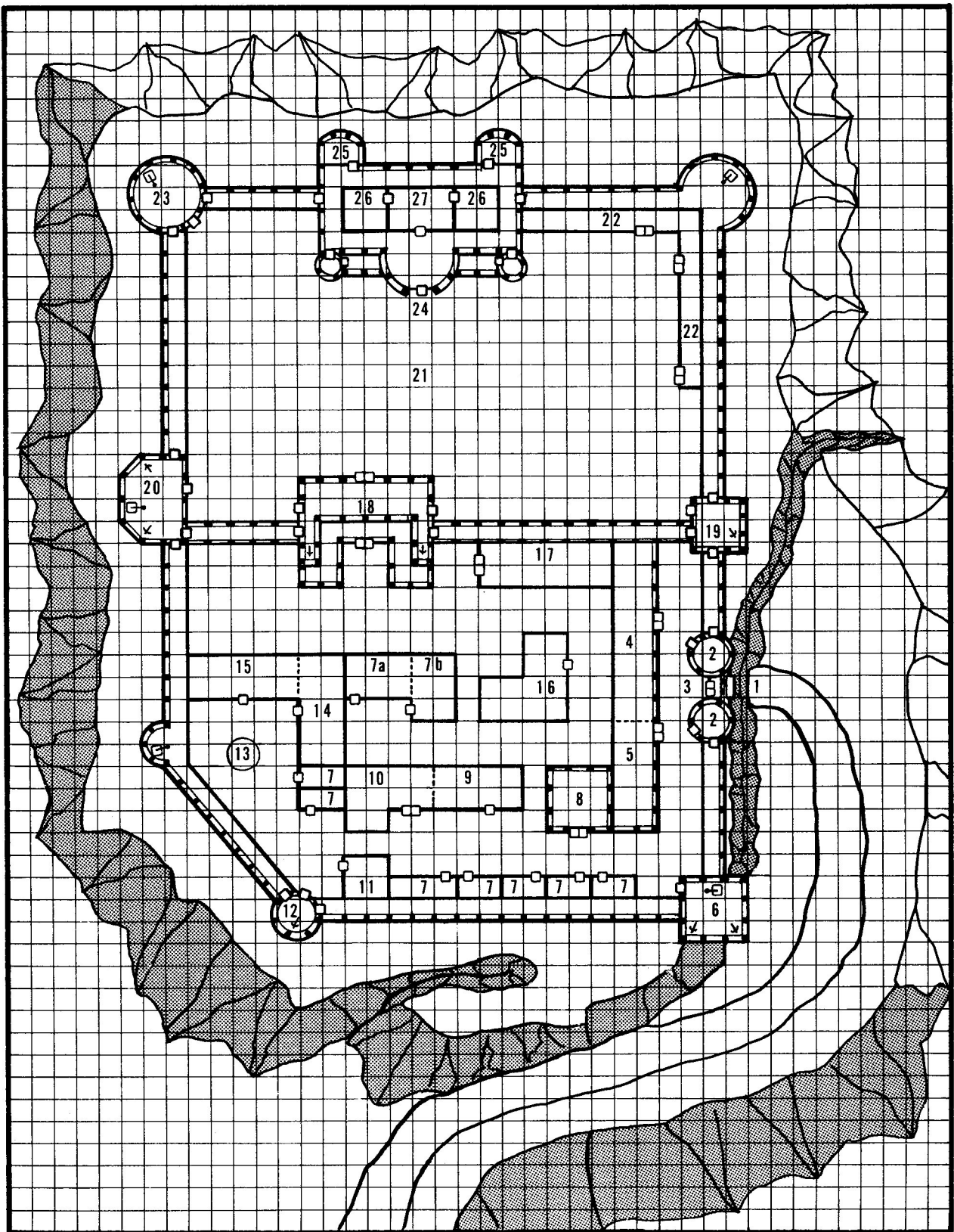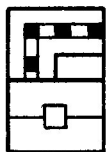
WILDERNESS MAP

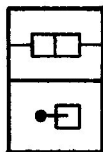|	
SCALE: ONE SQUARE EQUALS 100 YARDS	

FOREST

RIVER

CONTOUR LINE

FENS

ROAD

TAMARACK STAND

WATER

MAP OF THE KEEP

SCALE: ONE SQUARE EQUALS 10 FEET

BATTLEMENTS

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 + hiaher•	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

COST OF EQUIPMENT AND WEAPONS

Weapons

Item	Cost in gp
Axes:	
Battle Axe (two-handed)	7
Hand Axe	4
Bows:	
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
Daggers:	
Normal dagger	3
Silver dagger	30
Swords:	
Short Sword	7
Sword (normal)	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	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.

SAVING THROWS

Character Class	Type of Attack				
	Death Ray or Poison	Paralysis or Magic Wands	Turn To Stone	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®

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
Rations:	
Iron Rations (preserved food for 1 person/1 week)	15
Standard Rations (unpreserved food for 1 person/1 week)	5
Rope (50' length)	1
Sacks:	
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
2. Detect Evil
3. Detect Magic
4. Light
5. Protection from Evil
6. Purify Food and Water
7. Remove Fear
8. Resist Cold

Second level Cleric Spells

1. 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.

MAGIC-USER AND ELF SPELLS

First level 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

Second level 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

Third level Spells

1. Dispel Magic
2. Fire Ball
3. Fly

ARMOR CLASSES

Type of Armor	Armor Class
Clothing only	9
Shield only	8
Leather Armor	7
Leather Armor &Shield	6
Chain Mail Armor	5
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.

VARIABLE WEAPON DAMAGE

Damage	Weapon Type
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

WANDERING MONSTERS: LEVEL 1

Die Roll	Wandering Monster	No.
1	Acolyte (A)	1-8
	Bandit (N-C)	1-8
:	Beetle, Fire(N)	1-8
4	Dwarf(L)	1-6
5	Gnome (L)	1-8
6	Goblin(C)	2-8
7	*Green Slime(N)	1
8	Halfling (L)	3-18
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)	1-4
17	Sprite(N)	3-18
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
2	Berserker (N)	1-6
3	Cat, Mt. Lion(N)	1-4
4	Elf (L/N)	1-4
5	Ghoul (C)	1-6
6	Gnoll (C)	1-6
7	*Gray Ooze (N)	1
8	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
16	Snake, Pit Viper(N)	1-8
17	Spider, Black Widow(N)	1-3
18	Troglodyte (C)	1-8
19	Veteran (A)	2-8
20	Zombie(C)	2-8

WANDERING MONSTERS: LEVEL 3

Die Roll	Wandering Monster	No.
1	Beetle, Tiger(N)	1-6
2	Bugbear (C)	2-8
4	Carrion Crawler(N)	1-3
5	Doppleganger Driver (C) Ant(N)	28 16
6	*Gargoyle(C)	1-6
7	Gelatinous Cube(N)	1
8	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
19	Thoul (C)	1-6
20	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 l-l, 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 I, 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 1, 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 I, 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 I, 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.

Area g: 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 I, 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 I, hp 4 each, #AT I, 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 I, hp 3 each, #AT I, 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 II' 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 I, hp 3 each, #AT 1 or 1⁄2 for crossbows, Save F I, 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 + I, hp 6, #AT I, D 1-6. Save F I, 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 I, hp 5, #AT I, D 1-6, Save F 1, ML IO), 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 II, #AT I, D 2-7 due to Strength and skill, Save F 2, ML 9), 3 guards (AC 6, HD 1 +I, hp 7, #AT I, 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 I-I, hp 2 each, #AT I, 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 I-I, hp 4 each, #AT I, 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 I, D 1-8, MV (30'), Save F I, 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 bearskin he wears for protection. Because of his high strength, he hits opponents for 3-12 (1d10+2) points of damage (AC 4, HD 4 +I, hp 25, D 3-12, MV (30'), Save F 4, ML IO). 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 I 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 Is (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 + I, hp 5 each, #AT I, D 1-8, MV (30'), Save F I, ML 8) with d4 x 10 silver pieces each; 8 females (AC 7. HD 1, hp 4 each, #AT I, 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 armlet 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 1, 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 + 1, 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 + 1, 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 there-in. 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 + I, 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 + I, 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 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+ I, hp 14, MV (30'), Save F 3, ML 9) and 1 huge human – a seeming wildman, 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. southeast 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 weft 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 1, D 2-8, Save F 2, ML 8) and 5 females (AC 6, HD 1 + 1, hp 5 each, #AT 1, D 1-8, Save F 1, 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 1, D 2-8, Save F 2, ML 8) 11 females (AC 6, HD 1 +1, hp 5 each, #AT 1, D 1-8, Save F 1, 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 1, D 4-10 (2d4+2) due to his strength, Save F 3. ML 10), his two sons (AC 4, HD 2+1, hp 10 each, #AT 1, D 3-9 (2d4+1), Save F 2, ML 10) 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.

(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.)

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 1, D 1-8, Save F 1, 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

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 I, 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 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 I, hp 3 each, #AT I, D 1-6, Save F I, 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 un-moving 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 1, 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, furni-ture 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 lwo 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. Be-neath 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 1, 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 re-mains 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 alianment change,** and a silver dagger worth 800 gold pieces because of the gems set into its pommel*.

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 gnoll 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 I-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 crea-ture – 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.

CREDITS:

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

I. Brave	II. 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	I I	12	14	Cheerful, honest
2. Ftr	16	10	9	9	I I	15	Talkative, careless
3. Ftr	17	8	13	10	15	12	Brave, forgiving
4. Ftr	15	8	I I	14	16	6	Honest, wasteful
5. Ftr	18	10	7	I I	13	9	Kind, trusting
6. Ftr	14	8	10	13	17	I I	Helpful, forgiving
7. Ftr	13	10	6	10	14	17	Kind, dishonest
8. Thf	I I	12	8	14	I I	7	Prankish, rude
9. Thf	14	6	I I	16	12	10	Nosy, suspicious
10. Thf	8	9	11	17	8	16	Modest, careless
II. Cl	I I	10	14	8	13	9	Lazy, trusting
12. Cl	13	7	15	11	10	10	Friendly, wasteful
13. Cl	7	I I	17	9	16	8	Courteous, helpful
14. M-U	10	17	12	6	9	I I	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	II	II	II	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 co-operative. 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 over-burdened 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

1ST FLOOR

2ND FLOOR

SCALE: ONE SQUARE EQUALS 2 FEET
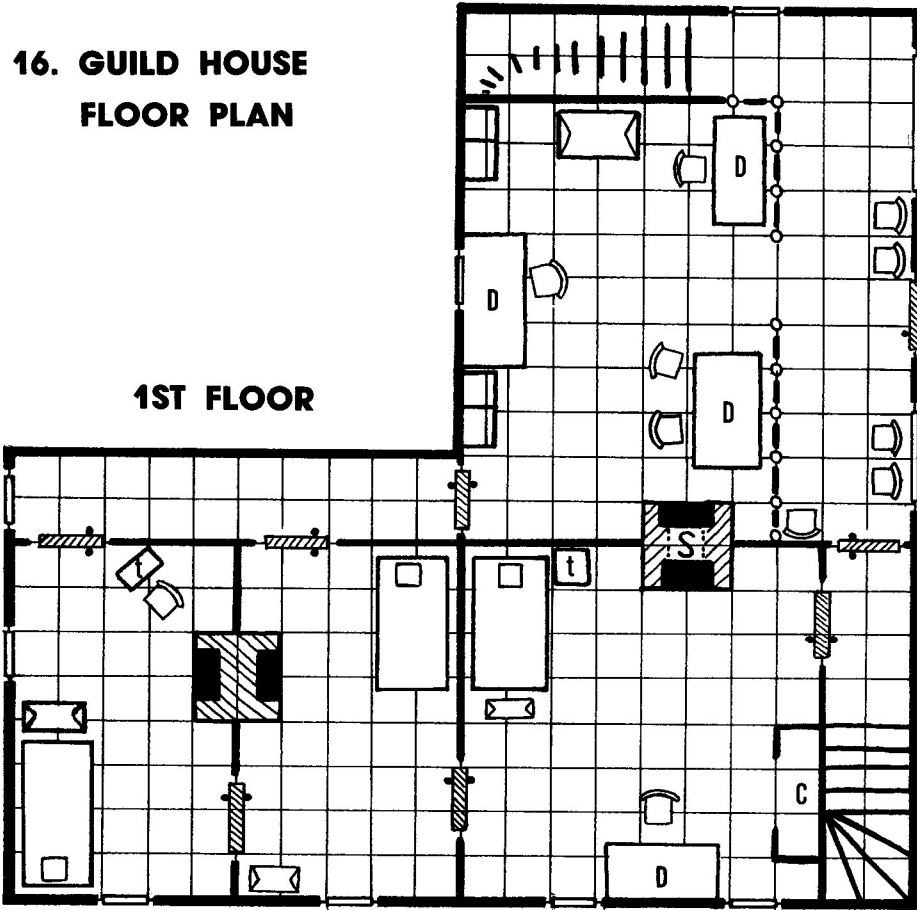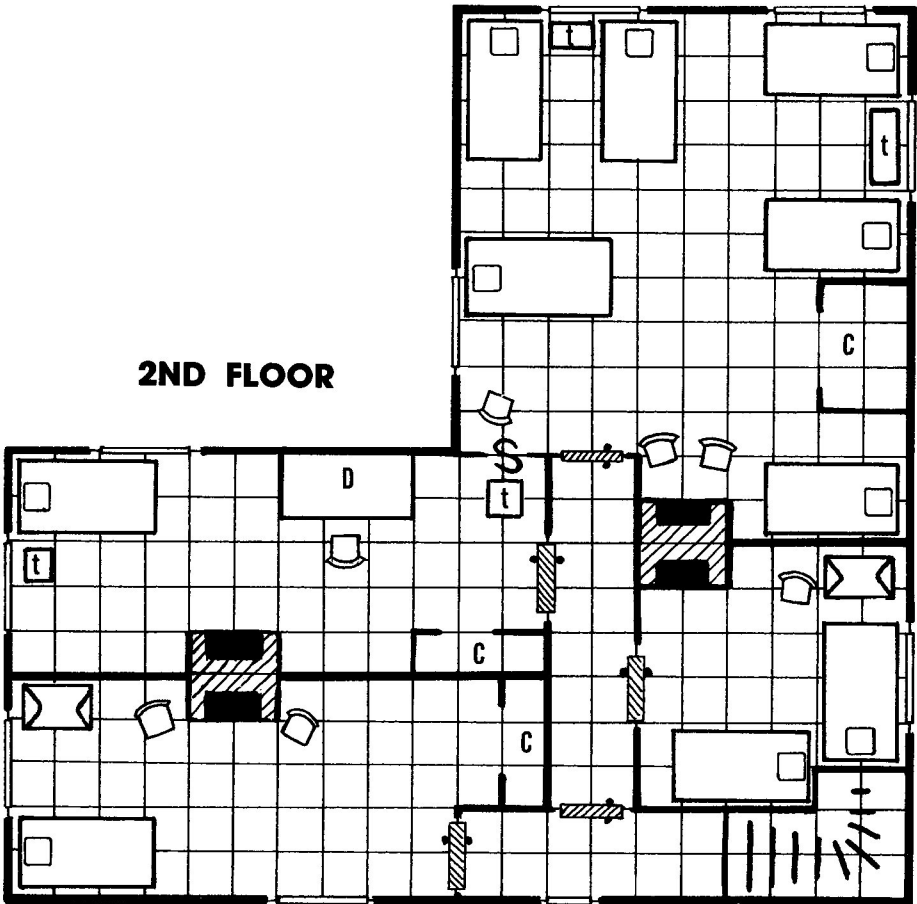
Symbol	Meaning
	DOOR
	WINDOW
	STAIRS UP
	STAIRS DOWN
	RAILING
	FIREPLACE
	CHAIR
	BED
	FILES
	CHEST
—S—	SECRET DOOR
D	DESK
C	CLOSET
t	TABLE

DRAW YOUR OWN FLOOR PLAN
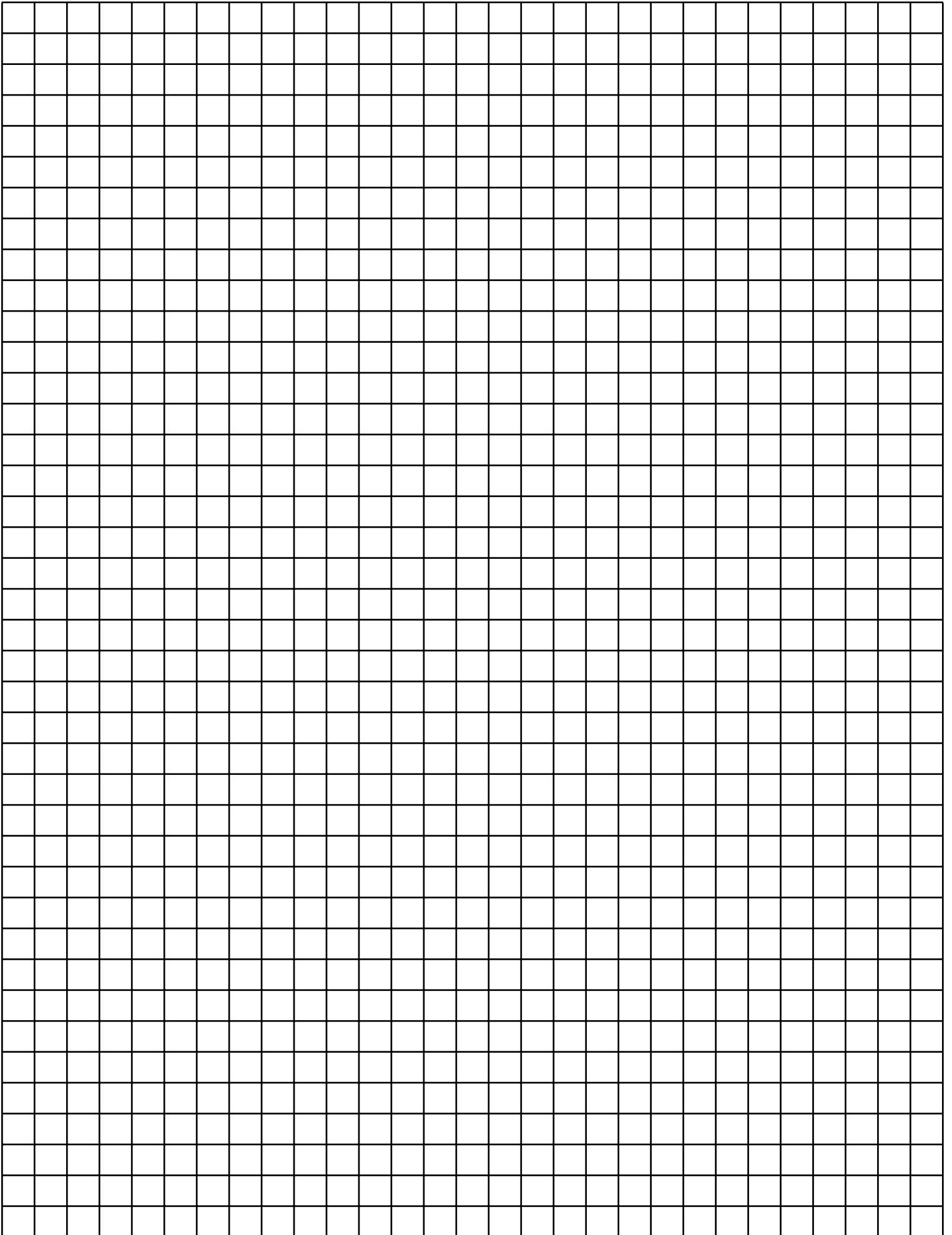
ADDITIONAL NON-PLAYER CHARACTERS

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.													
6.													
7.													
8.													
9.													
10.													
11.													
1 2													
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28.													
29.													
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	

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 currently available for use with the D&D® game system include:

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, Set 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 arraigning them 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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GATEWAY TO

TOP SECRET.

MONSTER M..

DUNGEONS & DRAGONS

DUNGEON MASTERS GUIDE

Divine Right

PLAYERS HANDBOOK

1981
TSR HOBBIES INC.

ADVENTURE

INDEX

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DUNGEONS & DRAGONS® BASIC SET

1011

When entering the world of fantasy role playing games, there is no better place to start than with the DUNGEONS & DRAGONS® Basic Set! Now even easier to learn and understand, the Basic Set includes everything players and Dungeon Masters [game-masters] need to begin adventuring. Complete rules, many monsters and treasures, and instructions for moderating and creating a myriad of adventures are all provided. Most importantly, a complete beginners' module — ready to play — is included with the game.

Along with all this is a set of 6 DRAGON DICE™ random number generators. Included are a 4-sided, 6-sided, 8-sided, 10-sided, 12-sided, and 20-sided die to handle all the random number needs of D&D® fantasy adventure game play.
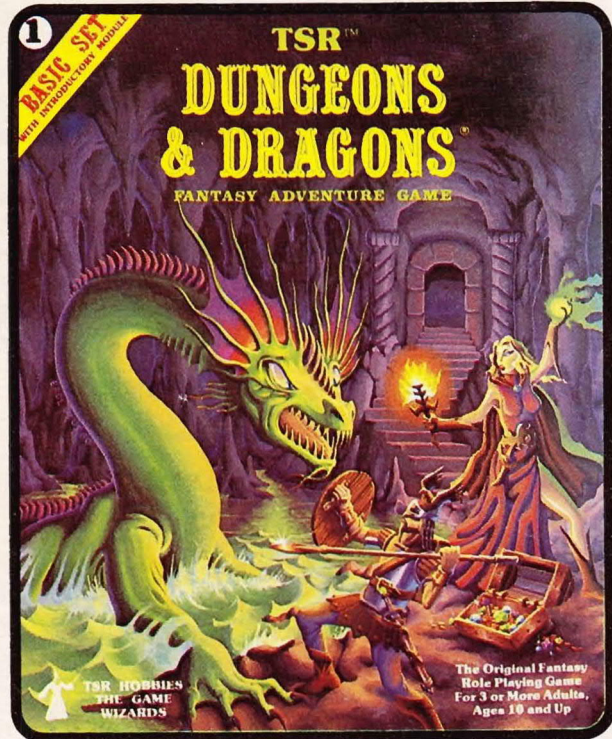
DUNGEONS & DRAGONS® EXPERT SET

1012

The newly-released Expert Set begins where the best-selling DUNGEONS & DRAGONS® Basic Set leaves off. Within the 64-page rulebook and its accompanying module are an assortment of monsters, magic spells, and treasures. The Expert Set expands upon the many possibilities of DUNGEONS & DRAGONS® Basic Set and includes an expanded treatment of wilderness, naval, and aerial adventures — as well as character advancement to greater levels of power and prestige! The game is a must for all those who have played and enjoyed the D&D® Basic Set.

DUNGEONS & DRAGONS® Expert Set is a carefully revised and edited portion of the Collectors Edition of DUNGEONS & DRAGONS® Fantasy Game Rules. Along with the Basic Set, it provides enthusiasts with the essentials of the Collectors Edition plus beginner and expert level modules in an easily read and understood form. The Expert Set includes a full set of DRAGON DICE™ Randomizers.
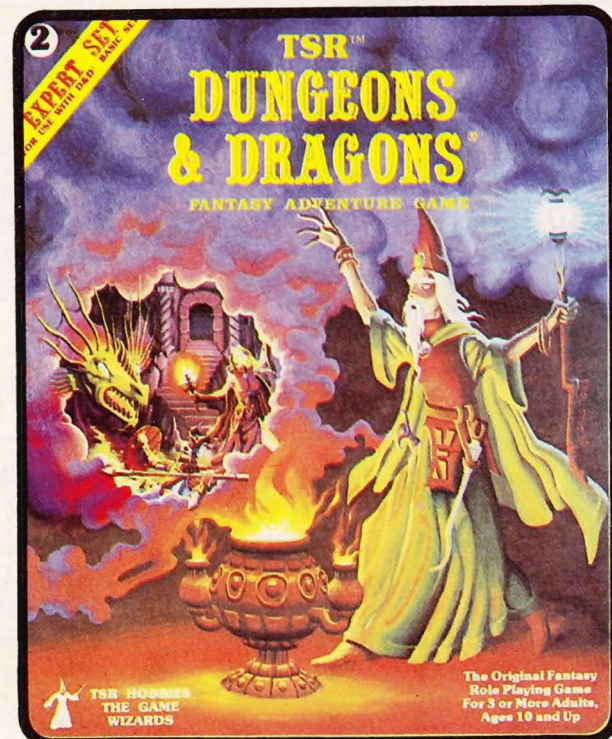
D&D® BASIC SET MODULES

THE KEEP ON THE BORDERLANDS
DUNGEON MODULE B2
9034
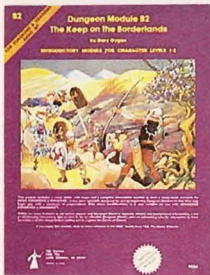
THE KEEP ON THE BOR-DERLANDS, like all B series modules, is designed specifically for first-time Dungeon Masters and players of the D&D® Basic Set. An exciting underground and wilderness setting provides plenty of adventure.

IN SEARCH OF THE UNKNOWN
DUNGEON MODULE B1
9023

This is the very first instructional module designed for use with the D&D® Basic Set, filled with plenty of advice for beginning players and DM's.

THE PALACE OF THE SILVER PRINCESS
DUNGEON MODULE B3
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COMING IN 1981

The newest of the instructional settings for the D&D® Basic Set.

D&D® BOOKLETS

DUNGEONS & DRAGONS®
BASIC BOOKLET
2014
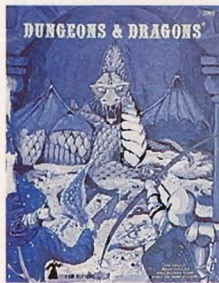
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DUNGEONS & DRAGONS® EXPERT
BOOKLET
2015

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D&D® EXPERT MODULES

COMING IN 1981

THE ISLE OF DREAD
DUNGEON MODULE X1
9043

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D&D® BASIC & EXPERT PLAYING AIDS
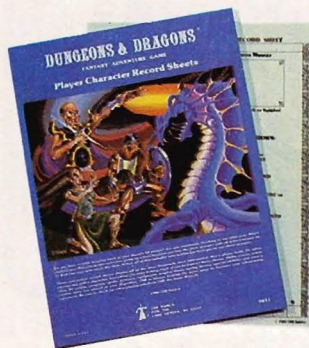
DUNGEONS & DRAGONS®
PLAYER CHARACTER RECORD SHEETS
9037

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DUNGEON MASTERS GUIDE
2011

This 240 page hardbound book presents the Dungeon Master with complete and detailed information on how to run an ADVANCED DUNGEONS & DRAGONS™ fantasy game in dungeon and campaign form. It is a cornucopia of information on all the aspects of AD&D™ fantasy games, and includes combat tables, monster lists and encounters, treasure and magic item tables and descriptions, random dungeon generation, suggestions on gamemastering, a glossary of game terms, an index, and much, much more. Like all of TSR's hardbound books, this volume features a full color cover, illustrations throughout, and the most durable binding available. It is truly a landmark work on the art of fantasy gaming.
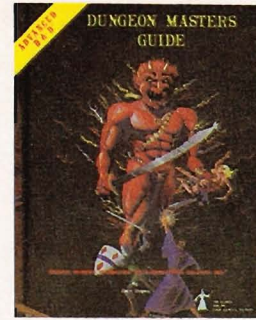
PLAYERS HANDBOOK
2010

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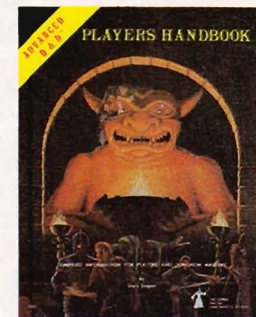
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2009

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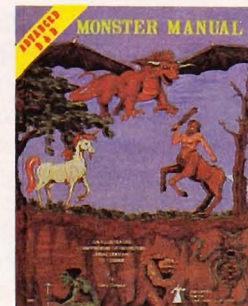
DEITIES & DEMIGODS™ CYCLOPEDIA
2013

The newest ADVANCED DUNGEONS & DRAGONS™ fantasy game hardbound volume is the DEITIES & DEMIGODS™ cyclopedia, burgeoning with details on the gods, heroes, and monsters of myth and legend. Over 15 different pantheons are presented to provide every Dungeon Master with game statistics and background information for use in all kinds of AD&D™ campaigns. The book lists such legendary figures as Zeus, Poseidon, Thor, and a host of lesser names — all ready to make an appearance in an AD&D™ fantasy game setting, with game statistics and an illustration accompanying each description.
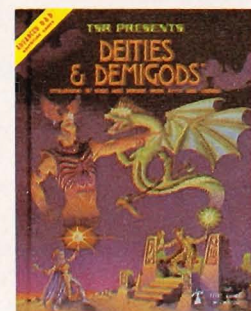
ADVANCED D&D™ PLAYING AIDS

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9024

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ADVANCED DUNGEONS & DRAGONS™ PLAYER CHARACTER RECORD SHEETS
9028
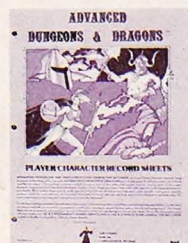
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DUNGEON MASTERS LOG
9036

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9030

In any ADVANCED DUNGEONS & DRAGONS™ fantasy game campaign, non-player characters abound. Keeping all of them close at hand is easy with the AD&D™ NON-PLAYER CHARACTER RECORDS. This booklet, like the other playing aids, is three-hole drilled for easy storage, and the individual sheets can be used for all types of characters. Tens of thousands of Dungeon Masters can't be wrong . . . . .
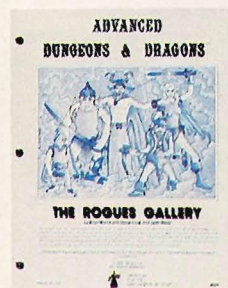
THE ROGUES GALLERY
9031

THE ROGUES GALLERY is a 48-page booklet presenting hundreds of pre-rolled characters for use in AD&D™ fantasy games. All character class types are covered, with a large assortment of random listings which give all the necessary information on abilities and special characteristics of each. Other commonly encountered groups are included, such as bandits, caravans, dungeon parties, and the like. An additional bonus is a section of detailed character vignettes which show players and Dungeon Masters how characters can develop, and provide some interesting possibilities for cameo appearances.

ADVANCED D&D™ MODULES

BEGINNING MODULES
THE VILLAGE OF HOMMLET
DUNGEON MODULE T1
9026

Every TSR™ module is a ready-to-play adventure setting. This popular module for beginners features a village and nearby dungeon for exploration, with maps and descriptive information.

G SERIES
G1-2-3 AGAINST THE GIANTS
9058

The G module presents a series of exciting adventures which can lead all the way through the D modules to Q1, if desired. The strongholds of hill, frost, and fire giants must be penetrated and ravaged to find clues to the greater mystery which threatens mankind.

D SERIES
D1-2 DESCENT TO THE
DEPTHS OF THE EARTH
9059

The D series stands alone, or as a sequel to the G module. Players probe the deep chambers of the earth to combat the evil Drow and the strange Kuo-Toa.

D3 VAULT OF THE DROW
9021

THE VAULT OF THE DROW brings the quest against evil to its very heart — the underground city where the dark elves coordinate their campaign against humanity.

Q SERIES
DUNGEON MODULE Q1
QUEEN OF THE DEMONWEB PITS
9035

Q1 stands alone or as a sequel to the G and D modules. The campaign against evil reaches its conclusion in a strange place on another plane that demands the utmost in adventurers' skill and daring.

COMPETITION SERIES
C1 THE HIDDEN SHRINE OF TAMOACHAN
9032

An ancient temple is the locale for this challenging test of players' skill — the scenario which was the AD&D™ fantasy game tournament at Origins '79. Includes a special illustrated booklet for use during play.

C2 THE GHOST TOWER OF INVERNESS
9038

The stolen Soul Gem within haunted Inverness Castle is the objective in this official tournament module from Wintercon VII.

SPECIAL SERIES
S1 TOMB OF HORRORS
9022

Here's one of TSR's best-selling — and most challenging — modules, a foray into a deadly wizard's crypt. Includes an 8-page illustration booklet.

S2 WHITE PLUME MOUNTAIN
9027

WHITE PLUME MOUNTAIN takes a party of intrepid adventurers inside an active volcano on a dangerous search for missing magic items.

S3 EXPEDITION TO THE BARRIER PEAKS
9033

TSR's most deluxe module brings adventurers face-to-face with science fantasy. Includes numerous maps and a 36-page illustration booklet, with color.

S4 DWELLERS OF THE FORBIDDEN CITY
9046

COMING IN 1981

The dreaded Forbidden City is the setting for module S4, as adventurers try to prevent the Yuan-Ti from unleashing their hordes upon an unsuspecting world.

SLAVERS SERIES
A1 SLAVE PITS OF THE UNDERCITY
9039

This module, the first in a series, starts a quest to end the evil actions of a ring of treacherous slave lords.

A2 SECRET OF THE SLAVERS STOCKADE
9040
A3 ASSAULT ON THE
AERIE OF THE SLAVELORDS
9041

COMING IN 1981

A4 THE DUNGEONS OF THE SLAVELORDS
9042

The A2, A3, and A4 adventures continue the quest which began with A1 and which together comprise the official AD&D™ fantasy game tournament from GenCon® XIII. The objective is to penetrate the citadel of the slave lords, solve the mystery of their actions, and put an end to their evil once and for all.

BOXED FANTASY GAMES

DUNGEON! ™

ADVENTURE GAME
1010

TSR's best-selling family fantasy game now has a whole new look! A big, brand new box holds the mounted gameboard and a colorful assortment of monster and treasure cards. Dice, markers and playing pieces are also included, along with a rules folder that is easy to read and learn. This is truly a game for all ages (8 and up), as children and adults alike enjoy its fast action and subtle strategies. Playable by up to 8 players, or solitaire.
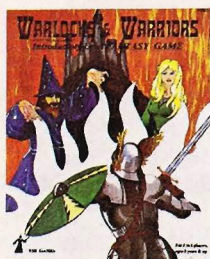
WARLOCKS & WARRIORS ™

FANTASY GAME
1003

WARLOCKS & WARRIORS™ fantasy game is an action-packed introductory level fantasy game for two to six players, ages 8 and up. Each player opts to take the role of a warlock or warrior in order to successfully escort a rescued princess through a wilderness fraught with peril. Beware the dragon's lair and demon maze!

Divine RIGHT ™

FANTASY GAME

1008

DIVINE RIGHT™ Fantasy Boardgame is a multi-player design that combines combat, diplomacy, and role playing. Each player attempts to build and hold together a fragile alliance long enough to defeat the others and win the game. But diplomatic treachery, powerful magic, and the fickleness of fate often intervene at will. It all adds up to an exciting and unpredictable game where the outcome is ever in doubt. Includes full color map, over 250 counters, rulebook, cards, and dice.
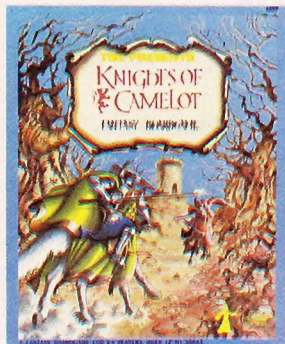
KNIGHTS OF CAMELOT ™

ADVENTURE GAME

1009

KNIGHTS OF CAMELOT™ Fantasy Boardgame is a multi-player design based on legendary Britain in the times of King Arthur. Player knights travel over land and sea to further the cause of virtue, chivalry, and courage — hoping to win the favor of King Arthur and a seat at his prestigious Round Table. Troublesome rivalries, unpredictable ladies, and dangerous monsters make the task a challenging but exciting one. Includes full color map, rulebook, cards, playing aid charts, and dice. For two to six players, ages 12 and up.

TOP SECRET™

ESPIONAGE GAME

7006

Set in the exciting modern world of espionage and intrigue, TOP SECRET™ Espionage Role Playing Game places players in the roles of individual agents, each seeking to further the aims of their "organization" while undertaking all sorts of dangerous missions. The risks are considerable, but the rewards can be great for those few who possess the necessary courage, skill, and resourcefulness. Contemporary real-life settings or the outlandish spy plots of movies and television provide plenty of action and excitement for every mission. The game comes with 64-page rulebook, introductory module and map folder, and set of percentile dice, all in a full color game box.

BOOT HILL™

WILD WEST GAME

7005

BOOT HILL™ Role Playing Game is TSR's popular game of the Wild West. Players become all sorts of legendary characters: lawmen, Indians, outlaws, bankers, or any other of the many possibilities. The action is fast and furious, with stagecoach robberies, cattle rustling, shoot-em-ups, and barroom brawls aplenty. Historical scenarios are also included for possible play, and a lengthy section gives game information for 100 of the most famous gunslingers of the Old West. Includes 36-page rulebook, campaign maps, and percentile dice.

GAMMA WORLD™

**SCIENCE FANTASY GAME
3002**

The devastated Earth of the far future is the setting for the GAMMA WORLD™ Science Fantasy Role Playing Game. Players are thrust into a world gone mad, as barbaric societies and mutated plants and animals threaten survival at every turn. Using their own wits and unique abilities, players must try to explore this dangerous new world where mutational powers and fragmented technology contend for superiority. It is a fascinating journey that will excite and challenge every player. GAMMA WORLD™ Science Fantasy Game includes a 56-page rulebook, campaign map, and polyhedra dice.
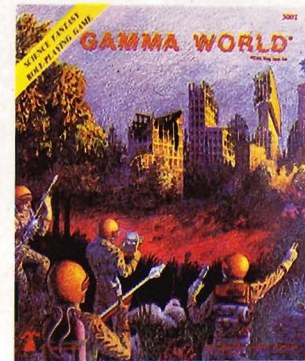
Fight in the Skies™

AERIAL COMBAT GAME

7003

The FIGHT IN THE SKIES™ boardgame allows you to bring all the excitement of a World War I dogfight right into your living room. Players take the roles of individual pilots and fly in any one of the many famous aircraft of the First World War, matching their skills in aerial battles which can range from treetop height to thousands of feet above the ground. Almost any number — from two on up — can play, and unique provisions for random combat allow for an infinite number of possible game situations. Players take their pilots through the rigors of combat in an effort to survive and gain the "kills" which will earn them the title of Ace. Do you have what it takes to match wits with the Red Baron? Includes game map, rulebook, aircraft data, maneuver cards, playing aid charts, and dice.
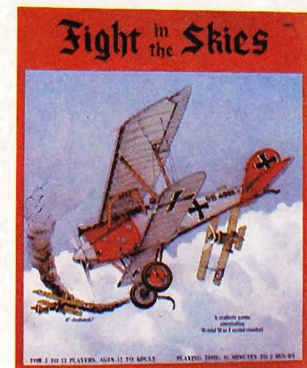
SNIT'S REVENGE!™

BOARDGAME
5006
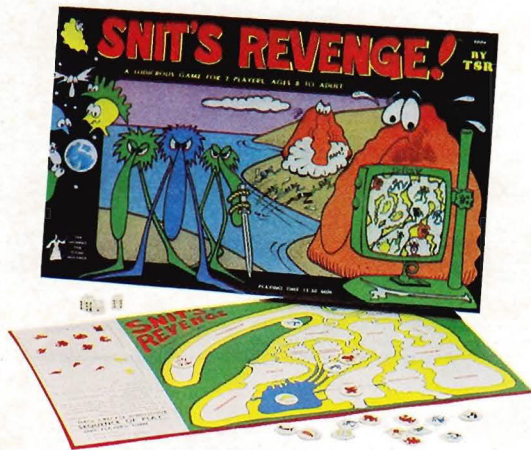
What a **crazy** idea! The SNITS REVENGE™ game is quite unlike any other you've ever played. It starts with its own cartoon, explaining the zany situation which leads to the game — the ongoing battle between the two-legged Snits and their arch-enemies, the Bolotomi. Since the Bolotomi love to smash Snits, the endangered creatures have found a way to fight back by invading the bodies of their bulbous adversaries in search of the elusive "spark of life". It's all more than a little preposterous, but subtle strategies make this more than just a simple game for kids (though they love it, too). Includes mounted gameboard, laminated playing counters, rules folder, and dice.

THE AWFUL GREEN THINGS FROM OUTER SPACE™

BOARDGAME
5007

If you've ever watched "The Late Movie", you'll certainly identify with THE AWFUL GREEN THINGS FROM OUTER SPACE!™ game. This wacky spoof of science fiction films pits a desperate crew — with fire extinguishers, pool cues, and cans of space food — against the growing horde of mysterious Green Things which threaten to take over their spaceship. There's even a robot caught up in the excitement! It all adds up to a game which requires skill and strategy, providing challenging fun for players of all ages, 8 and up. The big colorful box includes a cartooned instruction booklet, laminated playing counters, dice, and a mounted spaceship gameboard.
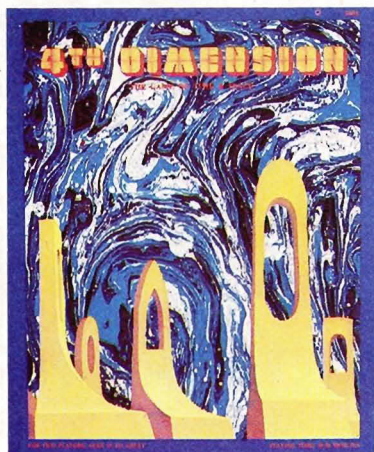
4TH DIMENSION

5004

4TH DIMENSION is the exciting game of pure strategy from TSR. Originating in Britain (where it was a smash success), 4D is easier to learn than chess, but possesses the same complex strategies. A circular playing board provides a novel twist for the battles between Rangers, Guardians, and the all-important Time Lord. But the most unique feature is the ability to "Time Warp", taking a piece out of play and bringing it back later — up to two moves away. This game could well be a future classic! Includes gameboard, specially molded plastic pieces, and rules folder.

DUNGEONS & DRAGONS®
COLLECTORS EDITION
2002

The three books comprising the Collectors Edition of DUNGEONS & DRAGONS® Fantasy Game Rules provide a complete set of rules for the D&D® player. Included in the trilogy are information on men and magic, invaluable material concerning monsters and treasures, and details necessary for the proper construction of underworld and wilderness adventures. The DUNGEONS & DRAGONS® Collectors Edition is specially suited to those players who prefer more freedom in the construction of their fantasy campaigns.

COLLECTORS EDITION SUPPLEMENTS

GREYHAWK
2003
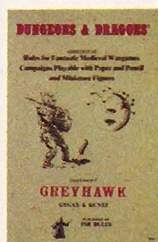
GREYHAWK is an extremely useful supplement to the DUNGEONS & DRAGONS® Collectors Edition, expanding and detailing combat systems and monster descriptions for use with the game.

BLACKMOOR
2004
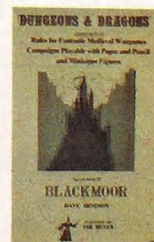
A follow-up to GREYHAWK, BLACKMOOR lists the monk and assassin character classes for D&D® fantasy games, and includes a sample dungeon, the Temple of the Frog.

ELDRITCH WIZARDRY
2005
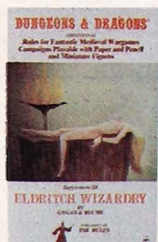
Introducing the druid class, psionics, and super powerful magic relics, ELDRITCH WIZARDRY has long been one of the most popular supplements to D&D® fantasy games.

GODS, DEMIGODS & HEROES
2006
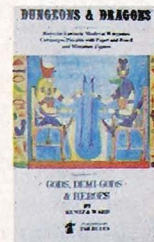
This DUNGEONS & DRAGONS® fantasy game playing aid lists the gods and heroes of the world's greatest mythologies. The Dungeon Master will find a full assortment of ten pantheons for use in campaigns.

SWORDS & SPELLS
2007

SWORDS & SPELLS is a set of rules for large scale fantasy miniatures battles compatible with D&D® fantasy games. The elements of melee, magic, morale, and monsters are all scaled for tabletop actions where fantasy armies clash.

CHAINMAIL
6002

CHAINMAIL, with its fantasy supplement, is the forerunner of D&D® fantasy games and all such games on the market today. This popular booklet outlines rules for tabletop medieval warfare with miniatures, harkening back to the days of knights in armor.

9

FANTASY GAME PLAYING AIDS
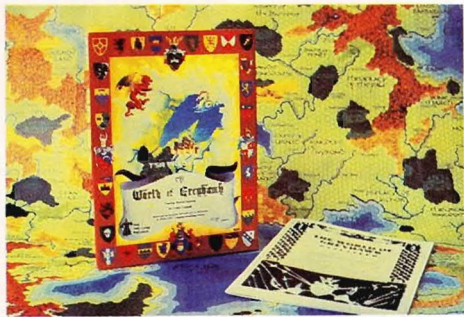
WORLD OF GREYHAWK™
FANTASY WORLD SETTING
9025

All of the modules and playing aids for AD&D™ fantasy games take on new meaning when they come to life as a part of THE WORLD OF GREYHAWK™ Fantasy World Setting. Now players and DM's can visualize the geographic locations of their adventures on two large, colorful maps. The 32-page booklet of background history and geographical information together with the gigantic maps create a complete fantasy world in which to base an endless variety of AD&D™ fantasy game campaigns.

DRAGON DICE™ AIDS
8004-8005

Random number generation of any kind becomes easy with DRAGON DICE™ aids, TSR's new sets of dice for all sorts of gaming! The polyhedra set (8005) is a collection of six different multi-sided dice most commonly used in role playing games like AD&D™ fantasy games, and the percentile set (8004) is a pair of ten-sided dice for many game applications. Both sets feature high impact durability and a special miniature storage and carrying case.

MONSTER & TREASURE BOOK
9047

The MONSTER & TREASURE BOOK puts 900 monsters and 900 treasures for D&D® fantasy games into an easy-to-use format for Dungeon Masters. Nine dungeon levels are given, with appropriate listings for each. Dungeon stocking and random encounters were never so simple, for beginners or veteran players alike . . . .

DUNGEON GEOMORPHS
9048

Entire dungeons can be created in minutes with DUNGEON GEOMORPHS! Dozens of ready-to-use map sections can be cut out and placed together in millions of possible combinations to construct an instant underworld for fantasy adventure.

HEX BOOKS
8007

TSR's hex book is a useful accessory for all kinds of gaming, and especially for Dungeon Masters. Approximately 60 sheets of quarter-inch hexes allow plenty of room for mapping during play and the construction of fantasy worlds.

FUTURE RELEASES:

Modules . . . .

MAD MESA — BOOT HILL™ Module BH1
RAPIDSTRIKE — TOP SECRET™ Module 002
LEGION OF GOLD — GAMMA WORLD™ Module GW1

Minigames . . . .

SAGA: THE AGE OF HEROES™ minigame
GALACTIC ARENA™ minigame
THEY'VE INVADED PLEASANTVILLE™ minigame
A minigame based on the legend of Count Dracula

COMING IN 1981

AMERICA'S PREMIER GAME CONVENTION
# GENCON® GAME FAIR

TSR Hobbies is proud to sponsor the GENCON® Game Fair, America's premier national gaming convention. Every August, thousands of enthusiasts from all across the country come to partake in a broad spectrum of gaming activities: historical simulations, fantasy and science fiction games of all types, traditional boardgames, and (of course) D&D® and AD&D™ fantasy games. There are four days of movies, demonstrations, tournaments, seminars, and manufacturer's exhibits. No one goes home disappointed — there's plenty happening every year, just as there has been since 1968.
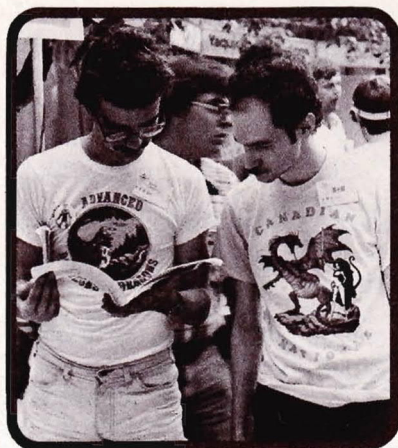
The GENCON® Annual Gaming and Trade Show is an extravaganza with a myriad of activities for all ages and interests. Whatever is stimulating, new, interesting, and innovative will be seen at the GENCON® show, and every year's convention is planned to be bigger and better than the last. If you're a gamer or hobby dealer, you shouldn't be missing the fun! For individual or dealer information, contact: GENCON® INFO, POB 756, Lake Geneva, WI 53147 (phone 414-248-8050).

All of the GENCON® convention's gaming fun is not located in the Midwest alone! TSR helps other regional organizations sponsor gaming conventions under the GENCON® convention banner — like the GENCON® SOUTH show (held each February in Jacksonville, Florida) and the GENCON® EAST convention (held in July in Cherry Hill, New Jersey). Individuals interested in attending these events — or clubs with convention experience interested in co-sponsoring them — should write for information to the address above.
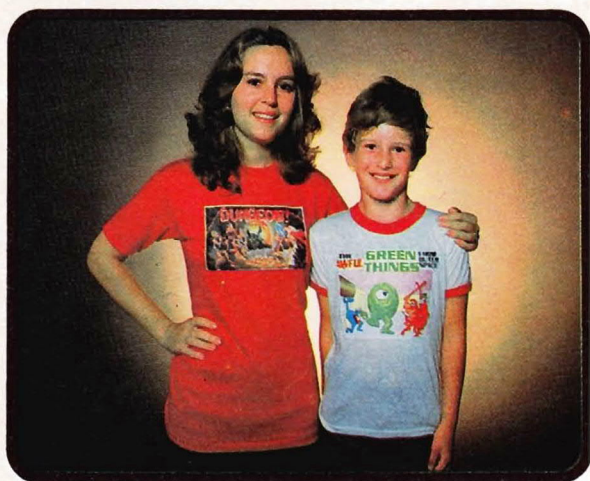
WHAT'S YOUR GAME?

Show your colors with official TSR™ T-shirts! Each one is a 50/50 blend of cotton and polyester fibers, featuring a full color reproduction of one of TSR's popular game or book covers. The shirts come in an assortment of colors and sizes, including two designs for kids. These shirts are **not** available in stores — only from the direct mail address on the back of this page. Start your own collection now!
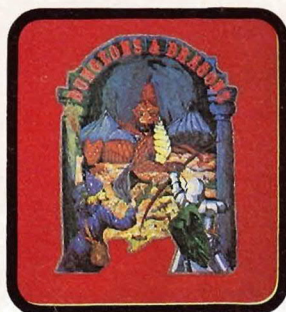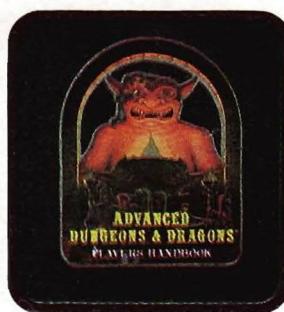
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CHILD
S-M-L

ADULT
S-M-L-XL

ADULT
S-M-L-XL

ADULT
S-M-L-XL

ADULT
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ADULT
S-M-L-XL

ADULT
S-M-L-XL

ADULT
S-M-L-XL

CHILD
S-M-L
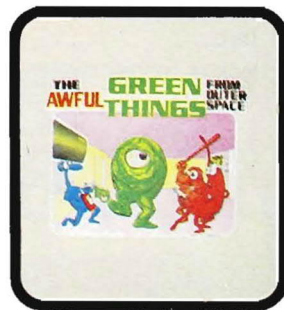
ADULT
S-M-L-XL

CHILD
S-M-L

ADULT
S-M-L-XL

T-SHIRT ORDER FORM

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	Child Medium	Lt. Blue	8838822202
	Child Large	Lt. Blue	8838822203
	Adult Small	Red	8838822173
	Adult Medium	Red	8838822174
	Adult Large	Red	8838822175
	Adult X-large	Red	8838822176

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	Adult Medium	Navy	8839322182
	Adult Large	Navy	8839322183
	Adult X-large	Navy	8839322184

AD&D™ DUNGEON MASTERS GUIDE design

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	Adult Large	Yellow	8839222191
	Adult X-large	Yellow	8839222192

AD&D™ PLAYERS HANDBOOK design

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	Adult Large	Black	8839122215
	Adult X-large	Black	8839122216

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	Adult Small	Red	8838922173
	Adult Medium	Red	8838922174
	Adult Large	Red	8838922175
	Adult X-large	Red	8838922176

DIVINE RIGHT™ design

Qty.	Size	Color	Part No.
	Adult Small	Navy	8839022181
	Adult Medium	Navy	8839022182
	Adult Large	Navy	8839022183
	Adult X-large	Navy	8839022184

TOP SECRET™ design

Qty.	Size	Color	Part No.
	Adult Small	Black	8839722213
	Adult Medium	Black	8839722214
	Adult Large	Black	8839722215
	Adult X-large	Black	8839722216

AWFUL GREEN THINGS™ design

Qty.	Size	Color	Part No.
	Child Small	White	8839522481
	Child Medium	White	8839522482
	Child Large	White	8839522483
	Adult Small	Tan	8839522221
	Adult Medium	Tan	8839522222
	Adult Large	Tan	8839522223
	Adult X-large	Tan	8839522224

FIGHT IN THE SKIES™ design

Qty.	Size	Color	Part No.
	Adult Small	Lt. Blue	8839622205
	Adult Medium	Lt. Blue	8839622206
	Adult Large	Lt. Blue	8839622207
	Adult X-large	Lt. Blue	8839622208

SNITS REVENGE™ design

Qty.	Size	Color	Part No.
	Child Small	Lt. Blue	8839422201
	Child Medium	Lt. Blue	8839422202
	Child Large	Lt. Blue	8839422203
	Adult Small	Lt. Blue	8839422205
	Adult Medium	Lt. Blue	8839422206
	Adult Large	Lt. Blue	8839422207
	Adult X-large	Lt. Blue	8839422208

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3. YEARS OF EDUCATION: a☐ 0-8 b☐ 9-12 c☐ 13-14 d☐ 15-16 e☐ 17+

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5. DID YOU RECEIVE THIS PRODUCT AS A GIFT? a☐ Yes b☐ No

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e☐ Discount Store f☐ Mail Order g☐ Other _____

8. WHAT PROMPTED THE PURCHASE OF THIS PRODUCT? (Check as many as apply) a☐ Friend's recommendation
b☐ Played it before c☐ Saw on display in store d☐ Manufacturer's Name e☐ Store clerk's recommendation
f☐ TV advertising g☐ Magazine advertising h☐ Price i☐ Magazine/Newspaper articles j☐ Packaging

9. DID YOU SEE A TV COMMERCIAL FOR THIS PRODUCT? a☐ Yes b☐ No

10. DID YOU SEE A MAGAZINE AD FOR THIS PRODUCT? a☐ Yes b☐ No

11. WHAT TYPES OF TV SHOWS DO YOU MOST ENJOY (Check as many as apply)
a☐ Situation Comedy b☐ Science Fiction c☐ Police/Detective d☐ Feature Film e☐ Sports Events f☐ Adventure/Fantasy
g☐ Suspense/Mystery h☐ Western Drama i☐ Cartoons j☐ News/Human Events k☐ Other _____

12. WHAT TYPES OF MAGAZINES DO YOU READ MOST? (Check as many as apply)
a☐ Hobbies and Craft b☐ Science Fiction c☐ Humor d☐ Gaming e☐ Comic Book f☐ Leisure g☐ Sports
h☐ General News & Business i☐ Science j☐ Other _____

13. HOW WOULD YOU RATE THE FOLLOWING?

	Excellent	Adequate	Poor
Quality of the components used in game	a☐	f☐	k☐
Attractiveness of the game box	b☐	g☐	l☐
Clarity of the game rules	c☐	h☐	m☐
Length of the game rules	d☐	i☐	n☐
Overall quality of the game	e☐	j☐	o☐

14. WHAT OTHER TSR PRODUCTS DO YOU OWN?
a☐ DUNGEON!® Fantasy Board Game
b☐ DUNGEONS & DRAGONS® Basic Set
c☐ DUNGEONS & DRAGONS® Expert Set
d☐ ADVANCED DUNGEONS & DRAGONS® products
e☐ MODULE(S)
f☐ GAMMA WORLD™ Science Fantasy Game
g☐ TOP SECRET™ Espionage Game
h☐ BOOT HILL™ Wild West Adventure Game
i☐ DRAGON™ Adventure Gaming Magazine
j☐ PLAYING AIDS/ACCESSORIES
k☐ Minigames

15. WOULD YOU LIKE TO READ DRAGON™ MAGAZINE ABOUT DUNGEONS & DRAGONS® GAMES AND OTHER ADVENTURES? a☐ Yes, please send information b☐ I already subscribe c☐ No

16. WOULD YOU LIKE TO BELONG TO THE ROLE PLAYING GAME ASSOCIATION (RPGA™)?
a☐ Yes, please send information b☐ I already belong c☐ No

17. WOULD YOU ATTEND A GEN CON® NATIONAL GAMING CONVENTION IN ANY OF THE FOLLOWING AREAS? (Check as many as apply) a☐ Wisconsin b☐ Florida c☐ California d☐ East Coast e☐ Texas f☐ Canada

18. MAY WE SEND YOU FURTHER INFORMATION FORMS SO THAT WE CAN BE BETTER INFORMED OF YOUR INTERESTS, AND OF YOUR OPINIONS OF FUTURE TSR PRODUCTS? a☐ Yes b☐ No

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Interests

		Game Master		Player
☐	D&D® games _____	☐	_____	☐
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☐ Do NOT include my name and address in the RPGA™ Network Directory.

DUNGEONS & DRAGONS ®
FANTASY ADVENTURE GAME *BASIC SET*
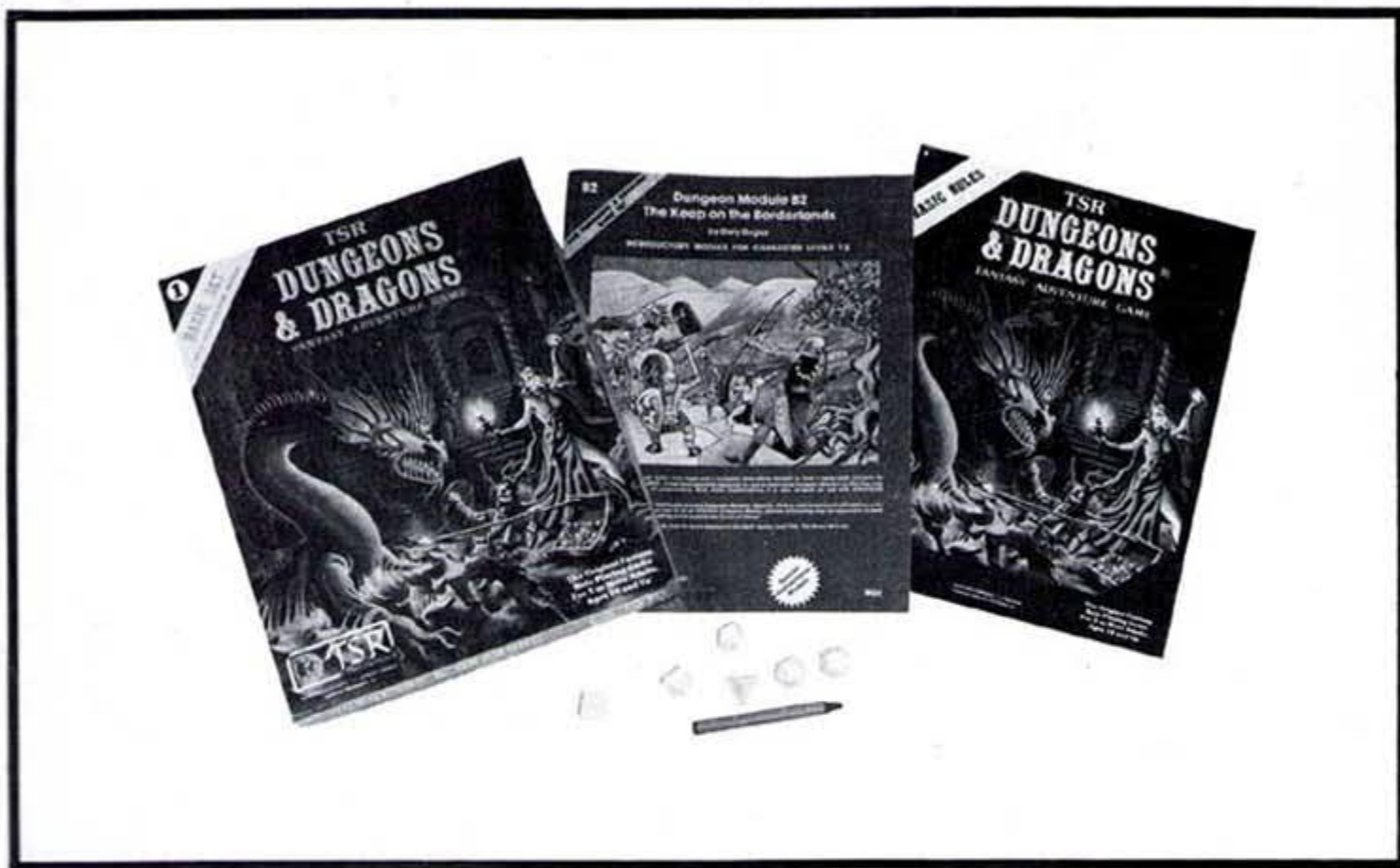
Fire and smoke surround you as you swing your sword and land a mighty blow upon the dragon's head. The great creature crashes to the ground with a thud.

The treasure lies only a short distance past the dragon's body. Your eyes gleam. Riches beyond your wildest dreams await you. You race forward to claim your prize, heart pounding in anticipation. From nowhere a huge man dressed in black armor steps out in front of you, blocking your way. The treasure is no more than an arm's reach behind him.

"None shall pass!" he warns.

"What do you want to do now?" asks the Dungeon Master.

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DUNGEONS & DRAGONS® Fantasy Adventure game is probably unlike any other game you've played before.

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DUNGEONS & DRAGONS fantasy game is the original "role playing" game and it is now easier than ever to play. The rules are easy to read and understand and have been specially organized for new players. Anyone can join in a D&D adventure.

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