

Dungeons & Dragons®

ADVENTURE GAME



The Adventure Begins Now

Includes Everything You Need to Play

Read This First!



This box contains everything you need to play the *DUNGEONS & DRAGONS*[®] *Adventure Game*. Read this sheet before you go on to the other components.

What is the D&D[®] Game?

This fantasy adventure game provides the basic rules so that you and your friends can participate in interactive stories. Players take on the roles of mighty heroes—fighters, thieves, wizards, and priests—and use imagination, the game rules, and dice to determine the outcome of epic quests and dangerous adventures. One player takes on the special role of Dungeon Master (or DM), who controls the pace of the story and referees the action along the way.

What's In This Box?

Rules Book: Everyone should read up to page 13 of this book to learn how to play the game. The rest of the book contains information that's just for the Dungeon Master, such as how to be a good DM, creating random dungeons, and a selection of monsters that inhabit the D&D world.

Adventures Book: This book contains details on the town of Haven and presents three ready-to-play scenarios. This book should only be read by the DM.

Hero Folders: There are eight *Hero Folders*, each containing a different character. Each player may read these and select a hero to play.

DM Screen: This screen features the town of Haven on one side and important charts and notes for the Dungeon Master's use during a game session on the other.

Adventure Dice: The dice used in the game. There are six dice of different shapes, each with a different number of sides—4, 6, 8, 10, 12, and 20.

What Should You Do First?

- **Step One:** Select a Dungeon Master. This can be the owner of the game or whoever is most interested in taking on this important role. If parents are playing with their kids, this is a great role for mom or dad.
- **Step Two:** The DM must read the *Rules Book* and the first adventure in the *Adventures Book* before the first game session begins.
- **Step Three:** Gather a group of friends or family. The game can be played by two to nine players, but it works best with a DM and three to five other players.
- **Step Four:** Let the players select characters from among the *Hero Folders*.
- **Step Five:** Start playing! You can learn the game rules as you go along, or you can let everyone read through pages 1–13 of the *Rules Book*. The first adventure, "Mystery of UnderTown," starts right in the middle of the action and is a great place to begin!

Dungeons & Dragons[®]

ADVENTURE GAME

Rules Book



Here There Be Dragons . . .

. . . and other magical beasts! This is the DUNGEONS & DRAGONS® game. It's a game full of fantastic locations, strange creatures, enchanted items, hordes of treasure, and monsters . . . lots of monsters!

Read the next section before you do anything else with these items.

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What is D&D?

Imagine an ancient place in an ancient time; a world much like ours was, long ago, when armored knights carried gleaming swords, stone castles rose from wooded hills, and thatched cottages dotted the land.

Imagine that in this place, fabled beasts and monsters of all descriptions exist, prowling the dark forests and haunting the deepest dungeons.

Imagine that magic really works, that faerie folk such as elves, dwarves, and halflings live side by side with humans, and that modern conveniences have not even been dreamed of—let alone invented—in this long-ago place.

The DUNGEONS & DRAGONS game lets you explore this imaginary world of epic quests. All you need is this game, a couple of willing friends, and your imagination.

The game requires a minimum of two players or as many as nine players, but it works best with a group of five. Each player pretends to be an *adventurer*, an imaginary character who lives in this medieval fantasy world and gets by with a sharp sword or a handy magical spell.

With the D&D game, you get to participate in the ultimate interactive story—a story where you get to determine what happens next by the actions your adventurer takes. These stories, called *adventures*, can be dramatic, funny, scary, mysterious, action-packed, or any combination of these elements. How do the adventures end? That's the best part of a D&D game; the ending isn't determined until the adventurers (your characters) get there!

The Players

Imagine this long-ago time once more and picture yourself as a poor but ready hero, eager to strike out on your first exciting quest. You will encounter other adventurers like yourself, and together you will explore the unknown

land beyond the village where you grew up. You will fight monsters, discover hidden treasures, and grow more powerful, famous, and rich with every quest you complete!

The players play the roles of mighty adventurers, heroic characters who inhabit the ancient time of epic fantasy. These heroes include stalwart fighters, brave priests, cunning thieves, and powerful wizards. It's kind of like acting, except everything happens around the gaming table. You don't have to stand up and deliver lines or perform stunts; you just have to find a comfortable seat wherever you're playing, explain what your character is doing, and roll some dice. The scene plays out in your imagination and in the imaginations of the other players.

One player gets a special role in the game. This player, called the *Dungeon Master* (or


DM), controls the pace of the story and referees the action along the way. The DM is vital to every D&D game and someone must agree to be the DM for every game session.

Read the next section to learn how to play the D&D game. After that, players should select characters from the *Hero Folders*. The rest of this book (starting with the section entitled "For the DM Only") and the *Adventures Book* should only be read by the player who's going to be the DM.

Playing the Game

In the D&D game, the Dungeon Master and the other players get together to create a story. The DM begins an adventure with one of the scenarios presented in the *Adventures*





Book or with one of his or her own devising. The scenario provides a basic plot for the adventure; how the story develops depends on what the players have their characters do.

The other players each take one of the *Hero Folders*. These contain ready-to-play characters, complete with game statistics; weapons, armor, and other equipment; and other pertinent data about each character.

An adventure scenario contains a background for the adventure, a map of the “dungeon” in which the adventure takes place, and bits of text the DM reads out loud that either sets the mood or describes what the heroes see in a specific location.

After the DM presents the read-aloud text, the players can ask questions and tell the DM what they want their characters to do. It’s the DM’s job to tell the players what their characters see and hear, explaining what happens after each character performs an action. Here’s an example:

DM: You see a dagger jutting from the pile of trash in the corner.

Player: I pick up the dagger.

DM: Its hilt is intricately carved in the shape of a dragon’s head. The handle is warm to the touch, and the jeweled eyes glow.

Player: Hmm, that doesn’t sound too good. I drop it back into the trash pile.

DM: You try, but the dagger refuses to leave your hand. . . .

Winning

The D&D game isn’t like any other game you’ve ever played. You don’t win by beating the other players. Instead, there are a lot of different ways to “win the game.”

The first way to win is to help the entire group tell a fun and exciting story. You can either successfully complete the adventure

or you can fail miserably, but if everyone has a good time and you create a story that everyone is going to remember, then the group wins.

Each adventure has a different “victory condition.” Sometimes “winning” is just the heroes escaping from the dungeon in one piece. Other times, the adventure may call for a specific goal to be accomplished or a specific monster to be defeated.

Individual players win when their characters defeat monsters and villains, gain treasure and experience points, and increase their personal power and reputation. It’s also satisfying to create a personality for your character that grows and develops over time.

That’s the other cool thing about the D&D game—each adventure is just one tale in the continuing saga of your hero characters. Sure, you can play once and have a great time, but the real excitement comes from watching your character improve and get better from one adventure to the next. For example, if your wizard finds a scroll full of spells in one adventure, she can keep it and use it in the next adventure!

The Dice

There are six dice in this box. Each die is a different shape and has a different number of sides.

These dice help determine the outcome of actions in the game. If a player wants his or her character to try something (attack a monster, disarm a trap, break open a locked door, etc.), the dice are used whenever the action isn’t a sure thing.

The dice used in the D&D game are described below. How to use them will be explained shortly.

d4: A die with four sides, numbered from 1 to 4.

d6: A die with six sides, numbered from 1 to 6.

d8: A die with eight sides, numbered from 1 to 8.

d10: A die with ten sides, numbered from 1 to 10.

d12: A die with twelve sides, numbered from 1 to 12.

d20: A die with twenty sides, numbered from 1 to 20.

The Hero Folders

Each player selects one of the *Hero Folders*. Each *Hero Folder* details one D&D character. Here's what you'll find on each four-page folder:

Name: The hero's name.

Player: Write your name here so everyone knows who's running this character.

Class: All D&D characters belong to a general class. The class helps define a character, providing advantages that characters of other classes don't have.

- **Fighters** are warriors, trained to use their great size and strength to best advantage. Fighters generally use swords, shields, and metal armor. They believe in hacking and slashing their way to fame and fortune.
- **Paladins** are a special kind of fighter. They are holy warriors dedicated to a specific cause or faith. Their unyielding belief gives them limited healing powers and some resistance to evil creatures.
- **Priests** are dedicated to a holy mission, using spells to heal and weapons to defend the weak. They travel the land, proclaiming their faith with every quest they accept and every monster that they banish.
- **Thieves** are fast of foot, nimble of fingers, and sneaky like you would not believe.

They aid an adventuring party by finding traps, picking locks, and doing stealthy things. Thieves rarely steal from their companions, but they have been known to swipe valuables from the evil rich of that long-ago time.

- **Wizards** are highly intelligent but physically unimposing. Long years of magical study have left them unable to use most weapons but have made them powerful spellcasters. Magical spells are their tools and trade, their weapons and defenses.

Race: In the D&D game, characters belong to different races. Most characters in our imaginary world are humans, but there are also dwarves, elves, and halflings roaming the land.

- **Humans** look just like us and come in all the regular sizes and colors.
- **Dwarves** are usually short and stocky,





born to underground settings and fond of gold and gems. They tend to be serious, hard working, and somewhat gruff. Strong of body and good with tools, dwarf heroes gravitate toward careers as fighters.

- **Elves** are slightly shorter and slimmer than humans, born to forests and possessed of a great love for nature. They tend to be creative, expressing their artistic impulses through song, dance, poetry, or a musical instrument. Considered frivolous and aloof, they find magic and swordplay fascinating; elf heroes tend to combine fighters and wizards into a less powerful but more versatile expression of the two.
- **Halflings** are shorter and less stocky than dwarves, born to valley and meadow villages. Generally open and outgoing but possessed of great curiosity, halflings are brave and cunning. They enjoy good living, rough humor, and interesting conversation. When the adventuring mood falls upon halfling heroes, they often call upon the thieving skills to aid them.

Level: This is a measure of how experienced a character is. Because heroes in a D&D game can be used in multiple adventures (kind of like a saved computer game or characters in a movie sequel), they can get better over time. The higher the level, the more experienced and powerful a hero is.

Ability Scores: These numbers form the base of a character's description. They can range from 3 to 18, and just like real life, characters will be better in some things and less so in others. There are six abilities:

- **Strength** shows how physically strong a character is.
- **Dexterity** shows a character's physical quickness.
- **Constitution** is a character's physical toughness and endurance.
- **Intelligence** determines how smart a character is.

- **Wisdom** is a measure of a character's common sense.
- **Charisma** shows how appealing a character is.

Fighters have high Strength and Constitution scores, priests have high Wisdom scores, thieves have high Dexterity scores, and wizards have high Intelligence scores.

Armor: The protective gear a character possesses.

Armor Class: A rating of how hard it is to successfully attack a character. Lower is better.

Move: This number shows how fast a character can move.

Hit Points: These measure the amount of damage a character can withstand before dying.

Wounds: Record hit points lost to damage here. When a character's wounds exceed his or her hit point total, the character dies and is out of the game.

Gold: In the long-ago land portrayed in the D&D game, gold pieces are used as money. Record any gold your character earns here.

XP: Record any eXperience Points your character earns here, adding it to the number shown for his or her starting level. When the total equals or exceeds the next level number, your character achieves a new experience level.

Weapons: This shows the types of weapons each character owns and how much damage each weapon can inflict on a successful attack. The damage rating is shown as a type of die—1d8 or 1d6, for example.

Special Abilities: Characters have different abilities depending on their class, race, or ability scores. These are covered here.

Equipment: This lists the important items a character possesses. Ordinary things like cloaks and boots aren't mentioned, but

useful items such as ropes and torches are.

Spells: Some characters have either magical or priestly spells that they can call upon. These are listed here.

Saving Throw: A special die roll that is used when a character must resist something, like the effects of a spell or poison.

THACO: A rating of a character's chance of hitting a foe in combat.

The fantasy world and characters we're talking about here are *imaginary*. As such, we make a big distinction between players and characters. They are not the same! You are a player. You describe the actions of an imaginary character. This is important for many reasons. In game play, for example, you may know things your character does not—and vice versa! Keep the two separate for maximum fun and game clarity.



Game Rules

There really aren't a lot of rules involved in the D&D game. It all comes down to how characters move, fight, perform actions, cast spells, and gain experience. For everything else, we have a Dungeon Master. If something comes up that isn't specifically covered by these rules, the DM decides what to do.

Using the Dice

Whenever a character wants to do something important, the DM calls for a die roll. Important activities include fighting or performing game-related activities. The DM won't make you roll dice if your character wants to walk across a room, but if your character tries something that isn't a sure thing (attacking a monster, picking a lock, etc.), the dice are used to add that element of suspense and excitement the game requires.

Most actions in the game require the roll of the twenty-sided die (d20). The other dice

are used to determine damage and for a few select actions, as described later.

The short way to refer to the dice is d4, d6, etc. If you have to roll more than one die of a particular type, you'll see a number in front of the notation, like this: 2d4. This one means you need to roll two four-sided dice and add the results together.

You will also see this kind of notation: 2d4+3. This means you roll two four-sided dice, add them together, then add an additional three points to get the result. Weapon or monster attack damage might look like this, for example.

Time in the Game

Time is very flexible and should be used to help advance the story. The DM can move time along as he or she sees fit to get on to the "good parts" of the story. "Three days pass as you travel along the road. . . ." for example, or "Six hours after nightfall, your

camp is attacked by howling beasts. . . .” are ways the DM might do this.

In combat situations, time is measured in *rounds*. A character can do one thing in a round—attack a monster, cast a spell, pick a lock, etc. The DM can decide if a simple action takes one round (drinking a potion) or several rounds (searching a dead body), depending on the situation.

Moving

We measure how far a character can move by his or her move number. Each point of movement indicates that the character can walk 10 feet in a cautious manner in a single round. So, a hero with a movement rate of 12 can walk up to 120 feet in a round. Characters can also move up to half their total movement and attack once in the same round.

Running doubles movement totals, but a running character can't do anything else in that round. When running in an unexplored dungeon, a hero might miss spotting traps or wind up lost just to gain a little speed. This could be very bad for the hero. . . .

Fighting

Sooner or later, your characters will be confronted by a monster that refuses to negotiate or flee. When this happens, it's time for your characters to draw their weapons and take the battle right to the monsters! When characters attack, the players roll dice to see when and if they hurt the monsters. When the monsters (or other characters not controlled by the players) strike back, the DM rolls.

The DM controls the actions of the monsters. The DM can decide to have monsters gang up on one character, or fight them all separately. The DM decides when the monsters flee from the battle—or stay to fight until the bitter end!

Remember, the point of the game is to have fun. The DM isn't the players'

opponent. It's not the DM's job to try to kill the characters. The DM's job is to fairly determine the consequences of the characters' actions and use common sense to make the monsters behave in reasonable ways.

How does combat work? Well, let's imagine that our adventuring party is moving cautiously down a dark dungeon corridor. Suddenly, three small humanoids with red skin and yellow eyes burst into the small ring of light thrown by the torch one of the heroes carries.

Who Goes First? Each side rolls a d10. One player rolls for the adventurers, and the DM rolls for the monsters. The side with the lower roll goes first. This side has the *initiative* over the other. If the rolls are tied, roll again.

Then What? Okay, we know who has initiative. Now the side with initiative takes its





actions. Let's assume that the heroes are going first. The DM goes around the table and, in turn, asks each player what his or her character is going to do. If a character is doing anything other than casting a spell, resolve the action immediately. If a character is casting a spell, have the player say which spell and then wait until the end of the round.

(If the heroes were expecting trouble, they probably already have weapons in hand. If not, they have to spend their first round drawing a weapon.)

After all attacks and actions for the side are resolved, spellcasting is resolved. (See below.)

Then the DM gets to make an attack roll or perform an action for each of the monsters still in the fight.

Here's how to make an attack roll. Each character has an attack number, listed as the THAC0 (the number needed To Hit Armor Class 0). Roll a d20. Subtract the die roll from the character's THAC0 number. If the result is less than or equal to the target's Armor Class, the attack hits.

Example: Elanna's player rolls a 15 on the d20. Her THAC0 is 19. $19 - 15 = 4$. Elanna hits any target that has an AC of 4 or higher (4, 5, 6, 7, etc.).

What if Elanna's player had rolled a 20? $19 - 20 = -1$! That's a great roll! It means that Elanna would hit a monster with an Armor Class as good as -1.

If the attack is successful, roll for damage (every weapon and monster has a damage code, usually expressed as 1d8, or 2d4, etc.). Write the total in the wounds space on the Hero Folder or on scrap paper for the monster. When the wounds total exceeds the number of hit points the hero or monster has, it dies.



If the monsters had won the initiative, they'd attack first. Any spellcasters in the adventuring party that are successfully attacked can't cast spells that round. Instead, they should try to get away from the monsters or use weapons to attack the monsters directly.

What Else Can A Character or Monster Do? Quite a bit. During a round, a character or monster can move normally, move half the normal distance and attack, try to run away (at twice the normal move), bind the wounds of a companion, change weapons, pick up or drop an item, use a special ability, drink a potion, or just stand around and watch the battle.

Magic Happens Last. After all other actions on a side have been resolved, go back and determine the effects of any spells that side cast. Why do spells occur after all other actions? Because it takes time to perform the



complicated gestures and say the enchanted words necessary to cast a spell. Note that during a round in which a spellcaster loses initiative (goes after the other side), he or she cannot cast a spell if successfully attacked that round, because the damage inflicted on the wizard disrupts his or her concentration.

Go On To The Next Round. That's the end of the first round of combat. If there are still characters or monsters left on both sides who want to fight, the combat continues. Repeat these steps every round until one side is defeated, runs away, or surrenders.

Death. Characters and monsters in the D&D game die. The potential for a hero to die lends the game drama and a sense of danger for the players' characters. A dead character can mean the end of an adventure, but it's not the end of the game! Just grab a different Hero Folder or change the name of your departed character and you can start over with this new hero. (You might have to wait until the other adventurers get back to town for the character to logically join them, but otherwise it's as easy as that.)

When a monster drops to 0 hit points or below (its wounds equal or exceed its hit point total), it has been killed. For a character, however, dropping to 0 hit points or below means he is unconscious. Every round thereafter, that character loses 1 hit point and is in danger of dying until another character performs an action to bind his wounds. Binding the wounds stems the dying condition—the character remains unconscious but returns to and remains at 0 hit points until healed by magic or through rest.

If a hero drops 10 points *below* 0 (to -10 hit points), the character is well and truly dead. Some powerful magic might still change his fate, but otherwise say farewell to our valiant hero and select a new character.

Common rules of thumb for D&D combat include:

- No more than two characters can stand and fight side by side in a typical 10-foot-wide corridor.
- No more than two characters can attack the same side of a human-sized target (front, back, or either side).
- If a character tries to run away from a fight that has already started, any opponents fighting the character get to make a final attack. This applies to both monsters and heroes.

Performing Actions

A character can perform one action in a round. Simple actions require time but don't require any dice rolls. These include drawing a weapon from a scabbard, retrieving a dropped weapon, readying a magical item, drinking a potion, moving, binding a character's wounds, or searching a dead body.

Ability Checks: Other types of actions can be handled by *ability checks*. To make an ability check, a player must roll less than or equal to his or her character's specific Ability Score on a d20. (Low rolls are good for ability checks, high rolls are bad!) With an ability check, a DM can determine if a character succeeds at a physical or mental feat not covered by other rules.

Examples of ability checks include pushing a large object out of the way (Strength check), leaping over a gaping pit (Dexterity check), overcoming the effects of eating spoiled food (Constitution check), determining if a character recalls an old legend (Intelligence check), seeing if a character spots an obscure clue (Wisdom check), and negotiating with a monster (Charisma check).

Use common sense when calling for ability checks. If an action is just completely impossible (leaping the Grand Canyon comes to



mind) or exceedingly easy, then no roll is required. The DM will say, "That looks like an impossible feat." If the player still wants his character to attempt it, the DM will say, "Okay. The hero makes a running leap . . . and falls far short of the other side. He hits the rocky ground many long seconds later. It isn't a pretty sight. . . ."

The DM can also modify the check to match the situation. Subtract from the die roll for easier tasks, add to the die roll for more difficult tasks. Sample modifiers are listed below. The DM can adjust the modifiers as he or she sees fit.

Type of Situation	Modifier
Extremely Easy	-6
Easy	-3
Moderate	0
Difficult	+3
Extremely Difficult	+6

Character Abilities: The *Hero Folders* list abilities that may only be available to a particular character. These abilities, such as the thief's skills, are explained on the folders.

Searching: Sometimes a character might want to search an area for hidden things. A searching hero might find a secret door, a partially buried clue, or a discarded bit of treasure. Searching takes time; it takes 10 rounds to search a 10-foot by 10-foot area. It can't be done in the middle of combat or with hostile creatures around. Each character can search an area once.

When a player declares that his character is searching, the DM secretly makes a Wisdom check for the hero. The DM can modify the check according to the situation. The DM makes the check even if there is nothing to find so that the players are never certain if their characters missed something important or not.

Casting Spells

Magic exists in the imaginary world depicted in the D&D game. The power to call forth magic is gathered by spellcasters during a restful process that occurs between adventures. Wizards study their spell books and memorize the spells they need. Priests pray to their gods for the spells of their faith. Once cast, the spell is used up and can't be cast again until the character has rested.

Characters with wizard or priest magic can cast spells. Only those characters with the spellcasting ability listed on their *Hero Folders* can cast spells.

To cast a spell, the player announces which spell her hero is casting during her turn in a round. At the end of the round, spells go off in the order in which they were cast and the effects take place. See the spell descriptions in the *Hero Folders* for individual spell effects.

Once a spell is cast, the player marks it



off. That spell can't be used again until the hero has rested and re-memorized it.

Casting a spell is an action. In the round that a hero casts a spell, he can move up to half his move number.

If the spellcaster is successfully attacked before he gets to act in a round, he can't cast a spell that round.

Resting: If the heroes get a full night's rest, uninterrupted by wandering monsters or other dangers, they receive a few benefits. First, those who rest regain 1 hit point; reduce any wounds suffered by 1 point. Second, spellcasters regain their full compliment of spells.

Saving Throws: To avoid the effects of harmful spells or some monster attacks, characters get to make *saving throws*. Every character has a saving throw number. To make a saving throw, the character's player rolls a d20 and tries to get a number equal to or greater than the saving throw number.

If a saving throw fails, the character receives the full effects of the spell or special attack. If a saving throw succeeds, the character either suffers no effects or receives half the total damage. See the spell or monster descriptions for complete details.

Note that saving throws don't work against all spells. If a spell description states that no saving throw is allowed, then the target of that spell doesn't get to make a roll.

Gaining Experience

Heroes gain experience by working together, defeating monsters, completing specific quests, and coming up with good ideas that enhance the group's storytelling fun.

The ready-to-play adventures list the amount of experience the heroes gain. The DM's section later in this book gives additional guidelines.

Write the number of XPs gained on your character's *Hero Folder*. When the XPs equal or exceed the number listed for the next highest level, your hero goes up a level! With a new

level, heroes gain more hit points, improve their THAC0s and certain character abilities, and spellcasters increase the number of spells they can cast in a day. See the *Hero Folders* for more details.



A Game Session

How do you really play a D&D game? After you've decided to be the DM and you've read this book, looked over the *Hero Folders*, and read the first adventure, get a few friends together. You need at least one other friend to play, and there are enough folders for up to eight players plus the DM.

Find a comfortable place with a flat surface to roll the dice on. The kitchen table works nicely. The DM sits where the other players can't look over his shoulder and puts the DM Screen up in front of him so that it hides the *Adventures Book* and his scrap paper. It also provides a spot where he can roll the dice in secret.

The players need their *Hero Folders*, scrap and mapping paper, and pencils. Plenty of snacks and beverages are also recommended, as a D&D game session is as much a social event as it is an epic quest.

When the players roll the dice, they should roll them openly so that everyone can see the results. The DM may make some rolls behind the screen for suspense and to maintain mystery, but all combat rolls should be rolled so the players can see them.

A game session can last as long as you want, but two to four hours is a good amount of time. Remember, your heroes' adventures continue the next time you get together to play!

Last Words for Players

The first couple of game sessions might be a bit uneven as you and your friends learn how to play the game. Players are allowed to refer to their *Hero Folders* and the beginning of this book (up to this page) at any time during a game session. The players should not look at the DM portions of this book or any of the *Adventures Book*. The excitement of facing unknown monsters and discovering new magic can be spoiled if someone other than the DM looks up details during play.

During the game, the players have a few tasks to handle in addition to playing their characters. Every gaming group needs a *mapper*, a *caller*, and a *recorder*.

The **mapper** draws the map of the dungeon the characters are exploring. The *Hero Folder* for Niles the Thief has a mapmaking kit. Draw the map in pencil, as the DM describes its twists and turns, so that you can better imagine the scene.

The **caller** announces what the adventuring party is doing. The caller checks with the other players whenever a decision must be made and tells the DM what the consensus is. The caller doesn't tell the other players what to do; she speaks with the other players and reports to the DM with detailed information. "We're marching north up the corridor; what do we see," the caller might say. During combat, the DM will bypass the caller and ask each player what his or her character is doing.

The **recorder** keeps notes about the adventure, writing down important clues and keeping track of all monsters the party has defeated and any treasure they have found. This helps the DM award experience at the end of the game session.

Marching Order: The players should decide how their characters are arranged. Characters move around either in single file or two by two. Fighters or heroes with the best Armor Class or hit points should be in front. Spellcasters and weaker heroes should be situated in the center for maximum protection. If you ever decide to change the order, let the DM know.

Dividing Treasure: As your characters adventure, they're going to accumulate treasure. Treasure comes in two forms: magical and normal

treasure. Don't base how much treasure a hero gets on how much time a hero spent in the spotlight. Every hero shares in the risk equally, so all should share equally in the treasure.

Magical items should be given to the characters that can best use them. If any "general use" magical items remain, have each player roll a d20. High roller picks an item, then the next highest, etc., until all magical treasure is passed out.

All normal treasure (gems, gold, non-magical items, etc.) should be divided equally among all the heroes.

The Game Session: Pick an evening or weekend afternoon or some other convenient time when you and your friends can spend a few hours playing the D&D game. Set a time limit and stop playing about 15 minutes early so the DM has time to wrap things up. (Two to four hours is a good length for a typical game session.)

Your very first game session begins with the DM describing a location beneath the small village of Haven. Listen carefully to the descriptions and play the role of your character as the situation develops.

When the heroes run into monsters, the fighters should move forward to meet the threat. Wizards need to stay back to cast spells, while thieves and priests may want to serve as rear guards. Of course, if the fighters need help, any hero can leap into the fray!

Not every encounter is solved by battle, however. Sometimes adventurers gain more by talking their way through a situation if the other side is willing to negotiate.

There are times when a particular character's talents are called for. A thief might want to move to the head of the group to check for traps or pick a lock, or a cleric might advance when attempting to "turn" undead creatures. After doing the job, these heroes should return to their normal spot in the marching order.

It's Your Character: Sometimes you'll disagree about the best course of action. That's okay. Just remember that you control your character's actions. You get the final say as to what your character is doing. After that, the DM tells you what happens.

For the DM Only

The DUNGEONS & DRAGONS game has a unique element that makes it different from all other games. One player assumes the special role of the Dungeon Master. The DM is a movie director, storyteller, and central processing unit all in one. The DM tells the players what their characters see and hear, determines the outcomes of their actions, and keeps the adventure moving. With a DM, players can have their characters try anything or go anywhere. The only limit in the D&D game is your imagination.

If you're reading this section, you must want to be the DM for your group. Congratulations! The DM's role is not only the most important in the game, it's also the most challenging. You have to narrate the adventures, run all the characters and monsters not controlled by the players, and determine the course of the story by evaluating the players' actions and die rolls. If you're up to the challenge, keep reading. A good DM is worth his or her weight in gold!



DM Laws

The DM decides what happens, using the actions the players declare for their characters, the game rules, and her imagination. If in doubt, just make it up! It's better to keep the story moving and the game fun than to get bogged down in the details.

Use ability checks to determine success if the players want their characters to try

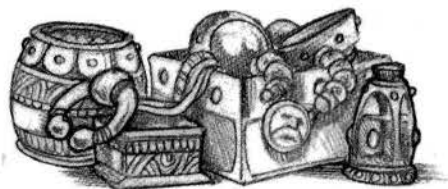
things not covered by any other rules.

If an action is just impossibly difficult or ridiculously easy, the DM can decide that it automatically fails or succeeds.

Remember that the DM isn't competing against the players, even though he controls the monsters that challenge the heroes. Instead, the DM is like a referee, helping to advance the story by deciding how the players' actions influence each situation.

Above all else, the DM must always be fair. If you determine that a rule works in a specific way, it should work that way all the time. If one hero can't leap across the giant pit, don't arbitrarily decide that another hero can. Be consistent and the game will make sense to the players and a good time will be had by all.

It isn't the DM's story or the players' story—it's the group's story. The DM is just around to help it along and to narrate it for the players.



DM Basics

The DM plays the D&D game by running the adventures for the other players. So, the DM gets to read an adventure beforehand, think about the possible outcomes, then bring the story to life as the players add their contribution to the adventure. (The players are the main characters of the story, the heroes!)

Before you play the first game session, read the first adventure in the Adventures Book. Things will go more smoothly if you have a good feel for the pace of the story.



Read or paraphrase the read-aloud text. In the adventures, read-aloud text is presented in boxes. The text sets a scene, offers descriptions, or sets up a situation that the heroes must react to.

Then ask the players what their characters are going to do. Use the game rules, the encounter secrets (the text not presented in boxes), the players' actions, and your own judgment and imagination to determine what happens.

If the scene involves monsters or other characters, you must play their roles. The adventure provides suggestions for how to do this, but you'll have to do what feels right in any given situation.

Our best advice to you is to have fun and be fair. The rest comes together like magic!

Narrating an Adventure

The read-aloud portions of each adventure provide information that the characters can see, hear, or smell at a particular point in the story. After you provide this information, the players may have questions. Be careful not to give away any secrets! For example, don't tell them what's on the other side of a closed door before the characters open it.

You might say, "There's a door at the end of the hall." The players might respond, "What kind of door?" Check the text following the read-aloud box to see if there are any obvious details you can share with the players. For example, the text may tell you that the door is made of iron, with no knob or keyhole. If the players ask, you can tell them this, as it's obvious their characters can see it. If it doesn't provide any additional details, you get to make something up. That's what DMs do; they're allowed to fill in the blanks.

Never reveal whether or not something is in the adventure or if you're making it up. Just don't get carried away or attempt to reveal too many details and the players won't know if



it's in the text or not. As long as you're fair and consistent, they won't even care!

Running the Monsters

The Dungeon Master gets to run the monsters that the heroes must face in the course of every adventure. A selection of monsters is described at the end of this book, and each appropriate encounter in an adventure provides details about a particular monster's (or group of monsters') goals, needs, and behavior. Most monsters want to destroy whatever comes their way, but some can be talked to. Remember to play the monsters as intelligent creatures (unless the text says otherwise)—monsters always lead with their best attack, and many will try to flee if severely injured.

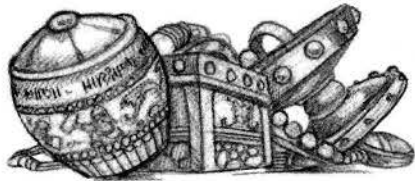
The DM also plays the roles of other characters the heroes meet. Townsfolk, such as the Patriarch and shopkeepers of Haven, and villains, like Restad the vampire, allow

the DM to do a little roleplaying, too. Remember that just like the players, the DM must separate what she knows as the DM from what her characters or monsters know.

Winging It

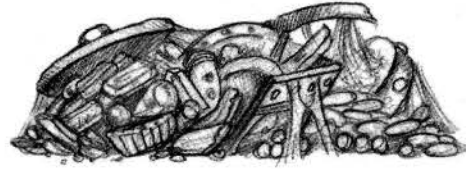
The D&D game isn't just about rolling dice and following set encounters. Players will eventually try to do something that isn't covered in the rules. That's okay. In fact, that's one of the best things about the game—you never know what's going to happen next! That's why there's a DM.

When a situation comes up that you don't have a set answer to, *make something up*. If you stick to the DM mantra (Be Fair! Be Consistent! Have Fun!) everything will turn out fine. Remember that the goal is to have fun and tell an exciting, challenging group story set in our magical world of long ago. Winging it is a perfectly acceptable tactic for handling the unexpected.



Session One is Just the Beginning

The D&D game is designed to be played on an ongoing basis. When you reach the set ending time for the first game session, and it isn't the end of the adventure, have the players note the hit points and items their characters currently have. Spellcasters should also mark which spells they've cast. Put all the notes and books and *Hero Folders* back in the box so nothing gets lost between sessions. Then set a time for the next game session. And the one after that.



Awarding Experience

End the story portion of each game session about 15 minutes early so that you can award experience and the players can divide the treasure among their characters.

Experience point awards for monsters are listed in the monster entries and in the adventures. Monsters don't have to be killed for heroes to earn awards; they just have to be defeated or otherwise overcome.

Story awards are based on how well the players did in the adventure.

Individual awards include:

- Player has a clever idea (50–100 xp)
- Player has an idea that saves the group (100–500 xp)
- Player acts out his or her character well (100–200 xp)

Award experience for monsters and individual achievements at the end of a game session. Story awards should be saved until an adventure is completed.

When a hero achieves enough XP to gain a level, that hero must find someone to train him. A wizard character seeks out a wizard of a higher level, for example, and a fighter goes to a warrior of higher level for training. See the *Adventures Book* for more details.

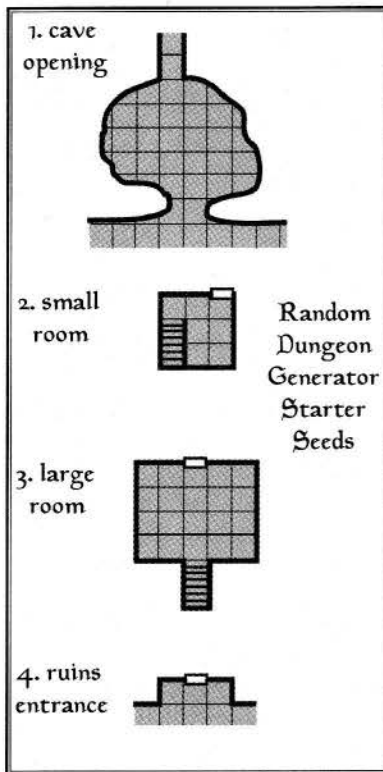


Random Dungeon Generator

After you've played through the three adventures in the *Adventures Book*, you might want to try to create a dungeon of your own. Use this random dungeon generator to help you with the design.

A. Pick a Starting Area

Roll 1d4 for your dungeon's starting area. Possible starts include a natural cavern (1), stairs down to a small (2) or large (3) room, and a door into ancient ruins (4).



B. Dungeon Corridors

Adventurers march through dusty dungeon corridors. Whenever you enter an unexplored portion of your dungeon map or are not directed elsewhere, use this step. Roll 1d20 and follow the directions below:

- 1-4 Continue straight for 40 feet (re-roll on B)
- 5-6 Door (go to C)
- 7-8 Dead end, corridor ends (check for secret doors; go to F)
- 9-13 Side Passage (go to G)
- 14-17 Room (go to H)
- 18-19 Trick or trap (go to L)
- 20 Wandering monster (go to M)

C. Doors

There's a door in the dungeon corridor:

- 1-6 Door on left-hand wall (go to D); passage continues for 20 feet (go to B)
- 7-12 Door on right-hand wall (go to D); passage continues for 20 feet (go to B)
- 13-20 Door straight ahead (go to D)

D. Door Type

Roll for type of door (go to E to determine what's on the other side of the door):

- 1-6 Wooden door
- 7-10 Wooden door, locked
- 11-16 Opening in wall
- 17-18 Metal door
- 19-20 Metal door, locked

E. Space Beyond the Door

Check to see what lies beyond the door:

- 1-8 Passage straight ahead 20 feet (go to B)
- 9-16 Room (go to H)
- 17-18 False door; opening door reveals blank wall behind it
- 19-20 Trick/Trap; opening door reveals a blank wall and triggers the effect (go to L)

F. Secret Doors

Check to see if there are secret doors in the area:

- 1-3 Secret door on the left side of the room or corridor
- 4-6 Secret door on the right side of the room or corridor
- 7-9 Secret door on the opposite side of the room or straight ahead in the corridor
- 10-20 No secret doors

G. Side Passages

A side passage intersects the corridor:

- 1-5 Passage intersects from the left; both continue 20 feet (go to B for both)
- 6-10 Passage intersects from the right; both continue 20 feet (go to B for both)
- 11-15 Passage intersects from left and right, dead-ends ahead (T-shaped); both continue 20 feet (go to B for both)
- 16-20 Passage forms a four-way intersection (cross-shaped); all continue 20 feet (go to B for all)

H. Rooms

The area ahead opens up into a room (unless otherwise noted, go to I to determine the number of exits the room contains):

- 1-2 Square, 10×10 feet (no exits)
- 3-4 Square, 20×20 feet
- 5-6 Square, 30×30 feet
- 7-8 Square, 40×40 feet
- 9-10 Rectangle, 10×20 feet
- 11-12 Rectangle, 20×30 feet
- 13-14 Rectangle, 20×40 feet
- 15-16 Rectangle, 30×40 feet
- 17-18 Rectangle, 10×30 feet
- 19-20 Rectangle, 30×50 feet



I. Room Exits

Roll to determine the number of exits the room contains (go to J to determine where each exit is located):

- 1-8 1 exit
- 9-13 2 exits
- 14-16 3 exits
- 17-20 No exits (check for secret doors; go to F)

J. Exit Locations

Roll to determine where each exit is located (go to D to determine the type of exit):

If Table I result is 1 exit:

- 1-10 located opposite the entrance
- 11-15 located on the right-hand wall
- 16-20 located on the left-hand wall

If Table I result is 2 exits:

- 1-10 one each located on the right-hand and left-hand walls
- 11-15 one each located on the right-hand and opposite walls
- 16-20 one each located on the left-hand and opposite walls

If Table I result is 3 exits:

Don't roll. Place one exit each on the right-hand, left-hand, and opposite walls.



K. Room Contents

Roll to determine what's in a particular chamber:

- 1-3 Room is empty
- 4-6 Room contains a trick/trap (go to L)
- 7-10 Room contains a monster (go to M or N)
- 11-12 Room contains treasure (go to O)
- 13-14 Room contains trick/trap and monster (go to L and M or N)
- 15-16 Room contains trick/trap and treasure (go to L and O)
- 17-20 Room contains monster and treasure (go to M or N and O)

L. Tricks and Traps

Roll to see what kind of trick or trap is present:

- 1-5 Secret door hidden here (go to F)
- 6-7 10'-deep pit; Dexterity check to avoid falling in
- 8-9 10'-deep pit with spikes (1d6 additional damage); Dexterity check to avoid falling in
- 10-12 Oil and flaming cinder splatters random target from hole in wall or ceiling; target suffers 2d6 damage, or roll a saving throw for half
- 13-14 Arrow trap springs from wall; Dexterity check or suffer 1d8 damage
- 15-16 Spear trap springs from wall; Dexterity check or suffer 1d6 damage
- 17 Gas trap; each character rolls a saving throw or falls asleep for 1d6+1 rounds
- 18 Gas trap; each character rolls a saving throw or suffers 1d6+2 poison damage



- 19 Cave-in, rocks fall to block passage; Dexterity check or suffer 1d8+2 damage
- 20 Pool of water; roll 1d6: 1-2 empty; 3 contains treasure; 4 acid, 1d4 damage; 5 heals first two characters (as per *cure light wounds* spell); 6 hides spiked pit

M. Standard Monsters

Roll 1d8 + 1d12 to determine the type of monster encountered (either in a room or as a wandering monster):

- 2-3 1d6+1 bats
- 4 1d6+1 xvargs
- 5 1d4 gnolls
- 6-7 2d4 rats, giant
- 8-9 1d4+1 goblins
- 10-11 1d4+1 kobolds
- 12 1d4 myconids
- 13 1d6 skeletons
- 14-15 1d6 orcs
- 16-17 1 gelatinous cube
- 18-19 1d4-1 spiders, giant
- 20 1d4 worgs



N. Special Monsters

For a room only, or to provide a more challenging encounter, roll 1d8 + 1d12:

2	1d4 carrion crawlers
3-4	1 pudding, deadly
5	1d4 spiders, giant
6-7	1d4 snakes, giant
8	1d4-1 ettercaps
9-10	2d4 stirges
11-12	1d6+2 bugbears
13	1d4 ghouls
14	1d4+2 hobgoblins
15	1d4 lizardmen
16	1 ogre
17	1 troll
18-19	1d4+2 zombies
20	1 minotaur

O. Treasure

Roll to determine the type of treasure:

1-4	gems (go to P)
5-6	jewelry (go to P)
7-13	gold pieces (go to P)
14-16	armor (go to Q)
17-19	weapon (go to R)
20	magical item (go to S)

P. Gems, Jewelry, and Gold

Roll for the value of each gem, the value of each piece of jewelry, or the number of gold pieces (when treasure is guarded by a monster, multiply its value by the monster's level):

1-7	10 gp
8-17	100 gp
18-20	500 gp

Q. Armor

Roll for the type of armor:

1-10	shield
11-14	leather
15-18	chain mail
19-20	plate mail

R. Weapons

Roll for the type of weapon:

1-2	1d6 arrows
3-4	battle ax
5-6	bow
7-9	dagger
10-11	mace
12-13	quarterstaff
14-15	spear
16-18	short sword
19-20	long sword

S. Magical Items

Roll for the type of magical item (for descriptions of these items, see the *Adventures Book*):

1-5	potion (go to T)
6-8	scroll (go to U)
9-10	ring (go to V)
11	staff or wand (go to W)
12-15	miscellaneous item (go to X)
16-17	armor (go to Y)
18-19	weapon (go to Y)
20	artifact (go to Z)

T. Potions

Roll for the type of potion:

1-3	fire resistance
4-7	strength
8-13	healing
14-16	invisibility
17-19	speed
20	poison

U. Scrolls

Roll for the type of scroll:

1-6	one wizard spell
7-10	two wizard spells
11-12	three wizard spells
13-16	one priest spell
17-19	two priests spells
20	cursed

V. Rings

Roll for the type of ring:

1-4	feather falling
5-8	fire resistance
9-10	invisibility
11-16	protection +1
17-19	protection +2
20	clumsiness

W. Staves and Wands

Roll for the type of staff or wand:

1-3	fear
4-6	fire
7-10	illumination
11-13	lightning
14-17	curing
18-20	magic missile

X. Miscellaneous Magic

Roll for a miscellaneous item:

1	boots of elvenkind
2	bracers of defenselessness
3	cloak of elvenkind
4-5	cloak of protection
6-7	dust of appearance
8-9	gauntlets of ogre strength
10-11	portable hole
12-13	rope of climbing
14	rope of constriction
15-16	stone of good luck
17-18	chime of opening
19-20	pearl of wisdom

Y. Magical Armor and Weapons

Roll first for the type of armor (go to Q) or weapon (go to R). Then roll for the magical enchantment:

1	-1
2-11	+1
12-17	+2
18-20	+3

Z. Artifacts

Roll 1d6 for the type of artifact:

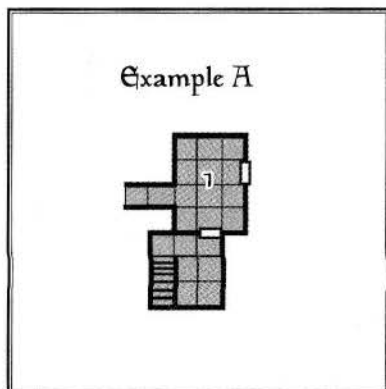
1	ax of hurling
2	mace of disruption
3	cursed sword of berserking
4	short sword of quickness
5	sword +1, flame tongue
6	sword +1, luck blade

Dungeon Generation Example

Stan wants to generate a dungeon for his players using the Random Dungeon Generator. He takes a piece of mapping paper, and goes to Table A to see what kind of entrance he's going to start with. He rolls a 2, so he draws a small chamber with a set of stairs in the center of his paper.

With one door leading out of the room, Stan rolls on Table E to see what lies on the other side of the door, getting a 9—another room. Stan rolls on Table H and gets a 16, a rectangular 30×40-foot room.

He then checks Table J and gets a 10—two exits. He checks Table K, under the section for two exits, and rolls a 6, so he knows that one exit goes on each side of the room from the original door. Stan finally rolls twice on Table D, getting a 19 and a 12, so he marks on his map that one of the exits is a locked metal door and the other is actually a hallway, which he makes 20 feet long. Finally, he marks a "1" on this room, so his map now looks something like this:



Now Stan wants to figure out what is in the room he just added, so he rolls on Table L and gets a 5—a monster! Stan rolls 1d8 and 1d12 and adds them together, then looks on Table M (deciding against using the Special Monsters table so early in the dungeon) and the result is myconid. Stan rolls 1d4 and gets a 3, so he takes a piece of notebook paper and writes on the top line, "1: 3 myconids." He figures he'll go back later and roll their hit points.

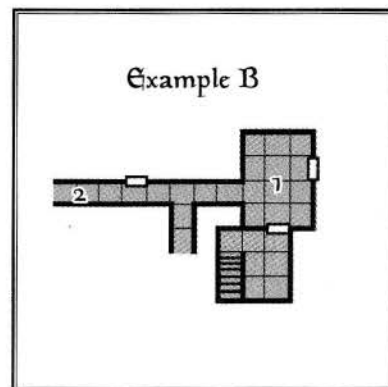
Now Stan is ready to find out where that corridor leads (he could also choose to find out what's on the other side of the locked metal door by checking Table E), so he rolls on Table B and gets an 11—a side passage. He rolls on Table G and gets a 4, so he draws in the appropriate side passage to the left of the current one, extending both of them 20 feet.

Deciding to continue checking on his current passage, Stan rolls on Table B again and comes up with a 5; there's a door in the passageway. He goes to Table C and rolls a 9, so he draws a door on the right-hand side of the hall, then continues the passage another 20 feet. Still interested in where this passage goes, he rolls on Table B once more, and gets a 19, a trick or trap.

Stan marks a "2" on his map at that spot in the hallway, then rolls on Table I, getting a 6. There's a 10-foot-deep pit here, so he writes on his piece of notebook paper the following: "2: Hidden pit trap, 10' deep." He remembers from the *Adventures Book* that a pit trap

like this inflicts 1d6 points of damage, so he adds, "Front row of marching order roll a Dexterity check to avoid falling in, characters who do fall suffer 1d6 damage."

Stan extends the hallway another 20 feet on his map, which now looks like this:



At this point, Stan can continue to see where this hallway goes, move to the side passage that showed up earlier, or check either of the doors (the one in the hallway or the locked metal one back in room 1). By the time he's finished, he will have filled his entire sheet of mapping paper with rooms, corridors, doors, and numbered encounters, and his piece of notebook paper will have a complete list of each numbered encounter.

Even though he's rolling up this dungeon randomly, he will ignore results that don't make sense (like a hallway that doubles back to where stuff is already drawn) or that let his map go off the edge of the page. He might even choose at some point to place a very large room that has a weird shape or size, and then put one of the really special monsters (like the dragon or the vampire) in it.

Monsters

Monsters inhabit the imaginary world of the D&D game. Some of these foul and amazing creatures are drawn from legends and mythology. Others have been specially created for this game.

AC stands for Armor Class and describes a monster's defense. **Level** is a measure of its power. Monsters roll 1d8 per level to generate hit points (unless otherwise noted). 3+1 indicates that the monster has

3d8+1 hit points. **THAC0** is its attack number. **Actions** is the number of attacks it gets in a round. **Damage** is the amount of damage it inflicts on a successful attack. **Alt. Attack** is short for Alternate Attack and describes another attack form the monster can use. **Sp. Defense** is short for Special Defense and describes something unusual that protects a monster from certain attacks. **Saving Throw** is its defense number against spells. **Move** is how far it can move in a

round. It can move half that distance and attack in the same round. **Intelligence** describes how a monster thinks. **Attitude** is how the monster normally approaches other creatures. **Size** is how large it is.

Experience shows how many points the heroes receive for defeating the monster. This number is for one monster and is divided among the surviving heroes. Multiply the experience by the number of monsters defeated.

AC:	8
Level:	½ (1d4)
THAC0:	20
Actions:	1
Damage:	1d4-2
Alt. Attack:	None
Sp. Defense:	AC 5 when flying
Saving Throw:	19
Move:	3 (Fly 18)
Intelligence:	Animal
Attitude:	Neutral
Size:	3'-long body, 5'-long wings
Experience:	35

Carnivorous giant bats attack creatures, including humans, if they are hungry or their lairs are disturbed. To attack, a giant bat must land on its victim. It can land and attack in the same round. It can't attack in a round in which it takes to the air.

Its high-pitched squeaks act like sonar, allowing it to see shapes in total darkness.

When flying, the giant bat has an AC 5.

Bat, Giant



AC:	5
Level:	3+1
THAC0:	17
Actions:	1
Damage:	1d8+2
Alt. Attack:	None
Sp. Defense:	None
Saving Throw:	16
Move:	9
Intelligence:	Low
Attitude:	Hostile
Size:	7' tall
Experience:	120

Large, strong humanoids, bugbears dwell and hunt in dank dungeons and other underground areas.

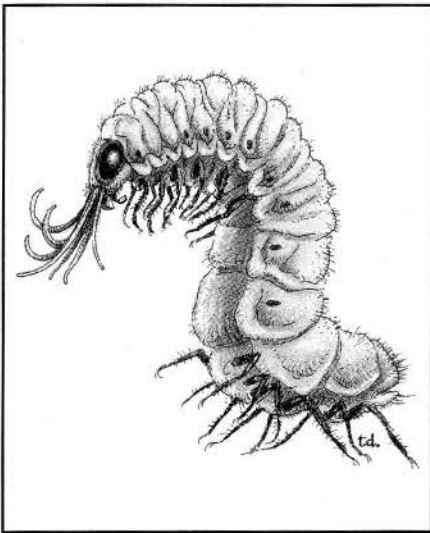
Bugbears are greedy and intimidating. Their weapon of choice is the battle ax. While not brilliant, they aren't stupid. If overmatched, they flee or send for help.

Bugbears like to set ambushes. In the first round of combat, they attack first. After that, roll for initiative normally.

Bugbear



Carrion Crawler



AC:	3 or 7
Level:	3+1
THAC0:	17
Actions:	1
Damage:	1 hit point
Alt. Attack:	Paralyzation
Sp. Defense:	None
Saving Throw:	16
Move:	9
Intelligence:	Insect
Attitude:	Neutral
Size:	9'-long body
Experience:	420

These monsters can crawl along walls and ceilings. If attacked head on, a crawler benefits from a tough hide (AC 3); its body isn't as tough (AC 7).

It attacks with writhing tentacles, four attacks in a round aimed at a single target. Each time a tentacle hits, the target must make a saving throw or become paralyzed for 2d6 rounds. It munches on a paralyzed victim for 1 hit point per round.

Dragon, Red

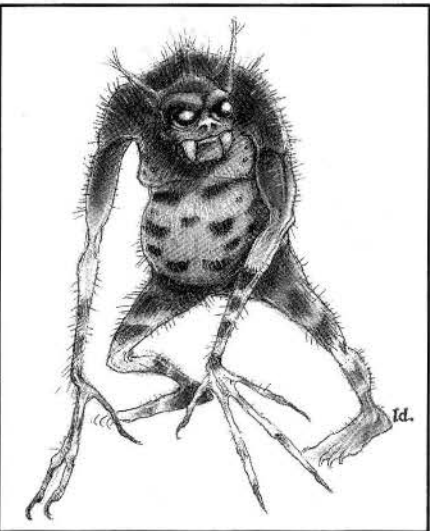


AC:	0
Level:	9
THAC0:	11
Actions:	3
Damage:	1d8+1/ 1d8+1/2d8+1
Alt. Attack:	Fire
Sp. Defense:	Immune to fire
Saving Throw:	13
Move:	9 (Fly 27)
Intelligence:	High
Attitude:	Hostile
Size:	20'-long body
Experience:	5,000

The highly intelligent young red dragon is exceptionally evil and greedy.

It attacks with both claws and a bite at a single target in a round. It can choose to use its breath weapon instead, shooting a stream of fire that hits everything in a front of it up to 30 feet away. The fire inflicts 2d10+1 damage. A target that makes a saving throw suffers only half the amount of damage.

Ettercap



AC:	6
Level:	5
THAC0:	15
Actions:	3
Damage:	d4-1/ d4-1/1d8
Alt. Attack:	Poison
Sp. Defense:	None
Saving Throw:	14
Move:	12
Intelligence:	Low
Attitude:	Hostile
Size:	6' tall
Experience:	500

An ettercap, often found with giant spiders, is a cruel and cunning creature. It can attack a single target three times in a round, twice with its claws and once with a powerful bite.

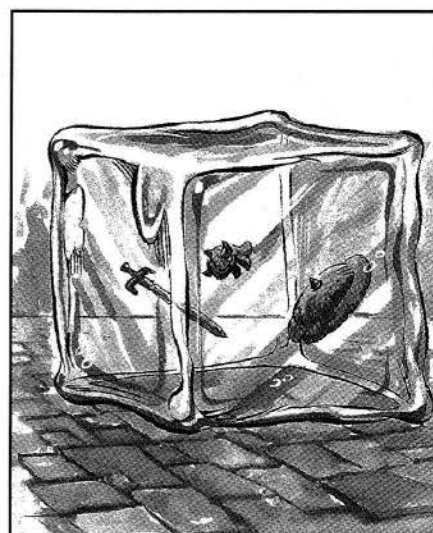
If the bite attack is successful, a victim must make a saving throw or be immobilized by the monster's poison for 1d8+4 rounds. Like spiders, the ettercap wraps poisoned victims in webbing for later consumption.

AC: 8
Level: 4
THAC0: 17
Actions: 1
Damage: Paralyzation
Alt. Attack: Digestion (2d4)
Sp. Defense: Surprise, immune to spells
Saving Throw: 16
Move: 6
Intelligence: None
Attitude: Neutral
Size: 10×10×10-foot cube
Experience: 650

This cube of living slime meanders down dungeon corridors, absorbing trash to slowly digest. Transparent, the hard-to-spot creature always attacks first. After the first round, roll for initiative.

The cube attacks by touching a target, who must make a saving throw or be paralyzed for 2d4 rounds. A paralyzed character is absorbed by the cube and suffers 2d4 damage every round.

Gelatinous Cube



AC: 6
Level: 2
THAC0: 19
Actions: 3
Damage: 1d4-1/
 1d4-1/ 1d6
Alt. Attack: Paralyzation
Sp. Defense: Spells
Saving Throw: 17
Move: 9
Intelligence: Low
Attitude: Hostile
Size: 5' tall
Experience: 175

The disgusting, undead ghoul eats dead bodies for sustenance. Anyone killed by a ghoul rises as a ghoul controlled by the DM the next night.

Ghouls attack twice with claws and once with a bite in a round. Anyone hit must make a saving throw or become paralyzed for 1d6+2 rounds. Elves are immune to this effect.

A ghoul is immune to *sleep*, *hold*, and *fear* spells. It can be turned by a priest.

Ghoul



AC: 3
Level: 5
THAC0: 15
Actions: 1
Damage: d6+4
Alt. Attack: None
Sp. Defense: None
Saving Throw: 14
Move: 12
Intelligence: Low
Attitude: Hostile
Size: 8' tall
Experience: 270

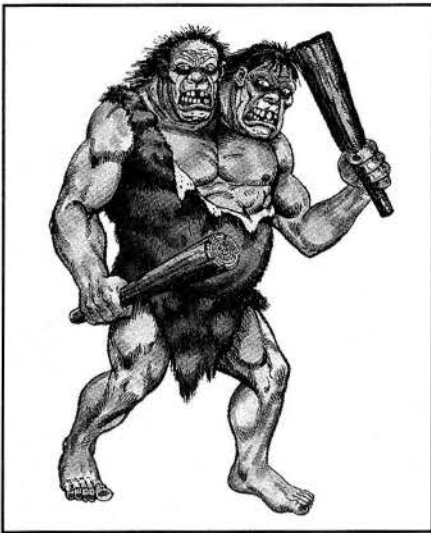
The cyclops is a type of giant. Not very smart, this creature has a reputation for great strength and aggressiveness. It carries a massive club that is too heavy for human-sized characters to use.

The raggedly dressed, one-eyed cyclops smells of dirt and sweat. It is barbaric, easily made angry, and sometimes very reckless. It hates adventurers, sometimes going out of its way to attack them.

Giant, Cyclops



Giant, Ettin



AC:	3
Level:	10
THAC0:	10
Actions:	2
Damage:	2d8/3d6
Alt. Attack:	None
Sp. Defense:	-1 bonus to initiative roll
Saving Throw:	12
Move:	12
Intelligence:	Low
Attitude:	Hostile
Size:	13' tall
Experience:	3,000

The fearsome and extremely powerful ettin is a two-headed giant. It receives a bonus to all initiative rolls, subtracting 1 point from the total each round. If anything, it is covered with even more dirt and filth than the related cyclops.

The ettin fights with two spiked clubs. The left arm inflicts 2d8 damage, the right arm 3d6. If weaponless, its left fist inflicts 1d10, its right 2d6.

Gnoll



AC:	5
Level:	2
THAC0:	19
Actions:	1
Damage:	1d8 (ax)
Alt. Attack:	Bow (1d8)
Sp. Defense:	None
Saving Throw:	17
Move:	9
Intelligence:	Low
Attitude:	Hostile
Size:	7' tall
Experience:	35

An evil, humanoid hyena, the gnoll hates humans and elves. It is typically a bully, not particularly brave, and ready to flee the moment the battle turns against it.

The gnoll attacks with a weapon, usually a battle ax. A gnoll might also carry a bow and arrows (12 total in a makeshift quiver).

Found in ruins or underground settings, the gnoll travels in packs.

Goblin



AC:	7
Level:	1-1
THAC0:	20
Actions:	1
Damage:	1d6 (spear)
Alt. Attack:	None
Sp. Defense:	None
Saving Throw:	19
Move:	6
Intelligence:	Low
Attitude:	Hostile
Size:	4' tall
Experience:	15

Small, evil, and cowardly, the goblin hates dwarves. A single goblin isn't much of a threat. In great numbers, however, they can take even a powerful opponent down.

Goblins sometimes utilize worgs as riding mounts and lair guards. It isn't unusual for a gang of goblins (eight or more) to be led by a hobgoblin.

Goblins don't like to fight fairly. They prefer to ambush their enemies.

AC: 5
Level: 1+1
THAC0: 19
Actions: 1
Damage: 1d8 (sword)
Alt. Attack: By weapon type
Sp. Defense: None
Saving Throw: 17
Move: 9
Intelligence: Average
Attitude: Hostile
Size: 6-1/2' tall
Experience: 35

A hobgoblin is a fierce, warlike humanoid with an organized mind. It lives in a tribal military society, though an individual sometimes works as a mercenary for those with gold or power.

The hobgoblin fights with a long sword or a halberd (1d10 damage).

Seeing itself as a "superior" race, a hobgoblin often rules over goblins or orcs. It uses these creatures as battle fodder.

Hobgoblin

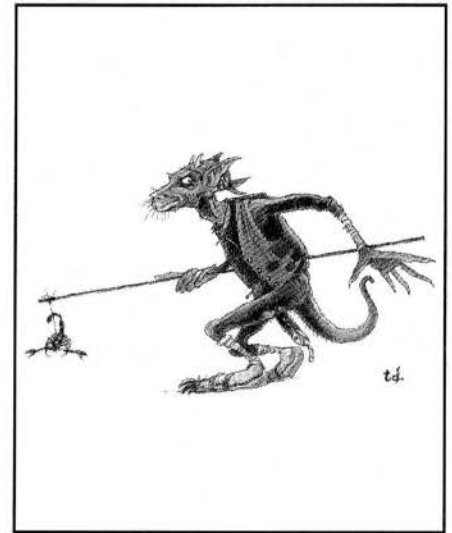


AC: 7
Level: 1/2 (1d4)
THAC0: 20
Actions: 1
Damage: 1d6 (short sword)
Alt. Attack: None
Sp. Defense: None
Saving Throw: 19
Move: 6
Intelligence: Average
Attitude: Hostile
Size: 3' tall
Experience: 7

Crude and cowardly, a kobold resembles a humanoid canine. It can be bribed fairly easily, and because of its small size, it isn't taken very seriously. This can be a fatal mistake, as a kobold makes up for lack of size with ferocity and tenacity.

In a group, kobolds attempt to overwhelm opponents with superior numbers. They always attack two or three to one when possible.

Kobold

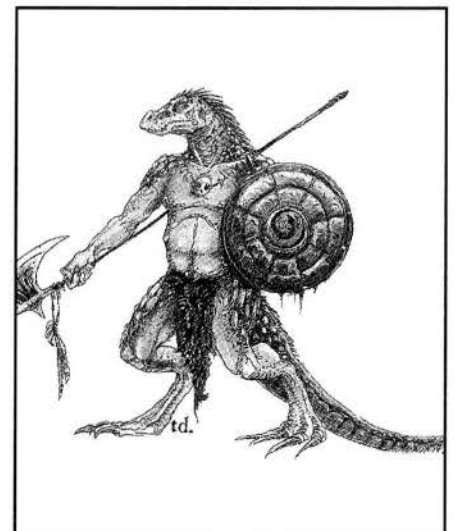


AC: 5
Level: 2+1
THAC0: 19
Actions: 3 or 1
Damage: 1/1/1d6
Alt. Attack: By weapon
Sp. Defense: None
Saving Throw: 17
Move: 6 (Swim 12)
Intelligence: Low
Attitude: Hostile
Size: 7' tall
Experience: 65

This savage, semi-aquatic reptilian humanoid is a scavenger and raider. It attacks with both claws (1 point of damage each) and a bite against the same target in a round, or it can attack once with a weapon. Lizardmen utilize halberds (1d10 damage), tridents (1d6+1 damage), and two-handed swords (1d10 damage).

These creatures sometimes take captives as slaves or as a food source.

Lizardman



Minotaur



AC:	6
Level:	6+3
THAC0:	13
Actions:	2 or 1
Damage:	2d4/1d4
Alt. Attack:	Huge ax (1d10+2), charge (4d4)
Sp. Defense:	-2 initiative bonus
Saving Throw:	13
Move:	12
Intelligence:	Low
Attitude:	Hostile
Size:	7-_' tall
Experience:	1,400

With the head of a bull and the body of a very strong man, a minotaur can be a fearsome opponent. Each round, subtract 2 points from its initiative roll.

It attacks by goring with its horns (2d4 damage) and biting (1d4) against a single target in a round. Instead, it can attack once with its huge ax.

It has a special attack. From 30 feet or more away, it can charge an opponent and strike with its horns on a successful attack for 4d4 damage.

Myconid



AC:	10
Level:	2
THAC0:	19
Actions:	1
Damage:	2d4
Alt. Attack:	Spores
Sp. Defense:	None
Saving Throw:	17
Move:	9
Intelligence:	Average
Attitude:	Neutral
Size:	4' tall
Experience:	120

This intelligent fungus lives in underground communities. It hates violence and prefers to be left alone. If forced, it punches for 2d4 damage.

It can spray clouds of spores into a 20×20-foot area instead of attacking. One kind of spore allows it to communicate since it doesn't talk. Another kind paralyzes all targets who fail a saving throw for 1d4 rounds.

A third spore is poisonous (save or 1d4 damage).

Ogre



AC:	5
Level:	4+1
THAC0:	17
Actions:	1
Damage:	1d10 (fist)
Alt. Attack:	Club (1d8+2)
Sp. Defense:	None
Saving Throw:	16
Move:	9
Intelligence:	Low
Attitude:	Hostile
Size:	9' tall
Experience:	270

Big, ill-tempered, and nasty, an ogre lives to raid and steal. It has a taste for elf and dwarf flesh.

An ogre attacks either with its meaty fists or with a huge club.

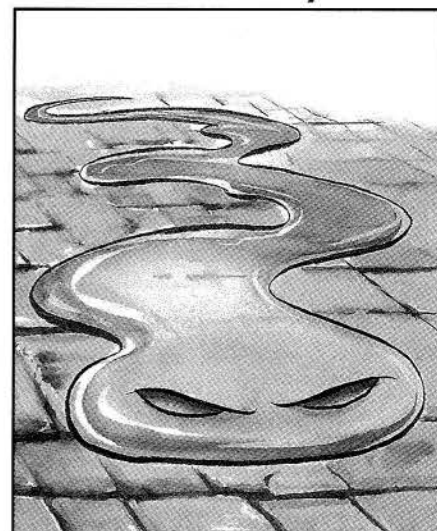
This greedy creature mingles freely with giants and trolls. It sometimes serves as a mercenary among orc and gnoll tribes. Even evil humans have been known to employ ogres as soldiers and guards from time to time.

AC: 8
Level: 3+3
THAC0: 17
Actions: 1
Damage: 2d8
Alt. Attack: Dissolves metal
Sp. Defense: Immune to spells, fire, and cold
Saving Throw: 16
Move: 1
Intelligence: Animal
Attitude: Neutral
Size: 8' long
Experience: 270

This slimy horror looks like a wet puddle. It slides and oozes along dungeon floors, scavenging for metal to eat. It strikes like a snake, causing damage as it seeks to eat metal weapons and armor.

Metal weapons and chain mail dissolve in a single round, plate mail in two. Each magical plus adds one round. Lightning and weapons hurt the ooze, but metal ones dissolve after causing harm.

Ooze, Gray

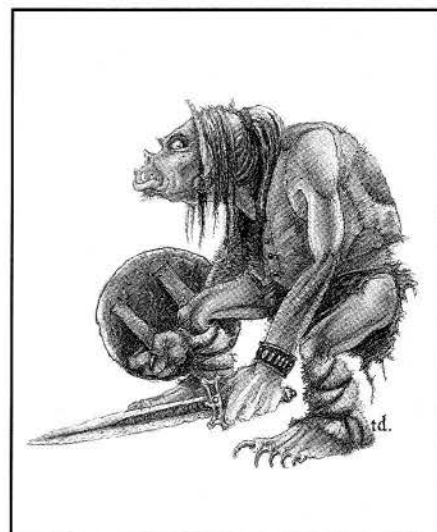


AC: 7
Level: 1
THAC0: 19
Actions: 1
Damage: 1d6 (short sword)
Alt. Attack: None
Sp. Defense: None
Saving Throw: 17
Move: 9
Intelligence: Average
Attitude: Hostile
Size: 6' tall
Experience: 15

Orcs wage constant war on other races, including other orcs, as they seek to expand their territory. Clans are sometimes led by hobgoblins.

The bloodthirsty orc has learned to use a variety of weapons due to its constant state of warfare. In addition to short swords, orcs may be armed with battle axes (1d8), hand axes (1d6), spears (1d6), or sometimes short bows and arrows (1d6).

Orc



AC: 5
Level: 5+2
THAC0: 15
Actions: 3
Damage: 1d6/
1d6/2d6
Alt. Attack: Hug
Sp. Defense: None
Saving Throw: 14
Move: 12
Intelligence: Low
Attitude: Hostile
Size: 8' tall
Experience: 420

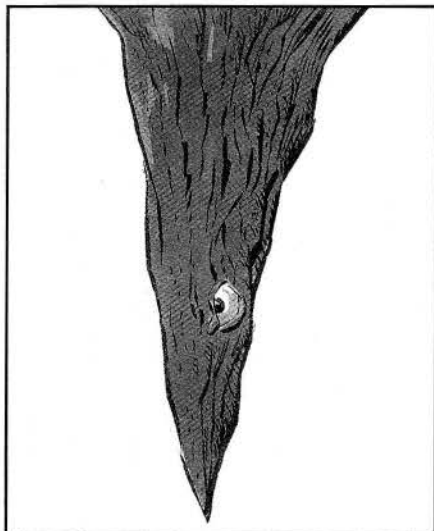
A horrifying combination of a giant owl and a great bear, this creature always attacks on sight. It is vicious and ravenous, attacking with two claws and its beak against a single target in a round.

If the owlbear's claw attack hits with a roll of 18 or better, it drags the target into a crushing hug for an additional 2d8 damage. Then it releases the victim and attacks again the next round.

Owlbear



Piercer



AC:	3
Level:	1
THAC0:	19
Actions:	1
Damage:	1d6
Alt. Attack:	None
Sp. Defense:	-5 initiative bonus
Saving Throw:	17
Move:	1
Intelligence:	Non-Neutral
Attitude:	Neutral
Size:	2' tall
Experience:	35

A piercer is a gastropod that lives within a shell that resembles a stalactite. It clings to the ceilings of caves, waiting to sense living things.

When a living creature passes below it, the piercer drops (it subtracts 5 points from its first initiative roll). On a successful attack roll, it inflicts 1d6 damage and begins to eat its victim (1 point of damage per round). It won't stop until killed. If it misses, it can be avoided or killed.

Pudding, Deadly



AC:	6
Level:	6
THAC0:	15
Actions:	1
Damage:	2d8
Alt. Attack:	None
Sp. Defense:	Immune to cold, divides
Saving Throw:	14
Move:	6
Intelligence:	Non-Neutral
Attitude:	Neutral
Size:	6' long
Experience:	975

This voracious monster resembles a giant pudding. When it senses a living creature, it attacks. A pudding can ooze through cracks and travel along ceilings and walls. When it attacks, its touch dissolves organic matter.

Lightning and blows from weapons divide the pudding in two, forming two smaller but equally powerful creatures. Fire and *magic missiles* inflict normal damage.

Rat, Giant



AC:	7
Level:	1+1
THAC0:	20
Actions:	1
Damage:	1d4
Alt. Attack:	Disease
Sp. Defense:	None
Saving Throw:	19
Move:	12 (Swim 6)
Intelligence:	Animal
Attitude:	Neutral
Size:	4' long
Experience:	65

Giant rats travel and attack in packs. They can be aggressive, especially if hungry or if threatened. Fire frightens them and can drive them away.

The bite of a giant rat carries a deadly disease. Any victim who suffers damage from a giant rat attack must make a saving throw. If the save fails, the victim is infected. An infected victim can't be healed of wounds until cured by *cure* spell.

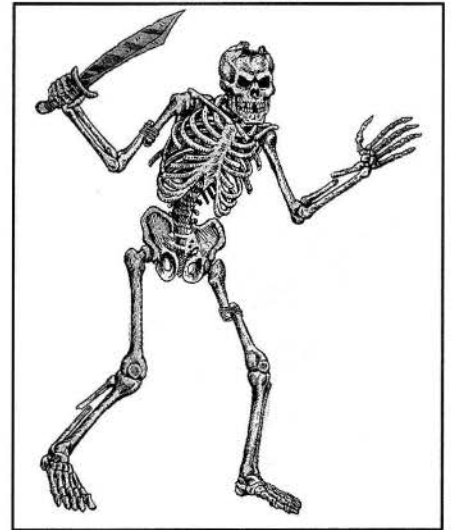
AC: 7
Level: 1
THAC0: 19
Actions: 1
Damage: 1d6
Alt. Attack: None
Sp. Defense: Immune to cold, some spells; some weapons do half damage

Saving Throw: 17
Move: 12
Intelligence: Non-
Attitude: Neutral
Size: 6' long
Experience: 65

Skeletons can be animated by evil wizards and priests to serve a variety of purposes. They attack with rusty weapons that always cause 1d6 damage.

Edged and piercing weapons, such as swords and spears, only do half damage to skeletons. Blunt weapons (maces, staves) do normal damage. They are immune to *sleep*, *hold*, and *fear* spells. Priests can turn skeletons.

Skeleton



AC: 6
Level: 3+2
THAC0: 17
Actions: 1
Damage: 1 (bite)
Alt. Attack: Squeeze
Sp. Defense: None
Saving Throw: 16
Move: 9
Intelligence: Animal
Attitude: Neutral
Size: 25' long
Experience: 175

The giant snake is a massive constrictor that hides in high, concealed places. It drops to attack (-3 initiative bonus in the first round), biting for 1 point of damage. Alternately, it can attempt to coil around its victim (on a successful attack). Every round thereafter, the victim suffers 1d6 points of damage. The victim can escape by making a successful Strength check with a +2 penalty to the roll.

Snake, Giant

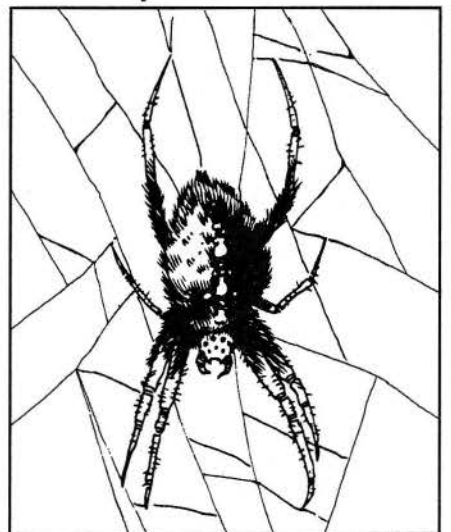


AC: 8
Level: 1+3
THAC0: 19
Actions: 1
Damage: 1d4
Alt. Attack: Poison
Sp. Defense: None
Saving Throw: 17
Move: 6, Web 15
Intelligence: Animal
Attitude: Hostile
Size: 4'-long body
Experience: 175

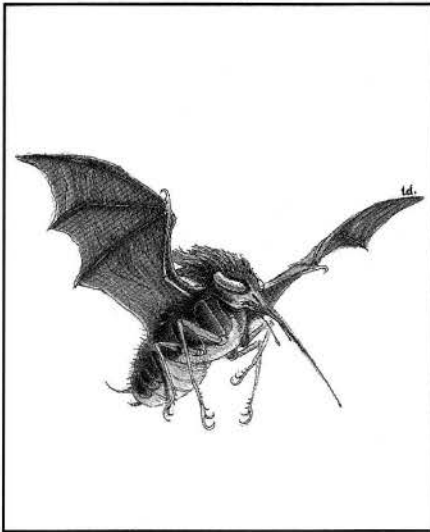
The giant spider is an aggressive predator. It spins webs in dungeons and ruins to capture prey. A target must make a successful Wisdom check to avoid becoming entangled in a web. If entangled, it takes a successful Strength check to break free. While entangled, the victim can't do anything else.

If bitten, a victim must make a successful saving throw or suffer poison damage (1d10+2).

Spider, Giant



Stirge



AC:	8
Level:	1+1
THAC0:	17
Actions:	1
Damage:	1d4-1
Alt. Attack:	Blood drain
Sp. Defense:	None
Saving Throw:	17
Move:	3, Fly 18
Intelligence:	Animal
Attitude:	Hostile
Size:	2'-long body
Experience:	175

The blood-drinking stirge flies in groups, descending when warm-blooded creatures are nearby. They swarm a victim, each attempting to pierce flesh with its proboscis.

On a successful attack, a victim suffers 1d4-1 damage. Every round thereafter, the stirge drains blood (1d4 damage). It must be killed to be removed. When a stirge has drained 12 points, it is full and flies off to digest.

Troglodyte



AC:	5
Level:	2
THAC0:	19
Actions:	3 or 1
Damage:	1d4-2/1d4-2/ 1d4+1 or by weapon
Alt. Attack:	None
Sp. Defense:	Odor
Saving Throw:	17
Move:	12
Intelligence:	Low
Attitude:	Hostile
Size:	6' tall
Experience:	120

This creature belongs to a warlike race that dwells beneath the earth.

A troglodyte attacks with two claws and a bite against a single target in a round, or fights with a weapon. It prefers long swords (1d8 damage) and great javelins that it can throw to inflict 2d4 damage. It carries two javelins.

The troglodyte's foul odor inhibits actions; save or +4 penalty to initiative rolls.

Troll



AC:	4
Level:	6+6
THAC0:	13
Actions:	3
Damage:	1d4+4/ 1d4+4/ 1d8+4
Alt. Attack:	None
Sp. Defense:	Regeneration
Saving Throw:	14
Move:	12
Intelligence:	Low
Attitude:	Hostile
Size:	9' tall
Experience:	1,400

A horrid carnivore that doesn't fear death, a troll preys on all but the most powerful creatures.

It attacks with two claws and a bite in a round; it can target three opponents in that round.

Three rounds after it suffers damage it begins to regenerate, healing 3 points every round thereafter. If reduced to 0 hit points, it still heals. To kill it, it must be reduced to 0 and then burned.

AC: 2
Level: 4+4
THAC0: 15
Actions: 3
Damage: 1d6/
1d6/1d12
Alt. Attack: Charge
Sp. Defense: Teleport,
immune to
hold
Saving Throw: 14
Move: 24
Intelligence: Average
Attitude: Friendly
Size: 7' long
Experience: 0

The magical unicorn protects forests from harm. Sometimes a good elf or fair maiden can ride a unicorn. If treated kindly, the magical creature can become a life-long friend.

It receives a -6 bonus to all initiative rolls. It attacks with its front hooves and its thrusting horn. If it is more than 30 feet away, it can charge to inflict 3d12 damage with its horn. It can *teleport* away once per day.

Unicorn



AC: 3
Level: 5+3
THAC0: 14
Actions: 1
Damage: 1d4+2
Alt. Attack: Drain (target
loses 1 point of
Constitution per
round)
Sp. Defense: None
Saving Throw: 14
Move: 12, Fly 12
Intelligence: High
Attitude: Hostile
Size: 6' tall
Experience: 3,000

This undead beast looks human until it attacks; then its true form is revealed. It casts no reflection, moves silently, and is destroyed by sunlight.

Its powerful fists cause 1d4+2 damage. If it uses a weapon, it receives a +1 to hit and +2 to damage. Most fearsome is its ability to drain Constitution points. It must hit successfully to drain Constitution. A target reduced to 0 Constitution dies and becomes a lesser vampire.

Vampire, Lesser



AC: 6
Level: 3+3
THAC0: 17
Actions: 1
Damage: 2d4
Alt. Attack: None
Sp. Defense: None
Saving Throw: 17
Move: 18
Intelligence: Animal
Attitude: Neutral
Size: 7' long
Experience: 120

Worgs are huge wolves. They travel in packs, are slightly more intelligent than their smaller cousins, and tend to be somewhat more aggressive. Some think their barks are a primitive language.

The worg attacks with a powerful bite and works with others to bring a target down swiftly.

Worgs can be found among goblin tribes, serving as mounts or guarding the tribe's lair.

Worg



Xvarg



AC:	7
Level:	1-1
THACO:	20
Actions:	1
Damage:	1d4+1
Alt. Attack:	None
Sp. Defense:	None
Saving Throw:	17
Move:	3
Intelligence:	Low
Attitude:	Hostile
Size:	2-1/2' tall
Experience:	15

These small humanoids are cruel and cowardly. They often serve as go-betweens for warring goblin and kobold clans. They try to avoid the larger races unless they have a numerical advantage.

The xvarg fights with a small sword (1d4+1 damage). It fears larger beings, but will fight if forced or if there are great numbers of the xvarg present. They utilize giant rats as guards and mounts.

Zombie



AC:	8*
Level:	2
THACO:	19
Actions:	1
Damage:	1d8 (fists)
Alt. Attack:	None
Sp. Defense:	Immune to <i>sleep, hold,</i> <i>and fear spells,</i> <i>cold, poison</i>
Saving Throw:	17
Move:	6
Intelligence:	Non-
Attitude:	Hostile
Size:	6' tall
Experience:	65

A zombie is a mindless corpse that has been animated for some foul purpose, usually by an evil wizard or priest.

In battle, a zombie never rolls initiative; it always attacks last. It keeps fighting until it is destroyed.

In addition to being immune to some spells and conditions, a zombie is also immune to paralyzation. It can be turned by a priest.

What's Next?

If you enjoyed the **DUNGEONS & DRAGONS** game, you'll want to look for additional products to keep the adventure alive. You can find these fine products at game, book, and hobby stores near you. If you can't find them, check our website at www.tsr.com for more information.

ADVANCED DUNGEONS & DRAGONS game. After you've mastered the adventures in

this game, you'll be ready to try the AD&D game. Players will want to pick up a copy of the *Player's Handbook*. It goes into more detail and adds more spells and options to the game, as well as showing you how to create a character from scratch.

DMs will also want to pick up the *DUNGEON MASTER*[®] *Guide* and the *MONSTROUS MANUAL*. The first provides additional advice and more

magical items for running the game, the latter provides lots more monsters to add to your adventures.

FORGOTTEN REALMS[®] **setting**. After that, look for the **FORGOTTEN REALMS** campaign box. It provides a world to set your adventure in, and **Haven** can easily be placed in that world. The boxed set contains history, villains, and places that are ready to use. Enjoy!

Dungeons & Dragons[®]

ADVENTURE GAME

Adventures Book





When the World was Young . . .

. . . and magic filled the primeval forests like thick gray mist, terrible monsters stalked the wilderness and epic heroes walked the land. Imagine this long ago time, picture this ancient place in your mind. Then get ready for a fantastic experience!

Now the stage is set for exciting quests and dangerous adventures. This is the realm of the DUNGEONS & DRAGONS® game.

This book contains information written specifically for Dungeon Masters. If you're just playing a character in the game, stop reading now. The rest of this book is filled with details that should remain mysterious until you encounter them during the play of the game.

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What DMs Should Know

The Dungeon Master should read through the *D&D® Rules Book* and the *Hero Folders* before reading this book. Also, take a look at the *DM Screen*. It summarizes most of the basic rules of play so that you don't have to refer to the *Rules Book* too often during a game session.

When you're ready, the sections that follow prepare you to run your first D&D adventure. Review this material before reading or attempting to run "Adventure #1: The Mystery of UnderTown."

The Adventures

This book contains three complete adventures. They should be played in the order in which they are presented, as they are designed for progressively more powerful player characters. In general, the first adventure ("The Mystery of UnderTown") is designed for 2nd-level heroes, the second ("The Haunting of Black Isle") for 3rd-level heroes, and the last adventure ("To Find the Dragon's Lair") for 4th-level heroes. If you play them in order, the characters should advance at the right pace to take on the more difficult challenges of the next adventure.

Item Descriptions

At the very end of this book, you'll find detailed descriptions of some of the more unusual items listed in the game. These include many of the imaginary weapons, armor, and magical items available to the player characters. Refer to this section if you come across an item you aren't sure about or if you want to find out what a particular magical item can do in the game.



Preparing to Play

You've read everything we asked you to, you've set a time for your first game session, and you've gotten your friends together to play. Now what?

Pick a location to play that has enough flat surfaces for everyone to roll dice and write things down when they need to.

Make sure there are refreshments for everyone, including food and drink. It's usually a good idea to have all of the players share in the expense; have everyone bring something for the group to share.

Set up your DM Screen, books, pencil, and note paper in a spot that allows the other players to see and hear you but doesn't leave them looking over your shoulder (one end of a table is good).

Hand each player a *Hero Folder* and have them identify who's going to be the mapper, caller, and recorder. (One person can handle one or more of these tasks, but spread them around if you have enough players.)

Have the players determine a marching order for their characters. This lets everyone know where the characters are in relation to each other and helps avoid confusion later.

Go over any rules the players find confusing. Sometimes it's better to just start playing and let everyone figure it out as you go along, but everyone should understand the basics before you begin to play. The basics include knowing how to roll the dice and read the results, understanding the contents of the *Hero Folders*, and understanding the underlying concept of the game. The underlying concept is that this is a game that utilizes imagination and a few basic rules to foster an interactive group storytelling experience. In other words, it's a game of "Pretend" for grown-ups. You pretend to be an imaginary character in an imaginary fantasy world.

Tips for Adventuring

Remind players of these details before starting the first adventure.

Iron spikes and hammer can be used to wedge doors open and provide grips for climbing, etc.

Holy water hurts undead monsters like skeletons and zombies (1d6+1 damage). It can be thrown up to 20 feet and hits if the character makes a successful attack roll.

A **mirror** comes in handy for signaling (if a light is present) or for stealthily peaking around corners.

A typical 10-foot **pole** is made of wood and can be used to spring traps by poking the floor, tapping suspicious-looking dungeon features, or touching chests and barrels.

Rations and water skins provide characters with nourishment while they are adventuring. Each set provides one character with enough food and drink for five days of heavy-duty adventuring—and all adventuring is heavy-duty!

Rope can be tied to an iron spike to assist in climbing, or it can be used to restrain prisoners, etc. A coil has a length of 50 feet.

The DM keeps track of **time** in the game and decides how long unusual actions attempted by the characters take. During combat, time is measured in **rounds**. In general, a character can attempt one action in a round. Many hours or days may pass in the game in a matter of minutes in the real world when the DM says "you travel for three days and arrive at the ruined tower." On the other hand, a battle that fills only a few minutes of game time may take as long as an hour of real time as the players roll dice and play through the rounds.

Most dungeons are dark places that don't have their own light sources. Most characters need **light** to see by. They can carry torches or lanterns to provide such light, and flint and steel to ignite them. Both provide



enough light to illuminate an area 30 feet in each direction. A torch burns for one hour, a lantern for four hours. A lantern requires oil to operate. Of course, if the characters have light, the monsters will see them. And, if a character is carrying a lit torch or lantern, he or she has only one hand free to use a weapon.

Eventually the adventurers will come across a **door**. Doors come in many forms. There are normal wooden doors, metal doors, ornate doors, and plain doors. Some doors are locked, others aren't. Some have traps, others don't. If a door is locked, a thief can pick it open or a character can try to force it open using a Strength ability check. As DM, you want to modify the check based on the toughness of the door and the quality of the lock. A character can try to force the door open once per round, but each attempt alerts whatever waits on the other side.

There are even **secret doors**, hidden from view and hard to spot. A sliding wall, a door hidden by a tapestry or piece of furniture, or even a door *made out of* a piece of furniture (such as a bookcase) is considered to be a secret door. A successful search roll and time are required to find secret doors (10 minutes or 10 rounds, depending on the type of scene).

Traps litter dungeons like the bones of long-dead monsters. A common trap consists of a concealed pit that dumps a character into it when he or she walks over it. A pit can contain spikes, water, a monster, or just hard ground. Searching for traps takes time (10 minutes or 10 rounds per 20 feet of room or corridor, depending on the situation). If a trap is discovered, it must still be removed before the area can be safely entered.

If a character drops into a pit, he or she suffers **falling damage**. For every 10 feet a character falls, he suffers 1d6 points of damage. (Note that some pits have additional

hazards, such as spikes, that inflict additional damage.)

Wandering Monsters add an extra element of danger and suspense to every adventure. For every 60 feet an adventuring group travels through a dungeon, every minute they spend searching or standing around in a dungeon, or twice a day (morning and night) when in unexplored wilderness, roll a check (1d20). On a result of 1 or 2, a monster has wandered by. Use Table M at the back of the Rules Book (in the Random Dungeon Generation section) to determine what kind of monster and how many. Note that wandering monsters might not always be appropriate to a scene or adventure. The DM must exercise some judgment in this regard.

Rolling Modified Dice

Some monsters, weapons, and other die rolls have a negative modifier attached to their notations. For example, an ettercap inflicts 1d4-1 points of damage with its claw. Roll the d4 and subtract 1 from the result. Note that the result (damage, etc.) will never be less than 1.

The Town of Haven

The Vale is a small farming community nestled in a broad, wooded valley. Haven, the largest town in the area, rests alongside the rambling Gryphon River. The heroes (the characters detailed in the *Hero Folders*) grew up in the Vale and know Haven and its residents very well.

The material below should be used in conjunction with the map of Haven that's printed on the front of the DM Screen. Each numbered location is described in the following text.

The heroes can use Haven as a base of operations, a place to go to rest between adventures, buy supplies, receive training, heal their wounds, and gather rumors

concerning events in the Vale.

Training is required before a character can advance in level. The character must have acquired the appropriate amount of experience points. Then the character must find a teacher who specializes in one of the primary disciplines—fighter, wizard, thief, priest. The cost depends on the trainer, and the time required is a number of weeks equal to the new level. So, if Mitchifer earns enough XP to advance to 3rd level, he must pay the Patriarch 300 gp and spend three weeks studying with the elder priest to gain the benefits of the new level.

1. Temple of the Holy Defender

This holy place is the spiritual center of the Vale. The Patriarch, high priest of the temple, is a gray-bearded man whose age shows in the bend of his back and the air of wisdom that hangs around him.

The Patriarch offers morning and evening prayers in the temple (which aren't as well attended as he would like), provides spiritual advice and comfort to the people of Haven and the surrounding farms, and offers his blessing to the community in a variety of ways. He is a warm, kind-hearted old man who loves the Vale and its people.

The Patriarch provides the following services at the temple that adventurers might want to take advantage of, with the cost per character listed:

- Healing all wounds, 100 gp
- Curing poison or disease, 250 gp
- Removing a curse, 500 gp
- Training priests, 100 gp per level of priest
- Restoring life, 1,000 gp per level of deceased character

Restoring life isn't an easy miracle to perform. The Patriarch requires a hefty donation to cast such a spell. When a character is restored to life, his or her Constitution score is permanently reduced by 1 point.

In addition, the Patriarch expects a tithe from the heroes as members of the community. Ten percent of any treasure they earn makes a reasonable tithe. Mitchifer and Peregrine might feel obliged to give more. (The players may decide that their characters won't provide a tithe to the temple. If this is the case, the Patriarch doubles all fees for services.)

2. Patriarch's House

The Patriarch lives in this beautiful house next to the temple. If he ever calls the heroes to his study, then they will meet with him in his home.

3. Willow Inn

The road through the Vale connects Haven with the rest of the world, and sometimes merchants and other travelers visit the town. This inn provides lodging (5 gp per day),





All of the people who live in or visit Haven, with the exception of the player characters, are controlled by the DM. If a particular character isn't described, you should make up a personality to fit the role (the butcher, the baker, or the innkeeper, for instance).

Explain to the players whenever you take on a role so they can imagine the scene and understand what's happening. For example, tell them "I'm speaking as the Patriarch now" when they enter the temple to seek the elder priest's services.

If you want to have some fun with this, adopt a different voice for every character. Speak slower for some, louder for others. Use accents if you're even a little good at it, or an old man's voice, or a deep voice, or a squeaky voice. You don't have to do this, of course. Just informing the players that you're playing a role is sufficient. But the game can be a lot more fun with little touches like this.

fine hot meals (2 gp per plate), and a sedate drinking hall where a traveler can wash away the dust of the road.

4. Merry Minotaur Tavern

This rowdy drinking hall opens in the late afternoon and closes just before dawn. Music, friendly serving wenches, cold meat and cheese plates (1 gp), hot stew (1 gp), and a variety of strong drinks (1 gp per mug) make this a lively and often crowded establishment. Lady Ostur, owner of the Merry Minotaur, offers a few rooms for travelers who don't require the luxury and cleanliness of the Willow (2 gp per night).

One of Lady Ostur's regulars, Dagger Daneer, is an expert thief who made a fortune in some far-away city and has retired to the Vale at the not-so-advanced age of 29. Of

course, few know of her adventurous past, or that she is secretly Lady Ostur's partner. However, Niles knows all about the lovely Daneer and can go to her for training when he needs it. (She charges 150 gp per level of the student.)

5. Stable

The town stable is owned by the blacksmith, though he has a halfling horse handler named Ulan to run it. Horses can be stabled for 1 gp per day, which includes feeding and grooming.

6. Blacksmith

The blacksmith of Haven is a dwarf named Falgur Ironstone. An expert smith and a respected leader of the community, Ironstone also serves as captain of the town watch (area 12). He can train fighters at a cost of 100 gp per level. He also has a selection of non-magical armor and weapons, as listed on the back of some of the *Hero Folders*, for sale.

7. Kosi's General Goods

Kosi, a young widow who took over this store after her husband died suddenly last winter, sells nonmagical items useful for adventuring. These items, such as backpacks and belt pouches, are listed on the back of some of the *Hero Folders*.

8. Haven Graveyard

A wooden fence surrounds this graveyard, which is cared for by the Temple of the Holy Defender.

9. Tailor

A mender of clothing and a maker of suits and dresses operates out of this small shop.

10. Tanner

A worker of leather and maker of leather goods operates out of this small shop.



11. Scribe

A scribe works out of this small shop. He offers his services to traveling merchants, as well as to the local shopkeepers, farmers, and town officials. All official records are prepared by the scribe for a modest fee.

12. Watch Tower

The guards of the town watch use this stone tower as a base of operations. The tower also features a lock-up where drunks and unruly thugs can be stored until they calm down. Blacksmith Ironstone (area 6) is the captain of the watch, though he rarely takes a turn in the tower. He has four 1st-level fighters who help him keep the peace and watch over the town.

13. Town Elder

This fine home is occupied by the Elder of Haven and his family. Kestin Pane is the Elder, essentially the mayor of Haven.

14. Hall of Elders

Other influential members of the Vale meet here to discuss important topics and to hear petitions from the community. Elder Pane, the Patriarch, Falgur Ironstone, Farmer Mingof, and Lady Ostur are among the most prominent Vale citizens.

15. Old Aljero's Cottage

Nestled in the forest, not far from the river, sits the home of Old Aljero. This wizard rarely gets involved in the affairs of the community, and the path to his home isn't always easy to find. (It can magically hide whenever he doesn't want to be disturbed.) He will take time to train Thaddeus and Sunblayze, however, at a cost of 150 gp per level of the student.

16. Black Isle

In the middle of the Gryphon River, connected to the land by a covered bridge,

Black Isle was once the home of the Temple of the Holy Defender. A terrible accident laid waste to the holy island, and now the place is considered to be haunted.

Adventure #1: The Mystery of UnderTown

This adventure pits the heroes against an evil menace that has invaded the underground chambers beneath the town of Haven. The town is threatened, so the town elders have appealed to the heroes for help.

For this first adventure, we're going to start the adventurers right in the dungeon. The read-aloud section below brings the players up to speed and gives them enough details to begin play. Everything else should become clear as the adventure unfolds.

The map on the following page shows the layout of the dungeon. The characters are equipped with everything listed on their *Hero Folders*. Find out the marching order, who's holding the torch (or whatever light source they are using), and read the shaded text below to start the action.

The elders called upon you to aid the town of Haven, a place that has been your home all your life. You and your companions listened to Ironstone, captain of the town watch, as he explained what he discovered in the watch tower earlier this day.

"The tower was locked from the inside when I arrived to check on my men," Ironstone said in his rumbling voice. "I smashed the door and found both of my soldiers murdered, as though someone had taken an ax to them while they sat waiting for their relief to arrive."

At the tower, you found a hidden panel in the floor that led to a secret room



beneath the tower. Ironstone promised a reward, and with a nod of encouragement from him, you all descended into the darkness below. . . .

Note the location marked "1" on the map. This is where the heroes begin this adventure. Give the players a moment to describe their characters to each other. Remind them that the characters have known each other all their lives and that they are good friends. If they ask, Ironstone promised the companions a suitable reward and the gratitude of the town elders if they can discover who or what murdered his soldiers.

1. Into the Depths

A crude ladder descends 20 feet into a rough-hewn chamber carved into the very stone beneath the town. The chamber appears ancient, perhaps older than Haven itself. A passage leads out of the chamber to the south; another leads to the east. An extinguished fire pit occupies the eastern side of the chamber, surrounded by crude bedding and a stack of wooden crates.

Every good adventure begins with a question from the DM to the players: "What do you want to do?" How the players answer that question sets the stage for the action their characters participate in.

What's in this Chamber?

If the characters look around the chamber, here's what they can discover.

The **ladder** is made of stout branches tied together with crude rope. It looks fairly new. There are splotches of wet blood visible in a few places.

The **fire pit** is warm, as though the fire was extinguished fairly recently.

There are **no markings** on the walls.

The **bedding** consists of filthy, bug-infested straw and old cloth. If anyone decides to *search* the straw and makes a successful check, 3 gp can be found in one of the beds.

The **wooden crates** look like they fell off a merchant's wagon. From the amount of dirt and scratch marks visible, they probably fell off a long time ago. If the characters examine the crates (no search rolls necessary), they discover rations and wine skins that were probably taken from the watch tower above. There are enough rations to feed six characters for four weeks. Also, a belt pouch that belonged to one of Ironstone's murdered soldiers is inside one of the crates. It contains 5 gp.

Are There Any Monsters?

No, although it obviously looks like someone was camped in this chamber within the last day or so.

Should You Roll for Wandering Monsters?

If the characters decide to carefully search the chamber (as opposed to having a quick look around and then moving into one of the side passages), roll for a wandering monster.

If the check succeeds (1 or 2 on 1d20), the monsters that appear are xvarg. There are 1d4 of them. They wander into the chamber from the east passage, arguing among themselves. They stop abruptly when they get close to the fire pit, appear to notice the heroes for the first time, gasp comically, and attempt to flee back the way they came.

Roll for initiative and let the players decide if their characters let the xvarg escape or if they give chase. (If the players go first, the xvarg can be attacked immediately; if the xvarg go first, they run toward location "2" and must be chased.)



What's Next?

When the characters leave chamber "1," proceed to:

- location "2" if they take the east passage and then turn toward the south;
- location "3" if they go east and follow the passage toward the north;
- location "5" if they exit the chamber by the south passage.

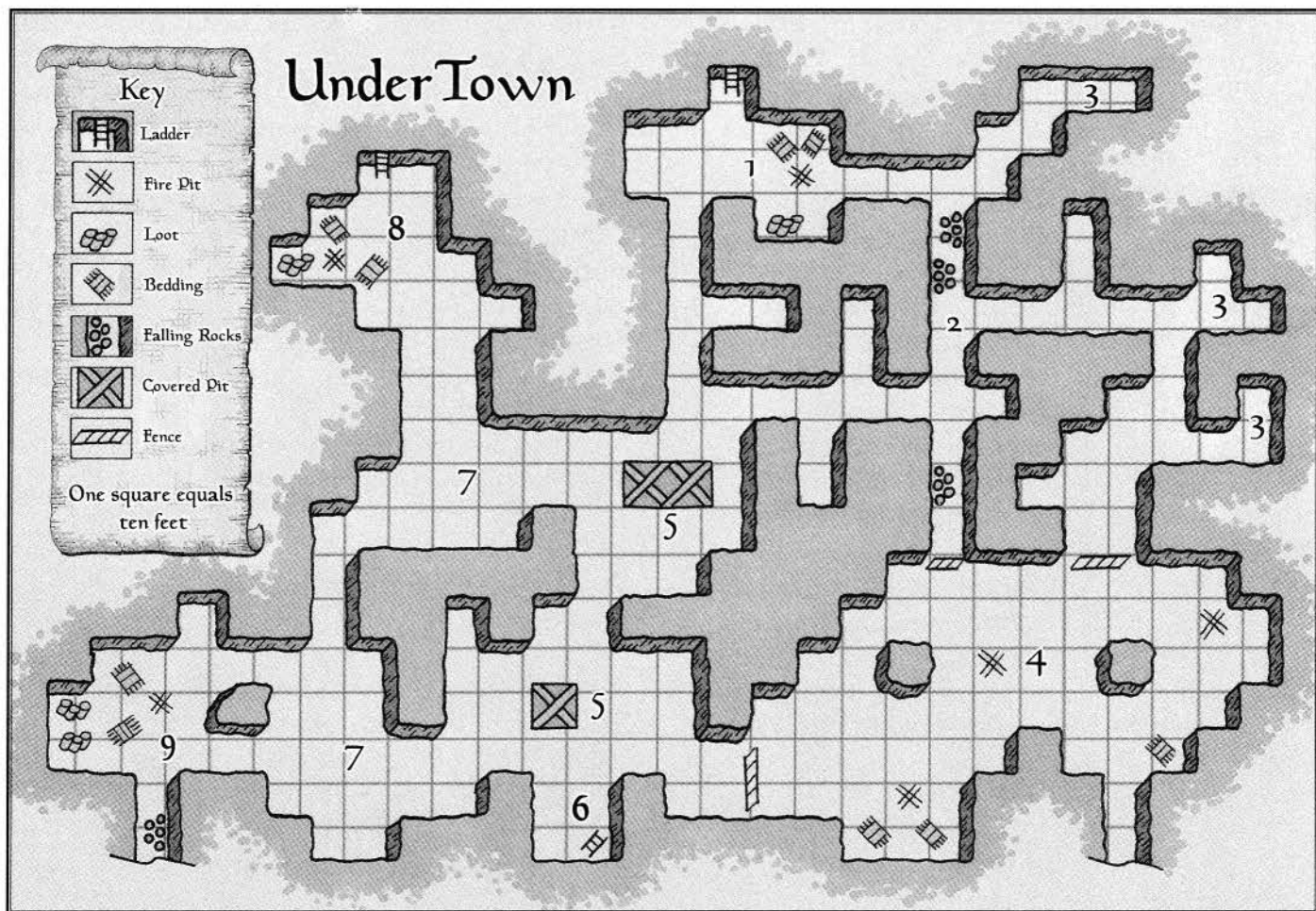
2. Falling Rock Zone

If the characters spotted and chase the wandering xvarg in area "1," don't read the boxed text! Only read it if they reach the corridor marked "2" while traveling carefully through the dungeon.

The corridor to the south is littered with piles of small rocks. Except for the occasional sound of dust and pebbles raining down from the ceiling, the area is quiet.

If the xvarg appeared in location "1" and the characters chased them, they run into this corridor in an effort to reach location "4." If the xvarg never appeared (because no wandering monster was called for), then the heroes can cautiously explore this dangerous passage.

The passage that runs from north to south is unstable. Any characters larger than dwarves or halflings can cause an avalanche just by walking down the passage. Every 10



feet a character (except Niles and Thordar) moves, have that character's player roll 1d20. On a roll of 1–4, rocks fall on anyone in that 10-foot section of the corridor. (Here's where knowing the marching order is very important!)

Falling rocks damage everyone in the 10-foot square in which they fall. Roll 1d4 for each affected character each time an avalanche occurs to determine the amount of damage a character suffers.

If Thordar Searches or Niles Attempts to Find Traps . . .

. . . and either succeeds in the attempt, they notice the condition of the corridor. Tell the players that any excessive weight could cause more of the ceiling to cave in. There is no way to remove this trap. Once they understand the danger to their characters, it's up to the players to decide if they want to risk this path or go in another direction.

3. Piercer Lairs

Piercers (2)	
AC:	3
Hp:	8, 5
THAC0:	19
Actions:	1
Damage:	1d6
XP:	35 each
Note: attached piercers inflict 1 point of damage per round until killed; once it has dropped (attacked once), it can be avoided or killed	

These dead-end sections of the dungeon have become the home of some piercers. Whenever any characters enter the 10-foot section where the number is marked on the map, a piercer drops for an attack. Roll initiative; the piercer gets a –5 bonus to the roll.

The following round, a second piercer drops to attack a random character in the vicinity. There

are only two piercers in each of the three dead-end sections.

4. Xvarg Lair

Xvarg (20)	
AC:	7
Hp:	6 each
THAC0:	20
Actions:	1
Damage:	1d4+1
XP:	15 each

Three different corridors lead from the dungeon into this large chamber. Two great stone columns support the ceiling, and crude wooden fences have been erected to separate this area from the rest of the complex.

A tribe of xvarg inhabit this section of the dungeon. Unlike most xvarg, these are not overly hostile. They were not involved in the murder of the town watch, nor do they have any intention of invading Haven. They are content to live peacefully in this comfortable location, venturing above only to hunt small game and occasionally "forage" in the unlocked barns of the Vale's farmers.

There are 30 xvarg here, including 8 males, 12 females, and 10 children. The children do not fight.

If the heroes ignore this location, the only trouble they may have with the xvarg will be if they encounter any wandering through the dungeon. If they decide to attack the xvarg camp, the xvarg fight back to defend their home. If six or more xvarg fall in this defense, the remainder lose hope and flee through the southern passage. This passage leads to the surface, emerging near the river not far from Old Aljero's cottage.

If the heroes attack without provocation, they receive no experience points for slaughtering the xvarg.

If the heroes approach one of the wooden fences, read the following:

A crudely constructed wooden barricade blocks the corridor ahead. It reaches from the floor to the ceiling, its sharpened points falling just short of the stone overhead. You can see that there are view holes cut in the barrier about two feet or

so above the floor. Red eyes appear in a few of these holes and a high-pitched voice calls out, "Who approaches the Kingdom of Teg?"

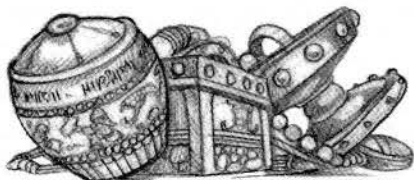
If the Heroes Are Nice . . .

. . . they can learn a few things from the xvarg. Being nice involves not attacking the camp, not threatening the tiny creatures, and showing at least a modicum of respect for King Teg (the leader of the clan). If the heroes also offer a gift of some sort, they become honorary "best friends" of the xvarg.

If the heroes are nice, the xvarg explain that they have lived here "forever." They have no intention of attacking the "big people town" and swear they haven't killed anyone.

"It was probably the bugbears," one of the xvarg speculates. "Since they moved in a few months ago, the dungeon has become a terrible place." The xvarg tell them that the bugbears have taken over the western chambers.

If the heroes are especially nice or indicate that they're going to deal with the bugbear infestation, one xvarg speaks up. "Many xvarg have been enslaved by the bugbears. Will you set them free?" The heroes can agree or refuse as they see fit.



If the Heroes Are Nasty . . .

Giant Rats (6)

AC:	7
hp:	9, 7, 7, 5, 5, 2
THAC0:	20
Actions:	1
Damage:	1d4
XP:	65 each

Note: bite causes disease unless a saving throw is made; victim cannot heal wounds until cure disease is cast

. . . the xvarg refuse to open their barricades or tell the heroes anything. "Go away, big nose!" shouts one xvarg. "Flee or face the wrath of King Teg, you stupid giants!" shouts another. The heroes won't learn anything useful, and the xvarg fight them if they try to enter the xvarg lair. Note that the xvarg utilize six giant rats to help them protect their lair. If the

heroes pass through the barriers, the rats aid the xvarg in the battle.

What's in This Chamber?

Besides the 30 xvarg, the chamber contains bedding, fire pits, and the xvarg stores. The xvarg have a variety of dead animals they use for food, as well as a selection of nuts, berries, herbs, and other vegetation they use to supplement their diet.

In addition, there is a variety of crude weapons, loot totalling 15 gp (though the heroes must search for two hours to find it all), and a few sacks of grain from Althisi's farm.

5. Pit Traps

The bugbears have set up two pit traps to hinder anyone attempting to invade their underground lair.

If the heroes are being cautious . . .

. . . let the lead characters in the marching order attempt Wisdom ability checks to spot the poorly concealed pits. A success indicates that the character notices the large carpet of fresh straw covering a portion of the otherwise dusty floor. Let the players decide what this means and how they want to proceed.

Adjusting the Challenge

The adventures in this book are written for a party of four adventurers. If there are less than four heroes running through the adventures, reduce the number of monsters in each encounter by half. So, four bugbears becomes two bugbears, for example.

If there are more than four heroes, you'll need to make the encounters a bit more challenging. For five or six heroes, increase the number of monsters by one. So, four bugbears become five bugbears. For seven or eight characters, double the number of monsters (four bugbears becomes eight bugbears).

Don't increase the number for Restad the Vampire or Moltenclaw the Dragon. Instead, just increase the number of supporting monsters in those adventures, as outlined above.

Use your judgment. The goal is to present a challenge, not overwhelm the heroes.

If the heroes aren't careful . . .

. . . they walk right into the trap. The lead characters in the marching order plunge through the straw and fall 10 feet (1d6 damage). The characters in the second row of the marching order must make successful Dexterity ability checks or they also fall into the pit and take damage.

6. A Pair of Bugbears

If the heroes enter this chamber, read the following:

A crude ladder, much like the one you descended from the watch tower, rests against the far wall. A mound of dirt and rocks beside it indicate that the hole above was recently opened. Suddenly, you hear rough laughter from above. Someone or something is climbing down the ladder!

Bugbears (2)

AC:	5
hp:	14, 13
THAC0:	17
Actions:	1
Damage:	1d8+2
XP:	120 each

Note: ambush situation; bugbears don't attack first

Two bugbears climb down into the chamber. The freshly dug hole leads to the meadow east of the blacksmith's shop. They were up above, spying on the town and working up a strategy for attack. One of them carries a large sack.

If the heroes decide to attack, don't roll initiative. The bugbears aren't expecting any trouble so the heroes can surprise them and attack first in the first round of combat.

If the heroes wait and try to talk to the bugbears, roll initiative. The monsters don't talk to the adventurers; they just attack and make as much noise as possible to alert their companions.

Every round the battle lasts after the first round, check for wandering monsters. Because the bugbears are making a lot of noise, increase the chance of an encounter to 1-5 on 1d20. If a wandering monster is indicated, 1d4-2 bugbears arrive in 2 rounds. After that, don't check for wandering monsters any more for this battle.

What's in the Sack?

The bugbears captured a dog while they were up above. It's Ironstone's dog, which the heroes recognize. The friendly mutt hates the bugbears but affectionately follows the heroes around if they release it. Ironstone is especially grateful if they return the dog to him at the end of the adventure.

The other bugbear has a folded sheet of parchment in its belt. If the heroes examine this sheet, they see a crude drawing of the town above. They've made a map of Haven!

7. Xvarg Slaves

This large chamber contains xvarg slaves and their bugbear overlords. The bugbears



are using the xvarg to help them dig tunnels up to Haven. They've already dug two (locations "6" and "8") and they're working on two more (the spots marked "7").

When the heroes arrive, read:

Two large creatures whip and yell at a dozen or so smaller creatures. The smaller humanoids are tied together with rope and are busy burrowing into the ceiling with crude picks and axes. "Work harder, you lazy snot heads!" one of the larger monsters shouts, cracking his great whip.

Bugbears (2)

AC: 5
hp: 18, 11
THACO: 17
Actions: 1
Damage: 1d8+2
XP: 120 each

Note: bugbears attack first in the first round of combat

The bugbears notice the heroes immediately and turn to attack. As in location "6," the monsters make a lot of noise in an effort to alert the rest of the bugbear invaders. The bugbears fight to the death.

If the Heroes Free the Xvarg . . .

. . . the grateful creatures pause for a moment to explain what they have learned. "The bugbears are preparing to invade the big people town overhead," one xvarg informs them. "There aren't too many here yet, but an army is supposed to arrive by nightfall. Then they're going to climb up through these holes and murder the big people while they're asleep."

8. Staging Area

This is one of the main areas from which the bugbears plan to invade Haven. If the adventurers enter this area, read:





A ladder leans against the far wall, while piles of junk fill the area beyond the blazing fire pit. Suddenly, a large creature bursts out of the shadows, swinging a mighty battle ax at you and roaring in anger.

This bugbear sentry guards the staging area. More concerned with threats from above, it nevertheless noticed the approaching heroes.

Just like in location "6," the noise this bugbear makes could attract a wandering monster (more bugbears).

The ladder leads to the open field separating the Temple of the Holy Defender and Kosi's General Store. The junk includes crude spears (12 of them), flasks of oil (six), rope (three 50-foot coils), and two poorly crafted battle axes.

9. The Main Battle

Two bugbears and two skeletons guard this location. An ancient, withered bugbear shaman oversees the group and magically commands the skeletons. When the heroes approach the area, read the following aloud:

Bedrolls surround a blazing fire pit. The far corner contains a mound of junk. A rough-hewn tunnel has been carved into the southern wall of the chamber. Two huge creatures stand around the fire, hefting large battle axes and staring at you with a mixture of terrible anger and extreme hunger. They roar and charge toward you.

Bugbears (2)

AC:	5
hp:	14, 13
THAC0:	17
Actions:	1
Damage:	1d8+2
XP:	120 each

The bugbears attack first, seeking to destroy the adventurers before they can spoil their plans. The bugbears fight to the death.

One of the heroes notices that the largest of these bugbears wears a metal helmet. It obviously belonged to one of the murdered soldiers of the town watch.

What About the Shaman and the Skeletons?

Bugbear Shaman

AC:	5
hp:	14
THAC0:	17
Actions:	1
Damage:	1d6+2
XP:	175

Note: can cast the following spells once each: *cause fear*, *cure light wounds*, and *spiritual hammer*; wields a *footman's mace +1*

The adventurers don't see the bugbear shaman or his skeletons immediately. They hide in the shadows in the alcove with the mound of junk. After the bugbears attack, the shaman orders the skeletons forward in the second round of combat. Read:

Above the sound of battle, you hear the terrible sound of bone scraping on bone. Lunging out of the shadowy alcove at the back of the chamber, two stark-white skeletons move to join the battle with death-skull grins and rusty swords. Behind them, barely visible at the farthest edge of the firelight, stands an older, thinner bugbear, adorned in necklaces of bones and carved rocks.



Skeletons (2)

AC: 7
hp: 8, 7
THACO: 19
Actions: 1
Damage: 1d6
XP: 65 each

Note: suffer only half damage from edged or piercing weapons (divide die roll first, round up, then add Strength and magical bonuses), immune to *sleep*, *hold*, and *fear* spells

In the third round, the shaman joins the fight or decides to escape into the tunnel to warn the bugbear king (who doesn't appear in this adventure) that his plans have been foiled. He flees if the bugbears and skeletons are obviously losing.

What's in this Chamber?

Here's what's in this chamber (other than the bugbears).

The **bedrolls** are crude and mangy. There isn't anything to find inside

them except dirt, hair balls, and various tiny insects.

The **junk** includes food and drink for the invading army, extra spears, barrels of foul-tasting bugbear beer, and a small chest. The locked chest contains eight pieces of jewelry worth 25 gp each. The heroes can retrieve the jewelry if Niles picks the lock. If the chest is smashed open, a trap explodes that destroys the jewelry and inflicts 2d4 points of damage on anyone within 10 feet of the chest.

The **tunnel** was dug by the bugbears to connect their underground lairs to the chambers beneath Haven. The bugbear king plans to send an army of bugbears into the town via the chambers, thus taking the town by surprise. If the heroes succeed, at the very least they can warn the townsfolk before the invaders arrive.

If Niles or Thordar examine the tunnel, they notice that it is extremely unstable. The heroes can make Strength ability checks to disturb the construction and cause a cave-in. This effectively seals the tunnel and sets the bugbear king's plan back many months. The heroes need a total of three successes (either by a single hero over the course of a few

rounds or by some combination of heroes) to bring the tunnel walls down.

Should You Roll for Wandering Monsters?

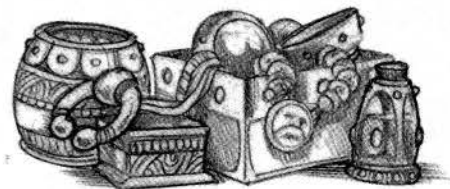
No. If the heroes have gotten this far, there shouldn't be any other bugbears to deal with. However, if they get to this location without visiting all of the other bugbear encounter sites (areas "6," "7," and "8"), five rounds after this battle begins any remaining bugbears from the other locations arrive to defend the tunnel.


What's Next?

- If the heroes defeat the bugbears, skeletons, and shaman, they can go warn the town and get their wounds healed. Award experience for defeating the monsters, allow the heroes to divide the treasure they found, and then determine the story awards for the adventure:
- If the adventurers rescued Ironstone's dog, they receive 250 XP each.
- If the heroes freed the xvarg slaves, they receive 300 XP each.
- If they stopped the shaman from escaping to warn the bugbear king, they receive 300 XP each.
- If the heroes seal the tunnel, they receive 500 XP each.
- If the heroes defeat the bugbears and warn the town of the bugbear threat, they receive 300 XP each.

Conclusion

Once the heroes have survived the dangers of UnderTown, Haven is warned of the bugbear threat and takes steps to avoid an invasion. The heroes receive thanks and 400 gp to split.





Adventure #2: The Haunting of Black Isle

The isolated island in the middle of the river was once a lush and beautiful location and the site of the original Temple of the Holy Defender. A terrible accident (whose nature remains a mystery) devastated the island many years ago. Now the place is overgrown and dark, and ruined buildings in various states of disrepair litter the island.

This adventure begins as the heroes prepare to cross the covered bridge. Make sure that all of the characters have had a chance to heal since the events in UnderTown, to train (if they reached a new level), to purchase supplies and equipment, and to memorize their spells.

Once all of that occurs, Kestin Pane calls the adventurers to his home. The read-aloud section below brings the players up to speed and sets them before the creepy bridge just hours before night again falls over the Vale.

The map on the following page shows the layout of the island. Read the text below to start the action.

Elder Pane implored you to assist him in a delicate and very personal matter. He claims that his sixteen-year-old daughter, the lovely Kira Pane, was kidnapped from her bedroom sometime before dawn. Her bedroom window was wide open when Pane went to wake her this morning.

The elder first sent the town watch to search Haven for signs of his daughter. They found a swatch of her nightgown caught in the tangles growing around the covered bridge.

"The town watch is under strict orders not to go to Black Isle," the elder told you. "In fact, no one from Haven should set foot on that accursed place. However, my

daughter is very, very important to me. I would only ask this of adventurers of your mettle. Will you brave the dangers of Black Isle and bring back my beloved Kira before the night comes again?"

Now the covered bridge stretches over the river before you and the haunted island awaits you as the day begins to wane.

1. The Covered Bridge

Before the heroes attempt to cross the bridge to reach Black Isle, read:

The ancient bridge has suffered many years of neglect, but it appears to be sturdy enough. A tangle of thick, thorny vines grows over and around the bridge, covering almost every surface. The entryway looks like a dark, cavernous maw. Overhead, you see that the sun has passed the midpoint of the sky and has begun its descent toward night.

The adventurers have about two hours before twilight falls upon the valley. Shortly thereafter, full darkness hits like a warhammer, plunging the Vale into night.

Find out the marching order of the party. Then ask the all-important question, "What do the heroes do?"

Crossing the Bridge

Despite its apparent condition, the bridge itself is actually quite safe to walk across. The trouble comes from what lives inside the bridge.

The heroes must force their way through the tangle of thorny vines that coat the inner walls of the bridge and hang down from holes in the dilapidated roof. The adventurers can struggle



through the dark interior of the bridge using what little sunlight filters in from each end and the not-quite-intact roof. Or they can utilize a light source and move through the shadowy bridge with a bit more ease.

Webs and Spiders

Giant Spiders (3)

AC:	8
hp:	11, 8, 7
THACO:	19
Actions:	1
Damage:	1d4
XP:	175 ea.

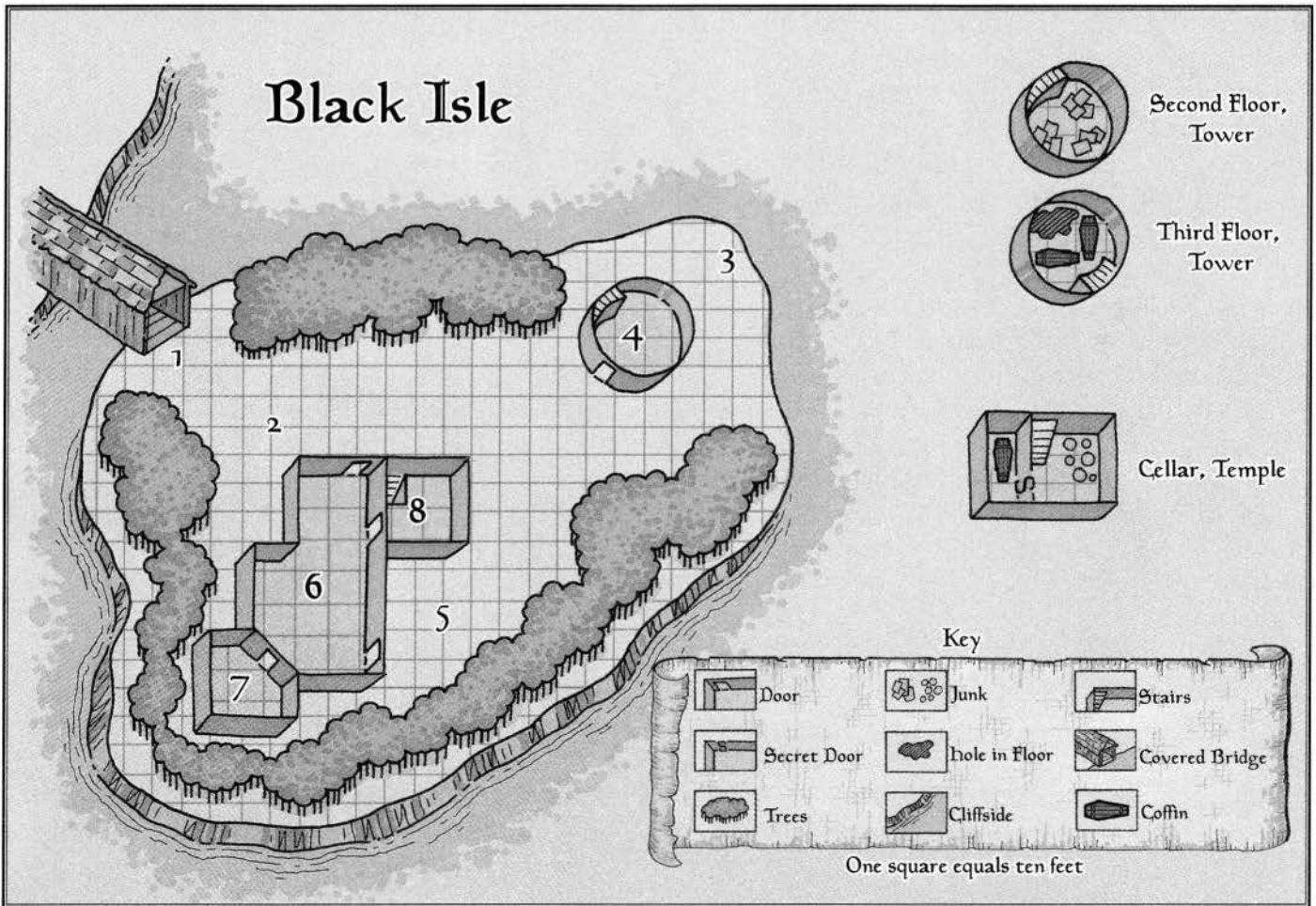
Note: bite inflicts poison; save or suffer 1d10+2 damage

About halfway across the bridge, they encounter unusually thick spider webs that stretch from roof to floor and between each wall. If they have a light source, the lead characters can attempt Wisdom checks to spot the webs before walking into them. If they aren't

using a light source, the Wisdom check receives a +3 penalty.

If the characters spot the webs, they can begin to cut or burn a path through them. If someone fails the Wisdom check and blunders into the webs, the character must make a successful Strength check to break free.

Whether a hero is caught in the webs or the characters clear away the webs, the giant spiders that spun them rush to attack. There are three spiders in all. The spiders get to attack first in the initial round of combat. The first attacks the character closest to (or caught in) the webs. It automatically hits anyone stuck in the webs; just roll for damage. The other two drop from the ceiling and strike at two other characters randomly.





2. The Island Forest

Dark, thorny plants and moss-covered trees grow in a thick tangle across the island. The canopy overhead diffuses the sunlight, making the island floor shadowy and darker than daylight has any right to be.

When the adventurers exit the bridge, read:

The island seems even more overgrown and wild than you were led to believe. The forest around you is eerily silent, and the tight cover of leaves and branches overhead reduces the amount of sunlight reaching the forest floor. It's dark, quiet, and slightly unnerving.

If the characters want to examine the area before heading deeper into the island, have everyone make a Wisdom check. Any adventurers who succeed spot another strip of cloth from Kira's sleeping gown. This one is snagged on a skeletal branch beside a path leading toward the island's interior.

Wandering Monsters

Black Isle is home to a variety of creatures that the heroes might consider to be monsters. Every 10 rounds they spend in the western forest (area 2), check for wandering monsters.

If the check indicates a monster is present, use one of these creatures (roll 1d8): 1–3, giant bats; 4–5, giant rats; 6–7, stirges; 8, zombies.

3. The Cliff

If the heroes wander toward this location, read:

The wind blows through this clearing with amazing force. Here, the forest gives

way to an overgrown hill occupied by the ruins of an ancient tower. Beyond the tower, a rocky outcropping overlooks the dark waters of the Gryphon River.

The cliff drops some thirty feet or so into the river. The rock wall is smooth and straight, making climbing difficult. If anyone falls from here to the rocks below (if Niles tries to climb down and slips, for example), the damage might be fatal (3d6+6).

If the characters spend a moment to examine the cliff or gaze out into the river, the ghost of a young woman appears. She is more an echo of the past than a supernatural menace; she doesn't fight the heroes and really doesn't interact with them. She simply haunts this spot. Read:

The constant wind changes tone, becoming the awful wail of a crying girl. The terribly sad sound surrounds you, coming from every direction at once. Then, appearing out of thin air just a few feet from the edge of the cliff, you see a forlorn young woman with dark hair and a white dress. She looks at you with eyes of dark water and the wail intensifies. Her feet don't actually touch the ground. She seems to float a few inches above it and her body is translucent. She turns, steps off the cliff, and disappears.

The characters can't interact with this ghost in any way, but they can describe their reactions to seeing a ghost as part of the storytelling. She appears once and then leaves them to their quest, though her wail can sometimes be heard in the forest breezes while they remain on Black Isle.



4. Ruined Tower

Rising from a hill on the far side of the island, this ruined tower overlooks the cliff and the river below. The upper level has partially collapsed, exposing the interior to the elements.

The tower has three levels. If the heroes decide to explore the tower, refer to the details below.

Ground Level

The door to the tower is locked. It's sturdy (it cannot be battered down); only Niles (with a successful lockpick action) or Thaddeus (with his *knock* spell) can open it. The ground floor is dark, dusty, and empty. A staircase leads up to the second floor.

Second Floor

Gray Ooze

AC:	8
hp:	21
THACO:	17
Actions:	1
Damage:	2d8
XP:	270

Note: dissolves metal, including armor and weapons; immune to fire, cold, and some spells

This floor of the tower has no windows and is extremely dark. There is junk piled everywhere, and a staircase leads up to the third floor.

If the heroes take time to listen or search the area, they hear muffled banging coming from the floor above. They can't take the rest of the loot until after they destroy the creature guarding

this level—a gray ooze. The gray ooze slides across the floor like a living puddle, seeking to consume any metal the heroes have with them.

The loot consists of three sacks containing 50 gp, 110 gp, and 35 gp respectively. There are also three magical *arrows +1*, though the heroes can't learn about the enchantment just by looking at them.

Third Floor

A hole in the ceiling lets sunlight fall on a patch about one-quarter the size of this level of the tower. Two coffins sit in the shadows, just out of reach of the fading sun. When the heroes climb the stairs to this floor, the muffled banging grows louder and they can also hear the muffled shouts of a frightened young woman.

Both coffins are locked. The best way to open them is to have Niles pick the locks or Thaddeus use his *knock* spell. The locks can also be smashed, though this shatters the coffins and could inflict harm upon the young woman imprisoned in one of the coffins.

The first coffin is empty, though it contains a thin layer of dirt spread carefully over the padded lining. The second coffin contains Kira Pane. She is obviously frightened and her sleeping gown is dirty and torn, but she is otherwise unhurt. Once the heroes determine that she is unhurt (and indeed still alive!), they can calm her down and ask questions.

"He came into my room while I was sleeping," young Kira explains. "He told me that if I screamed, he would kill my whole family and still take me away. He stuck me in here and said he'd be back at sundown. Please take me home now."

If the heroes decide to leave the island immediately to return Kira to her family, the monster who stole her returns to capture her once more when night falls. They are better off keeping the young woman with them and rushing to locate and destroy the monster while sunlight remains in the valley. Kira protests, but she stays with the adventurers. She knows them and trusts them because of the aid they've already provided to Haven, plus she's grown up with them.

How Long Should the Day Last?

The approaching night adds drama to this adventure. As the heroes explore the island and take time to battle monsters and gather treasure, remember to describe how the day is waning. Shadows grow longer, the sun drops lower in the sky, and the day gets cooler as each encounter ends. Don't dwell on the time, but drop hints that the day is slowly running out.

When should the sun finally disappear and full night take the island? This should occur when the heroes enter the cellar below area "8." If you want to be really dramatic, wait until they find the secret room connected to area "8." Just as the last rays of sunlight fade, the hidden coffin slides open with a rasping creak and Restad the lesser vampire emerges to confront our valiant heroes.

5. The Zombie Patch

Zombies (6)

AC: 8
hp: 12, 10, 10,
8, 7, 6
THAC0: 19
Actions: 1
Damage: 1d8
XP: 65 each

Note: immune to *sleep*, *hold*, and *fear* spells, cold, poison, and paralyzation

The clearing behind the ruined temple was the site of some horrible event in the past. Now, zombies await the approach of living beings so that they may rise up and rip them to shreds.
Read:

Soft dirt and a carpet of twisted weeds stretch out behind the ruins of the old temple. A wail of utter despair and sorrow intermingles with the rush of wind blowing through the trees overhead, and the

ground ahead of you explodes with sudden activity. Hands burst forth from the ground, twisted like claws and covered in soil and black beetles. Then arms, heads, and within moments, bodies that look more dead than alive—despite the fact that they are moving—rise up out of the soft dirt. Empty eye sockets turn toward you, and the decaying forms approach without hesitation.

There are six zombies in all, the long-dead and partially decayed forms of the acolytes that once served the old temple. The rotting raiment that each zombie wears bears the symbol of the Holy Defender, but the good men these once were have become mindless monsters. Their only purpose is to destroy living beings who get too close to their graves.

6. Temple, Main Hall

Giant Bats (12)

AC: 8
hp: 4 ea.
THAC0: 20
Actions: 1
Damage: 1d4-2
XP: 35 each

Note: AC 5 while flying

The temple has been shattered. Great cracks split the walls and make the floors treacherous to walk on. Giant bats inhabit the main hall. When the heroes enter this place, a cloud of the creatures drop from the ceiling and fly around them. Most fly

out of the hall after the first round, but 12 of them attack the party.

7. Meditation Chamber

A large crack opens this room to the forest outside. Junk fills the room. Every round the heroes search through the junk, roll for a wandering monster (as in area "2") but success is indicated on a 1-4 on 1d20.

Buried deep within the junk is a jeweled chest emblazoned with the symbol of the Holy Defender. It contains 300 gp. The chest itself is worth 100 gp.

8. Store Room

The door to this room is locked. Inside, the room is empty except for a set of stairs that lead down. Chittering sounds and the sounds of claws scraping across stone can be heard drifting up from below.

The Cellar

Giant Rats (12)

AC:	7
hp:	7 ea.
THACO:	20
Actions:	1
Damage:	1d4
XP:	65 each

Note: bite can cause disease; save or be unable to heal wounds until a *cure disease* spell is cast

The stairs lead down to a cellar. The cellar has a stone floor, and crates and barrels are piled in one corner. If the heroes have a light source, they see that giant rats scamper across the floor, circling a large sack. The rats' glowing eyes turn when the heroes approach, watching the adventurers with hungry fascination.

The moment any character steps off the stairs, the giant rats rush to attack. There are 12 giant rats.

What's In the Sack?

If the heroes ask, tell them that whatever is inside the sack moves every so often. Ironstone's dog, captured by the vampire as a treat for his pet rats, has been tormented by the disease-ridden creatures all day. The rats were just getting ready to tear through the sack and eat the mutt when the heroes arrived.

There Is a Secret Door

If the heroes search the cellar, they might find the secret door. If they don't find it, they hear the creak of the opening coffin from behind the wall as the sun goes down. A moment later, the secret door slides open and Restad the lesser vampire steps out of the dark chamber.



The Vampire Restad

Restad	
AC:	3
hp:	29
THAC0:	14
Actions:	1
Damage:	1d6+2 or 1d4+2
XP:	3,000
Note: uses staff or fists; can drain 1 point of Constitution from victim	

This lesser vampire recently arrived in the Vale and found a perfect resting place on the Black Isle. He has been feeding on cattle, travelers, and the occasional xvarg, leaving the people of Haven alone so as not to call attention to himself. He couldn't resist the elder's daughter, however, and the moment he saw her he knew he had to have her.

The vampire looks like a handsome, middle-aged man when the heroes first see him. He says, "I am Restad and this is my home. Forget the young woman and I'll allow you to leave." If the heroes refuse, Restad reveals his true form (see the illustration) and attacks.

Conclusion

If the heroes defeat Restad, Haven is saved from the vampire. Other story awards for the adventure include:

- 700 XP each for returning the jeweled chest to the Patriarch (they can keep the money).
- 500 XP each for rescuing Ironstone's dog.
- 1,000 XP each for rescuing Kira and returning her safely to her father.
- 1,000 XP each for destroying the vampire.

The adventurers also receive the thanks of Elder Pane and a reward of 800 gp to split.



Adventure #3: To Find the Dragon's Lair

A young red dragon lives in the mountains north of Haven. It sometimes snags cattle from the neighboring farms, and on extremely rare occasions it has been known to attack human settlements in the area. Until now, it has never made a foray into Haven itself.

This adventure begins as the heroes head out in search of the dragon's lair. Make sure that all of the characters have had a chance to heal since confronting Restad, to train (if they reached a new level), to purchase supplies and equipment, and to memorize their spells.

Once all of that occurs, the heroes discover that something terrible happened while Haven slept. The read-aloud section below brings the players up to speed and gets the adventure off to a quick start.

The map on the inside of the DM Screen shows the route from Haven to the dragon's lair, while the map on the next page shows the layout of the lair itself. Read the text below to start the adventure.

The town has a somber feel today. It seems that sometime during the night, the young red dragon that is sometimes seen flying out of the mountains to the north took the great holy symbol from the top of the temple. The symbol, emblazoned on a massive gold shield that once adorned the arch above the front door, is sacred to the entire community.

"You must recover the holy symbol, my children," the Patriarch beseeched you, "or a terrible curse will blacken the whole Vale."

With horses and a massive wagon in which to cart back the great shield, the heroes have

departed Haven in search of the dragon's lair. Two members of the town watch accompany them. They don't go into the lair, but they do guard the horses and the wagon while the heroes ascend into the mountains.

Use the map of the Vale (on the DM Screen) for encounters that take place en route to the dragon's lair

1. The Ruined Tower

The first site of interest the adventurers reach is a ruined tower. Read:

The trail passes through the rolling farmland and into the forest. After a time, you come upon a small glade. Here, a squat stone tower rises from the side of a hill. Most of the tower lies in ruins, its upper levels shattered long ago.

Just beyond the tower, you see a beautiful deer in the middle of the path. Four great wolves, called worgs by the locals, crouch to each side of the animal. It looks like they are about to pounce upon their prey.

If the Heroes Ignore the Deer . . .

. . . they can leave the path and stay clear of the bloody carnage to come. The sounds of the kill follow them for many minutes as they leave the area. Go on to encounter "2."

If the Heroes Assist the Deer . . .

Worgs (4)	
AC:	6
hp:	21, 20, 15, 13
THAC0:	17
Actions:	1
Damage:	2d4
XP:	120 each

. . . roll for initiative. If the worgs go first, they attack the deer and inflict massive damage. If the heroes go first and attack the worgs, the worgs turn on them instead. If the adventurers defeat the worgs, the deer

demonstrates some amazing behavior. Read:

The deer turns to look at you, a somber intelligence filling its eyes. You notice that the symbol of the Holy Defender glows on the animal's rear flank. It runs a few yards to the north, stops, looks back at you, then dashes along the path that follows alongside the river.

The characters can follow the deer. It travels north along the path, leading them toward the dragon's lair. It never allows them to catch it, but it maintains a modest distance.

2. Ambush!

As the adventurers travel on, they eventually lose sight of the amazing deer. That's when the ambush occurs.

The sun grows warmer as the day progresses. You travel on, the river to your right, the forest on your left. Suddenly, large shapes emerge from a thick cluster of trees. "Take their heads, boys, but leave their eyes for me!" growls the largest of the monsters—a huge bugbear armed with a double-bladed ax!

Bugbears (8)	
AC:	5
hp:	22, 17, 19, 15, 14, 14, 12, 9
THAC0:	17
Actions:	1
Damage:	1d8+2
XP:	120 each

There are eight bugbear raiders. Like all bugbears, they attack first in the first round of combat. If the heroes defeat the bugbears and then search the area, they find a small wagon hidden among the trees. The wagon contains dead animals (squirrels, rabbits, geese, etc.), 674 gp, a scroll case, and a large sack.

The **scroll case** contains a rolled-up piece



of parchment. The crude writing says, "Brother, send as many warriors as possible and we'll take over Haven without a problem. If I don't hear from you by the full moon, the war is off." It's signed "Trush, the Bugbear King."

Ironstone's dog is sealed in the sack. The mutt gratefully licks the face of the hero who opens the sack and obediently follows that hero around until it is returned to town.

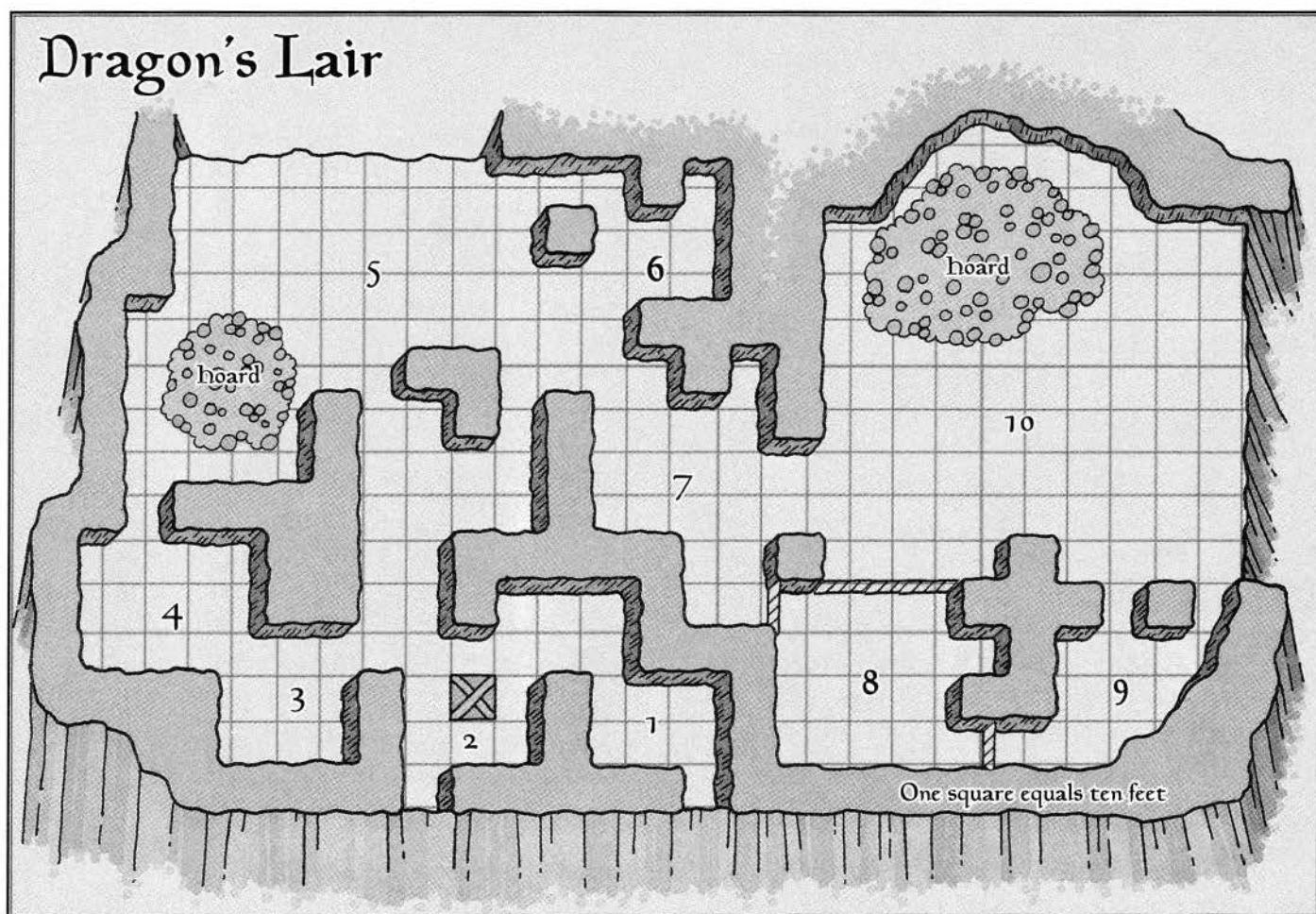
3. Fire Ahead

You see smoke rising from the vicinity of the bridge that spans the river to the north. As you draw closer, you see that a merchant's wagon is burning. Three people

watch the fire, ignoring you as you approach.

The burning wagon belongs to merchants from Wyvern Falls. They were on their way to Haven with goods to trade when disaster befell them. The lead merchant, a striking matron named Lornu, explains:

"It swooped out of the sky, a red monster that was all wings and fire. It belched a great stream of fire and smoke, igniting the wagon. Then it snatched our oxen in its claws and flew into the mountains."



She points toward the mountains to the north, across the river. If the heroes look in that direction, they see the deer they helped earlier. It seems to confirm the path they must take, then runs ahead so they can follow.



4. Fire in the Night

The deer leads them to the foot of the mountain, revealing a path to the summit before it disappears into the brush. This is a good place for the heroes to make camp, resting and recovering spells before trekking to the dragon's lair in the morning.

During the night, roll twice for wandering monsters (Table M in the *Rules Book*). Before morning, read:

A great roar from the sky above wakes you, and you can barely discern a large, dark shape gliding through the night sky. Another roar shatters the stillness of the night, and a fountain of fire erupts in the darkness overhead. In the glow of the firelight, you see a red dragon. It flaps its powerful wings and disappears into the side of the mountaintop just as the last of the flames die away.

There are no other events this evening. In the morning, the rested heroes enter the dragon's lair. Use the map with the encounters that follow.

Climbing the Mountain

Don't spend a lot of time worrying about how the adventurers make it up the side of the mountain. When they break camp in the morning, the deer with the symbol of the Holy Defender on its side appears at the head of the path into the mountains. It waits for the adventurers to follow, then disappears around a bend. The town watchmen wait with the horses and wagon, and the heroes begin to climb. A few hours later, they reach the ledge that opens into locations "1" and "2."

1. Stirges' Cave

A nest of stirges inhabits this cave. When the heroes enter, read:

The opening in the side of the mountain leads into a chamber about 20 feet long and 30 feet wide, with a rocky floor and a smooth stone ceiling about 15 feet overhead. A passage near the rear of the cave leads deeper into the mountain. Before you take more than a few steps, some kind of birds or bats swoop from high ledges right toward you!

The batlike, birdlike, buglike stirges swarm the character wearing the least amount of armor. There are eight of the blood-drinking creatures.



What's in this Chamber?

Stirges (8)	
AC:	8
hp:	6 ea.
THAC0:	17
Actions:	1
Damage:	1d4-1
XP:	175 each

Note: after a successful attack, drains 1d4 hp every round

Just the eight stirges and their nests. If someone climbs up to check, one nest contains three eggs. Aljero pays 50 gp for each egg brought back to Haven.

Should You Roll for Wandering Monsters?

Yes. Check every round during the battle. If the

check indicates a monster wanders by (to investigate the noise), use one of these creatures (roll 1d8): 1-4, orcs (1d4); 4-7, more stirges (2d4); 8, hobgoblin (1).

2. Trapped Cave

This square chamber seems empty on first inspection, but then you notice a large green gem hovering about five feet above the ground at the very center of the cave.

The green gem is suspended between crossed wires. If the heroes disturb the gem in any way, the cave floor right beneath it (center 10 feet of the cave) swings open and drops anyone standing there into a 20-foot-deep pit (2d6 damage). The gem is worth 75 gp.

If the heroes walk through the chamber, they disturb the crossed wires. When this happens, darts explode from all the walls, filling the cave with flying death. Everyone in the cave suffers 4d4 points of damage; a successful saving throw reduces this to half damage (2d4).

If Niles successfully checks, he can spot the traps and attempt to disarm them before anyone crosses the chamber. Also, the wires can be crawled under or jumped over instead (Wisdom check +6 to spot).

3 & 4. Orc Caves

Orcs (48)	
AC:	7
hp:	6 ea.
THAC0:	19
Actions:	1
Damage:	1d6
XP:	15 each

The orcs that serve Moltenclaw the Dragon live in these connected chambers. There are 60 orcs in all; 28 males, 20 females, and 12 children. The children do not fight.

The orcs may be encountered as wandering monsters (see encounter 1), or the heroes might simply walk into their den. Some orcs attack; others run to warn the hobgoblin boss or the dragon.

If the heroes want, they can try to sneak past the orc den and into the chambers beyond. This requires successful Dexterity checks (or Move Silently for Niles). If anyone fails, the orcs get a chance to hear them (1-2 on 1d10). If the heroes are spotted, the orcs attack as described above.

5. Hoard Chamber

This large cave has a 30-foot-high ceiling. Part of the dragon's treasure hoard is stored here. When the heroes arrive, read:

The wall on the far side of this large cavern opens to the sky and mountaintops beyond. A large section of the western half of the chamber contains a mound of treasure—gold, jewels, weapons, armor, and other beautiful and expensive items. A large humanoid stands atop the treasure, examining various items and occasionally dropping something into its pockets.

Hobgoblins (6)	
AC:	5
hp:	9 ea.
THAC0:	19
Actions:	1
Damage:	1d8
XP:	35 each

The hobgoblin is one of six who oversee the work of the orcs and help guard the dragon's lair. This one likes to skim off the top, as it were, but she charges to

kill the heroes the moment she spots them. Every round during the battle, check for wandering monsters as described in location 1.

6. Gelatinous Cave

Gelatinous Cube

AC:	8
hp:	21
THACO:	17
Actions:	1
Damage:	special
XP:	650

Note: successful attack causes paralysis; paralyzed target is absorbed and suffers 2d4 damage per round

A gelatinous cube wanders the lair, cleaning up after the orcs and hobgoblins. The cube is in this cave when the heroes reach it. It attacks the moment they start to explore the cave.

If the heroes kill the cube, they can extract the treasure it has absorbed: 80 gp, a dagger, a long sword, and a gem worth 500 gp.

7. Hobgoblin Lair

The other five hobgoblins use this large cave as a lair. If they haven't encountered the heroes yet, they are here when the heroes arrive. Use the statistics from location 5.

The hobgoblins have a total of 312 gp between them. One has a *potion of healing* in a belt pouch. Another has a *long sword +1* and uses it when he fights (1d8+1 damage).

8. Dragon Food

This fenced off cavern contains a variety of large animals that the dragon uses as food. There are six cows, two oxen, four horses, three deer, and six sheep currently on hand.

9. Stirge Nests

This chamber has the same inhabitants as location 1, except there are 12 in this cave instead of eight. See cave "1" for details.

Stealing from the Dragon's Hoard

There's too much treasure for the heroes to cart it all away, but they can fill up if they choose. Each character can carry treasure worth his Strength score multiplied by 100 gp. So, Elanna can carry 1500 gp (in addition to anything else she finds in the lair).

If the heroes want to search for special treasure, they can each make a single check at each hoard area. If the check succeeds, let the character roll on Table S and follow the instructions printed there to see what kind of magical item he or she found.

10. Moltenclaw the Dragon

This large, 30-foot-high chamber contains part of Moltenclaw's hoard.

A great opening looks out upon the sky and the valley below. A huge pile of treasure fills much of the chamber, and you can see the temple shield among it. Lying atop the glistening mound is a red dragon, its eyes closed, snoring softly.

There are two ways for the heroes to approach this encounter—by sneaking or by fighting. Moltenclaw won't negotiate with the adventurers, and he's quite fond of his new treasure (the symbol of the Holy Defender from atop Haven's temple).

Two characters with a total Strength of 25 or better are required to heft the stolen shield. The players may come up with other clever ways to move it, including using Thaddeus' *levitate* spell.

Remember, the goal here isn't necessarily to kill the dragon. If the heroes escape with the shield, they've succeeded. Of course, the dragon may return to Haven at some point, but that's a tale for another adventure.

Sneaking

Niles is best equipped to quietly cross the chamber and grab the huge shield.

Unfortunately, it's too heavy for him to lift on his own. If someone accompanies him, his chance to move silently receives a -3 penalty to the roll. Niles must make two successful checks to reach the shield and four to carry it back. Any failure indicates that the dragon hears movement and wakes up. Go to "fighting," below.

If Niles is also invisible (thanks to a spell or potion), even if he fails a move silently check, the dragon may not notice him. Roll 1d10. On a 1-3, the dragon becomes aware of the thief's presence.

Fighting

Moltenclaw

AC:	0
hp:	51
THACO:	11
Actions:	3
Damage:	1d8+1/ 1d8+1/ 2d8+1
XP:	5,000

Note: instead of attacking, can breathe fire for 2d10+1 damage (save for half)

Moltenclaw is tough. If the characters decide to attack from a distance, they act first. Otherwise, roll for initiative normally. Moltenclaw uses his flame breath until the heroes get close.

If Moltenclaw is reduced to 10 or fewer hit points, he roars defiantly and flies out of the cave. Remember, everyone gets to attack once more as he flees. If the dragon gets

away, he goes off to heal. Eventually (in another adventure the DM makes up) he can return to seek his revenge on the heroes.

Once combat starts, any orcs or hobgoblins still in the lair rush to join the fight. They arrive by the third round of combat.

Conclusion

Story awards for this adventure include:

- 500 XP each for saving the deer from the worgs.
- 500 XP each for rescuing Ironstone's dog.
- 1,000 XP each for returning the bugbear king's scroll to the town elders.
- 1,000 XP each for recovering the holy symbol and returning it to the temple.

The adventurers also receive the thanks of the Patriarch and a reward of 1,200 gp to split.





Equipment List

Holy symbol: A physical representation of a character's religion, usually made of metal or wood.

Holy water: Water blessed by a priest in the game.

Spike: A slender piece of metal that can be driven into rock with a hammer for support while climbing.

Thieves' tools: A collection of small picks and keys for opening locks and disarming traps.

Armor List

Banded mail: Armor made from heavy, overlapping strips of metal attached to leather.

Chain mail: Armor constructed from interlocking metal rings.

Leather armor: Armor made from boiled and hardened pieces of leather.

Padded armor: Armor made from heavy layers of quilted cloth.

Plate mail: Armor constructed from heavy pieces of solid metal.

Ring mail: Armor made of small metal rings attached to leather backing.

Scale mail: Armor constructed of small, overlapping metal scales.

Shield: A shaped plate of metal or wood held with one hand to block an enemy's blows.

Splint mail: Armor made of narrow metal strips riveted to leather.

Weapons List

Battle ax: A stout wooden pole with a heavy half-moon-shaped blade attached.

Bow, short: A curved flexible wooden staff with a drawstring for shooting arrows.

Crossbow: A mechanical bow mounted crosswise on a wooden shaft.

Dagger: A sharp, double-edged blade about 9 to 18 inches long.

Footman's flail: A heavy metal rod or ball attached to a wooden handle by a short length of chain.

Footman's mace: A wooden club with a heavy metal head on the end.

Halberd: A long pole with a wide, heavy blade at the end.

Hand ax: A smaller version of the battle ax that can also be thrown.

Knife: A single-edged blade about 6 to 9 inches long.

Morning star: A wooden club topped with a spiked metal head.

Quarterstaff: A stout wooden pole about 4 to 6 feet long.

Spear: A wooden pole about 5 to 7 feet long fitted with a short metal blade at one end.

Sword, broad: A sword with a wide, double-edged blade about 3 feet long.

Sword, long: A sword with a slender, double-edged blade about 4 feet long.

Sword, short: A sword with a double-edged blade about 2 feet long.

Sword, Two-handed: A very heavy sword about 5 or 6 feet long that must be used with both hands.

Warhammer: A very large, heavy hammer made entirely of metal.

Treasures List

Potions

A potion is a magical liquid that comes in a glass bottle. The character must drink the whole thing to make the potion work. Unless otherwise noted, the effects last for 1d4+4 rounds.

Fire Resistance: Works the same as the 2nd-level priest spell *resist fire*.

Strength: Fighters and paladins get a Strength score of 19, giving them a +3 bonus to attack rolls and a +7 bonus to damage rolls.

Healing: Works the same as the 1st-level priest spell *cure light wounds*.

Invisibility: Works the same as the 2nd-level wizard spell *invisibility*.

Speed: Doubles the drinker's move rate and number of attacks per round.

Poison: The drinker must roll a saving throw or lose 15 hit points.

Scrolls

Scrolls come in fancy tubes called scroll cases, and most have wizard or priest spells on them. Only wizards can read wizard scrolls, and only priests can read priest scrolls. Wizards must cast *read magic* to identify spells on a wizard scroll (wizards who cast *read magic* on a priest scroll know immediately that the spells are priest spells). Priests can identify spells on a priest scroll just by glancing through it. Once identified, spells can be cast at any time from a scroll by reading them. Once the spell is cast from the scroll, it is gone forever.

Roll 1d6 for each spell on a scroll to see what level it is (1-3 = 1st level, 4-5 = 2nd level, 6 = 3rd level). Then roll to see which spell it is.

Priest Spell List

1st-Level Spells (d8)

- | | |
|----------------------|-------------------------|
| 1) Bless | 5) Detect magic |
| 2) Cause fear | 6) Light |
| 3) Cure light wounds | 7) Protection from evil |
| 4) Detect evil | 8) Spiritual hammer |

2nd-Level Spells (d8)

- | | |
|---------------------|------------------------|
| 1) Aid | 5) Produce flame |
| 2) Flame blade | 6) Silence, 15' radius |
| 3) Hold person | 7) Speak w/ animals |
| 4) Resist fire/cold | 8) Re-roll |

3rd-Level Spells (d4)

- | | |
|------------------|---------------------|
| 1) Dispel Magic | 3) Prayer |
| 2) Locate Object | 4) Remove Paralysis |

Wizard Spell List

1st-Level Spells (d10)

- | | |
|------------------|-------------------|
| 1) Hold portal | 6) Shocking grasp |
| 2) Light | 7) Sleep |
| 3) Magic missile | 8) Blur |
| 4) Read magic | 9) Enlarge |
| 5) Shield | 10) Read magic |

2nd-Level Spells (d10)

- | | |
|-------------------------|-------------------|
| 1) Darkness, 15' radius | 6) Levitate |
| 2) Detect evil | 7) Mirror image |
| 3) Flaming sphere | 8) Stinking cloud |
| 4) Invisibility | 9) Web |
| 5) Knock | 10) Re-roll |

3rd-Level Spells (d4)

- | | |
|-----------------|-------------------|
| 1) Clairvoyance | 3) Hold Person |
| 2) Fly | 4) Lightning Bolt |

Cursed Scroll: The curse on the scroll is activated as soon as it is read, even if with a *read magic* spell. Roll 1d4 on the table below to see what curse is on the scroll. A *remove curse* (the Patriarch can cast this) will undo the scroll's effects.

- 1 Bad luck; reader suffers a -4 penalty on all saving throws and a +4 penalty on all ability checks until the curse is removed.
- 2 Blindness; reader cannot fight or cast spells and must be led around by others until the curse is removed.
- 3 Reader cannot memorize spells until the curse is removed.
- 4 Reader is turned into a mouse until the curse is removed.

Rings

Rings must be worn on fingers to activate their powers. A character may wear only one magical ring on each hand.

Feather Falling: The wearer never suffers damage from falling, floating gently to the ground.

Fire Resistance: Works the same as the 2nd-level priest spell *resist fire*, except it lasts as long as the ring is worn.

Invisibility: Works the same as the 2nd-level wizard spell *invisibility*, except the wearer can become invisible and visible any time he wants.

Protection +1: The wearer gains a +1 bonus to all saving throws and reduces (improves) Armor Class by 1.

Protecton +2: The same as protection +1 but better.

Clumsiness: This ring has the power of another type of ring as well (roll again to see which one). Entering combat activates the ring's curse and cuts the user's Dexterity score in half. Thieves' skills are cut in half, and spellcasters can cast spells only by making a successful saving throw first. Only a *dispel magic* spell allows the wearer to take the ring off, and then it becomes a normal, nonmagical ring forever.

Staves and Wands

A staff is a thick, wooden stick about 5 or 6 feet long. A wand is a thin, wooden stick about 1 foot long. Any staff or wand has 1d20+5 charges when it is first found. Using the staff or wand costs a charge unless noted.

Wand of Fear: Works the same as the 1st-level priest spell *cause fear*.

Wand of Fire: Creates a ball of fire that fills a 30'-diameter circle and inflicts 6d6 points of damage to all creatures in the circle. Creatures that roll a saving throw suffer half damage. Each fireball uses 2 charges. Only wizards can use this wand.

Wand of Illumination: Works the same as the 1st-level priest or wizard spell *light*.

Wand of Lightning: Works the same as the 3rd-level wizard spell *lightning bolt*, except it uses 2 charges.

Staff of Curing: Works the same as the 1st-level priest spell *cure light wounds*. Only priests can use this staff.

Wand of Magic Missiles: Works the same as the 1st-level wizard spell *magic missile*.

Miscellaneous Magic


Boots of Elvenkind: The wearer's feet never make any sounds when worn.

Bracers of Defenselessness: These seem to give the wearer a +2 bonus to his Armor Class until he enters combat. During combat, the bracers' curse changes the wearer's Armor Class to 10. All shields, spells, or magic that improve Armor Class are ignored. Only a *remove curse* spell (from the Patriarch) will let the character take the bracers off.

Cloak of Elvenkind: The wearer is completely invisible when he is in the forest or outdoors. In other dark places he still has a 9-in-10 chance of not being seen. Even in brightly lit places, he only has a 5-in-10 chance of being seen.

Dust of Appearance: One pinch of this dust cancels *invisibility* spells or any other spell or magical item that hides the true location of an object or creature. A pouch contains three pinches of the dust.

Gauntlets of Ogre Strength: These metal gauntlets look like normal armor, but they give the wearer a +3 attack bonus and a +6 damage bonus. The wearer can also lift 500 pounds or carry up to 330 pounds.



Portable Hole: This is a circle of black cloth 6 feet across. When spread over a solid surface, it makes a magical hole that is larger on the inside than the outside. Anything put into the hole stays there until it is spread out again. The hole can be folded to fit into a pocket.

Rope of Climbing: This rope is 60 feet long and can hold up to 3,000 pounds safely. The user can command the rope to move in any direction and to tie and untie itself. It cannot be used to attack a creature.

Rope of Constriction: This looks like a *rope of climbing*, but when the user commands it to act, the rope loops around the neck of the user and up to 1d4 creatures within 10 feet. Any creature that fails a saving throw is strangled for 2d6 damage each round until dead, the rope is hacked to pieces, or until a *dispel magic* spell is cast on the rope, which turns it into nonmagical rope forever.

Stone of Good Luck: This looks like a cheap gemstone, but the owner gets a +1 bonus to all die rolls (except attack and damage rolls) and all saving throws.

Chime of Opening: This is a short, hollow metal tube. When pointed at a closed door, lid, chest, or lock and struck,

the chime emits a clear musical note that opens the closed object immediately.

Pearl of Wisdom: This appears to be a normal pearl, but it increases a priest's Wisdom score by 1 point.

Magical Armor

Every piece of magical armor improves the wearer's Armor Class by 1 for each "+" of magic. Cursed armor reduces the wearer's AC by 1 and cannot be removed without a *remove curse* spell.

Magical Weapons

For each "+" of magic, the wielder adds that bonus to both attack and damage rolls when using the weapon. For cursed weapons, the wielder suffers a -1 penalty to attack and damage rolls and cannot use any other weapon until a *remove curse* spell is cast.

Artifacts

Artifacts are very rare magical items that are usually very hard to find.

Ax of Hurling: This is an *ax* +1 that, when thrown, automatically returns to the user right away, whether it hits anything or not. When it is thrown, it inflicts 2d6+1 damage; otherwise it inflicts 1d6+1 damage.

Mace of Distruption: This is a *mace* +1 with an extra

power against undead creatures. The mace instantly destroys any skeleton, zombie, ghoul, shadow, or wight that it hits.

Cursed Sword of Berserking:

This seems to be a *long sword* +2 until the user enters combat. When the user gets into a fight, he goes berserk and automatically attacks the nearest creature to him, even his friends. He keeps attacking until there is nothing left to fight within 60 feet of him. The owner can only get rid of the sword with a *remove curse* spell and can't use any other weapon in combat.

Short Sword of Quickness:

This is a *short sword* +2 that allows the user to make two attacks with it every combat round, instead of one.

Sword +1, Flame Tongue:

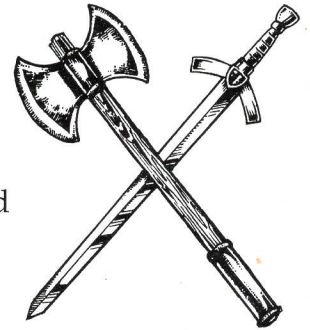
The user can turn the sword's flames on and off. When on, the flames surround the blade and can set fire to anything that burns easily (such as paper, wood, or webs).

Sword +1, Luck Blade: In addition to its combat bonus, this sword gives the user a +1 bonus to all saving throws.

Darkblade: Human Fighter



This great warrior stands strong and brave against the dangers of the world. His companions depend on him when combat begins, for his vast knowledge of weapons and tactics make him more than a match for most enemies. Darkblade wears sturdy armor and wields large weapons such as a long bow and long sword.



Player Name:

Ability Scores and Attributes

Strength (Str) Darkblade's muscle, endurance, and stamina	17	Level: (Mark Darkblade's new level in the box when he gains enough XP)	2 new level
Dexterity (Dex) Darkblade's agility, reflexes, and balance	15	Move Rate:	12
Constitution (Con) Darkblade's fitness, health, and resistance to injury and disease	14	Current XP: (2,000 at 2nd level)	<input type="text"/>
Intelligence (Int) Darkblade's memory, reasoning, and learning ability	11	Next Level Goal: (4,000 to reach 3rd level)	<input type="text"/>
Wisdom (Wis) Darkblade's judgment, willpower, common sense, and intuition	13	To Roll an Ability Check:	
Charisma (Cha) Darkblade's personal magnetism and leadership	15	<ul style="list-style-type: none"> ● Roll 1d20 ● Compare result to the appropriate ability score ● If the die roll is lower than the score, the check succeeds 	
Saving Throw Darkblade's ability to resist special types of attacks, such as poison, paralyzation, and magic When Darkblade gains a level, mark his new saving throw number in the box.	17 new saving throw	To Roll a Saving Throw:	
	<input type="text"/>	<ul style="list-style-type: none"> ● Roll 1d20 ● Add any bonuses to or subtract any penalties from the result ● Compare that result to the saving throw number ● If the modified die roll is higher, the save succeeds 	

Equipment

Darkblade and his companions may want to buy additional equipment before going on an adventure. The list below shows what's commonly available in the town of Haven.

Item	Price
Backpack	2 gp
Belt pouch	1 gp
Blanket	1 gp
Bucket	1 gp
Candle (5 sticks)	1 gp
Chain, light	3 gp/foot
Chalk (5 sticks)	1 gp
Chest, large	2 gp
Chest, small	1 gp
Flint and steel	1 gp
Glass bottle	10 gp
Holy symbol	25 gp
Holy water	25 gp/vial
Horse, riding	75 gp
Ladder, 10'	5 gp
Lantern	12 gp
Map case	1 gp
Mirror, metal	10 gp
Oil	2 gp/flask
Paper	2 gp/sheet
Parchment	1 gp/sheet
Rations (food)	3 gp/week
Rope	1 gp/50 feet
Sack, large	2 gp
Sack, small	1 gp
Shovel	1 gp
Spikes, metal (6)	1 gp
Thieves' tools	30 gp
Wine	1 gp/skin

Armor	Price	AC Benefit
Banded mail	200 gp	AC 4
Chain mail	75 gp	AC 5
Leather armor	5 gp	AC 8
Padded armor	4 gp	AC 8
Plate mail	600 gp	AC 3
Ring mail	100 gp	AC 7
Scale mail	120 gp	AC 6
Shield	10 gp	Reduce AC by 1
Splint mail	80 gp	AC 4

Weapons	Price	Damage (H/L)
Battle ax	5 gp	1d8/1d8
Bow, short (2 shots/round)	30 gp	1d8/1d8
Crossbow (1 shot/round)	35 gp	1d4/1d4
Dagger	2 gp	1d4/1d4-1
Footman's flail	15 gp	1d6+1/2d4
Footman's mace	8 gp	1d6+1/1d6
Hand ax	1 gp	1d6/1d4
Knife	1 gp	1d4-1/1d4-2
Morning star	10 gp	2d4/1d6+1
Quarterstaff	1 gp	1d6/1d6
Spear	2 gp	1d6/1d8
Sword, broad	10 gp	2d4/1d6+1
Sword, long	15 gp	1d8/1d12
Sword, short	10 gp	1d6/1d8
Sword, 2-handed	50 gp	1d10/3d6
Warhammer	2 gp	1d4+1/1d4

gp = gold piece

H = vs. human-sized foes

L = vs. larger than human foes

Fighting

Armor Class (AC)

The lower the AC, the harder it is for enemies to hit. Darkblade wears chain mail and is harder to hit due to his high Dexterity.

4

New AC:

Hit Points (hp)

How much damage Darkblade can withstand before falling unconscious. Rest or magical healing can restore hit points lost to injury.

12

New hp:

Wounds

Record hit points lost to damage here. When wounds exceed the hit-point total, Darkblade falls unconscious.

Current Wounds:

THAC0

"To Hit Armor Class 0," the number needed to hit an enemy with AC 0. Darkblade gains a +1 bonus to melee attack rolls due to his high Strength.

19

New THAC0:

When Darkblade's Armor Class, hit points, and/or THAC0 change (when he goes up a level, for example), mark the new numbers in the boxes above.

To Roll an Attack:

- Roll 1d20
- Add any attack bonuses to the result
- Subtract that number from Darkblade's THAC0
- The result is the Armor Class that Darkblade has successfully hit

Melee Combat

When Darkblade fights in direct contact with his enemies, such as with his long sword.

Missile Combat

When Darkblade attacks his enemies from a distance, such as shooting arrows with his bow (from up to 50 feet away).

Weapons, Equipment, and Treasure

Weapon	Damage vs. human-sized creatures	Damage vs. large creatures
Long Sword	1d8+1	1d12+1
Long Bow	1d8	1d8

Treasure	Amount
Gold pieces	(gp)
Gems	(gp)
Jewelry	(gp)

Equipment and Magical Items

Long Sword
 Long Bow
 20 Arrows
 Chain Mail
 Torch
 Backpack
 Rope, 50 ft.
 Sack, small

Special Abilities

- Gains a +1 bonus to attacks and damage when using his long sword

Gaining Levels

As Darkblade gains experience points, he eventually gains levels, improving his fighting skills and his saving throw number. The chart below shows the numbers that change as Darkblade increases in level:

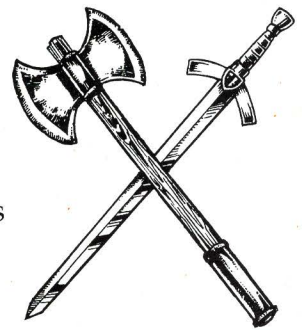
Darkblade's XP	Darkblade's Level	Darkblade's THAC0	Darkblade's Hit Points	Darkblade's Saving Throw
2,000	2	19	12	17
4,000	3	18	18	16
8,000	4	17	24	16
16,000	5	16	30	14

Notes:

Elanna: Human Fighter



This brave warrior defends her companions with her mighty two-handed sword. Skilled in the use of a variety of weapons and trained in the art of battle, Elanna is a true champion and a stalwart adventurer. She loves a good fight and always seeks to test her mettle against the dangers of the world.



Player Name:

Ability Scores and Attributes

Strength (Str) Elanna's muscle, endurance, and stamina	15
Dexterity (Dex) Elanna's agility, reflexes, and balance	17
Constitution (Con) Elanna's fitness, health, and resistance to injury and disease	15
Intelligence (Int) Elanna's memory, reasoning, and learning ability	13
Wisdom (Wis) Elanna's judgment, willpower, common sense, and intuition	11
Charisma (Cha) Elanna's personal magnetism and leadership	16
Saving Throw Elanna's ability to resist special types of attacks, such as poison, paralyzation, and magic When Elanna gains a level, mark her new saving throw number in the box.	17 new saving throw <input type="text"/>

Level:	2 new level <input type="text"/>
(Mark Elanna's new level in the box when she gains enough XP)	
Move Rate:	12
Current XP: (2,000 at 2nd level)	<input type="text"/>
Next Level Goal: (4,000 to reach 3rd level)	<input type="text"/>

To Roll an Ability Check:

- Roll 1d20
- Compare result to the appropriate ability score
- If the die roll is lower than the score, the check succeeds

To Roll a Saving Throw:

- Roll 1d20
- Add any bonuses to or subtract any penalties from the result
- Compare that result to the saving throw number
- If the modified die roll is higher, the save succeeds

Equipment

Elanna and her companions may want to buy additional equipment before going on an adventure. The list below shows what's commonly available in the town of Haven.

Item	Price
Backpack	2 gp
Belt pouch	1 gp
Blanket	1 gp
Bucket	1 gp
Candle (5 sticks)	1 gp
Chain, light	3 gp/foot
Chalk (5 sticks)	1 gp
Chest, large	2 gp
Chest, small	1 gp
Flint and steel	1 gp
Glass bottle	10 gp
Holy symbol	25 gp
Holy water	25 gp/vial
Horse, riding	75 gp
Ladder, 10'	5 gp
Lantern	12 gp
Map case	1 gp
Mirror, metal	10 gp
Oil	2 gp/flask
Paper	2 gp/sheet
Parchment	1 gp/sheet
Rations (food)	3 gp/week
Rope	1 gp/50 feet
Sack, large	2 gp
Sack, small	1 gp
Shovel	1 gp
Spikes, metal (6)	1 gp
Thieves' tools	30 gp
Wine	1 gp/skin

Armor	Price	AC Benefit
Banded mail	200 gp	AC 4
Chain mail	75 gp	AC 5
Leather armor	5 gp	AC 8
Padded armor	4 gp	AC 8
Plate mail	600 gp	AC 3
Ring mail	100 gp	AC 7
Scale mail	120 gp	AC 6
Shield	10 gp	Reduce AC by 1
Splint mail	80 gp	AC 4

Weapons	Price	Damage (H/L)
Battle ax	5 gp	1d8/1d8
Bow, short (2 shots/round)	30 gp	1d8/1d8
Crossbow (1 shot/round)	35 gp	1d4/1d4
Dagger	2 gp	1d4/1d4-1
Footman's flail	15 gp	1d6+1/2d4
Footman's mace	8 gp	1d6+1/1d6
Hand ax	1 gp	1d6/1d4
Knife	1 gp	1d4-1/1d4-2
Morning star	10 gp	2d4/1d6+1
Quarterstaff	1 gp	1d6/1d6
Spear	2 gp	1d6/1d8
Sword, broad	10 gp	2d4/1d6+1
Sword, long	15 gp	1d8/1d12
Sword, short	10 gp	1d6/1d8
Sword, 2-handed	50 gp	1d10/3d6
Warhammer	2 gp	1d4+1/1d4

gp = gold piece

H = vs. human-sized foes

L = vs. larger than human foes

Fighting

Armor Class (AC)

The lower the AC, the harder it is for enemies to hit. Elanna wears scale mail and is harder to hit due to her high Dexterity.

3

New AC:

Hit Points (hp)

How much damage Elanna can withstand before falling unconscious. Rest or magical healing can restore hit points lost to injury.

14

New hp:

Wounds

Record hit points lost to damage here. When wounds exceed the hit-point total, Elanna falls unconscious.

Current Wounds:

THAC0

"To Hit Armor Class 0," the number needed to hit an enemy with AC 0. Elanna gains a +2 bonus to missile attack rolls due to her high Dexterity.

19

New THAC0:

When Elanna's Armor Class, hit points, and/or THAC0 change (when she goes up a level, for example), mark the new numbers in the boxes above.

To Roll an Attack:

- Roll 1d20
- Add any attack bonuses to the result
- Subtract that number from Elanna's THAC0
- The result is the Armor Class that Elanna has successfully hit

Melee Combat

When Elanna fights in direct contact with her enemies, such as with her two-handed sword.

Missile Combat

When Elanna attacks her enemies from a distance, such as throwing her dagger (from up to 10 feet away).

Weapons, Equipment, and Treasure

Weapon	Damage vs. human-sized creatures	Damage vs. large creatures
Two-handed Sword	1d10	3d6
Dagger	1d4	1d4-1

Equipment and Magical Items

Two-handed Sword
 Dagger
 Scale Mail
 Torch
 Blanket
 Mirror, Metal
 Rope, 50ft

Treasure

Amount

Gold pieces	(gp)
Gems	(gp)
Jewelry	(gp)

Special Abilities

- +2 bonus to attack rolls when throwing her dagger or using other missile weapons
- -3 bonus to AC due to high Dexterity score (already adjusted above)
- As a fighter, Elanna can use any weapons or armor she possesses

Gaining Levels

As Elanna gains experience points, she eventually gains levels, improving her fighting skills and her saving throw number. The chart below shows the numbers that change as Elanna increases in level:

Elanna's XP	Elanna's Level	Elanna's THAC0	Elanna's Hit Points	Elanna's Saving Throw
2,000	2	19	14	17
4,000	3	18	21	16
8,000	4	17	28	16
16,000	5	16	35	14

Notes:

Mitchifer: Human Priest



This holy priest serves as a protector and healer for his companions. When evil threatens, Mitchifer won't hesitate to hunt it down and destroy it. He calls upon the power of his faith to cast powerful spells to aid his allies and destroy his enemies. Mitchifer wears sturdy armor and wields special weapons such as his footman's mace.



Player Name:

Ability Scores and Attributes

Strength (Str) Mitchifer's muscle, endurance, and stamina	14	Level: 2 new level <input type="text"/> Move Rate: 12 Current XP: (1,500 at 2nd Level) <input type="text"/> Next Level Goal: (3,000 to reach 3rd Level) <input type="text"/>
Dexterity (Dex) Mitchifer's agility, reflexes, and balance	13	
Constitution (Con) Mitchifer's fitness, health, and resistance to injury and disease	15	
Intelligence (Int) Mitchifer's memory, reasoning, and learning ability	11	
Wisdom (Wis) Mitchifer's judgment, willpower, common sense, and intuition	17	
Charisma (Cha) Mitchifer's personal magnetism and leadership	10	
Saving Throw Mitchifer's ability to resist special types of attacks, such as poison, paralyzation, and magic When Mitchifer gains a level, mark his new saving throw number in the box.	15 new saving throw <input type="text"/>	
To Roll an Ability Check:		<ul style="list-style-type: none"> ● Roll 1d20 ● Compare result to the appropriate ability score ● If the die roll is lower than the score, the check succeeds
To Roll a Saving Throw:		
		<ul style="list-style-type: none"> ● Roll 1d20 ● Add any bonuses to or subtract any penalties from the result ● Compare that result to the saving throw number ● If the modified die roll is higher, the save succeeds

Spells

First-Level Spells

□ Bless

When Mitchifer casts this spell, all of his companions gain a +1 bonus to attack rolls. This spell lasts for 1 combat.

□ Cause Fear

When Mitchifer casts this spell, he chooses one creature to affect. That creature must roll a successful saving throw or run away from Mitchifer. This spell lasts for 1 combat.

□ Cure Light Wounds

When Mitchifer casts this spell, one person he touches magically heals 1d8 points of damage.

□ Detect Evil

When Mitchifer casts this spell, he can tell by looking at other creatures whether they intend to harm him or his companions. Animals that kill for food or to protect themselves are not evil, nor are inanimate objects like traps. The spell lasts for 1 hour.

□ Detect Magic

When Mitchifer casts this spell, any magical object or spell effect that is within his line of sight glows, but only Mitchifer sees it. More powerful magic glows brighter than weaker magic. The spell lasts 5 rounds, long enough for Mitchifer to turn slowly in a complete circle (360 degrees) while standing in one spot.

□ Light

Mitchifer can either cast this spell on an object (such as a stick or sword) to create light like a lantern, or he can try to cast it on a creature's eyes. If the creature fails a saving throw, it is blinded by the light. If it succeeds at its saving throw, the light hangs magically in the air behind the creature. The effect lasts for 1 day.

□ Protection from Evil

Mitchifer can cast this spell either on himself or one of his companions. Hostile creatures suffer a -2 penalty to their attack rolls to hit the target of the spell. This spell lasts for 1 combat.

□ Spiritual hammer

When Mitchifer casts this spell, he creates a phantasmal hammer that flies around and strikes at opponents up to 90 feet away. The hammer is treated as a +1 magical war hammer. It inflicts 1d4+2 points of damage (1d4+1 against large creatures). This spell lasts for 1 combat.

Second-Level Spells

□ Aid

When Mitchifer casts this spell, he can touch one companion and grant him or her a +1 bonus to attack rolls and saving throws. The recipient also gains 1d8 extra hit points. Wounds are healed first, then the target's hit point total temporarily increases. When the spell ends, the extra hit points go away. This spell lasts for 1 combat.

□ Flame Blade

When Mitchifer casts this spell, he causes a bladelike ray of fire to spring from his hand. The flame can be used like a sword, inflicting 1d4+4 points of damage on a successful hit. The flame blade fades after 1d4+2 rounds of combat.

□ Hold Person

When Mitchifer casts this spell, 1d4 people (Mitchifer gets to choose which people) must roll a successful saving throw or be paralyzed completely. A paralyzed person can't talk, move, attack, or cast spells.

People include humans, dwarves, elves, halflings, bugbears, ettercaps, gnolls, goblins, hobgoblins, kobolds, lizard men, orcs, troglodytes, and xvargs. The spell lasts for 1d4+2 rounds.

□ Produce Flame

When Mitchifer casts this spell, a flame appears in the palm of his hand. He can throw the flame, 1 per round, up to 120 feet away. Mitchifer must roll an attack in order to hit enemies with the flame, and creatures that are struck suffer 1d4+1 points of damage. The flames also set anything that burns easily (like paper or dry wood) on fire. This spell lasts for 1d4+2 rounds.

□ Resist Fire/Cold

Mitchifer must touch a target to cast this spell. The recipient is toughened to withstand heat or cold as chosen by the spellcaster. Against fire or extreme cold, the target reduces sustained damage by 50%. The spell lasts for 1d4+2 rounds.

□ Silence, 15' Radius

When Mitchifer casts this spell, he creates an area of complete silence. He can cast this spell on a creature, an object, or a place. Creatures get a chance to roll a saving throw. If the saving throw is successful, the spell is fixed in space, rather than directly on the creature. If the spell is cast on a creature or object, it moves around with them. Inside the spell area, no spells can be cast. This spell lasts for 1 day.

□ Speak with Animals

When Mitchifer casts this spell, he gains the ability to comprehend and communicate with normal animals. It doesn't assure friendliness or cooperation, only understanding. It lasts for 1 hour.

Third-Level Spells

□ Dispel Magic

When Mitchifer casts this spell, he has a chance to dispel spell effects or other magical effects (such as from a potion). Mitchifer can cast the spell either on one person or in a 30' × 30' area. Roll 1d4 for each spell or magical effect; on a 1 or 2, it is dispelled. If the spell is cast on a permanent magical item (like a magical sword or armor), the item's magical properties stop functioning for 1d4 rounds. If an enemy creature is holding or wearing the magical object, the creature is allowed to roll a saving throw to try to block the effect of this spell.

□ Locate Object

When Mitchifer casts this spell, he chooses an object that he is familiar with (something that he has seen before) and then he knows in which direction the object lies. Mitchifer does not know how far away the object is. He can cast the spell on a location (such as a part of a stairway), but he cannot cast it on a creature. This spell lasts 8 hours.

□ Prayer

When Mitchifer casts this spell, he grants himself and all of his companions a +1 bonus to attack rolls, damage rolls, and saving throws. Also, all of Mitchifer's enemies suffer a -1 penalty to attack rolls, damage rolls (damage rolls still inflict at least 1 point of damage), and saving throws. This spell lasts for 1 combat.

□ Remove Paralysis

Mitchifer can cast this spell to free 1d4 creatures from the effects of paralyzation or a related magic (such as a *hold person* spell).

Fighting

Armor Class (AC)

The lower the AC, the harder it is for enemies to hit. Mitchifer wears plate mail.

3

New AC:

Hit Points (hp)

How much damage Mitchifer can withstand before falling unconscious. Rest or magical healing can restore hit points lost to injury.

9

New hp:

Wounds

Record hit points lost to damage here. When wounds exceed the hit-point total, Mitchifer falls unconscious.

Current Wounds:

THAC0

"To Hit Armor Class 0," the number needed to hit an enemy with AC 0.

20

New THAC0:

When Mitchifer's Armor Class, hit points, and/or THAC0 change (when he goes up a level, for example), mark the new numbers in the boxes above.

To Roll an Attack:

- Roll 1d20
- Add any attack bonuses to the result
- Subtract that number from Mitchifer's THAC0
- The result is the Armor Class that Mitchifer has successfully hit

Melee Combat

When Mitchifer fights in direct contact with his enemies, such as with his footman's mace.

Missile Combat

When Mitchifer attacks his enemies from a distance. (Mitchifer starts with no missile weapons.)

Weapons, Equipment, and Treasure

Weapon	Damage vs. human-sized creatures	Damage vs. large creatures
Footman's Mace	1d6+1	1d6

Equipment and Magical Items

Footman's Mace
 Plate Mail
 Holy Symbol
 2 vials Holy Water
 Backpack
 Rope, 50 ft.
 Map Case
 Holy Book

Treasure	Amount
Gold pieces	(gp)
Gems	(gp)
Jewelry	(gp)

Special Abilities

- +3 bonus to saving throws vs. mind-affecting magic
- Mitchifer can cast holy magic, provided he possesses spells (see below)
- Mitchifer has the ability to turn undead creatures (see below)
- As a priest, Mitchifer can use any armor he possesses; he can only use blunt, bludgeoning weapons due to his faith

Turning Undead

Mitchifer has the ability to turn undead creatures. This means that he can force monsters like skeletons and zombies to flee from him when he presents his holy symbol in a confident manner.

Monster	Mitchifer's Level			
	2nd	3rd	4th	5th
Skeleton	7	4	T	T
Zombie	10	7	4	T
Ghoul	13	10	7	4
Shadow	16	13	10	7
Lesser Vampire	19	16	13	10

- To Turn Undead:**
- Roll 1d20
 - Check the chart, comparing Mitchifer's level with the type of monster to be turned
 - If the die roll is higher than the number shown, Mitchifer succeeds and 2d4 monsters of the specified type flee
 - A "T" result means Mitchifer succeeds automatically

Spells

As a priest, Mitchifer can cast holy spells. Each day, Mitchifer can memorize a certain number of spells depending on his level, as shown on the chart at right. He may pick from the spells listed on the back.

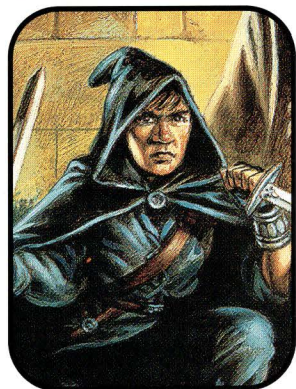
Mitchifer's Level	Spell Level		
	1st	2nd	3rd
2	4	—	—
3	4	3	—
4	5	4	—
5	5	5	2

Gaining Levels

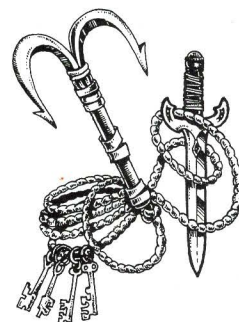
As Mitchifer gains experience points, he eventually gains levels, improving his fighting skills, saving throw number, ability to turn undead, and number of spells he can cast. The chart below shows the numbers that change as Mitchifer increases in level:

Mitchifer's XP	Mitchifer's Level	Mitchifer's THAC0	Mitchifer's Hit Points	Mitchifer's Saving Throw
1,500	2	20	9	15
3,000	3	20	15	15
6,000	4	18	21	14
13,000	5	18	27	14

Niles: Halfling Thief



This cunning thief makes his way through the world using his wits, stealth, and roguish talents. His companions depend on his skills to aid them in avoiding locks, traps, and other hidden dangers. Niles wears light armor and wields smaller weapons such as a short sword and dagger. He also has an assortment of special tools to help him ply his trade. Niles is a halfling.



Player Name:



Ability Scores and Attributes

Strength (Str) Niles' muscle, endurance, and stamina	11
Dexterity (Dex) Niles' agility, reflexes, and balance	18
Constitution (Con) Niles' fitness, health, and resistance to injury and disease	13
Intelligence (Int) Niles' memory, reasoning, and learning ability	12
Wisdom (Wis) Niles' judgment, willpower, common sense, and intuition	10
Charisma (Cha) Niles' personal magnetism and leadership	12
Saving Throw Niles' ability to resist special types of attacks such as poison, paralyzation, and magic When Niles gains a level, mark his new saving throw number in the box.	15 new saving throw <input type="text"/>

Level: (Mark Niles' new level in the box when he gains enough XP)	2 new level <input type="text"/>
Move Rate:	6
Current XP: (1,250 at 2nd Level)	<input type="text"/>
Next Level Goal: (2,500 to reach 3rd Level)	<input type="text"/>

To Roll an Ability Check:

- Roll 1d20
- Compare result to the appropriate ability score
- If the die roll is lower than the score, the check succeeds

To Roll a Saving Throw:

- Roll 1d20
- Add any bonuses to or subtract any penalties from the result
- Compare that result to the saving throw number
- If the modified die roll is higher, the save succeeds



Mapping

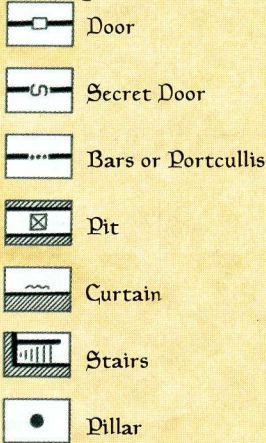
When Niles and his companions go on an adventure, this typically involves exploring some underground or wilderness place that most of the population of the Vale has never visited. It is important to make certain the party is well-equipped (purchasing items from the list shown on the backs of the warriors' sheets to round out the supplies), but it is equally important to keep track of where the group is going, and where they have been.

In the underground setting, plenty of light sources, poles for probing, rope, spikes, and other tools are valuable resources. In the wilderness,

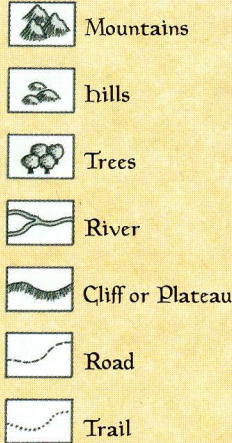
mounts such as horses, a pack mule or two, extra arrows, food, and so forth are necessary for success.

In either case, making accurate and detailed maps to help the group find their way back and report what they have seen is invaluable. Below is a simple mapping kit that includes a handful of the more useful mapmaking symbols. Feel free to make a few photocopies of this page so that Niles and his companions can keep a record of all the fantastic and mysterious places they have visited.

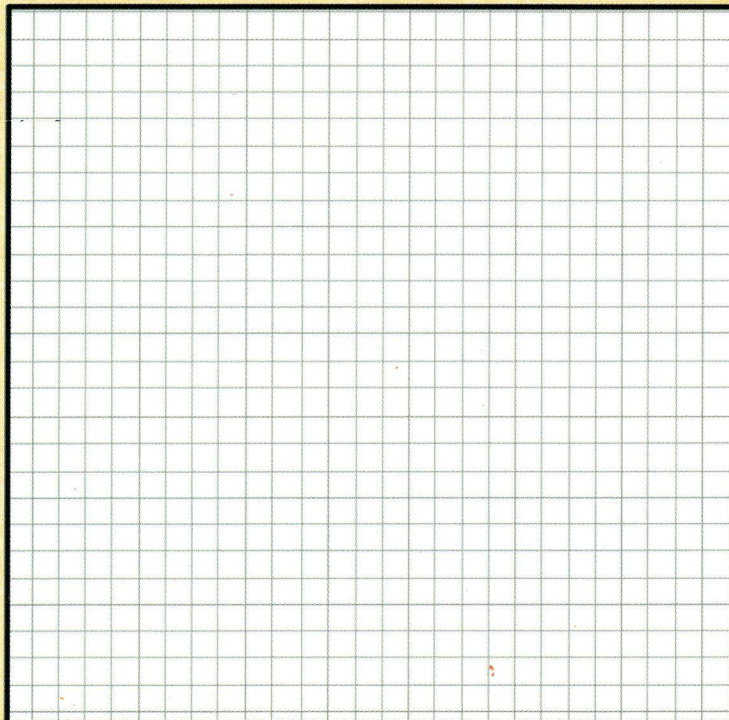
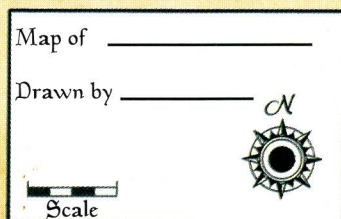
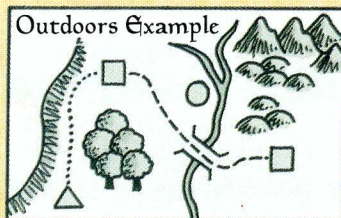
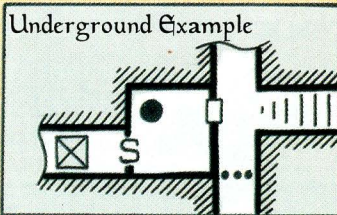
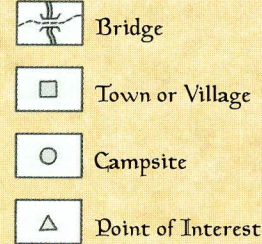
Underground



Outdoors



Outdoors



Fighting

Armor Class (AC)

The lower the AC, the harder it is for enemies to hit. Niles wears leather armor and is harder to hit due to his high Dexterity.

4

New AC:

Hit Points (hp)

How much damage Niles can withstand before falling unconscious. Rest or magical healing can restore hit points lost to injury.

7

New hp:

Wounds

Record hit points lost to damage here. When wounds exceed the hit-point total, Niles falls unconscious.

Current Wounds:

THAC0

"To Hit Armor Class 0," the number needed to hit an enemy with AC 0. Niles gains a +3 bonus to missile attack rolls due to his high Dexterity and because he is a halfling.

20

New THAC0:

When Niles' Armor Class, hit points, and/or THAC0 change (when she goes up a level, for example), mark the new numbers in the boxes above.

To Roll an Attack:

- Roll 1d20
- Add any attack bonuses to the result
- Subtract that number from Niles' THAC0
- The result is the Armor Class that Niles has successfully hit

Melee Combat

When Niles fights in direct contact with his enemies, such as with his short sword.

Missile Combat

When Niles attacks his enemies from a distance, such as throwing his dagger (from up to 10 feet away).

Weapons, Equipment, and Treasure

Weapon	Damage vs. human-sized creatures	Damage vs. large creatures
Short Sword	1d6	1d8
Dagger	1d4	1d4-1

Treasure	Amount
Gold pieces	(gp)
Gems	(gp)
Jewelry	(gp)

Equipment and Magical Items

Short Sword
 Dagger
 Leather Armor
 Lantern
 Backpack
 Belt Pouch
 Thieves' Tools
 Oil

Special Abilities

- Knows the following languages: common, halfling, dwarf, elf, gnome, goblin, and orc
- +3 bonus to his saving throws vs. magic and poison
- +3 bonus to attack rolls when he throws his dagger or uses another missile weapon
- Can see up to 60 feet in the dark
- Backstab: Niles must be behind his opponent, his opponent must not be aware of Niles, and Niles must use a dagger or short sword; if these conditions exist, Niles gets a +4 bonus to the backstab attack roll; if the backstab succeeds, double the amount of damage rolled
- Can detect the following information when underground by successfully searching:
 - Detect grade or slope in passage
 - Determine approximate direction underground

Thief Skills

Niles can perform a number of special skills based on stealth and secrecy. To attempt any of these actions, the DM rolls 1d20 (so that the player doesn't know whether Niles succeeds or not). If the result of the die roll is equal to or less than the number on the table below, Niles succeeds.

Niles' Level	Find/						
	Pick Pockets	Open Locks	Remove Traps	Move Silently	Hide in Shadows	Detect Noise	Climb Walls
2nd	7	9	7	6	5	5	12
3rd	8	10	8	7	6	6	13
4th	9	11	9	8	7	7	14
5th	10	12	10	9	8	8	15

Pick Pockets: Allows Niles to slip something from a pocket or backpack without the owner knowing

Open Locks: Allows Niles to pick a lock using his thief tools

Find/Remove Traps: Allows Niles to find traps on doors, in halls, etc.; once found, he can attempt to disarm the trap

Move Silently: Niles can move 40 feet per round while attempting to be very quiet

Hide in Shadows: Niles can attempt to slip into the darkness to hide; if he moves or attacks, he is no longer hidden

Detect Noise: Niles can try to hear sounds the other characters can't, such as shallow breathing or a boot scrapping on a floor tile

Climb Walls: Niles can attempt to climb a wall without the use of a rope; if successful, he climbs 20 feet every round. Check every round for success

Gaining Levels

As Niles gains experience points, he eventually gains levels, improving his fighting skills, saving throw number, and thief skills. The chart below shows the numbers that change as Niles increases in level:

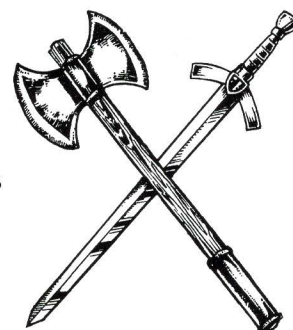
Niles' XP	Niles' Level	Niles' THAC0	Niles' Hit Points	Niles' Saving Throw
1,250	2	20	7	15
2,500	3	19	11	15
5,000	4	19	15	15
10,000	5	18	19	13

Peregrine: Human Paladin

Player Name:



This holy warrior stands pure and true against the evils of the world. He upholds all that is good, living for the ideals of righteousness, justice, honesty, and chivalry. He strives to be a living example of these virtues so that others might learn from him as well as gain by his actions. Peregrine wears sturdy armor and wields large weapons such as his long sword.



Ability Scores and Attributes

Strength (Str) Peregrine's muscle, endurance, and stamina	14
Dexterity (Dex) Peregrine's agility, reflexes, and balance	12
Constitution (Con) Peregrine's fitness, health, and resistance to injury and disease	10
Intelligence (Int) Peregrine's memory, reasoning, and learning ability	9
Wisdom (Wis) Peregrine's judgment, willpower, common sense, and intuition	14
Charisma (Cha) Peregrine's personal magnetism and leadership	17
Saving Throw Peregrine's ability to resist special types of attacks such as poison, paralyzation, and magic. Peregrine receives a +2 bonus to all his saving throws. When Peregrine gains a level, mark his new saving throw number in the box.	17 new saving throw <input type="text"/>

Level:	2 new level <input type="text"/>
(Mark Peregrine's new level in the box when he gains enough XP)	
Move Rate:	12
Current XP: (2,250 at 2nd Level)	<input type="text"/>
Next Level Goal: (4,500 to reach 3rd Level)	<input type="text"/>
To Roll an Ability Check:	
<ul style="list-style-type: none"> ● Roll 1d20 ● Compare result to the appropriate ability score ● If the die roll is lower than the score, the check succeeds 	
To Roll a Saving Throw:	
<ul style="list-style-type: none"> ● Roll 1d20 ● Add any bonuses to or subtract any penalties from the result ● Compare that result to the saving throw number ● If the modified die roll is higher, the save succeeds 	

Equipment

Peregrine and his companions may want to buy additional equipment before going on an adventure. The list below shows what's commonly available in the town of Haven.

Item	Price
Backpack	2 gp
Belt pouch	1 gp
Blanket	1 gp
Bucket	1 gp
Candle (5 sticks)	1 gp
Chain, light	3 gp/foot
Chalk (5 sticks)	1 gp
Chest, large	2 gp
Chest, small	1 gp
Flint and steel	1 gp
Glass bottle	10 gp
Holy symbol	25 gp
Holy water	25 gp/vial
Horse, riding	75 gp
Ladder, 10'	5 gp
Lantern	12 gp
Map case	1 gp
Mirror, metal	10 gp
Oil	2 gp/flask
Paper	2 gp/sheet
Parchment	1 gp/sheet
Rations (food)	3 gp/week
Rope	1 gp/50 feet
Sack, large	2 gp
Sack, small	1 gp
Shovel	1 gp
Spikes, metal (6)	1 gp
Thieves' tools	30 gp
Wine	1 gp/skin

Armor	Price	AC Benefit
Banded mail	200 gp	AC 4
Chain mail	75 gp	AC 5
Leather armor	5 gp	AC 8
Padded armor	4 gp	AC 8
Plate mail	600 gp	AC 3
Ring mail	100 gp	AC 7
Scale mail	120 gp	AC 6
Shield	10 gp	Reduce AC by 1
Splint mail	80 gp	AC 4

Weapons	Price	Damage (H/L)
Battle ax	5 gp	1d8/1d8
Bow, short (2 shots/round)	30 gp	1d8/1d8
Crossbow (1 shot/round)	35 gp	1d4/1d4
Dagger	2 gp	1d4/1d4-1
Footman's flail	15 gp	1d6+1/2d4
Footman's mace	8 gp	1d6+1/1d6
Hand ax	1 gp	1d6/1d4
Knife	1 gp	1d4-1/1d4-2
Morning star	10 gp	2d4/1d6+1
Quarterstaff	1 gp	1d6/1d6
Spear	2 gp	1d6/1d8
Sword, broad	10 gp	2d4/1d6+1
Sword, long	15 gp	1d8/1d12
Sword, short	10 gp	1d6/1d8
Sword, 2-handed	50 gp	1d10/3d6
Warhammer	2 gp	1d4+1/1d4

gp = gold piece

H = vs. human-sized foes

L = vs. larger than human foes

Fighting



Armor Class (AC)

The lower the AC, the harder it is for enemies to hit. Peregrine wears plate mail and carries a shield.

2

New AC:

Hit Points (hp)

How much damage Peregrine can withstand before falling unconscious. Rest or magical healing can restore hit points lost to injury.

12

New hp:

Wounds

Record hit points lost to damage here. When wounds exceed the hit-point total, Peregrine falls unconscious.

Current Wounds:

THAC0

"To Hit Armor Class 0," the number needed to hit an enemy with AC 0.

19

New THAC0:

When Peregrine's Armor Class, hit points, and/or THAC0 change (when he goes up a level, for example), mark the new numbers in the boxes above.

To Roll an Attack:

- Roll 1d20
- Add any attack bonuses to the result
- Subtract that number from Peregrine's THAC0
- The result is the Armor Class that Peregrine has successfully hit

Melee Combat

When Peregrine fights in direct contact with his enemies, such as with his long sword.

Missile Combat

When Peregrine attacks his enemies from a distance. (Peregrine starts the game with no missile weapons.)

Weapons, Equipment, and Treasure



Weapon	Damage vs. human-sized creatures	Damage vs. large creatures
Long Sword	1d8	1d12

Treasure	Amount
Gold pieces	(gp)
Gems	(gp)
Jewelry	(gp)

Equipment and Magical Items

Long Sword	_____
Plate Mail	_____
Shield	_____
Lantern	_____
Backpack	_____
Flint and Steel	_____
Holy Symbol	_____
Belt Pouch	_____

Special Abilities

- As a fighter, Peregrine can use any weapons or armor he possesses
- Detects the presence of evil intent up to 60 feet away by concentrating on locating evil in a particular direction; this is an action
- +2 bonus to all saving throws
- Heals 2 hit points per experience level once per day; he can heal himself or someone else
- All hostile creatures suffer a -1 penalty to their attack rolls when they attack Peregrine or any companions who are standing within 10 feet of him; this ability doesn't work if Peregrine or his companions start the battle

Turning Undead

Peregrine gains the ability to turn undead creatures when he reaches 3rd level. This means that he can force monsters like skeletons and zombies to flee from him when he presents his holy symbol in a confident manner.

Monster	Peregrine's Level		
	3rd	4th	5th
Skeleton	10	7	4
Zombie	13	10	7
Ghoul	16	13	10
Shadow	19	16	13
Lesser Vampire	20	19	16

To Turn Undead:

- Roll 1d20
- Check the chart, comparing Peregrine's level with the type of monster to be turned
- If the die roll is higher than the number shown, Peregrine succeeds and 2d4 monsters of the specified type flee

Gaining Levels

As Peregrine gains experience points, he eventually gains levels, improving his fighting skills and his saving throw number. The chart below shows the numbers that change as Peregrine increases in level:

Peregrine's XP	Peregrine's Level	Peregrine's THAC0	Peregrine's Hit Points	Peregrine's Saving Throw
2,250	2	19	12	17
4,500	3	18	18	15
9,000	4	17	24	15
18,000	5	16	30	13

Thordar: Dwarf Fighter



This mighty dwarf warrior is a brave adventurer and a good friend. He defends his companions against monsters and other enemies with fierce devotion. Thordar wears sturdy armor and wields large weapons such as his great battle ax. Like most dwarves, Thordar thrives on hard work. He loves precious metals and gems and has a fierce hatred of orcs and goblins.



Player Name:

Ability Scores and Attributes

Strength (Str) Thordar's muscle, endurance, and stamina	15
Dexterity (Dex) Thordar's agility, reflexes, and balance	13
Constitution (Con) Thordar's fitness, health, and resistance to injury and disease	18
Intelligence (Int) Thordar's memory, reasoning, and learning ability	10
Wisdom (Wis) Thordar's judgment, willpower, common sense, and intuition	9
Charisma (Cha) Thordar's personal magnetism and leadership	10
Saving Throw Thordar's ability to resist special types of attacks such as poison, paralyzation, and magic. Thordar gains a +5 bonus to saving throws vs. poison and magic. When Thordar gains a level, mark his new saving throw number in the box.	17 new saving throw <input type="text"/>

Level:	2 new level <input type="text"/>
(Mark Thordar's new level in the box when he gains enough XP)	
Move Rate:	6
Current XP: (2,000 at 2nd Level)	<input type="text"/>
Next Level Goal: (4,000 to reach 3rd Level)	<input type="text"/>
To Roll an Ability Check:	
<ul style="list-style-type: none"> ● Roll 1d20 ● Compare result to the appropriate ability score ● If the die roll is lower than the score, the check succeeds 	
To Roll a Saving Throw:	
<ul style="list-style-type: none"> ● Roll 1d20 ● Add any bonuses to or subtract any penalties from the result ● Compare that result to the saving throw number ● If the modified die roll is higher, the save succeeds 	

Equipment

Thordor and his companions may want to buy additional equipment before going on an adventure. The list below shows what's commonly available in the town of Haven.

Item	Price
Backpack	2 gp
Belt pouch	1 gp
Blanket	1 gp
Bucket	1 gp
Candle (5 sticks)	1 gp
Chain, light	3 gp/foot
Chalk (5 sticks)	1 gp
Chest, large	2 gp
Chest, small	1 gp
Flint and steel	1 gp
Glass bottle	10 gp
Holy symbol	25 gp
Holy water	25 gp/vial
Horse, riding	75 gp
Ladder, 10'	5 gp
Lantern	12 gp
Map case	1 gp
Mirror, metal	10 gp
Oil	2 gp/flask
Paper	2 gp/sheet
Parchment	1 gp/sheet
Rations (food)	3 gp/week
Rope	1 gp/50 feet
Sack, large	2 gp
Sack, small	1 gp
Shovel	1 gp
Spikes, metal (6)	1 gp
Thieves' tools	30 gp
Wine	1 gp/skin

Armor	Price	AC Benefit
Banded mail	200 gp	AC 4
Chain mail	75 gp	AC 5
Leather armor	5 gp	AC 8
Padded armor	4 gp	AC 8
Plate mail	600 gp	AC 3
Ring mail	100 gp	AC 7
Scale mail	120 gp	AC 6
Shield	10 gp	Reduce AC by 1
Splint mail	80 gp	AC 4

Weapons	Price	Damage (H/L)
Battle ax	5 gp	1d8/1d8
Bow, short (2 shots/round)	30 gp	1d8/1d8
Crossbow (1 shot/round)	35 gp	1d4/1d4
Dagger	2 gp	1d4/1d4-1
Footman's flail	15 gp	1d6+1/2d4
Footman's mace	8 gp	1d6+1/1d6
Hand ax	1 gp	1d6/1d4
Knife	1 gp	1d4-1/1d4-2
Morning star	10 gp	2d4/1d6+1
Quarterstaff	1 gp	1d6/1d6
Spear	2 gp	1d6/1d8
Sword, broad	10 gp	2d4/1d6+1
Sword, long	15 gp	1d8/1d12
Sword, short	10 gp	1d6/1d8
Sword, 2-handed	50 gp	1d10/3d6
Warhammer	2 gp	1d4+1/1d4

gp = gold piece

H = vs. human-sized foes

L = vs. larger than human foes

Fighting



Armor Class (AC)

The lower the AC, the harder it is for enemies to hit. Thordar wears splint mail and carries a shield.

3

New AC:

Hit Points (hp)

How much damage Thordar can withstand before falling unconscious. Rest or magical healing can restore hit points lost to injury.

15

New hp:

Wounds

Record hit points lost to damage here. When wounds exceed the hit-point total, Thordar falls unconscious.

Current Wounds:

THAC0

"To Hit Armor Class 0," the number needed to hit an enemy with AC 0.

19

New THAC0:

When Thordar's Armor Class, hit points, and/or THAC0 change (when he goes up a level, for example), mark the new numbers in the boxes above.

To Roll an Attack:

- Roll 1d20
- Add any attack bonuses to the result
- Subtract that number from Thordar's THAC0
- The result is the Armor Class that Thordar has successfully hit

Melee Combat

When Thordar fights in direct contact with his enemies, such as with his battle ax.

Missile Combat

When Thordar attacks his enemies from a distance, such as throwing his war hammer (from up to 30 feet away).

Weapons, Equipment, and Treasure



Weapon	Damage vs. human-sized creatures	Damage vs. large creatures
Battle Ax	1d8	1d8
War Hammer	1d4+1	1d4

Equipment and Magical Items

Battle Ax	
War Hammer	
Splint Mail	
Shield	
Lantern	
Backpack	
Rope, 50 ft.	
Sack, small	

Treasure	Amount
Gold pieces	(gp)
Gems	(gp)
Jewelry	(gp)

Special Abilities

- Knows the following languages: common, dwarf, gnome, goblin, kobold, and orc
- As a fighter, Thordar can use any weapons or armor he possesses
- +5 bonus to saving throws vs. magic and poison
- +1 bonus to attack rolls against orcs, goblins, and hobgoblins
- +4 bonus to his Armor Class when ogres, trolls, or giants attack him
- Can see up to 60 feet in the dark
- Can detect the following information when underground by successfully searching:
 - Detect grade or slope in passage
 - Determine approximate direction underground
 - Detect new tunnel/passage construction
 - Detect sliding/shifting walls or rooms
 - Detect stonework traps, pits, and deadfalls
 - Determine approximate depth underground

Gaining Levels

As Thordar gains experience points, he eventually gains levels, improving his fighting skills and saving throw number. The chart below shows the numbers that change as Thordar increases in level:

Thordar's XP	Thordar's Level	Thordar's THAC0	Thordar's Hit Points	Thordar's Saving Throw
2,000	2	19	15	17
4,000	3	18	25	16
8,000	4	17	35	16
16,000	5	16	45	14

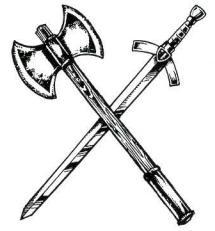
Notes:

Sunblayze: Elf Fighter/Wizard

Player Name:



This confident elf combines the skills of a strong warrior and powerful wizard into one. She aids her companions with battle skills, spellcasting, and her natural abilities as an elf. In keeping with the traditions of wizards, Sunblayze wears no armor. As a fighter, she is able to wield stout weapons such as her quarterstaff or short sword.



Ability Scores and Attributes

Strength (Str) Sunblayze's muscle, endurance, and stamina	12
Dexterity (Dex) Sunblayze's agility, reflexes, and balance	16
Constitution (Con) Sunblayze's fitness, health, and resistance to injury and disease	12
Intelligence (Int) Sunblayze's memory, reasoning, and learning ability	12
Wisdom (Wis) Sunblayze's judgment, willpower, common sense, and intuition	12
Charisma (Cha) Sunblayze's personal magnetism and leadership	14
Saving Throw Sunblayze's ability to resist special types of attacks such as poison, paralyzation, and magic. When Sunblayze gains a level, mark her new saving throw number in the box.	12 new saving throw <input type="text"/>

Level:	1/1 new levels <input type="text"/>
(Mark Sunblayze's new levels in the box when she gains enough XP)	
Move Rate:	12
Current XP: (1,000/1,000 at 1st/1st Level)	<input type="text"/>
Next Level Goal: (2,000/2,000 to reach 2nd/1st Level)	<input type="text"/>

To Roll an Ability Check:

- Roll 1d20
- Compare result to the appropriate ability score
- If the die roll is lower than the score, the check succeeds

To Roll a Saving Throw:

- Roll 1d20
- Add any bonuses to or subtract any penalties from the result
- Compare that result to the saving throw number
- If the modified die roll is higher, the save succeeds

Spells

First-Level Spells

☐ Hold Portal

When Sunblayze casts this spell on a door, it becomes magically stuck and cannot be easily opened. It takes four successful Strength checks (one each round) to break open a held door. The spell lasts for 1 hour.

☐ Light

Sunblayze can either cast this spell on an object (such as a stick or sword) to create light like a lantern, or she can try to cast it on a creature's eyes. If the creature fails a saving throw, it is blinded by the light. If it succeeds at its saving throw, the light hangs magically in the air behind the creature. The effect lasts for 1 day.

☐ Magic Missile

When Sunblayze casts this spell, a glowing missile shoots from her hand and automatically hits a creature of her choice and inflicts 1d4+1 points of damage to it.

☐ Read Magic

Sunblayze must cast this spell to read any sorts of magical writing (such as scrolls and strange magical tomes) for the first time. Once the spell has been cast on an item, Sunblayze can read it normally thereafter.

☐ Shield

This spell creates an invisible barrier in front of Sunblayze. It gives her a -3 AC bonus to all attacks from the front (her AC becomes 5). It also automatically stops *magic missile* spells from harming Sunblayze. This spell lasts for 1 combat.

☐ Sleep

When she casts this spell, Sunblayze automatically causes living things to fall into an enchanted sleep. Roll 2d4; this is the number of creatures that fall asleep. Always start with the weakest creatures first and then work up to the ones with the highest level. There is no saving throw allowed to resist this spell. Sleeping creatures are helpless and sleep for one day but can be awakened with a rough shake.

Second-Level Spells

☐ Detect Evil

When Sunblayze casts this spell, she can tell by looking at other creatures whether they intend to harm her or her companions. Animals that kill for food or to protect themselves are not evil, nor are inanimate objects like traps. The spell lasts for 1 hour.

☐ Flaming Sphere

Sunblayze creates a large ball of fire that is as tall as she is and can roll across the floor or ground as she directs. Wood and cloth touched by the sphere catch on fire. If Sunblayze targets a creature with the sphere, that creature must make a successful saving throw to avoid the sphere. If the saving throw fails, the creature suffers 2d4 points of damage. The spell lasts for 3 rounds.

☐ Invisibility

Sunblayze can cast this spell on herself or one of her companions. The target of the spell and all of his or her possessions become completely invisible for 1 day. The target can still talk and make noise, and animals can still smell him or her. If an invisible character attacks someone (even with spells), he or she immediately becomes visible again, but gains a +4 bonus to that first attack roll. If Sunblayze wants, she can cancel the spell earlier than the 1-day limit.

☐ Mirror Image

When Sunblayze casts this spell, illusionary copies of herself appear all around her. Roll 1d4; this is the number of additional images that are created. When an enemy makes a successful attack roll against Sunblayze, the DM rolls randomly to see if Sunblayze or one of the images is struck. If an image is struck, it disappears. The images move each round so that her enemies can't identify the real elf. The spell lasts for one combat or until all images disappear.

Fighting

Armor Class (AC)

The lower the AC, the harder it is for enemies to hit. Sunblayze wears only robes, but her high Dexterity makes her harder to hit.

8

New AC:

Hit Points (hp)

How much damage Sunblayze can withstand before falling unconscious. Rest or magical healing can restore hit points lost to injury.

9

New hp:

Wounds

Record hit points lost to damage here. When wounds exceed the hit-point total, Sunblayze falls unconscious.

Current Wounds:

THAC0

"To Hit Armor Class 0," the number needed to hit an enemy with AC 0. Sunblayze, as an elf, gains a +1 bonus to hit with her short sword.

20

New THAC0:

When Sunblayze's Armor Class, hit points, and/or THAC0 change (when she goes up a level, for example), mark the new numbers in the boxes above.

To Roll an Attack:

- Roll 1d20
- Add any attack bonuses to the result
- Subtract that number from Sunblayze's THAC0
- The result is the Armor Class that Sunblayze has successfully hit

Melee Combat

When Sunblayze fights in direct contact with her enemies, such as with her quarterstaff or short sword.

Missile Combat

When Sunblayze attacks her enemies from a distance. (Sunblayze starts the game with no missile weapons.)

Weapons, Equipment, and Treasure

Weapon	Damage vs. human-sized creatures	Damage vs. large creatures
Quarterstaff	1d6	1d6
Short Sword	1d8	1d8

Equipment and Magical Items

Quarterstaff
 Short Sword
 Robes
 Backpack
 Belt Pouch
 Map Case
 Paper, 10 sheets
 Chalk
 Spell Book

Treasure	Amount
Gold pieces	(gp)
Gems	(gp)
Jewelry	(gp)

Special Abilities

- Knows the following languages: common, elf, gnome, halfling, goblin, hobgoblin, orc, and gnoll
- Resists sleep and charm-based spells on a roll of 1–9 on 1d10
- +1 bonus to attack rolls when using a bow or a long or short sword
- Can see up to 60 feet in the dark
- –1 bonus to search rolls, –3 bonus to find secret doors
- Sunblayze can cast wizard magic, provided she possesses spells (see below)
- As a wizard, Sunblayze can't wear any armor; she can use any weapons, however, due to her fighter skills

Spells

Sunblayze's Wizard Level	Spell Level	
	1st	2nd
1	1	—
2	2	—
3	2	1
4	3	2

Gaining Levels

Since Sunblayze has two classes, she must split experience points she gains equally between each class. As Sunblayze gains experience points, she eventually gains levels, but at different rates in each class, as shown below. The chart below shows the numbers that change as Sunblayze increases in level:

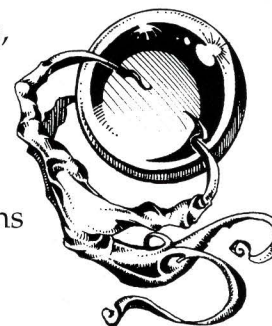
Sunblayze's XP Fighter/Wizard	Sunblayze's Level	Sunblayze's THACO	Sunblayze's Hit Points	Sunblayze's Saving Throw
1,000/1,000	1/1	20	9	12
2,000/2,000	2/1	19	12	12
2,500/2,500	2/2	19	14	12
4,000/4,000	3/2	18	17	12
5,000/5,000	3/3	18	19	12
8,000/8,000	4/3	17	22	12
10,000/10,000	4/4	17	24	12

Thaddeus: Human Wizard

Player Name:



This powerful wizard controls vast magical energies, shaping them and casting them as mighty spells. He studies strange tongues and obscure facts and devotes much of his time to magical research. As a wizard, Thaddeus follows the ancient tradition of wearing no armor and wielding only simple weapons such as his quarterstaff or dagger.



Ability Scores and Attributes

Strength (Str) Thaddeus's muscle, endurance, and stamina	9
Dexterity (Dex) Thaddeus's agility, reflexes, and balance	12
Constitution (Con) Thaddeus's fitness, health, and resistance to injury and disease	15
Intelligence (Int) Thaddeus's memory, reasoning, and learning ability	18
Wisdom (Wis) Thaddeus's judgment, willpower, common sense, and intuition	16
Charisma (Cha) Thaddeus's personal magnetism and leadership	13
Saving Throw Thaddeus's ability to resist special types of attacks such as poison, paralysis, and magic. Thaddeus gains a +2 bonus to saving throws vs. mind-affecting magic. When Thaddeus gains a level, mark his new saving throw number in the box.	12 new saving throw <input type="text"/>

Level:	2 new level <input type="text"/>
(Mark Thaddeus's new level in the box when he gains enough XP)	
Move Rate:	12
Current XP: (2,500 at 2nd Level)	<input type="text"/>
Next Level Goal: (5,000 to reach 3rd Level)	<input type="text"/>

To Roll an Ability Check:

- Roll 1d20
- Compare result to the appropriate ability score
- If the die roll is lower than the score, the check succeeds

To Roll a Saving Throw:

- Roll 1d20
- Add any bonuses to or subtract any penalties from the result
- Compare that result to the saving throw number
- If the modified die roll is higher, the save succeeds

Spells

First-Level Spells

□ Blur

When Thaddeus casts this spell, his form becomes blurred and indistinct. Anyone attempting to hit Thaddeus suffers a -4 attack roll penalty on the first attempt and a -2 attack roll penalty each round thereafter. Thaddeus also gains a +1 bonus to saving throws against spells. This spell lasts for 1 combat.

□Enlarge

When Thaddeus casts this spell on one of his companions, that companion becomes 50% taller and heavier than he was before. This provides a +2 bonus to all damage rolls. This spell lasts for 1 combat.

□Light

Thaddeus can either cast this spell on an object (such as a stick or sword) to create light like a lantern, or he can try to cast it on a creature's eyes. If the creature fails a saving throw, it is blinded by the light. If it succeeds at its saving throw, the light hangs magically in the air behind the creature. The effect lasts for 1 day.

□Magic Missile

When Thaddeus casts this spell, a glowing missile shoots from his hand and automatically hits a creature of his choice and inflicts 1d4+1 points of damage to it.

□Read Magic

Thaddeus must cast this spell to read any sorts of magical writing (such as scrolls and strange magical tomes) for the first time. Once the spell has been cast on an item, Thaddeus can read it normally thereafter.

□Shield

This spell creates an invisible barrier in front of Thaddeus. It gives him a -3 AC bonus to all attacks from the front (his AC becomes 7). It also automatically stops *magic missile* spells from harming him. This spell lasts for 1 combat.

□Shocking Grasp

Thaddeus's hand becomes supercharged with electricity. Anyone he touches (to touch an enemy, he must make an attack roll) gets zapped for 1d8+1 points of damage. This spell lasts for 1 touch.

□Sleep

When he casts this spell, Thaddeus automatically causes living things to fall into an enchanted sleep. Roll 2d4; this is the number of creatures that fall asleep. Always start with the weakest creatures first and then work up to the ones with the highest level. There is no saving throw allowed to resist this spell. Sleeping creatures are helpless and sleep for one day but can be awakened with a rough shake.

Second-Level Spells

□Darkness, 15' Radius

When Thaddeus casts this spell, it creates a magical darkness in the shape of a 15'-radius sphere. No light at all is visible within the sphere. When the spell is cast on a *light* spell, the two cancel each other out. The darkness lasts for 1 day.

□Invisibility

Thaddeus can cast this spell on himself or one of his companions. The target of the spell and all of his or her possessions become completely invisible for 1 day. The target can still talk and make noise, and animals can still smell him or her. If an invisible character attacks some-

one (even with spells), he or she immediately becomes visible again, but gains a +4 bonus to that first attack roll. If Thaddeus wants, he can cancel the spell earlier than the 1-day limit.

□Knock

Thaddeus can magically unlock or force open a locked or stuck door, even if it is nailed or welded shut. This spell cancels a *hold portal* spell. This spell works on one door, window, or other portal.

□Levitate

Thaddeus can cast this spell on a creature or an object. If he casts it on himself or one of his companions, the target controls the levitation. If he casts it on an unwilling enemy, the enemy rolls a saving throw to resist the spell. If the saving throw fails or the target is an object, Thaddeus controls the motion. A levitating creature or item moves up or down 2 feet each round. The spell works for 1 hour and can lift no more than 500 lbs.

□Stinking Cloud

Thaddeus creates a cloud that fills a 20' × 20' area. Any creature caught in the cloud must roll a successful saving throw or get sick and be unable to attack. If a saving throw is made, a new one must be rolled the next round if the creature remains in the cloud. After leaving the cloud, a sick creature must recover for 1d4+1 rounds before fighting again. The cloud lasts for 1 combat.

□Web

Thaddeus creates a web of thick, sticky ropes that must be stretched between two anchor points (two trees, two walls of a dungeon, etc.) that are 20 feet apart or closer. Any creature caught in the webs must roll a saving throw. If the saving throw fails, the creature is trapped in the webs and unable to move. If the saving throw is successful, the creature is not trapped in the webs and can escape after 1d4 rounds. The webs burn easily if set on fire, burning away in 1 round. Creatures trapped in the burning webs suffer 2d4 points of damage. Otherwise, the webs last for 1 hour.

Third-Level Spells

□Clairvoyance

Thaddeus can pick a location he knows and can "see" everything that is going on at that location, even though he is not there. Thaddeus cannot see in the dark, and he must have either visited the location before. The spell lasts for 5 rounds.

□Fly

Thaddeus can cast this spell on either himself or on another creature or companion. The target of the spell can fly at a movement rate of up to 18. The target can also fly or hover more slowly while attacking or casting spells. The spell lasts 1 hour.

□Hold Person

When Thaddeus casts this spell, 1d4 people (Thaddeus gets to choose which people) must roll a successful saving throw or be paralyzed completely. A paralyzed person can't talk, move, attack, or cast spells. People include humans, dwarves, elves, halflings, bugbears, ettercaps, gnolls, goblins, hobgoblins, kobolds, lizard men, orcs, troglodytes, and xvargs. The spell lasts for 1d4+2 rounds.

□Lightning Bolt

When Thaddeus casts this spell, a bolt of lightning that is 10 feet wide and 40 feet long shoots from his fingertips. Any creature caught within the path of the bolt must roll a saving throw. Those creatures that fail the saving throw suffer 5d6 points of damage, while those that succeed suffer half that damage.

Fighting

Armor Class (AC)

The lower the AC, the harder it is for enemies to hit. Thaddeus wears only robes.

10

New AC:

Hit Points (hp)

How much damage Thaddeus can withstand before falling unconscious. Rest or magical healing can restore hit points lost to injury.

6

New hp:

Wounds

Record hit points lost to damage here. When wounds exceed the hit-point total, Thaddeus falls unconscious.

Current Wounds:

THAC0

"To Hit Armor Class 0," the number needed to hit an enemy with AC 0.

20

New THAC0:

When Thaddeus's Armor Class, hit points, and/or THAC0 change (when he goes up a level, for example), mark the new numbers in the boxes above.

To Roll an Attack:

- Roll 1d20
- Add any attack bonuses to the result
- Subtract that number from Thaddeus's THAC0
- The result is the Armor Class that Thaddeus has successfully hit

Melee Combat

When Thaddeus fights in direct contact with his enemies, such as with his quarterstaff or dagger.

Missile Combat

When Thaddeus attacks his enemies from a distance, such as with his throwing dagger (from up to a distance of 10 feet).

Weapons, Equipment, and Treasure

Weapon	Damage vs. human-sized creatures	Damage vs. large creatures
Quarterstaff	1d6	1d6
Dagger	1d4	1d4-1

Treasure	Amount
Gold pieces	(gp)
Gems	(gp)
Jewelry	(gp)

Equipment
Quarterstaff
Dagger
Throwing Dagger
Robes
Backpack
Belt Pouch
Map Case
Paper, 10 sheets
Chalk
Spell Book

Special Abilities

- +2 bonus to saving throws vs. mind-affecting magic
- Thaddeus can cast wizard magic, provided he possesses spells (see below)

Spells

As a wizard, Thaddeus can cast wizard spells. Each day, Thaddeus can memorize a certain number of spells depending on his level, as shown on the chart below. He may pick from the spells listed on the back (his spell book).

Thaddeus's Level	Spell Level		
	1st	2nd	3rd
2	2	—	—
3	2	1	—
4	3	2	—
5	4	2	1

Gaining Levels

As Thaddeus gains experience points, he eventually gains levels, improving his fighting skills, saving throw number, and number of spells he can cast. The chart below shows the numbers that change as Thaddeus increases in level:

Thaddeus's XP	Thaddeus's Level	Thaddeus's THAC0	Thaddeus's Hit Points	Thaddeus's Saving Throw
2,500	2	20	6	12
5,000	3	19	10	12
10,000	4	19	14	12
20,000	5	18	18	12

Ability Scores

The six basic traits of a character:

- **Strength** shows how physically strong a character is
- **Dexterity** shows a character's physical quickness
- **Constitution** is a character's physical toughness and endurance
- **Intelligence** determines how smart a character is
- **Wisdom** is a measure of a character's common sense
- **Charisma** shows how appealing a character is

Ability Checks

When a character wants to attempt a physical or mental feat not covered by other rules, use an ability check.

To Roll an Ability Check:

- Roll 1d20
- Compare the result to the appropriate ability score
- If the die roll is lower than the score, the check succeeds

Examples of Ability Checks

Strength—pushing a large object

Dexterity—leaping over a pit

Constitution—overcoming the effects of spoiled food

Intelligence—recalling an old legend

Wisdom—spotting an obscure clue

Charisma—negotiating with a monster

Ability Check Modifiers

Type of Situation	Modifier
Extremely Easy	-6
Easy	-3
Moderate	0
Difficult	+3
Extremely Difficult	+6

Turning Undead

Priests have the ability to turn undead creatures. This means that they can force monsters like skeletons and zombies to flee from them when they present their holy symbol in a confident manner.

Monster	Priest's Level				
	1st	2nd	3rd	4th	5th
Skeleton	10	7	4	T	T
Zombie	13	10	7	4	T
Ghoul	16	13	10	7	4
Shadow	19	16	13	10	7
Lesser Vampire	20	19	16	13	10

To Check a Turning Attempt:

- Roll 1d20
- Check the chart, comparing the priest's level with the type of monster to be turned
- If the die roll is higher than the number shown, the priest succeeds and 2d4 monsters of the specified type flee
- A "T" result means the priest succeeds automatically

DM Laws

- The DM decides what happens, using the actions the players declare for their characters, the game rules, and the DM's imagination
- If in doubt, just make it up; it's better to keep the story moving and the game fun than to get bogged down in the details
- Use ability checks to determine success if the players want their characters to try things not covered by any other rules; if an action is just impossibly difficult or ridiculously easy, the DM can decide that it automatically fails or succeeds
- Remember that the DM isn't competing against the players; instead, the DM is like a referee, helping to advance the story by deciding how the players' actions influence each situation
- Above all else, the DM must always be fair

Searching

- Searching is a Wisdom check, modified by situation or character special abilities (see ability check)
- It takes a character 10 rounds to search a 10'x10' area
- It can't be done in the middle of combat or with hostile creatures around
- Each character can search an area once
- Make the check even if there is nothing to find

Resting

- Characters that gain a full night's rest reduce wounds by 1 hit point
- Spellcasters regain their full compliment of spell

Thief Skills

Pick Pockets: Allows the thief to slip something from a pocket or backpack without the owner knowing.

Open Locks: Allows the thief to pick a lock using his thief tools.

Find/Remove Traps: Allows the thief to find traps on doors, in halls, etc. Once found, he can attempt to disarm the trap.

Move Silently: The thief can move 40 feet per round while attempting to be very quiet.

Hide in Shadows: The thief can attempt to slip into the darkness to hide. If he moves or attacks, he is no longer hidden.

Detect Noise: The thief can try to hear sounds the other characters can't, such as shallow breathing or a boot scraping on a floor tile.

Climb Walls: The thief can attempt to climb a wall without the use of a rope. If successful, he climbs 20 feet every round. Check every round for success.

Backstab: The thief gains a +4 bonus to the attack roll when he is behind an opponent that does not know he is there. If the backstab succeeds, double the amount of damage rolled.

To Check A Thief Skill Attempt:

Secretly Roll 1d20

- Subtract any bonuses from or add any penalties to the result
- Compare that result to the skill number
- If the result is equal to or lower than the skill number, the thief succeeds

Fighting

1) Who Goes First?

- Each side rolls a d10 for initiative (if the rolls are tied, roll again)
- The side with the lower roll wins initiative and goes first

2) Then What?

- Resolve all attacks and simple actions for the side that goes first
- Resolve spellcasting for the side that goes first
- If a spellcaster is successfully attacked before taking an action, he or she cannot cast a spell that round
- Repeat the above two steps for the side that goes second

3) Go On To The Next Round.

- Repeat these steps every round until one side is defeated, runs away, or surrenders

Time and Actions

Move time along as necessary to get on to the "good parts" of the story. In combat situations, time is measured in rounds. The list of things a character can do in one round includes (but is not limited to) the following:

- draw a weapon from a scabbard
- retrieve a dropped weapon
- use a magical item
- bind a character's wounds
- search a dead body
- attack a monster
- cast a spell
- pick a lock
- drink a potion
- move

Movement

- A character travels 10 feet per move point each round
- Characters can move half their total distance and attack once in the same round
- Running doubles movement totals; a running character can't do anything else in that round

Combat Rules of Thumb

- No more than two characters can stand and fight side by side in a 10'-wide corridor
- No more than two characters can attack the same side of a human-sized target (front, back, or either side)
- If a monster or character tries to run away from a fight that has already started, any opponents fighting the monster or character get to make a final attack

To Roll an Attack:

- Roll 1d20
- Add any attack bonuses to the result
- Subtract that number from the attacker's THACO
- The result is the Armor Class that the attacker has successfully hit

Melee Combat—Attacking enemies in direct contact with weapons like swords, maces, etc.

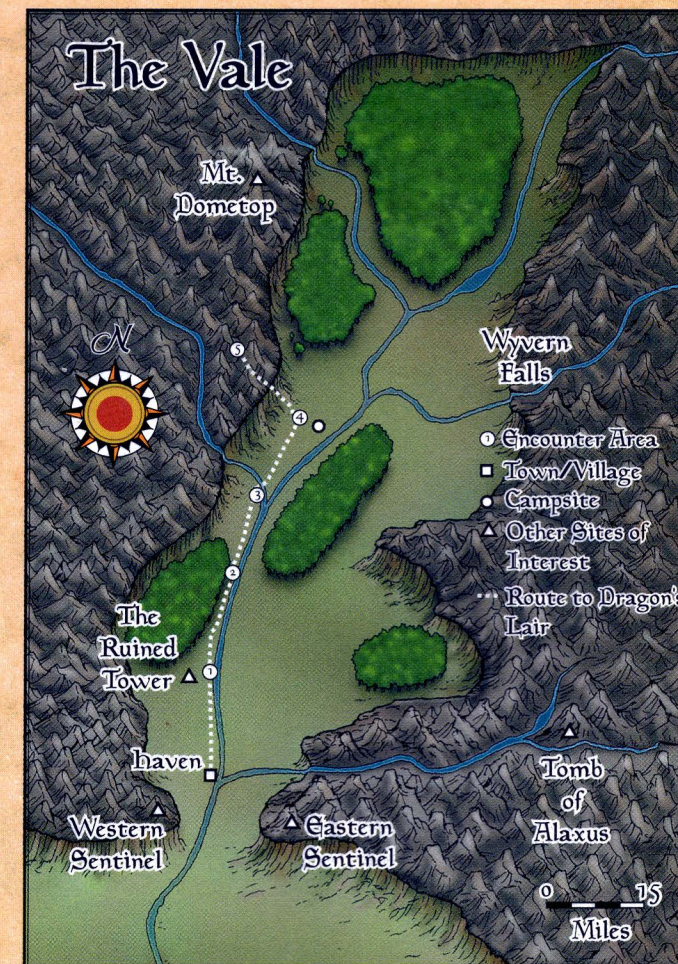
Missile Combat—Attacking enemies from a distance with weapons like bows and arrows, thrown daggers, etc.

THACO

A character's or monster's chance of hitting a foe in combat. The higher the number, the better the THACO.

Armor Class

How hard a character or monster is to hit. The lower the number, the better the Armor Class.



Casting Spells

- The player announces which spell is being cast during a round
- At the end of the spellcaster's half of the round, spells go off in the order in which they were cast and the effects take place
- Once a spell is cast, the player marks it off; it can't be used again until the hero rests and re-memorizes it
- If the spellcaster is successfully attacked before he gets to act in a round, he can't cast a spell that round

Saving Throws

Used when a character must resist something, like the effects of a spell or poison.

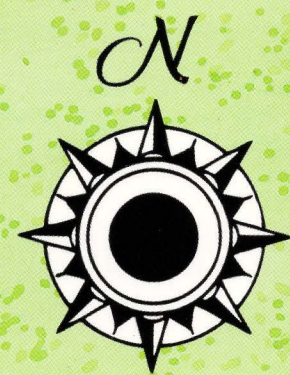
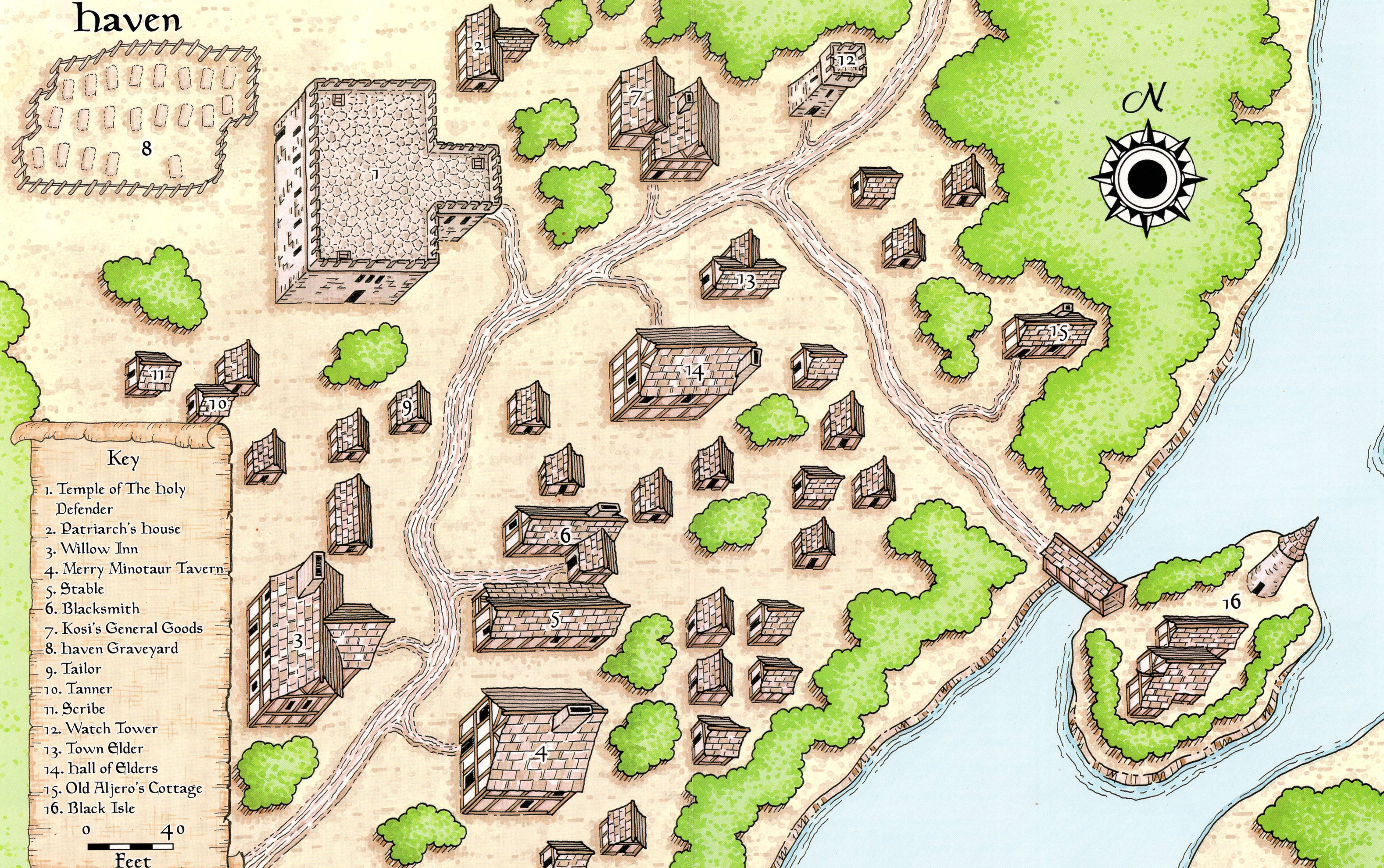
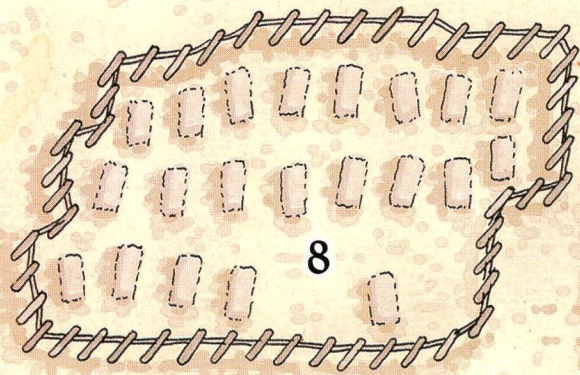
To Roll a Saving Throw:

- Roll 1d20
- Add any bonuses to or subtract any penalties from the result
- Compare that result to the saving throw number
- If the modified die roll is higher, the save succeeds

Monster and Character Death

- A monster that drops to 0 hit points or below is dead
- A character that drops to 0 hit points or below is unconscious and loses 1 hit point each round until another character performs an action to bind wounds; binding wounds means the character remains unconscious at 0 hit points until healed by magic or rest
- A character that drops to -10 hit points or below is dead

haven



Key

- 1. Temple of The holy Defender
- 2. Patriarch's house
- 3. Willow Inn
- 4. Merry Minotaur Tavern
- 5. Stable
- 6. Blacksmith
- 7. Kosi's General Goods
- 8. haven Graveyard
- 9. Tailor
- 10. Tanner
- 11. Scribe
- 12. Watch Tower
- 13. Town Elder
- 14. hall of Elders
- 15. Old Aljero's Cottage
- 16. Black Isle







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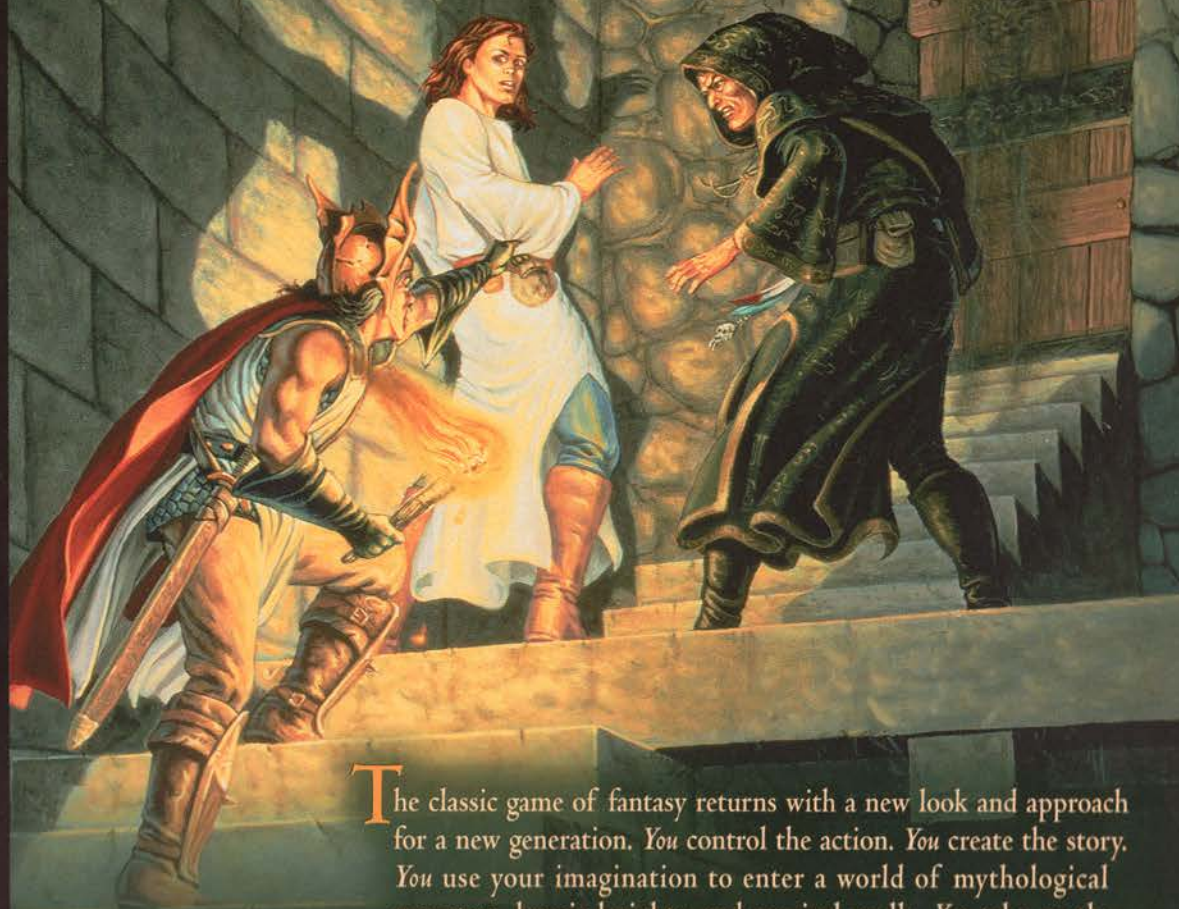


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