

Basic Set
With Introductory Module

1001

DUNGEONS & DRAGONS®



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THE ORIGINAL
ADULT FANTASY
ROLE-PLAYING GAME
FOR 3 OR MORE PLAYERS

2001

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DUNGEONS & DRAGONS*



Rules for Fantastic Medieval Role Playing Adventure Game Campaigns

Playable with Paper and Pencil and Miniature Figures

**By Gary Gygax and Dave Arneson
Edited by Eric Holmes**

for
Jeff and Chris

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PREFACE

This book is based upon the original work published in 1974 and three supplementary booklets published in the two year period after the initial release of DUNGEONS & DRAGONS. It is aimed solely at introducing the reader to the concepts of fantasy role playing and the basic play of this game. To this end it limits itself to basics. The rules contained herein allow only for the first three levels of player progression, and instructions for the game referee, the "Dungeon Master," are kept to the minimum necessary to allow him to conduct basic games. This is absolutely necessary because the game is completely open-ended, is subject to modification, expansion, and interpretation according to the desires of the group participating, and is in general not bounded by the conventional limitations of other types of games. This work is far more detailed and more easily understood than were the original booklets nonetheless, for with it, and the other basic components of the game, any intelligent and imaginative person can speedily understand and play DUNGEONS & DRAGONS as it was meant to be played. Players who desire to go beyond the basic game are directed to the **ADVANCED DUNGEON & DRAGON** books.

We wish to extend our sincere thanks to the following individuals who helped to make this possible through their idea contributions: Brian Blume, Ernie Gygax, Tim Kask, Jeff Key, Rob Kuntz, Terry Kuntz, Alan Lucien, Steve Marsh, Mike Mornard, and Jim Ward.

FOREWORD FROM THE ORIGINAL EDITION

ONCE UPON A TIME, long, long ago there was a little group known as the Castle and Crusade Society. Their fantasy rules were published, and to this writer's knowledge, brought about much of the current interest in fantasy wargaming. For a time the group grew and prospered, and Dave Arneson decided to begin a medieval fantasy campaign game for his active Twin Cities club. From the map of the "land" of the "Great Kingdom" and environs — the territory of C & C Society — Dave located a nice bog wherein to nest the weird enclave of "Blackmoor," a spot between the "Giant Kingdom" and the fearsome "Egg of Coot." From the CHAINMAIL fantasy rules he drew ideas for a far more complex and exciting game, and thus began a campaign which still thrives as of this writing! In due course the news reached my ears, and the result is what you have in your hands at this moment. While the C & C Society is no longer, its spirit lives on, and we believe that all wargamers who are interested in the medieval period, not just fantasy buffs, will enjoy playing DUNGEONS AND DRAGONS. Its possibilities go far beyond any previous offerings anywhere!

While it is possible to play a single game, unrelated to any other game events past or future, it is the campaign for which these rules are designed. It is relatively simple to set up a fantasy campaign, and better still, it will cost almost nothing. In fact you will not even need miniature figures, although their occasional employment is recommended for real spectacle when battles are fought. A quick glance at the Equipment section of this booklet will reveal just how little is required. You have everything needed with this edition of the game except pencil and paper. The most extensive requirement is *time*. The campaign referee will have to have sufficient time to meet the demands of his players, he will have to devote a number of hours to laying out the maps of his "dungeons" and upper

terrain before the affair begins. The third booklet of this set will be of great help in this respect, for a number of helpful suggestions regarding how to accomplish it all have been given in order to help you accomplish the task with a minimum of time and effort. [This information is now included in the single book you have in your hand.] There should be no want of players, for there is unquestionably a fascination in this fantasy game — evidenced even by those who could not by any stretch of the imagination be termed ardent wargamers. The longevity of existing campaigns (notably "Blackmoor" in the Twin Cities and "Greyhawk" in Lake Geneva) and the demand for these rules from people outside these campaigns point towards a fantastic future. Tactical Studies Rules (now TSR Hobbies, Inc.) believes that of all forms of wargaming, fantasy will soon become the major contender for first place. The section of this booklet entitled Scope (now covered in the INTRODUCTION) will provide an idea of just how many possibilities are inherent in DUNGEONS AND DRAGONS.

These rules are strictly fantasy. Those wargamers who lack imagination, those who don't care for Burroughs' Martian adventures where John Carter is groping through black pits, who feel no thrill upon reading Howard's Conan saga, who do not enjoy the de Camp & Pratt fantasies or Fritz Leiber's Fafhrd and the Gray Mouser pitting their swords against evil sorceries will not be likely to find DUNGEONS AND DRAGONS to their taste. But those whose imaginations know no bounds will find that these rules are the answer to their prayers. With this last bit of advice we invite you to read on and enjoy a "world" where the fantastic is fact and magic really works!

E. Gary Gygax
TSR Hobbies, Inc.
1 November 1973
Lake Geneva, Wisconsin



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INTRODUCTION

Dungeons & Dragons is a fantastic, exciting and imaginative game of role playing for adults 12 years and up. Each player creates a character or characters who may be dwarves, elves, halflings or human fighting men, magic-users, pious clerics or wily thieves. The characters are then plunged into an adventure in a series of dungeons, tunnels, secret rooms and caverns run by another player: the referee, often called the Dungeon Master. The dungeons are filled with fearsome monsters, fabulous treasure and frightful perils. As the players engage in game after game their characters grow in power and ability: the magic users learn more magic spells, the thieves increase in cunning and ability, the fighting men, halflings, elves and dwarves, fight with more deadly accuracy and are harder to kill. Soon the adventurers are daring to go deeper and deeper into the dungeons on each game, battling more terrible monsters, and, of course, recovering bigger and more fabulous treasure! The game is limited only by the inventiveness and imagination of the players, and, if a group is playing together, the characters can move from dungeon to dungeon within the same magical universe if game referees are approximately the same in their handling of play.

The Dungeon Master designs the dungeons and makes careful maps on graph paper. The players do not know where anything is located in the dungeons until the game begins and they enter the first passage or room. They create their own map as they explore. While only paper and pencil need be used, it is possible for the characters of each player to be represented by miniature lead figures which can be purchased inexpensively from hobby stores or directly from TSR Hobbies. The results of combat, magic spells, monster attacks, etc., are resolved by rolling special polyhedral 20-sided dice which come with this game.

HOW TO USE THIS BOOK

The game requires at least two players, one of whom is the Dungeon Master and has prepared the dungeon, the set of dice, pencil and paper for keeping records and maps, and optionally, a table top to represent the locality of the adventurers with some form of markers for the characters and the monsters they encounter. The game is more exciting and spectacular using the lead miniature figures mentioned above, which can be painted to each player's individual taste, but paper markers or chessman can be used effectively.

Read this whole book through, except for the Sample Dungeon section at the end. After one player has been chosen to be Dungeon Master, he or she should then read through the description of the sample dungeon. The other players then create a character apiece, equip the characters, all as described below, and then the players are ready to venture into the danger-filled depths of the dungeon!

CREATING CHARACTERS

There are six basic abilities for each character:

strength, intelligence, wisdom, constitution, dexterity and charisma. Each player starts a character by rolling three 6-sided dice for each characteristic. 18 is as high as one can get with three dice, so a character with a strength of 18 would be super-powerful, one with a strength of 3 (lowest possible dice roll) would barely be able to lift his sword off the ground.

After all six abilities have been rolled and recorded on a separate piece of paper or other permanent record for the character, the player decides what class the character will be. This decision is based on the character's strongest abilities and the player's preferences.

Strength is obviously important for fighters and is considered the *prime requisite* for that class. A score of 9-12 is average. There are advantages to fighting men with scores of 13 and higher when it comes to accumulating experience, as explained later, so any character with a strength of 13 to 18 should be considered for the fighting class.

Intelligence is the *prime requisite* for magic-users. Since there are advantages to the magic-user if his intelligence is 13 or higher, any character with such a score should be considered for this class. High intelligence also allows any character to learn additional languages.

Wisdom is the *prime requisite* for clerics. Clerics can perform miraculous spells even though they do not have special intelligence, and second level (experienced) clerics can heal wounds. If a character has a high wisdom score (13 and over) he would do well as a cleric.

Constitution is a combination of health and endurance. It will influence how a character can withstand being paralyzed or killed and raised from the dead, etc. In addition, dwarves and halflings have strong constitutions and a character should have a constitution greater than 9 to be a dwarf or a halfling.

Dexterity applies to speed and accuracy. Characters with high dexterity can get off the first arrow, throw the first spell or draw a weapon and strike the first blow. Dexterity is the *prime requisite* for thieves, and scores of 13 and over in this ability make the character a good candidate for the thief class. Halflings are also noted for their dexterity with weapons and a character should have a dexterity greater than 9 to be a halfling.

Charisma is a combination of appearance, personality, sex appeal and so forth. Its most important aspect is leadership. A character of charisma below 13 can not hire more than 5 followers, and their loyalty will be luke-warm at best — that is, if the fighting gets hot there is a good probability they will run away. On the other hand, someone with a charisma of 18 can win over a large number of followers (men or monsters) who will probably stand by him to the death. Also a female with high charisma will not be eaten by a dragon but kept captive. A charismatic male defeated by a witch will not be turned into a frog but kept enchanted as her lover, and so forth.

TABLE OF BONUS AND PENALTIES DUE TO ABILITIES

This table summarizes and adds to the description of the abilities given above. The meaning of terms like "hit die," "fire missile at +1," and "earned experience" will be made clear later.

Prime requisite	15 or more	add 10% to earned experience
Prime requisite	13-14	add 5% to earned experience
Prime requisite	9-12	no bonus
Prime requisite	7-8	subtract 10% from earned experience
Prime requisite	6 or less	subtract 20% from earned experience
Constitution	18	add 3 to each hit die
Constitution	17	add 2 to each hit die
Constitution	15-16	add 1 to each hit die
Constitution	7-14	no bonus
Constitution	6 or less	subtract 1 from each hit die but never less than 1
Dexterity	13 or more	fire any missile at +1
Dexterity	9-12	no bonus
Dexterity	8 or less	fire any missile at -1

ADJUSTING ABILITY SCORES

It is possible to raise a character's scores in a prime requisite by lowering the scores of some of the other abilities. This recognizes that one can practice and learn feats of fighting, intelligence, etc., but must take a penalty in another area by so doing.

Magic-users and clerics can reduce their strength scores by 3 points and add 1 to their prime requisite for every 3.

Fighting men, clerics, halflings and dwarves can reduce their Intelligence score by 2 points and add 1 to their prime requisite for every 2.

Fighting men, halflings and dwarves can reduce their wisdom by 3 points, and magic-users can reduce it by 2 to gain 1 point for their prime requisites.

Thieves can raise their dexterity score by lowering intelligence 2 points and wisdom 1 point for each additional point of dexterity.

Constitution and charisma can not be altered, and dexterity can not be reduced.

In no case can any ability be lowered below 9.

Fighting Men — any human character can be a fighting man and all halflings and dwarves are members of the fighter class, unless they opt to be thieves. Elves are a combination of fighting man and magic-user, as described later. Fighting men can use any weapon and wear any kind of armor including magic weapons and magic armor. They can not do other kinds of magic, however. As they advance in experience they increase their "hit dice" and are harder to kill. After they reach the fourth level of experience they also increase their ability to get hits on an opponent, but experience levels that high are not discussed in this book and the reader is referred to the more complete rules in **ADVANCED DUNGEONS & DRAGONS**.

Magic-users — humans who elect to become magic-users must not wear armor and can carry only a dagger for protection. They can, however, use almost all magical items, but not magical swords and other magical arms other than daggers. They have the advantage (shared with clerics and some elves) of being able to work magical spells. At the start, however, they

can cast only one spell and must advance a level in experience before they can learn another. Thus the magic-user starts out as an extremely weak character, but if he survives and rises in experience, he becomes increasingly powerful. The types of spells and the way they are used are discussed in a later section. Magic-users, of course, may be either good or evil, lawful or chaotic, and most of their spells remain the same.

Clerics — are humans who have dedicated themselves to one or more of the gods. Depending on the god, the cleric may be good or evil, lawful or chaotic. Clerics have their own special spells and unlike magic-users they begin with none. They may, however, wear armor, including magic armor, and carry non-edged weapons such as the mace or the quarter staff. No swords or bows and arrows, however can be employed. The cleric is forbidden by his religion from the drawing of blood. Good clerics can often dispel the undead — skeletons, zombies and their ilk as explained later. As they advance in experience levels they gain the use of additional spells. Spells for evil clerics differ slightly from those of good clerics.

Thieves — are humans with special abilities to strike a deadly blow from behind, climb sheer surfaces, hide in shadows, filch items and pick pockets, move with stealth, listen for noises behind closed doors, pick locks and remove small traps such as poisoned needles. Every thief has these abilities, but as they progress in experience they become better and better at it. A table for determining whether a thief has accomplished one of these feats is given later. Thieves are not truly good and are usually referred to as neutral or evil, so that other members of an expedition should never completely trust them and they are quite as likely to steal from their own party as from the Dungeon Master's monsters. Thieves can wear nothing stronger than leather armor and can not carry shields. They can use all the weapons of a fighting man including magic swords and magic daggers. Thieves above the third level of experience can read magic scrolls and books and 80% of languages so that treasure maps, etc. are easy for them. There are special rules for halflings, dwarves and elves who wish to be thieves — these are given in **ADVANCED DUNGEONS & DRAGONS**.

Dwarves — are about four feet tall, stocky of build and weigh 150 pounds, shoulders very broad, their skin a ruddy tan, brown or grey. They wear long beards. They are sturdy fighters and are especially resistant to magic as shown by their better saving throws against magical attack. They have infravision and can see 60 feet in the dark. Underground, they can detect slanting passages, traps, shifting walls and new construction about one-third of the time. They are the only ones who can wield the +3 Magic War Hammer (described later). Dwarves can all speak the languages of gnomes, kobolds and goblins.

Elves — are five or more feet in height, slim of build, weigh about 120 pounds and have fair to tan skin. They can use all the weapons and armor of the fighting man, including all magical weapons, and can also cast spells like a magic-user. They can detect secret hidden doors about one-third of the time. They have infravision; like dwarves, they can see 60 feet in the dark. They are not paralyzed by the touch of ghouls. Elves can speak the languages of orcs, hobgoblins and gnolls as well as Elvish and the Common speech they share

with men, dwarves and hobbits. Thus, they have the advantages of both fighting men and magic-users as well as certain special capabilities of their own.

Elves progress in level as both fighting men and magic-users, but since each game nets them experience in both categories equally, they progress more slowly than other characters.

Halflings — are short, 3 feet high, little folk with several special abilities. Out-of-doors they are difficult to see, having the ability to vanish into woods or undergrowth. They are like dwarves in their resistance to magic. Halflings are extremely accurate with missiles and fire any missile at +1. They can use all the weapons and armor of a fighting man as long as it is "cut down" to their size.

Players decide what class they want their character to be and make any adjustments in prime requisite desired. Characters can be either male or female. The character's name, class, ability scores and other information is recorded by the player on a separate sheet of paper or other record. The player is responsible for keeping a record of the character's bonuses and penalties, any damage he takes, how much gold he owns, what weapons and other items he carries, etc.

There are two more important die roles to be made for each character.

First generate a random number for "hit points." To generate the numbers roll the special dice in this game — 8-sided, 6-sided, 4-sided. This represents the amount of damage the character can take. For the number of "hit points" roll the proper sided die mentioned below. The die pertaining to players' character type is rolled once per level of experience. (See the section **EXPERIENCE POINTS AND EXPERIENCE LEVELS.**) Fighters, including dwarves, generate random numbers from 1 to 8, clerics from 1 to 6, and magic-users and thieves from 1 to 4. Elves use a spread of from 1 to 6 as they are both fighters (1-8) and magic-users (1-4). Although halflings are always fighters, they also use a 1 to 6 point spread due to their size. Note that constitution can add or subtract hit points, but no character can have less than 1 point per level regardless of subtractions. In combat, if a character receives a blow, a dice roll will be made to determine the number of damage points inflicted. These are subtracted from the character's "hit points." If his hit score falls to zero he is dead. Hit points can be restored, if the character is alive, by a clerical healing spell, a healing potion or some other magical item. Otherwise he must continue on in his wounded state until the game is over and he returns to the surface. Each day of rest and recuperation back "home" will regenerate 1 to 3 of his hit points for the next adventure.

Gold owned by the character initially is determined by rolling three 6-sided dice and multiplying the result by 10. The result is the number of gold pieces owned. From this amount the character must outfit himself.

COST OF EQUIPMENT & WEAPONS

Selection of items is strictly up to the players, and gold pieces are taken away accordingly (players may sell to one another, of course, and then gold pieces would be transferred).

Item	Cost	Item	Cost
Dagger	3	Case with 30 Quarrels	10
Hand Axe	3	20 Arrows/30 Quarrels	5
Mace	5	Silver Tipped Arrow	5
Sword	10	Mule	20
Battle Axe	7	Draft Horse	30
Morning Star	6	Light Horse	40
Flail	8	Warhorse, Medium	100
Spear	2	Warhorse, Heavy	200
Pole Arm	7	Saddle	25
Halberd	7	Saddle Bags	10
Two-Handed Sword	15	Cart	100
Lance	4	Wagon	200
Pike	5	Raft	40
Short Bow	25	Small Boat	100
Long Bow	40	Leather Armor	15
Composite Bow	50	Chain-type Mail	30
Light Crossbow	15	Plate Mail	50
Heavy Crossbow	25	Helmet	10
Quiver of 20 Arrows	10	Shield	10

Item	Cost	Item	Cost
Barding (Horse Armor)	100	Silver Mirror, small	15
50' of Rope	1	Wooden Cross	2
10' Pole	1	Silver Cross	25
12 Iron Spikes	1	Holy Water/Vial	25
Small Sack	1	Wolfsbane, bunch	10
Large Sack	2	Garlic, bud	5
Leather Back Pack	5	Wine, quart	1
Water/Wine Skin	1	Iron rations (for dungeon expeditions) 1 person/1 week	15
6 Torches	1	Standard rations for 1 person/1 week	5
Lantern	10		
Flask of Oil	2		
Tinder Box	3		
3 Stakes & Mallet	3	Other items cost may be calculated by comparing to similar items listed above.	
Steel Mirror	5		

ADDITIONAL CHARACTER CLASSES

There are a number of other character types which are detailed in **ADVANCED DUNGEONS & DRAGONS**. There are sub-classes of the four basic classes. They are: paladins and rangers (fighting men), illusionists and witches (magic-users), monks and druids (clerics), and assassins (thieves). There are half elves. Special characteristics for dwarven, elven, and halfling thieves are given. In addition, rules for characters who possess the rare talent of psionic ability are detailed. However, for a beginning campaign these additions are not necessary, and players should accustom themselves to regular play before adding further complexities.

At the Dungeon Master's discretion a character can be anything his or her player wants him to be. Characters must always start out inexperienced and relatively weak and build on their experience. Thus, an expedition might include, in addition to the four basic classes and races (human, elven, dwarven, halfling-ish), a centaur, a lawful werebear, and a Japanese Samurai fighting man.

"HOPELESS CHARACTERS"

Sometimes the universe of chance allows a character to appear who is below average in everything. At the Dungeon Master's discretion, such a character might be declared unsuitable for dangerous adventures and left at home. Another character would then be rolled to take his place. There is enough chance in the dungeon encounters, however, that sometimes a character like this will survive and advance to a position of power and importance.

NUMBERS OF CHARACTERS

Most Dungeon Masters allow a player only one (or perhaps two characters) at a time. If a character is killed, then for the next game the player rolls a new character. The new character, of course, starts with no experience. A character may be allowed to designate a "relative" who will inherit his wealth and possessions (after paying a 10% tax) on his death or disappearance. There is no reason, however, why a character could not choose to "retire," wealthy and covered with glory, and let some fresh, hot-blooded adventurer take the risks.

When a character is killed, the lead figure (if used) representing his body is removed from the table, unless it is eaten by the monsters or carried off by his comrades to be returned to his family. A seventh level cleric can raise the dead, if you can find one! Also, of course, wish rings and other magic can restore the deceased adventurer to his comrades and friends!

NON-PLAYER CHARACTERS

In all probability the referee will find it beneficial to allow participants in the campaign to "hire into service" one or more characters. At times this may be nothing more than a band of mercenaries hired to participate in and share the profits from some adventure. However it is possible that players will be desirous of acquiring a regular entourage of various character types, monsters, or any army of some form. Non-player characters can be hired as follows:

Only the lowest level of character types can be hired, i.e. first level. The player wishing to hire a non-player character "advertises" by posting notices at inns and taverns, frequents public places seeking the desired hireling, or sends messengers to whatever place the desired character type would be found (elf-land, dwarf-land, etc.). This costs money and takes time, and the referee must determine expenditures (rolling a 6-sided die for 100's of gold pieces is suggested). Once some response has been obtained, the player must make an offer to tempt the desired character type into his service. As a rule of thumb, a *minimum* offer of 100 gold pieces would be required to tempt a human into service, dwarves are more interested in gold, magic-users and elves desire magical items, and clerics want some assurance of having a place of worship in which to house themselves. The Dungeon Master will act out the part of the prospective employee, making whatever kind of deal would be appropriate.

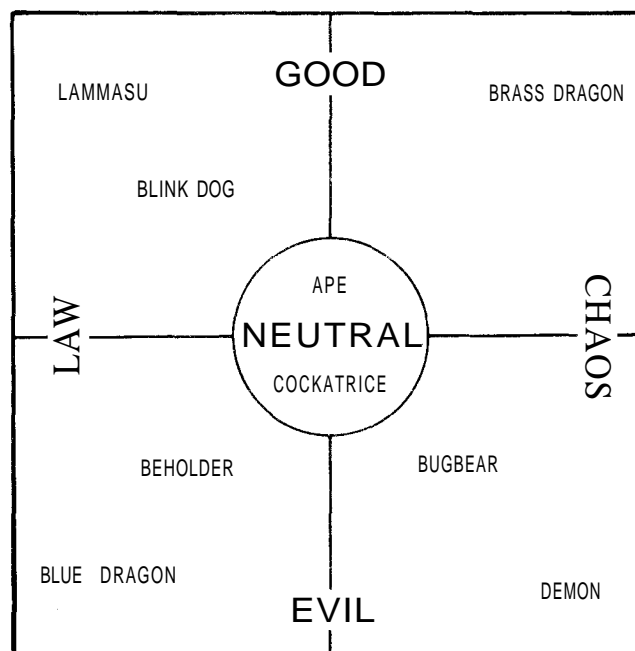
Monsters can sometimes be lured into service if they are of the same basic alignment as the player-

character, or they can be *charmed* and thus ordered to serve. Note, however, that the term "monster" includes men found in the dungeons, so in this way some high-level characters can, arbitrarily, be brought into a character's service, *charisma* allowing or through a *charm* spell. Some reward must be offered to a monster in order to induce it into service (not just sparing its life, for example).

A man or intelligent monster can surrender or become subdued. When this happens an offer of service can be made (assuming that communication is possible) as outlined later in the HOSTILE-FRIENDLY REACTION TABLE. Subdued monsters will obey for a time without need to check their reactions, and such monsters are salable.

CHARACTER ALIGNMENT

Characters may be lawful (good or evil), neutral or chaotic (good or evil). Lawful characters always act according to a highly regulated code of behavior, whether for good or evil. Chaotic characters are quite unpredictable and can not be depended upon to do anything except the unexpected -- they are often, but not always, evil. Neutral characters, such as all thieves, are motivated by self interest and may steal from their companions or betray them if it is in their own best interest. Players may choose any alignment they want and need not reveal it to others. Note that the code of lawful good characters insures that they would tell everyone that they are lawful. There are some magical items that can be used only by one alignment of characters. If the Dungeon Master feels that a character has begun to behave in a manner inconsistent with his declared alignment he may rule that he or she has changed alignment and penalize the character with a loss of experience points. An example of such behavior would be a "good" character who kills or tortures a prisoner.



LANGUAGES

The "common tongue" spoken through the "continent" is known by most humans, elves, dwarves, and hobbits. All other creatures and monsters which can speak have their own language, although some (20%) also know the common one. Lawful good, lawful evil, chaotic good, chaotic evil, and neutrality also have common languages spoken by each respectively. One can attempt to communicate through the common tongue, language particular to a creature class, or one of the divisional languages (lawful good, etc.). While not understanding the language, creatures who speak a divisional tongue will recognize a hostile one and attack. Characters with an *Intelligence* above 10 may learn additional languages, one language for every point above 10 in intelligence. Thus, a man with an intelligence level of 15 could speak seven languages, i.e. common, alignment, plus five others as selected. Magic-users spells and some magic items will enable the speaking and understanding of languages.

TIME AND MOVEMENT IN THE DUNGEONS

A fully armoured man can move 120 feet per turn at a cautious walk. Each turn takes ten minutes (scale time, not actual) in the characters' magical universe. In the players' universe arguments sometimes develop and a turn may take considerably longer! Each turn is ten minutes except during combat where there are ten melee rounds per turn, each round lasting ten seconds.

Let us say a party has come to a blank wall and decides to search it for secret doors. The Dungeon Master says it will take one turn for one character to search a 10 foot section of wall. Unbeknownst to the adventurers, a monstrous purple worm is coming toward them down a side corridor. The Dungeon Master consults his table of monsters and sees that the worm travels 60 feet per turn, so it will be 60 feet closer when the search is completed. Let us hope the party remembered to have somebody watch the rear!

Time must be taken to rest, so one turn every hour should be spent motionless — i.e., one turn out of every six. If the party has been running (triple normal speed) they will need two turns to rest.

An unarmoured and unencumbered man can move 240 feet per turn, an armored man 120 feet, and carrying a heavy load only half that. Faster speeds can be allowed for charging or a short sprint. If a character is being pursued, however, he may have to throw away heavy treasure or armor in order to escape.

MOVEMENT TABLE

Movement	Feet/turn	
	Exploring/ Mapping	Moving Normally
unarmored, unencumbered man	240	480
fully armored man, or carrying heavy load	120	240
fully armored AND heavily loaded	60	120
running, unarmored (X 3)	720	—
running, armored (X 3)	360	—

Since DUNGEONS & DRAGONS was originally written for wargamers who are used to miniature figures, distances are often given in inches. Inches can be converted to feet by multiplying by ten: 1 inch = 10 feet, 2 inches = 20 feet, etc. This scales the movement appropriately for maneuvering the figures on the top of a gaming table.

ENCUMBRANCE

A back pack or sack will hold weight which equals approximately 300 gold pieces. For game purposes all forms of coins weigh the same. A character carrying 300 gold pieces would not be considered to be heavily loaded — assuming that the other equipment he or she carried was not excessive — for 300 gold pieces are assumed to weigh about 30 pounds. A character with 600 gold pieces is likely to be considered as being heavily loaded, as the weight of the other equipment normally carried will make the character's load in the neighborhood of 75 pounds minimum (a fighting man will be far more loaded down, but it is assumed that such individuals are trained to be stronger and so able to carry more weight).

In order to give players a better idea of just how encumbered they are by equipment and subsequent additions of treasure to their load, it is suggested that they note on a sheet of paper just where or how each item they have with them is stored or carried.

Example: The magic-user, Malchor, is about to set off on a dungeon exploring expedition. In addition to his normal garb of boots, loin cloth, robe, girdle, and pointy hat he notes that he is bringing the following equipment with him:

- 2 daggers (1 in girdle, other in boot)
- 1 back pack
- 1 large sack (in pack)
- 1 — 50' coil of rope (in pack)
- 1 standard rations (in pack)
- 1 small sack (in pack)
- 12 iron spikes (in small sack in pack)
- 1 quart wine (in pack)
- 1 small sack, shoulder slung, left side
- 2 flasks of oil (shoulder sack)
- 2 vials holy water (shoulder sack)
- 1 garlic bud (shoulder sack)
- 1 wolfsbane bunch (shoulder sack)
- 20 gold pieces (in purse hidden under robe)
- 1 water skin, shoulder slung, right side
- 1 tinder box (tucked in girdle)
- 1 lantern, filled with oil (left hand)
- 1 — 10' pole (right hand)

LIGHT

Most dungeons are dark. Elves and dwarves can see 60 feet in the dark, as can all monsters (and this term embraces all of the evil characters of the Dungeon Master), but humans and hobbits will need artificial light or be reduced to half speed or less. Magic swords and some staves shed light, but the party may have to resort to torches or lanterns. A good torch will burn for six turns, while a flask of oil in a lantern will last 24 turns. Either allow the bearer to see 30 feet. Artificial light, of course, will attract monsters who live in the dark and will also warn them that the party is ap-

proaching. Note that elves and dwarves lose their ability to see 60 feet if there is light within 30 feet of them.

TRAPS, DOORS, SECRET DOORS, SURPRISES, WANDERING MONSTERS

Many dungeons contain **traps**, such as trap doors in the floor. If a character passes over one a six-sided die is rolled; a roll of 1 or 2 indicates that the trap was sprung and he has fallen in, taking one or more 6-sided, dice of damage.

Doors are usually closed and often stuck or locked. They have to have the locks picked or be smashed open. A roll of 1 or 2 indicates that a door has been forced open. Of course, if the party has to hit the door several time's before getting their roll of 1 or 2, there is no possibility of surprising the occupants of the room.

When the characters come to a door they may **listen** to detect any sound within. A die roll of 1 for humans, 1 or 2 for elves, dwarves and halflings, indicates that they have heard something, if there is anything to hear. The "Undead" — skeletons, zombies, ghouls, wights, wraiths, mummies, spectres and vampires — make no noise unless they wish to. The party gets one try at listening to any door, wall, panel, etc.

If elves pass by a **secret door** or passage, roll a six-sided die and a 1 or 2 means they sense something there. If the party is searching for a secret door then an elf will locate it on a roll of 1 to 4, other characters on a roll of 1 or 2. Of course, the Dungeon Master will lessen these possibilities in lower levels of the dungeon.

Doors opened will usually shut automatically unless spiked or wedged open. Doors open automatically for monsters, however, unless held or spiked shut.

Surprise may occur whenever one party is unaware of the presence of the other. A roll of a 1 or 2 on a six-sided die means the party or the monsters were surprised. If the party surprises a monster they get an opportunity to cast a spell, shoot arrows, shut the door, run, or draw weapons and attack before the monster can react. A character surprised by a monster may drop whatever he is holding — on a die roll of 6 — and the monster gains first reaction (which means it will usually charge to attack the party).

At the end of each three turns the Dungeon Master can roll a die to see if a **wandering monster** has come down the corridor. A roll of 6 means that something has

come "strolling" along. If the party has someone watching they will see or hear the monster up to 120 feet away unless it is coming around a corner, very quiet, etc. If it is uncertain how far away the monster is, roll two six-sided die and multiply by 10. The result is the distance in feet (i.e. a roll of 5 + 2 = 7 or 70 feet). The referee could then place a figure representing the monster or monsters on the table at the appropriate distance from the adventurers, if figures are being used.

The wandering monsters may be pre-selected by the Dungeon Master, such as a guard of skeletons or goblins that walks up and down the main corridor every five turns, or the wandering creatures may be selected from a table by random number generation. Where a slash (/) appears between two monsters, roll again to see which of the two appears.

The number of wandering monsters appearing should be roughly equal to the strength of the party encountering them. First level adventurers encountering monsters typically found on the first level of a dungeon should be faced with roughly equal numbers, i.e. a party of three would encounter 2-6 orcs, 3-12 giant rats, etc. However, if the party were second level, or the first level monsters were encountered on the second level of the dungeon, the number of wandering monsters encountered should be doubled. In a like manner, the number of monsters should be tripled for third level adventures or in the third level of the dungeon if the monsters appearing are first level. If justification is needed, simply consider that a small party is relatively quiet, thus attracting less attention than a large group, and powerful characters will similarly bring more numbers of monsters. The basic number of monsters appearing in an encounter with wandering monsters is shown in parentheses after each monster. Modify the number as required to suit the situation. Roll the appropriate die or dice to generate the random number falling within the parameters indicated for the possible number of the specific type of monster the party has encountered, and then adjust the number according to your modification. Numbers shown should not be reduced below the lowest number shown.

Level Beneath the Surface	Consult Monster Level Table Number		
	1	2	3
One Die Roll—	1-8	9-11	12
Two	1-3	4-9	10-12
Three	1	2-4	5-12

WANDERING MONSTER TABLE

One Level Below Ground	Die	Two Levels Below Ground	Die	Three Levels Below Ground	Die
Kobolds (3-12)	1	Orcs (5-20)	1	Hobgoblins (5-20)	1
Goblins (2-8)	2	Hobgoblins (2-8)	2	Gnolls (4-16)	2
Warriors/Seers (1-3/1-2)	3	Gnolls (2-5)	3	Bugbears (2-8)	3
Orcs (2-5)	4	Ghouls (1-4)	4	Ogres (1-4)	4
Skeletons/Zombies (1-6/1-4)	5	Swordsmen (2-5)	5	Wights (1-3)	5
Bandits (2-5)	6	Conjurers (1-4)	6	Displacer Beasts (1-2)	6
Berserkers (1-4)	7	Priests (2-5)	7	Doppelgangers (1-4)	7
Stirges (2-5)	8	Robbers (1-4)	8	Grey Ooze (1)	8
Adepts/Footpads (1-4/1-4)	9	Dwarves (4-16)	9	Blink Dogs (2-5)	9
Dwarves (2-5)	10	Elves (3-12)	10	Harpies (1-3)	10
Elves (1-6)	11	Giant Ticks (1-3)	11	Wererats (1-4)	11
Gelatinous Cube (1)	12	Carrion Crawler (1)	12	Ochre Jelly (1)	12

Obviously, some of these creatures will not always be hostile. Some may offer aid and assistance. To determine the reaction of such creatures, roll 2 dice:

HOSTILE/FRIENDLY REACTION TABLE

Score	Reaction
2	Attacks immediately!
3-5	Hostile reaction
6-8	Uncertain, make another offer, roll again
9-11	Accepts offer, friendly
12	Enthusiastic, volunteers help

The Dungeon Master should make adjustments if the party spokesman has high charisma or offers special inducements.

If the party decides to flee they may be able to delay pursuit by discarding some of their possessions. Unintelligent monsters will stop to pick up food half the time (roll 1-3 on a 6-sided die) and intelligent monsters will stop for treasure half the time (roll 1-3). Burning oil will deter monsters (referee's discretion).

EXPERIENCE POINTS AND EXPERIENCE LEVELS

Accumulated experience is measured by experience points. Experience points are awarded on the basis of treasure obtained and monsters killed or subdued. Experience for treasure recovered is on the basis of 1 point for every gold piece. Convert jewelry, gems, etc. into gold piece value. (For more information regarding treasure, see TREASURE and BASE TREASURE VALUES.) Treasure is usually divided equally among members of the party and therefore the experience is also. If, for some reason, one character gets more of the loot, such as a thief stealing gems from the saddle bags on the way home, then he should get the additional experience points.

Monsters killed or overcome by magic or wits are worth experience points to be divided among the entire party.

Experience Points for Monsters Overcome

Monster's Hit Dice	Value	Bonus for Special Abilities
Under 1	5	1
1	10	3
1 + 1	15	4
2	20	5
2 + 1		
3	35	15
3 + 1	50	25
4	75	50
4 + 1	125	75
5	175	125
5 + 1	225	175

Special abilities of the monster would indicate monsters which regenerate, use or hurl missiles, have poison, have paralytic touch, etc.

If the defeated monster is lower in level than the character who overcomes him, less experience is gained. The experience points for the kill are multiplied by a fraction: monster's level/character's level. For example, if a third level fighting man killed the first level orc he generates $\frac{1}{3}$ the experience points. The Dungeon Master usually takes all the experience earn-

ed by the party, treasure and monsters defeated, and divides it equally among all surviving members of the expedition.

The Dungeon Master should have the option of lowering the number of experience points gained under special circumstances. If one character sneaks out of the dungeon with all the treasure while the rest of the party is being eaten, he should gain some experience points but not necessarily all of them!

Remember that characters with high scores in their prime requisite get a bonus of experience points.

No more experience points should be awarded for a single game than will move a character up one experience "level." Thus if a first level fighting man earns 5000 experience points this would ordinarily move him up two levels (see table below). He is therefore only allowed the number of points that would take him up to second level and almost up to third. He therefore receives 3,999 experience points, not 5,000, because 4,000 points would move him up two levels. There is no theoretical limit to the number of levels a character may progress (15th level fighting man, 14th level wizard, etc.). but only the first three levels are discussed in this book.

As a character goes up a level he increases his hit dice. The new die is rolled and the score added to his current number of hits.

Magic-users and clerics increase the number of spells they can use with each new level. Magic-users retain the spells they already have and select new ones from the appropriate list. Clerics can call upon more spells and increase their powers of turning away the undead. Thieves increase their abilities.

FIGHTING MEN, ELVES, HALFLINGS AND DWARVES

Level	Experience		
	Points	Hit Dice	Spells
1 (Veteran)	0	1-8sided	0
2 (Warrior)	2000	2-8 sided	0
3 (Swordsman)	4000	3-8 sided	0

MAGIC-USERS

1 (Medium)	0	1-4sided	1 first level spell
2 (Seer)	2500	2-4sided	2 first level spells
3 (Conjurer)	5000	3-4 sided	2 first level, 1 second level

CLERICS

1 (Acolyte)	0	1-6 sided	0
2 (Adept)	1500	2-6 sided	1
3 (Priest)	3000	3-6 sided	2

THIEVES

1 (Apprentice)	0	1-4 sided	A
2 (Footpad)	1200	2-4 sided	B
3 (Robber)	2400	3-4 sided	C

DWARVES, HALFLINGS AND ELVES

Halflings and Dwarves progress as fighting men, but Halflings use a six-sided die for hit points. Elves progress in two areas — fighting man and magic-user. They use a six-sided die for hits.

EXPLANATION OF THIEF'S ABILITIES

A	open lock 15%	remove trap 10%	pick pocket 20%	move silently 20%	hide in shadows 10%	hear noise roll of 1-2
B	open lock 20%	remove trap 15%	pick pocket 25%	move silently 25%	hide in shadows 15%	hear noise roll of 1-2
C	open lock 25%	remove trap 20%	pick pocket 30%	move silently 30%	hide in shadows 20%	hear noise roll of 1-3

When the determination of a percentage probability is called for, as in the thieves table above, use the 20-sided die. Roll 2 such die (or one die twice) and designate 1 die the tens and one the units. Let us say a red die will be tens. Then a roll of red 6 and white 2 with a pair of dice is 62%.

Drego the thief tries to pick the lock on a treasure chest. He is a first level thief so he needs a roll of 01% to 15% on the dice. He rolls red 3 and white 0 — a 30% and not good enough to open the lock. He is allowed only that one try — one roll of the dice — to open it, because no matter how long he works on the lock there is only a 15% chance that an inexperienced thief can get it open.

Later, Drego is alone in a dark corridor when a party of evil warriors walks by. He announces that he will hide in the shadows. He rolls a red 0 and a white 2, 02%, much less than the score of 10% he needs for success. He is not seen.

The thief's ability to hear noise at closed doors, secret panels, etc. is rolled on a six-sided die like anyone else, but his ability improves as he advances in experience.

CLERICAL ABILITIES

Clerics have the ability to turn away the "undead," and higher level clerics can dispel them. If the cleric turns the undead away they retreat before him, will not touch him and flee from his immediate vicinity if they can. When a higher level cleric dispels an undead monster it disappears and is gone forever.

When a cleric of the first three level confronts one or more of the undead, consult the table below. A "T" means the monsters are automatically turned away. If there is more than one of the undead, roll two 6-sided dice to see how many are turned away. The numbers

on the table indicate that the cleric may be able to turn the undead. Roll two 6-sided dice, if the roll is equal to, or greater than, the number given in the table it means the cleric has been successful in turning the undead and a second die roll can be used to determine how many have been affected.

USE OF THE WORD LEVEL

The word *level* is used in the game to mean successively deeper strata of the dungeon labyrinths. Also, characters advance in experience by level and at each new level they increase their hit dice (the amount of damage they can take) and increase in special abilities such as theft or magic. Level is used in reference to monsters to indicate how tough and ferocious they are. Thus a monster's level usually indicates its hit dice and special abilities, and is a measure of how hard it is to kill. A fifth level monster, such as a 5-headed hydra, is worth many more experience points than a first level orc.

Most dungeons are constructed of deeper and deeper levels below the surface. Usually the dungeon level indicates how difficult it is. Thus, the third level of a dungeon would contain monsters primarily drawn from the third level, although not exclusively. Such an area of the dungeon would be particularly dangerous for first level characters and probably should not be attempted until they have more experience.

We are talking, therefore of dungeon level, monster level, character level and spell level. Example: "While on the 4th dungeon level, my 6th level magic-user encountered a 5th level monster and attacked it with a 3rd level spell!" The multiple usage of the term "level" will become quite familiar and not at all confusing once players have participated in a few sessions of the game.

CLERICS VS. UNDEAD TABLE

Cleric Level	Undead Type							
	Skeleton	Zombie	Ghoul	Wight	Wraith	Mummy	Spectre	Vampire
1	7	9	11	no effect.				
2	T	7	9	11	no effect.			
3	T	T	7	9	11	no effect.		

Number = score needed to turn away

T = automatically turned away, up to 2 dice in number

MAGIC SPELLS

A first level magic-user (medium) or a second level cleric (adept) may cast one spell, and as they go up in experience points the number of spells increases. The magic-user acquires books containing the spells, the study of which allows him to memorize a spell for use. He can then throw the spell by saying the magic words and making gestures with his hands. This means that a magic-user bound and gagged can not use his magic. In some cases the spell may require substances or apparatus, such as conjuring a water elemental (5th level) requires the presence of water, a sleep spell requires a pinch of sand. A magic-user must concentrate on his spell, so he can not cast a spell and walk or run at the same time, and he certainly can not cast a spell while engaged in combat. Then, after all that, the spell may not work!

More important, as the spell is recited it fades from the spell-caster's mind and he can not use it again! He must go back to his study and re-learn the spell. This takes at least 1 day. Magic-users can not bring their magic books into the dungeon with them. Always assume that more than 1 day has passed between expeditions, so that a magic-user who leaves the dungeon and goes home may start a new game with all his spells ready, but the appropriate time lag must be carefully noted.

This rule places great limitations on the magic-user's power, but there are ways to partially overcome them. One is to have the spell written out on a magic scroll. Scrolls are written in magic runes that fade from the page as they are read, so a scroll also can only be used once. Magic users may make a scroll of a spell they already "know" (i.e. have in their magic book) at a cost of 100 gold pieces and 1 week's work for each spell of the first level, 200 gold pieces and 2 weeks for a second level spell (if the magic-user is third level), etc.

Certain magical items which can be found in dungeons can be used by magic-users, and often only by magic-users. Thus there are magic wands, staves, rings, amulets, potions, scrolls and similar items which gave the user magical powers just as if he had a magic spell. Some of these are described later under TREASURE.

It is also possible for a magic-user, through the expenditure of much money for research, to create new spells. The Dungeon Master must agree that the spell is appropriate to the level of the character trying to create it, the magic-user must spend 2000 gold pieces per level of spell and one week of time. He then has a 20% chance of success. The player rolls two 20-sided dice and reads them off, the first number being tens and the second units. If the die are different colors decide in advance which is the tens die. A roll of 20 or anything less than 20 means the spell research was successful, the magic-user writes it into his book and may use the spell, subject to the rules above and the restrictions given below.

The number of spells a magic-user may employ during an adventure is determined by what level magic-user he may be. If he is a first level, only one. He gets to choose the spell he will memorize from his books and he does this before the expedition starts off. He does not necessarily get to choose from the entire list of first level spells, however. That depends on his in-

telligence, as shown in the table below.

Intelligence of Magic-User	% Chance to Know Any Given Spell	Number of Spells Knowable per Level	
		Minimum	Maximum
3-4	20%	2	3
5-7	30%	2	4
8-9	40%	3	5
10-12	50%	4	6
13-14	65%	5	8
15-16	75%	6	10
17	85%	7	All
18	95%	8	All

Let us suppose that old Malchor the first level magic-user is planning on going on a dangerous quest. His intelligence is only 10 (equal to maybe an IQ of 100!) and he can not have studied and copied into his books all the spells listed under Book of First Level Spells (this list is given later). The most he can have available is 6 and the least 4 (maximum and minimum from the table above). The game player would like to give him the Sleep Spell. His chance to "know" this spell — have it available in his books is 50% (from the table) — so two 20-sided dice are rolled to give a percentage, using the system described earlier. A roll of anything less than 51 means the spell is available, 51 or above, it is not, and poor Malchor must try for another spell. Incidentally, if he goes through the entire list without getting his minimum of 4 spells, he gets to try again. Once the spell is in his magic books, Malchor can memorize it for use, but being a first level magic-user, he can only memorize one spell. Further study and experience with magic expands his ability and when he reaches second level he can carry two spells in his head!

SAVING THROWS

Even when a magical spell has been properly thrown, it does not always work. Anyone subjected to magical attack rolls a special die to see if the magic took effect (see below). This die roll is called a "saving throw" because if you roll the correct number (given in the chart below) or any higher number, you are unaffected or "saved."

Saving Throw Table — Levels 1 to 3

(Use a 20-sided die)

Class	Spell or Magic Staff	Magic Wand	Death Ray or Poison	Turned to Stone	Dragon Breath
Normal man, Kobold, Goblin, etc.	17	14	13	15	16
Fighting Man, Thief, Hobgoblin, etc.	16	13	12	14	15
Magic-user	15	14	13	13	16
Cleric	15	12	11	14	16
Dwarves & Halflings	14	11	10	12	14

Failure to make the total indicated results in the weapon having full effect, i.e. you are turned to stone, take full damage from dragon's breath, etc. Scoring the

total indicated, or higher, means the weapon either has no effect (spell, death ray, poison, paralyzation, stone, polymorph) or half damage (from dragon breath, fire ball, lightning, wand of cold and staves). Higher level characters get better saving throws and these are given in **ADVANCED DUNGEONS & DRAGONS**.

Numbers can be generated as follows: Mark one set of faces on a 20-sided die by coloring with a red permanent marker on one of each faces — 0, 1, 2, 3, etc. The marked faces will be considered to have a ten added to them — 1 = 11, 2 = 12, 3 = 13, etc. Unmarked 0 = 10, marked 0 = 20. This die will also be used to determine the results of combat from the combat table.

MONSTER SAVING THROWS

Evil men and man-type monsters like goblins and orcs make man-type saving throws. Higher level monsters are tougher and more resistant to magic, just as player characters are. Monsters use the table above, most monsters being considered as fighters for purposes of saving throw, although magic-using monsters would use the magic-user or fighter column, whichever was more favorable, if not a human. The same applies to monsters using clerical-type magic. For conversion of monsters to the table, count each hit die as one level.

There are many special cases. The undead are unaffected by poison (except zombies who are poisoned by salt) and unaffected by spells which require a living mind: sleep, charm person, hypnosis, etc. Large or powerful creatures like demons, balrogs and dragons may be highly resistant to certain kinds of spells especially if thrown by a magic-user of lower level than their own level.

MAGIC-USER SPELLS

Book of First Level Spells:

Charm Person	Protection from Evil
Dancing Lights	Read Languages
Detect Magic	Read Magic
Enlargements	Shield
Hold Portal	Sleep
Light	Tenser's Floating Disc
Magic Missile	Ventriloquism

Book of Second Level Spells:

Audible Glamer	Locate Object
Continual Light	Magic Mouth
Darkness	Mirror Image
Detect Evil	Phantasmal Forces
Detect Invisible	Pyrotechnics
ESP	Ray of Enfeeblement
Invisibility	Strength
Knock	Web
Levitate	Wizard Lock

Book of Third Level Spells:

Clairaudience	Invisibility 10'
Clairvoyance	Lightning Bolt
Dispel Magic	Monster Summoning I
Explosive Runes	Protection/Evil 10'
Fire Ball	Protection/Normal Missiles
Fly	Rope Trick
Haste Spell	Slow Spell
Hold Person	Suggestion
Infravision	Water Breathing

FIRST LEVEL SPELLS

Charm Person — Level 1; Range: 120 feet

This spell applies to all two legged, generally mammalian humanoids of approximately man size including sprites, pixies, nixies, kobolds, goblins, orcs, hobgoblins and gnolls. It does not affect the undead or large monsters. If the spell is successful it will cause the charmed entity to come completely under the influence of the magic-user. The possibility of the entity breaking free from the charm spell later depends upon its intelligence. A new saving throw will be made according to the following schedule:

Intelligence	New Saving throw every:
3-6	month
7-9	three weeks
10-11	two weeks
12-15	one week
16-17	two days
18 or more	day

Dancing Lights — Level: 1; Range: 120 feet; Duration, 2 turns

This spell creates from 1-6 lantern-like lights which give the appearance of the illumination carried by a party of dungeon adventurers or a similar group. The magic-user can cause them to move, even around corners, up to the maximum range of the spell. Once cast, the magic-user need simply speak his desire, and the lights follow instructions, so there is no need for continued concentration.

Detect Magic — Level 1; Range: 60 feet; Duration: 2 turns

A spell to determine if there has been some enchantment laid on a person, place or thing. It has a limited range and short duration. It is useful, for example, to discover if some item is magical, a door has been "held" or "wizard locked," etc.

Enlargement — Level 1; Range: 30 feet; Duration: 1 + level of spell caster in turns

This spell increases the size and mass of the object upon which it is cast. It doubles the size of non-living matter, and it increases the size of living matter by one-half. Only one object or thing can be affected by the spell, and the caster must be able to see or touch the object or thing in order to make the spell work. Note it will not add to the magical nature of any object, so a potion enlarged will simply be a single potion with a greater volume. It will, for example, make a door stronger, however, as an *enlargement* spell will cause it to be twice as thick. In cases where the object is very large, the spell is limited by a volume equal to 12 cubic feet/level of the spell caster, i.e. a 10th level magic-user could enlarge an object up to 120 cubic feet in volume.

Hold Portal — Level 1; Range: 10 feet; Duration 2-12 turns

A spell to hold a door, gate or the like. It is similar to a locking spell (see below) but it is not permanent. Roll two 6-sided dice to determine the duration of the spell in turns. A dispel *magic* will negate it, a strong anti-magical creature like a Balrog will shatter it and a *knock spell* will open it.

Light — Level 1; Range: 120 feet; Duration: 6 + level of spell caster in turns

A spell to cast light in a circle 3" in diameter, not equal to full daylight. It lasts for a number of turns equal to 6 plus the level of the user. Thus a first level magic-user could cast the spell for 7 turns, and, of course, he could turn it off before 7 turns had gone by, but he would not be able to cast it again during that game.

Magic Missile — Level 1 ; Range: 150 feet

A conjured missile equal to a magic arrow, and it does 1 die roll plus 1 point (2-7) to any creature it strikes. Roll the missile fire like a long bow arrow (*Missile Fire Table*). Higher level magic-users fire more than one missile.

Protection from Evil — Level 1; Range: 0 feet; Duration: 6 turns

This spell hedges the conjurer round with a magic circle to keep out attacks from enchanted monsters such as elementals, invisible stalkers, demons, etc. It serves as an "armor" from evil attacks, adding +1 to all the users saving throws, and subtracting -1 from the hit probability of evil opponents. These effects are cumulative with such magical protections as magic armor and rings of protection.

Read Languages — Level 1 ; Range: 0 feet; Duration: 2 turns

The means by which directions and the like are read, particularly treasure maps. Very much like read magic spell below. The zero range merely means that the magic-user casts the spell on himself or on something he touches.

Read Magic — Level 1 ; Range: 0 feet; Duration: 2 turns

The means by which incantations on an item or scroll are read. Without such a spell or similar device magic is unintelligible to even a magic-user. (Note once a scroll is looked at under a Read Magic spell, the magic-user can read it again without such aid.)

Shield — Level 1 ; Range: 0 feet; Duration: 2 turns

By means of this spell the user imposes a self-moving magical barrier between himself and his enemies. It provides the equivalent of plate armor and shield (armor class 2) against missiles, chain mail and shield (armor class 4) against other attacks.

Sleep — Level 1 ; Range: 240 feet; Duration: 4-16 turns

Puts all kinds of creatures to sleep for 2-8 turns. Monsters of higher level are less affected as follows. To determine the number of creatures put to sleep by the spell: if the creatures have up to 1 die of hit points (or 1 die +1 point), roll two 8-sided dice to find the number put to sleep, creatures with 2 dice of hit points (or 2 dice + 1 hit point) roll two 6-sided dice, creatures with 3 dice of hit points (or 3 dice + 2 points) roll one 6-sided die, and of creatures of 4 dice (or 4 dice + 1 point) only one will be put to sleep. Creatures with more hit dice are unaffected by the spell. Undead are always unaffected. There are no saving throws allowed.

Tenser's Floating Disc — Level 1 ; Range: 10 feet; Duration: 6 turns

The wizard, Tenser, always greedy for more treasure, devised this spell. It summons a floating platform which is disc-shaped. The disc floats at ap-

proximately waist height and can bear up to 5,000 gold pieces in weight. The disc will follow the magic-user who created it wherever he goes, staying six feet behind him at all times. When the spell wears out anything still upon the floating disc will fall to the ground.

Ventriloquism — Level 1 ; Range: 60 feet; Duration: 2 turns

Allows the user to make the sound of his voice issue from someplace else, such as a statue, animal, behind a door, etc.

SECOND LEVEL SPELLS

Audible Glamer — Level 2; Range: 240 feet; Duration: 2 turns

By means of this spell the magic-user is able to create an auditory hallucination. The volume of sound and the number of voices, calls, etc. is a direct function of the level of the sender. At second level the caster can, at best, make it seem as if 2-8 persons were conversing in normal tones. With each additional level which the magic-user attains a like volume can be added, i.e. at third level the caster could create the sound of 4-16 persons moving and speaking normally, or half that number shouting and fighting. For other than human sounds simply judge by relative sound volume (a lion roaring would require a fourth level casting, but the sound of a giant snake approaching would easily be accomplished by a second level magic-user).

Continual Light — Level 2; Range: 120 feet; Duration: infinite

Sheds a circle of light wherever the caster desires. Creates a circle of illumination 6" in diameter, not equal to full daylight. Continues to shed light until dispelled.

Darkness — Level 2; Range: 120 feet; Duration: 6 turns

Causes total darkness in an area of 50 feet radius in which even infravision is useless. It can be countered by a dispel magic or a light spell. (Dispel magic is a third level spell.)

Detect Evil — Level 2; Range: 60 feet; Duration: 2 turns

A spell to detect evil thought or evil intent in any creature or evilly enchanted object. Poison, however, is neither good nor evil.

Detect Invisible — Level 2; Range: 10 feet X level of spell caster; Duration: 6 turns

A spell to find treasure hidden by an invisibility spell. It will also locate invisible creatures.

ESP — Level 2; Range: 60 feet; Duration: 12 turns

A spell which allows the user to detect the thoughts (if any) of whatever lurks behind doors or in darkness, or whatever a creature in range is thinking. The spell can penetrate 2 feet of rock but a thin coating of lead will prevent penetration. The undead do not think.

Invisibility — Level 2; Range: 240 feet; Duration: infinite

A spell which lasts until the user or some outside

force breaks it. The magic-user can cast it upon himself or any person or object in range. An invisible person can not attack and remain invisible; he becomes visible again before he strikes a blow, and the spell is broken.

Knock — Level 2; Range: 60 feet

Spell which opens known secret doors, held portals, doors locked by magic, barred and otherwise secured gates, locked chests, etc.

Levitate — Level 2; Range: 20 feet X level of spell caster in 10's of feet; Duration: 6 + level of spell caster in turns

This spell lifts the caster, all motion being in the vertical plane; however, the user could, for example, levitate to the ceiling, and move horizontally by the use of his hands. Duration: 6 turns + level of user. Upwards motion 60 feet/turn. If cast on another person, range 20 feet for each level of magic-user.

Locate Object — Level 2; Range: 60 feet + level of spell caster in 10's of feet; Duration: 2 turns

In order for this spell to be effective it must be cast with certain knowledge of what is to be located. Thus the exact nature, dimensions, color, etc. of some magical item would have to be known for the spell to work. A well-known object such as a flight of stairs leading up can be detected by this spell, however. The spell gives the direction of the object but not the distance and can only detect at a limited range.

Magic Mouth — Level 2; Range: 0 feet; Duration: infinite

Resembles ventriloquism in that sound issues from a chosen object, but there are differences. A mouth appears, or the mouth of the object moves in accordance with what is said. The magic mouth can be ordered to speak under certain conditions, such as when anyone comes within 10 feet, or when a specific person comes within 10 feet, etc. The spell lasts until the message is given. Message can not exceed 25 words.

Mirror Image — Level 2; Range: 0 feet; Duration: 6 turns

The spell caster creates 1 to 4 images of himself. Images are indistinguishable from the magic-user and do exactly what he does. Any attack on an image dispels it but does not affect the others. Roll a 4-sided die to determine the number of images created by the spell.

Phantasmal Forces — Level 2; Range: 240 feet; Duration: infinite

Creation of vivid illusions of nearly anything the user envisions (a kind of projected mental image). The illusion persists as long as the caster concentrates on it unless it is touched by a living creature. Damage caused by the illusion will be real if the illusion is believed to be real. Note the illusion is visual and not auditory.

Pyrotechnics — Level 2; Range: 240 feet; Duration: 6 turns

This spell requires some kind of real fire to work — a torch, brazier, campfire, etc. It can create either a great display of flashing fiery colors and lights resem-

bling fireworks or a great amount of thick smoke covering an area of at least 20 cubic feet if a torch is the source, for example. The effect depends on the size of the fire used to cause it, and when the spell is used the fire-source is extinguished.

Ray of Enfeeblement — Level 2; Range: 30 feet

When the magic-user employs this spell a thin beam of coruscating grayish light springs from his hand. The creature struck by this ray will lose 4 points of strength for a number of melee rounds equal to the level of the spell caster. If the intended victim makes its saving throw against magic the ray does nothing to him. Creatures who lose strength will do 25% less damage than is indicated, per 4 points of strength lost, on all attacks which involve physical force or contact, i.e. striking, clawing, biting, squeezing, etc.

Strength — Level 2; Range: 0; Duration: 48 turns

This spell increases a fighter's strength by 2-8 points, a thief's by 1-6 points, or a cleric's by 1-4.

Web — Level 2; Range: 10 feet; Duration: 48 turns

Creates masses of sticky strands which are difficult to sever but subject to flame. Covers an area 10 X 10 X 20 feet. Giants can break through in two melee rounds, weaker creatures take much longer, i.e. a normal man would require 2-8 turns to get through them. A flaming sword will slash through a web in one melee round.



Wizard Lock — Level 2; Range: 10 feet; Duration: infinite

Similar to hold portal but lasts indefinitely. It can be opened by a knock spell without breaking the wizard spell. A wizard lock can be passed through without a spell by any magic-user three levels higher than the one who placed the spell.

THIRD LEVEL SPELLS

Third Level Spells can only be used by magic-users of the fifth level and above. They are listed above to give some idea of the range of magical possibilities.

THIRD LEVEL MAGIC-USER SPELLS

Clairaudience – Level 3; Range: 60 feet; Duration: 6 turns

Allows the caster to hear over a distance for the duration, through doors or up to 2 feet of rock but not lead.

Clairvoyance – Level 3; Range: 60 feet; Duration: 6 turns

Allows the caster to see over a distance for the duration, with the same limitations as Clairaudience.

Dispel Magic – Level 3; Range: 120 feet; Duration: 1 turn

A spell for countering other spells. When cast it will disrupt any functioning spell in a 15-foot radius cast by a lower-level magic-user, such as Charm Person, Darkness, Hold Portal, Invisibility, Light etc. Spells from higher-level casters have a percentage chance of disruption equal to the level of the caster of Dispel Magic divided by the level of the other caster. Magic items are not affected.

Explosive Runes – Level 3; Range: 0 feet; Duration: infinite

The means by which magic-users protect their writings. The spell scribes undetectable runes on one item, which will explode if read by anyone else, causing 4d6 points of damage and destroying the item. A magic-user two or more levels higher than the caster has a 2 in 4 chance of detecting the runes, and a 3 in 4 chance of removing them. The caster may remove the runes at any time.

Fire Ball – Level 3; Range: 240 feet

The caster sends forth a ball of fire that explodes when it hits a target or travels its full range. All within a 20-foot radius of the blast are engulfed, and take 1d6 damage per level of the caster (for example, 6d6 for a 6th level caster), unless a saving throw vs spells is made for ½ damage.

Fly – Level 3; Range: 0 feet; Duration: 1d6 turns + level of spell caster in turns

With this spell the caster may fly at up to 120 feet per turn. The Dungeon Master rolls secretly for the duration.

Haste Spell – Level 3; Range: 240 feet; Duration: 3 turns

Doubles the speed of up to two-dozen individuals in a rectangular area 60 feet by 120 feet. Those affected move at twice normal movement rate and make two attacks per melee round, once at the beginning of the round and once at the end. Will negate the effect of a Slow Spell.

Hold Person – Level 3; Range: 120 feet; Duration: 6 turns + level of spell caster in turns

Cast on up to 4 individuals selected by the caster within a 15' radius. Each must save vs spells or be fixed in place for the duration; the save is at -2 if there is only one target.

Infravision – Level 3; Range: 0 feet; Duration: 24 hours

This spell allows a single person to see in the dark as a dwarf or elf (i.e., up to 60 feet) for an entire day.

Invisibility 10' – Level 3; Range: 240 feet; Duration: infinite

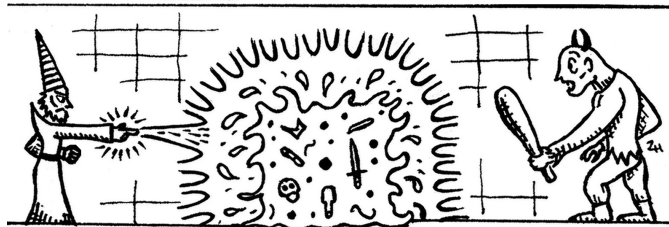
All individuals within a 10-foot radius of the target (person or object) are rendered invisible so long as they remain within the radius. The spell lasts until an attack is made by one of those affected, or until dispelled.

Lightning Bolt – Level 3; Range: 240 feet

The caster sends forth a 60-foot long, 7½-foot wide bolt that will travel up to 240 feet unless it hits a target first. The bolt must fully extend, and if there is not sufficient room it will bounce back towards the caster to its full length. The damage is as a Fire Ball; 1d6 per level, save for half.

Monster Summoning I – Level 3; Range: 10 feet; Duration: 6 turns

Summons one or more monsters to serve the caster, including in combat. The type of monster is determined with a roll on the Wandering Monster Table, One Level Below Ground. If the monster has less than 1 HD, 1d6 will appear; if the monster has 1 HD or more, 1d3 will appear. Unless killed the monsters remain for the length of the spell.



Protection from Evil 10' – Level 3; Range: 0 feet; Duration: 12 turns

Circles the caster with Protection from Evil to a 10-foot radius, and with twice the duration. Individuals in the circle are protected from enchanted monsters, and are -1 to hit and +1 to save on attacks from ordinary evil opponents.

Protection from Normal Missiles – Level 3; Range: 30 feet; Duration: 12 turns

This spell prevents any ordinary missile fire from hitting one individual, selected by the caster. Ordinary missile fire does not include missile fire from monsters with more than 1 hit dice, magical weapons, or spells.

Rope Trick – Level 3; Range: 0 feet; Duration: 6 turns + level of spell caster in turns

Creates a passage to an extra-dimensional space at the end of a 6- to 24-foot rope, which hangs suspended when tossed in the air. The caster and up to three others may climb to the space for the duration. The rope may be moved, forcing those in hiding to find another way down.

Slow Spell – Level 3; Range: 240 feet; Duration: 3 turns

Halves the speed of up to two-dozen individuals in a rectangular area 60 feet by 120 feet. Those affected have move at one-half normal and can only attack once every other melee round. Will negate the effect of a Haste Spell.

Suggestion – Level 3; Range: 60 feet; Duration: 1 week

The caster utters an order up to two sentences in length, and the target must save versus spells or carry it out. There is only a 1% chance that an order to harm oneself will be followed, although the referee may optionally increase this chance if the order is cleverly worded.

Water Breathing – Level 3; Range: 30 feet; Duration: 12 turns

One recipient may breath while under water as if in the air. It does not provide any ability to swim.

CLERICAL SPELLS

Clerics of the first level can not cast any spells. When they reach the second level, however, they are capable of one spell per game/day. Since clerical spells are divinely given, they do not have to be studied to master them. A second level cleric can call on any first level spell he wants to use, thus the entire gamut of spells is available to him for selection prior to the adventure. However, only that spell or spells selected can be used during the course of the adventure.

Book of First Level Spells:

<i>Cure Light Wounds</i>	<i>Protection from Evil</i>
<i>Detect Evil</i>	<i>Purify Food and Water</i>
Detect Magic	<i>Remove Fear</i>
<i>Light</i>	Resist Cold

Book of Second Level Spells:

<i>Bless</i>	Resist Fire
Find Traps	Silence: 15' Radius
Know Alignment	Snake Charm
Hold Person	Speak with Animals

FIRST LEVEL CLERICAL SPELLS

Cure Light Wounds — Level: clerical 1; Range: 0

During the course of one melee round this spell will heal damage done to a character, including elves, dwarves and hobbits. A die is rolled and 1 is added to it; the result is the number of hit points restored (2-7). The zero range means the cleric must touch the wounded person to heal him.

Detect Evil — Level: clerical 1; Range: 120 feet; Duration: 6 turns

Same as the magic-user's spell except for duration and range.

Detect Magic — Level: clerical 1; Range: 60 feet; Duration: 2 turns

Same as that for magic-users.

Remove Fear — Level: clerical 1; Range: 0

When the cleric lays his hands upon a person and chants this spell it will quiet fear. Thus, a person running away due to a fear wand attack gains another saving throw, adding the number equal to the level of the cleric to the die, i.e. a 2nd level cleric gives +2 to the saving throw against fear, a 5th level cleric adds 5, etc.

Resist Cold — Level: clerical 1; Range: 30 feet; Duration: 6 turns

This spell allows the person to resist the effects of cold. Freezing temperatures can be withstood with ease while the effects of the spell last, and it gives a +2 to saving throws against cold (wand or even dragon breath). Any damage sustained from cold is also reduced by -1 from each die of damage taken.

Light — Level: clerical 1; Range: 120 feet; Duration: 1 2 turns

Same as that for magic-users.

Protection from Evil — Level: clerical 1; Range: 0; Duration: 1 2 turns

Same as that for magic-users.

Purify Food and Water — Level: clerical 1; Range: 10 feet

This spell will make spoiled or poisoned food and water usable. The quantity affected is that which would serve a dozen people.

SECOND LEVEL CLERICAL SPELLS

Bless — Level: clerical 2; Range: 60 feet; Duration: 6 turns

Blessing raises morale and adds +1 to attack dice of the party blessed. Blessing can be given during any turn the characters are not engaged in combat.

Find Traps — Level: clerical 2; Range: 30 feet; Duration: 2 turns

Enables the cleric to locate any magical and mechanical traps in a radius of 30 feet.

Hold Person — Level: clerical 2; Range: 120 feet; Duration: 6 + level of spell caster in turns

Similar to a charm person spell. Affects 1-4 persons. Holds the person or persons rooted to the spot unless released or the spell wears out. Duration is 6 turns + level of caster. If cast at one person alone it reduces his saving throw by 2.

Know Alignment — Level: clerical 2; Range: 10 feet; Duration: 2 turns

By employing this spell the cleric is able to tell exactly the alignment of any creature. That is: lawful good, lawful evil, chaotic good, chaotic evil, neutrality. Furthermore, this spell allows the cleric to tell how lawful or chaotic, good or evil, a creature is. Thus the cleric will be able to know whether a neutral person tends towards any of the four alignments.

Resist Fire — Level: clerical 2; Range 30 feet; Duration: 6 turns

Similar to the resist *cold* spell, this incantation allows the individual to resist normal fire for a maximum of 2 melee rounds. It gives a +2 on saving throws against fire of all sorts, and any damage sustained from fire is reduced by subtraction of 1 from each die of damage so sustained.

Silence: 15' Radius — Level: clerical 2; Range: 180 feet; Duration: 1 2 turns

Allows the user to cast silence in a large area so as to prevent sound or allow his party to move noiselessly. It can be used to silence some object as well. Note conversation is not possible under a silence spell.

Snake Charm — Level: clerical 2; Range: 60 feet; Duration: special

Variable strength spell functioning better as the level of the user goes up. For each level the cleric has attained one level of snake(s) (1 hit die of snakes) can be charmed. Thus, a 3rd level cleric could charm 3 snakes with 1 hit die each or 1 snake with 3 hit dice. Duration depends upon the state of the snake at the

time of the spell casting. If it is not attacking duration is 2-5 turns; if it is attacking duration is 7-12 melee rounds.

Speak with Animals — Level: clerical 2; Range: 30 feet; Duration: 6 turns

Allows the cleric to speak with any form of animal and understand what they say in reply. There is a possibility the animals will do some service for the cleric, and they will not attack his party.

EVIL CLERIC SPELLS

Evil clerics have basically the same spells as do good clerics. However, spells in *italics> are reversed for evil clerics. The reversed spells are:*

- Cause Light Wounds
- Detect Good
- Darkness
- Contaminate Food and Water
- Cause Fear
- Curse

COMBAT MELEE

Combat results are based on the attacker's ability (indicated by his "level") and the defender's abilities (indicated by his "armor class"). In a melee the attacker strikes a blow or "takes a swing." The probability of a hit is converted into a random number of 1 to 20 (the specially marked die is recommended). The attacking player rolls, and if the number indicated

on the tables, or greater, is scored, a hit has been made on the opponent. He then makes another die roll, with one 6-sided die, to see how many points of damage were done by the hit. (The more complex system used for advanced play allows for varying amounts of damage by different weapons and by various sorts of monsters.) These are subtracted from the defender's "hit points." If hit points are reduced to zero or below, the combatant is dead. If he survives he gets to swing at his attacker. The die roll is read off the table for his attack capability against his opponent's armor class and he makes a 20-sided die roll. If he makes his score, or greater, damage points are rolled and subtracted. If he does not make his die roll the attack was a miss, glanced off his opponents shield or armor, etc. and the first opponent strikes again.

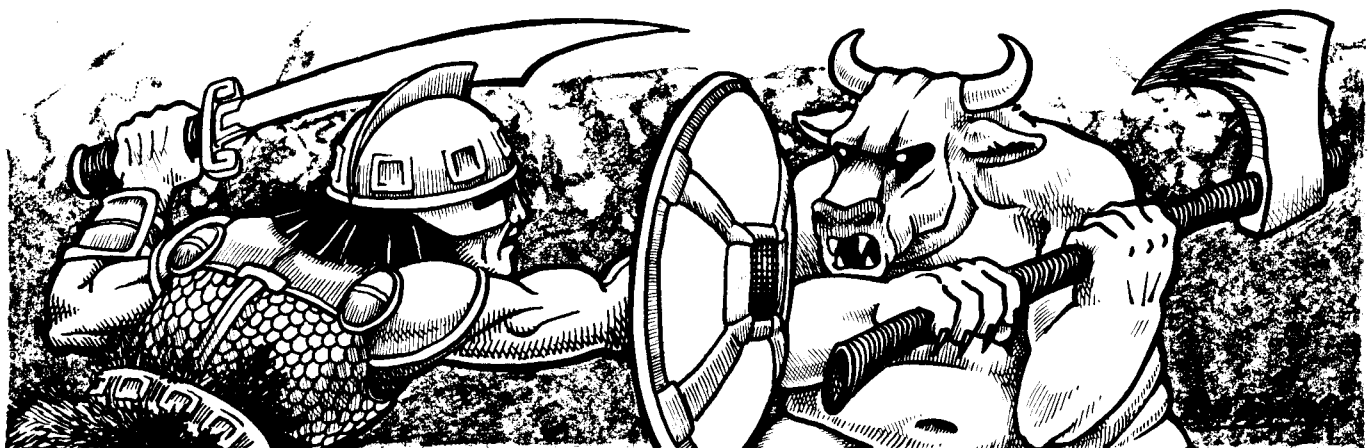
The combat tables used by D & D gamers are often extremely complicated. Full tables are given in **ADVANCED DUNGEONS & DRAGONS**. The tables below are deliberately simplified, but will take some practice to use them with facility. Once the system is mastered, however, players can add whatever modifications they wish.

Melee is the most exciting part of the game, but it must be imagined as if it were occurring in slow motion so that the effect of each blow can be worked out. When the party of adventurers is attacked by several monsters, all may be involved in melee, but the hand-to-hand battles must be fought one at a time and then the result imagined as if all were going on simultaneously.

**DIE ROLL FOR CHARACTER TO SCORE A HIT,
BY OPPONENT'S ARMOR CLASS**

Armor Class	9		8		7		6		5		4		3		2	
	No	Shield	Leather	Leather	Chain	Chain	Plate	Plate	Chain	Chain	Plate	Plate	Plate	Plate	Plate	Plate
Character	Armor	Shield	Armor	& Shield	Mail	& Shield	Mail	& Shield	Mail	& Shield	Mail	& Shield	Mail	& Shield	Mail	& Shield
Normal Man	1	1	1	2	1	3	1	4	1	5	1	6	1	7	1	8
1st-3rd Level	1	1	1	1	1	2	1	3	1	4	1	5	1	6	1	7

Score of number shown or higher is a hit.
For characters over 3rd level consult table in **ADVANCED DUNGEONS & DRAGONS**.



A 20-sided die must be marked or colored so that one set of sides 0-9 is different from the other set. Count 0 as a 10. The marked set is then read as if 10 had been added to the roll (11-20), treating 0 as 10 or 20. This die is used for all combat resolution.

The "armor class" of humanoid monsters is literally the armor they are wearing (or possibly their skin/hide!). For non-human creatures, however, it is assigned partly on this basis, with strong armor class for scales and shells, and partly on the basis of difficulty to hit. Thus a small fast creature, like a vampire bat, might be hard to hit with a sword and could be assigned "armor class: plate" (AC 3) to indicate this although its own skin would make it seem more like "armor class: none" on first thought. All the monsters in the monster section given later have an armor class assigned and the Dungeon Master can make up an appropriate armor class for any new ones he invents .

If a creature is struck directly with oil (whether or not it is immediately set aflame) damage will be 1 8-sided die on the first melee round it is afire, and on the second melee round 2 8-sided dice of damage will be sustained; thereafter no further damage will be taken, as it is assumed that the oil has run off, been wiped off, burned away, etc.

Flasks of oil can be used as missiles, with characters hurling them at adversaries. Naturally, even if such missiles strike they will not burst into flame by themselves, and some form of ignition is necessary in most cases. To hit a target with such a missile assume that a base score of 1 1 or better is required. Adjust this score according to dexterity (-1, 0, or +1 according to the dexterity of the individual). If the target is smaller than man sized add to the number required to hit as follows: target about 4' tall add 1 , about 2' tall add 2, about rat-sized or smaller add 3. In like manner lower the score required to hit if the target is larger than man-sized, i.e. target about 8' tall subtract 1 , about 18' tall subtract 2,

DIE ROLL FOR MONSTER TO SCORE A HIT, BY DEFENDER'S ARMOR CLASS

Armor Class	9	8	7	6	5	4	3	2
Monster's Hit Dice	No Armor	Shield	Leather	Leather & Shield	Chain Mail	Chain Mail & Shield	Plate Mail	Plate & Shield
up to 1+1	10	11	12	13	14	15	16	17
1 + 1 to 2	9	10	11	12	13	14	15	16
2 to 3	8	9	10	11	12	13	14	15
3+ to 4	6	7	8	9	10	11	12	13
4+ to 6+	5	6	7	8	9	10	11	12
7 to 8+	4	5	6	7	8	9	10	11
9 to 10+	2	3	4	5	6	7	8	9
11 up	0	1	2	3	4	5	6	7

The number of damage points scored by a monster's hit is variable and is given in the monster section. In general, humanoid creatures and first level monsters do one six-sided die's worth of damage per "hit" — whether the hit is a sword blow, a bite, a horn gore, a clawing or whatever.

POISONED WEAPONS

If a hit is scored by a poisoned weapon, a curare tipped blowgun dart, the poisoned sting of a giant scorpion, etc., the victim must make his saving throw against poison or paralysis and also take the number of damage points indicated by the die roll. It is recommended that the Dungeon Master not allow players to make use of poisoned weapons in all but extreme situations.

FIRE

Flasks of oil can be spread on the floor of the dungeon and ignited. The pool will be 5 feet across, if circular, and the flames do 2 8-sided dice of damage to anything caught within the conflagration. The fire burns out in 1 turn or 10 melee rounds.

huge targets such as large dragons subtract 3. If the target is stationary, or nearly so, add 4 to the chance to hit (reduce the number needed to hit by 4). Treat the oil flask missile as a handhurled axe.

To ignite oil once the flask has struck, some flaming object must also be hurled at the target. A torch, a lantern, or any similar flaming missile will do. Probability to hit is the same as the oil flask missile, with an additional bonus of +2 to ignite the oil as the latter substance is assumed to have spread over a fairly large area.

Flaming oil will not harm such non-corporeal monsters as wraiths and spectres. It will harm skeletons, zombies, ghouls, wights and mummies — although it will do only half normal damage to the last two named. Similarly, monsters which normally use fire weapons — such as red dragons, fire giants, and hell hounds — are not harmed by flaming oil.

HOLY WATER

The effects of a vial of holy water on the undead are the equivalent of a flask of burning oil on other creatures. Other monsters are not affected by holy water.

MISSILE FIRE

Hits with arrows and other missiles are based on the range of the weapon in question. The short, medium and long ranges of missile weapons in feet are:

	Short Range	Medium Range	Long Range
Short Bow	0-50 feet	50-100 feet	100-150 feet
Horse Bow (Short Composite Bow)	0-60 feet	60-120 feet	120-180 feet
Long Bow	0-70 feet	70-140 feet	140-210 feet
Composite Bow	0-80 feet	80-160 feet	160-240 feet
Light Crossbow	0-60 feet	60-120 feet	120-180 feet
Heavy Crossbow	0-80 feet	80-160 feet	160-240 feet
Sling Stone	0-60 feet	60-120 feet	120-180 feet
Javelin	0-20 feet	20-40 feet	40-80 feet
Handhurled axe, spear or dagger	0-10 feet		10-30 feet

If the archer is firing at long range his dice roll for a hit is one higher than the score for hits with any other weapon, and is read off the table under the opponent's armor class. At medium range the archer uses the score as shown, and at close range he adds 1. Thus a long-bowman fires an arrow at a giant rat (armor class: 7) at a range of 200 feet (long range). He needs a 13, rolls a 9 and misses. The rat advances and the archer fires another arrow when he is 60 feet away (short range). He rolls a 11, adds 1 for close range, getting a 12, a hit, and does one die of damage.

Note that ranges shown are for underground missile fire. Outdoors read feet as yards. Also, unless in a very high roofed area, all slinging, as well as long range fire, is not possible.

COVER

When an enemy figure is only partially exposed behind a wall, rocks, etc., the archer must subtract 2 (-2) from his die roll. Note that an enemy archer would not have to expose himself beyond partial cover to fire back. Figures behind high walls, firing through arrow slits or concealed in woods are very hard to hit. Subtract 4 from the die roll for missiles fired against such targets. Once the party is engaged in melee, arrows can not be fired into the fight because of the probability of hitting friendly characters.

MAGIC WEAPONS

Magic weapons are usually designated as +1, +2, +3, etc. This means that they give the wielder that many points to add to his roll for a hit. They may have other powers, do additional damage, etc., and some monsters can only be injured by magic weapons, being impervious to ordinary attack. Magic armor and shields subtract from the combat die roll of anyone striking at them, and the armor and shield bonuses are simply added together to determine the subtraction. Certain cursed armor and shields actually increase the probability of being hit by the indicated amount.

COMBAT ROUNDS, TIME AND MOVEMENT IN MELEE

There are ten "rounds" of combat per turn. Each round is ten seconds, so a combat turn is shorter than a regular turn, but results in at least as much muscular fatigue. Movement (if any) is usually at a sprint; an unarmored man can move 20 feet per melee round, a fully armored man only 10 feet. Each round consists of an exchange of blows with ordinary weapons. Light weapons such as the dagger allow two blows per round. The heavy two-handed sword, battle axe, halberd, flail, morning star, and most pole arm can be used only once every other round. The light crossbow takes time to cock and load, so it likewise can be fired only once every other round. The heavy crossbow takes twice as long to load and fire. Unless otherwise specified, monsters can strike, bite, claw, jab, etc. as fast as a man can strike with a hand weapon. Characters can be attacked by more than one opponent at a time; the Dungeon Master should be guided by the actual placement of the figures on a paper sketch or on the table in deciding how many opponents can engage as melee starts, always keeping in mind the dimensions of the dungeon itself. One would not expect to get more than two or three figures fighting side by side in a ten foot corridor, for example.

After each round of melee the players may move other characters than those engaged in actual combat into position to render assistance, etc. Remember that spells and missiles fired into a melee should be considered to strike members of one's own party as well as the enemy.

WHO GETS THE FIRST BLOW?

When two figures are brought into position 10 scale feet (or less) apart they may engage in melee. The character with the highest dexterity strikes first. If the Dungeon Master does not know the dexterity of an attacking monster he rolls it on the spot. Subject to the limitation of heavy weapons the two figures exchange blows in turn until the melee is resolved. If dexterities

are within 1 or 2 points of each other, a 6-sided die is rolled for each opponent, and the higher score gains initiative — first blow.

Attackers who surprise an opponent or who approach him from behind always get the first blow. Characters who are wounded continue to strike valiantly until they are killed or the melee ends in their favor, unless they choose to break off the combat and flee. If combat is broken off, the fleeing party must accept an attack without any return on his part, the attacker adding +2 to his die roll for hit probability, and the armor class of the fleeing party can not include a shield.

THE PARRY

A player may elect to have a character parry an attacker's blow. He must announce he is doing so before the opponent strikes. The parry subtracts 2 from the attacker's die roll. The person parrying does not get his next hit, using that part of the round for the parry. If the attacker still makes his roll and gets exactly the number needed, the parrying weapon was broken but no damage inflicted. It takes one melee round to draw a new weapon, but one hanging free, or in the other hand, can be employed immediately.

MELEE RESOLUTION — CONQUER, WITHDRAW, SURRENDER OR DIE!

A character in melee may withdraw from combat if there is space beside or behind him to withdraw into. His opponent gets a free swing at him as he does so with an attacker bonus of +2 on the die roll, and shields do not count as protection when withdrawing.

A losing combatant may offer to surrender. His opponent does not have to accept the offer, of course. Non-human monsters are often too unintelligent to consider such an offer.

If an opposing figure is killed or withdraws, the attacker may advance or pursue immediately — if the player desires — or he may take some other action.

EXAMPLES

"Bruno the Battler" smashes open a dungeon door and is confronted by a big goblin in chainmail armed with a scimitar. Bruno's dexterity is 13 and the goblin's only 9 so the fighting man draws his trusty sword and takes the first swing. He needs a 14, rolls an 8 and misses. The goblin swings at Bruno, who is wearing chainmail and carrying a shield. The goblin rolls a 12, his blow glances off Bruno's shield. Bruno swings again, a 15, gets a hit, rolls a die of damage, a 2. The goblin can take 4 points of hits so he swings back, rolls a 16, gets a hit. The damage die comes up 3. Bruno can take 6 points of hits, so he is still alive. He makes a desperate swing, a 17, gets a 4 on the 6-sided die for damage, the goblin is killed!

SECOND EXAMPLE

A party of adventurers is standing at an intersection of corridors when the Dungeon Master rolls a "wandering monster." Using the *Wandering Monster* Table, he determines that the party is being attacked by six

large spiders with 1 + 1 (hit point) hit die each and they are 100 feet away. "Malchor" the magic-user throws a sleep spell but it only affects four of them; the other two keep coming. The party decides to fire arrows (the Dungeon Master rules that only those in the front row have a clear field of fire). The spiders are 50 feet away and coming fast. Two characters get off arrows from their long bows and they agree to both shoot at "the one on the left." They roll a 3 (an obvious miss) and a 15. The spiders are armor class: 8 (shield), and the range is medium for the longbow; the 15 is a hit and is found to do 4 damage points. The spider's hit die is rolled and comes up a 3 (+1), equalling 4 hit points — the creature is killed by a lucky arrow hit! The second spider keeps coming. The archers get off one more arrow apiece, a 6 and a 9, and the shafts miss! The two fighters drop their bows and draw swords as the monster is upon them, biting!

The Dungeon Master rolls the spider's dexterity: 10. Bruno the Battler has a 13 so he swings first, rolls an 8, a miss. The spider is next, rolls a 6. He needs a 15 against the fighting man's chain mail and shield, and he misses. "Mogo the Mighty," dexterity 9, swings last, rolls a 17, a hit! The spider takes 2 points of damage but can withstand 5 so it keeps fighting. The first round of melee is over. Bruno swings again, 10, another miss. The spider strikes, 16, Bruno takes 2 points of damage, not enough to kill him, but the spider's bite is poison. Bruno rolls his saving throw against poison, fails to make it, and dies a horrible death. Mogo, attempting to avenge his comrade, strikes again, a 6, and the blow glances harmlessly off the spider's armored head. The second round of melee is over!

Then the spider rolls a 6 and a 10, both misses and Mogo rolls a 4 and a 10, and so fails to strike a vital area through the spider's armor. Malchor has pulled back from the combat and the other members of the party are hurrying forward but have not yet reached the melee.

In the fifth round the spider makes a hit with a roll of 16 against Mogo's chain mail and does 1 point of damage plus the poisonous bite. Mogo rolls a saving throw of 12 (adjusted according to the weak poison of the spider) against the poison, so it doesn't affect him. He can take 3 hit points; he subtracts the 1 point of damage done and keeps fighting. His swing misses, however, a 2.

Five melee rounds have gone by when the Priestess Clarissa steps over the body of the fallen Bruno to join the fray. Her dexterity is only 6, however, so the spider and the fighting man exchange another set of swings without connecting before she can hit. Raising her heavy mace she deals the giant arachnid a blow of 19, connecting for a damage roll of 5. The spider falls dead with the side of its head smashed in!

Comment

This last example illustrates several things. When there is time, or when a magic-user says he is getting a spell ready, magic spells go off first. This is followed by any missile fire, if the distance to the monsters permits, and then melee is joined, after which no missile fire is permitted because of the danger of hitting friendly forces. If a magic-user is not involved in the melee he can get another spell off after 1 or more melee rounds

have gone by. If he is personally attacked he can't concentrate to use his magic but must draw his dagger and defend his skin! However, if the magic-user had some magical device — such as a wand or staff — it could be used in lieu of the dagger as an attack weapon.

MONSTERS

A large selection of monsters is given in alphabetical order and many more can be found in **ADVANCED DUNGEONS & DRAGONS**. No attempt has been made to include demons or gods and goddesses from the GODS, DEMI-GODS & HEROES Supplement. The Dungeon Master can easily invent new creatures or "borrow" them from works of fantasy and science fiction.

For each monster listed we give the move in feet per turn and the hit dice, which indicates how tough the creature is and how many experience points it is going to be worth. Armor class is needed for the combat table to determine how hard the creature is to hit. Treasure is discussed in the next section and a table there gives the different treasure designations. If the monster's alignment is given here, then there follows a brief description which should include any special powers and attributes of the creatures.

In setting up his dungeon, the Dungeon Master should be guided by the table given under *Wandering Monsters*, so that the adventurers have a reasonable chance of survival. There is endless opportunity for inventiveness in the game, however, and if a high hit dice monster is desired, ways can be invented to scale it down so that a low level party can have a chance of defeating it. If one wanted to use a chimera, for instance, in a campaign with low level characters, the creature could be scaled down. Maybe it ran into a high level magic-user and was partially shrunk by a magic spell, reducing its hit points. Or there might be a special magic sword, effective only against this chimera, hidden in the dungeon, and the adventurers given a hint or a legend that might lead them to it. In the interest of maintaining the balance of the game, however, a small or weak monster must not have a treasure anything like the hoard of a normal monster.

Determination of exactly how much treasure any monster has can be a difficult matter. To give too little will increase the probability of characters being slain before they are able to increase their level, and small treasures also tend to dampen enthusiasm for the game. On the other hand, too generous treasure stocking quickly turns the game into a give away show, where characters rocket through the levels without actually earning them, and such players seldom become truly able, often losing interest in the game because there is no challenge, no thrill of "risking your life."

The TREASURE TYPES TABLE (shown hereafter) is recommended for use only when there are exceptionally large numbers of low level monsters guarding them, or if the monsters are of exceptional strength (such as dragons). A good guide to the amount of treasure any given monster should be guarding is given in the MONSTER & TREASURE ASSORTMENTS which are included in the game. As a guideline, it should take a group of players from 6 to 12 adventures

before any of their characters are able to gain sufficient experience to attain second level. This guideline will hold true for successive levels. Note that it is assumed that the 6 to 12 adventures are ones in which a fair amount of treasure was brought back — some 10% to 20% of adventures will likely prove relatively profitless for one reason or another.

MONSTER LIST — BANDIT TO ZOMBIE

Bandit

Move: 120 feet/turn

Hit Dice: 1

Armor Class: variable (typically AC 6)

Treasure Type: A

Alignment: lawful evil — 25% probability
chaotic evil — 25% probability
neutral — 50% probability

Attacks: 1

Damage: 1-6 points

For every 30 bandits there will be 1 4th level fighting man (leader, etc.).

For every 50 there will be one 5th or 6th level fighter.

Over 200 — a 25% chance of a magic-user, (die 1-4, 10th level, 5-6, 11th level). 25% chance of a cleric, 8th level.

300 — there will absolutely be a magic-user, 50% chance of a cleric.

With these high level types, 5% chance for each level for magical accouterments (i.e. 4th level fighter, 4 X 5 = 20%, roll 20% or less means he has the item, then chosen from the appropriate list by die roll).

Fighting Men — Armor, Shield, Sword

Magic-user — Wand/Staff, Ring, Miscellaneous

Magic

Cleric — Miscellaneous Weapon, Armor, Shield

Armor Class — Supernormal characters: chain mail and shield, barded horses. Regular troops in leather and shield.

25% will have bows — short bow or light crossbow.

25% will be cavalry — leather and shield.

10% will be medium horse-clad in chain mail and shield. Horses are unarmored, however.

Will have prisoners in a ratio of 1 / 10 bandits.

Each bandit carries 3-18 silver pieces on his person.

Basilisk

Move: 60 feet/turn

Hit Dice: 6 + 1 hit point

Armor Class: 4

Treasure Type: F

Alignment: neutral

Attacks: 1 bite

Damage: 1-10 points

A rather small reptilian monster, unintelligent, that turns creatures to stone by its glance or its touch. Saving throws applicable. It can be viewed in a mirror without harm. If it sees its own eyes in a mirror it must make a saving throw or be turned to stone!

Berserker

Move: 120 feet/turn
Hit Dice: 1 + 1 hit point
Armor Class: 7
Treasure Type: J
Alignment: neutral
Attacks: 1
Damage: 1-8 points

Berserkers are simply men mad with battle-lust. The force consists only of fighting men. When fighting normal men, kobolds, goblins or orcs, they add +2 to their attack die roll due to their ferocity. They never retreat or surrender, will always fight to the death.

No prisoners.

Black Pudding

Move: 60 feet/turn
Hit Dice: 10
Armor Class: 6
Treasure Type: nil
Attacks: 1
Damage: 3-24 points

A black amorphous blob, 5 to 30 feet in diameter, black pudding is always hungry and always dangerous. It moves 60 feet per turn, dissolves wood, corrodes metal, can not affect stone, and causes three dice of damage to exposed flesh. If an armored man runs through a black pudding it will eat away his armor in the next turn. Black puddings travel easily on ceilings and walls and can pass through small openings. It can be killed only by fire; other attacks break it up into smaller puddings, thus a magical flaming sword does normal damage to this monster.

Blink Dogs

Move: 120 feet/turn
Hit Dice: 4
Armor Class: 5
Treasure Type: C
Alignment: lawful good
Attacks: 1 bite
Damage: 1-6 points

Blink Dogs resemble African wild dogs, are highly intelligent, travel in packs, and employ a limited teleportation. When attacking they teleport close to the enemy and then reappear 1' to 4' away and attack in the same melee round. This teleporting is known as "blinking" and an instinct prevents a "blink" into a solid object. The entire pack will blink out and not reappear if seriously threatened. They will always attack a displacer beast.

Bugbear

Move: 90 feet/turn
Hit Dice: 3 + 1 hit point
Armor Class: 5
Treasure Type: B
Alignment: chaotic evil

Attacks: 1
Damage: 2-8 points

These creatures are great hairy goblin giants. Despite their size and shambling gait they move very quietly and attack without warning whenever they can. They surprise a party on a roll of 1-3 on a 6-sided die due to their stealth.

Carrion Crawler

Move: 120 feet/turn
Hit Dice: 3 + 1 hit point
Armor Class: 7
Treasure Type: B
Alignment: neutral
Attacks: 8 tentacles
Damage: 0

This scavenger is worm shaped, 9' long, 3 feet high at the head and moves quickly on multiple legs. It can move equally well on the wall or ceiling as on the level. The mouth parts are surrounded by eight tentacles, two feet long, which produce paralysis on touch (i.e. when a hit is made).

Chimera

Move: 120 feet/turn, 180 feet flying
Hit Dice: 9
Armor Class: 4
Treasure Type: F
Alignment: chaotic evil
Attacks: 2 claws + 3 heads = 5
Damage: 1-3/claw
2-8 for goat head
2-8 for lion head
3-12 for dragon head

The chimera has three heads — goat, lion and dragon. It has the forebody of a lion, the hindquarters of a goat and the wings of a dragon. The goat's head gores with its horns, the lion's head bites with its fangs, and the dragon's head can bite or breathe fire (with a 5 inch range and 3 dice of damage). Like a regular dragon, the dragon head will only breathe fire 50% of the time, the other 50% of the time it will bite. If the dragon head breathes fire (3 times/day maximum), the breath has a range of 50 feet and does 3-24 points of damage.

Cockatrice

Move: 90 feet/turn, 180 feet flying
Hit Dice: 5
Armor Class: 6
Treasure Type: D
Alignment: neutral
Attacks: 1
Damage: 1-6 points

A smallish monster with the head, wings and legs of a cock and the tail of a serpent. The cockatrice can fly and it turns opponents to stone with its touch if it scores a hit.

The monster is not intelligent.

Displacer Beast

Move: 150 feet/turn
Hit Dice: 6
Armor Class: 4
Treasure Type: D
Alignment: neutral (evil)
Attacks: 2 tentacles
Damage: 2-8 points each

The displacer beast resembles a puma with six legs and a pair of tentacles which grow from its shoulders. It attacks with the tentacles which have sharp horny edges. It is highly resistant to magic, gets a +2 on its saving throws.

The displacer beasts always appear to be 3 feet from their actual position. This makes the beast harder to hit. Subtract 2 from all attack die rolls against them and add +2 to all saving throws made by the beast.

Djinni

Move: 90 feet/turn, 240 feet flying
Hit Dice: 7 + 1 hit point
Armor Class: 5
Treasure Type: nil
Alignment: neutral
Attacks: 1
Damage: 2-16 hit points

The djinni are intelligent, free-willed air elementals. As such they are quite powerful and highly magical in nature. Although not able to do all of the things credited to them in fairy tales, they can: conjure food that is nutritionally sound, create drinkable beverages, magic soft goods and even wooden objects which have permanence into being, conjure metallic objects which will last for a short time (the harder the metal, the shorter the life, i.e. djinni gold lasts one day, but djinni steel lasts but one turn), create illusions with both visual and audial components which will remain until touched or dispelled magically (the djinni does not need to concentrate upon the illusion to maintain it in existence), make themselves invisible, make themselves gaseous in form, and each djinni is able to form itself into a whirlwind. A djinni whirlwind is a cone with a 10 foot base diameter, a 20 foot diameter at the top, and a height of 30 feet. It takes the djinni 1 full turn to go into this state — or come out of it. A djinni whirlwind will sweep aside and kill all creatures with fewer than two hit dice which it encounters, and it causes 2-12 hit points of damage to all other creatures caught in its path.

A djinni is able to carry up to 6,000 gold pieces in weight without tiring, walking or flying. It is able to carry a double load for a short time — 3 turns walking or 1 turn flying — but must then rest for a turn.

Very great magic-users and exceptionally wise clerics are rumored to be able to command or capture djinni so as to have them as servants.

Doppelganger

Move: 90 feet/turn
Hit Dice: 4

Armor Class: 5
Treasure Type: E
Alignment: chaotic evil/neutral
Attacks: 1
Damage: 1-12 hit points

These amorphous creatures are intelligent and of evil nature. A doppelganger is of mutable form, able to shape itself into the double of any humanoid creature (up to seven or so feet tall) it observes. Once in the likeness of the person it is imitating it will attack. The favorite trick of the doppelganger is to do away with the person whom it is imitating in a manner which does not alert the person's companions. Then, in the role of that individual, the doppelganger will attack the others by surprise, and at great advantage, as the group is engaged in some activity which distracts from its watchfulness, i.e. such as fighting with some other monster.

Sleep and *charm* spells do not affect doppelgangers. All other forms of magical attack are likewise difficult against them, as doppelgangers' saving throw scores are 10 or better against spells and 7 or better against magic wands.

Dragon

Move: 90 feet/turn, 240 feet flying
Hit Dice: variable
Armor Class: 2
Treasure Type: H
Alignment: variable
Attacks: 2 claws + 1 bite — 3
Damage: 1-6/claw, 4-24 per bite

Dragons come in many colors, sizes and shapes. Most are intelligent. Large, old dragons are far too formidable for low level characters to combat, and even young ones are exceedingly dangerous opponents. Of the dozen different kinds found in **ADVANCED DUNGEONS & DRAGONS** only four will be covered here.

Dragon Type	Breath Weapon	Breath Range & Shape	Hit Dice	Alignment
White	cold	80 foot X 30 foot cone	5-7	neutral/ chaotic evil
Black	acid	60 foot X 5 foot line	6-8	chaotic evil/ neutral
Red	fire	90 foot X 30 foot cone	9-11	chaotic evil
Brass	sleep/ fear	70 foot X 20 foot cone/ 50 foot X 40 foot cloud	6-8	neutral/ chaotic good

All dragons are able to use their breath weapons but three times per day, so often they will opt to attack by clawing and biting rather than breathing. To determine if a dragon will opt to breathe or attack otherwise after the first attack (when it always breathes) simply roll a 6-sided die, a score of 3 or less indicates the dragon will attack by claw and fang, while a 4 or better indicates it will breathe.

Cone-shaped breath weapons originate from the dragon's mouth with a 2 foot diameter.

Line-shaped breath weapons originate at the height of the dragon's head at the time of release and travel in a straight line.

Cloud-shaped breath weapons billow forth from the dragon's mouth to a height of 30 feet above the ground.

Hit dice for a dragon are indicative of its overall size, while the number of hit points per hit are an indication of the dragon's age. The number and value of hit dice also equal the damage done by the dragon's breath weapon. First, roll an 8-sided die to determine the overall size of the dragon: 1-2 = small (positively female), 3-6 = medium (equal chances for being male or female), 7-8 = large (positively male). For each type of dragon there is a spread of three hit dice, the lowest figure is for small size, the middle number is for medium size, and the highest is for large sized.

The age, or maturity, of a dragon is determined as follows:

Die Roll	Description and Age of Dragon	Value of Hit Dice and Breathe Weapon
1	very young — 1-5 years	1 hit point per die
2	young — 6-15 years	2 hit points per die
3	sub-adult— 16-25 years	3 hit points per die
4	young adult — 26-50 years	4 hit points per die
5	adult — 51-100 years	5 hit points per die
6	old — 101-150 years	6 hit points per die
7	very old — 151-200 years	7 hit points per die
8	ancient — 201 + years	8 hit points per die

Example: A medium-sized young red dragon has 10 hit dice, and as it is young, each hit die is worth 2 hit points, so it can sustain a maximum of 20 hit points. If it breathes fire it will do a maximum of 20 hit points of damage to all creatures within the cone of fire — those which make their saving throw against dragon breath will take only one-half maximum damage, 10 hit points.

If characters encounter a sleeping dragon they can elect to attempt to subdue it rather than kill it (striking with the flat of weapons or hitting non-vital areas). A dragon is subdued when it has taken subduing hit points equal to its total hit points. In the case above, 20 subduing hit points would subdue the medium-sized young red dragon. However, until it is subdued it will fight normally. Once subdued, a dragon can be sold or forced to serve the character or characters who subdued it. Note that a dragon will stay in a subdued condition for a maximum of one month, and thereafter it will seek to kill its captor(s) and/or escape.

As dragons are intelligent, or semi-intelligent at worst, they will always act to their best advantage in any given situation — bargaining, combat, or in captivity.

The amount of treasure shown for a dragon is a broad generalization. Very young and young dragons are unlikely to have accumulated any wealth. Small dragons will have less than medium-sized or large ones. Dragons with more hit dice — more powerful dragons — will tend to have more treasure than weaker ones. Very old and ancient dragons will usually have more wealth and magic in their hordes.

Saving throws against dragon breath weapons normally reduce damage by one-half. In the case of the brass dragon, the saving throw will indicate whether or not the weapon has any effect. If the dragon breathes a cone of sleep gas, and a victim fails to make his saving throw, he will sleep as if struck by a *sleep* spell, regardless of his level. If the dragon breathes a cloud of fear gas, treat its effects the same as a wand of fear; if the victim fails to make his saving throw he will run away at top speed for 1-3 turns, dropping everything he holds in his haste to flee. In either case, if the saving throw is made the breath weapon will have NO effect.



Dwarf

Move: 60 feet/turn

Hit Dice: 1

Armor Class: 4

Treasure Type: G

Alignment: lawful good 25%, neutral 75%

Attacks: 1

Damage: 1-8 points

These short sturdy folk have been described under characters. For every 40 dwarves (or possibly fewer) there will be one high order dwarf, the leader, who may have magic arms or armor, and be of level 2-7.

Elf

Move: 120 feet/turn

Hit Dice: 1 + 1

Armor Class: 5

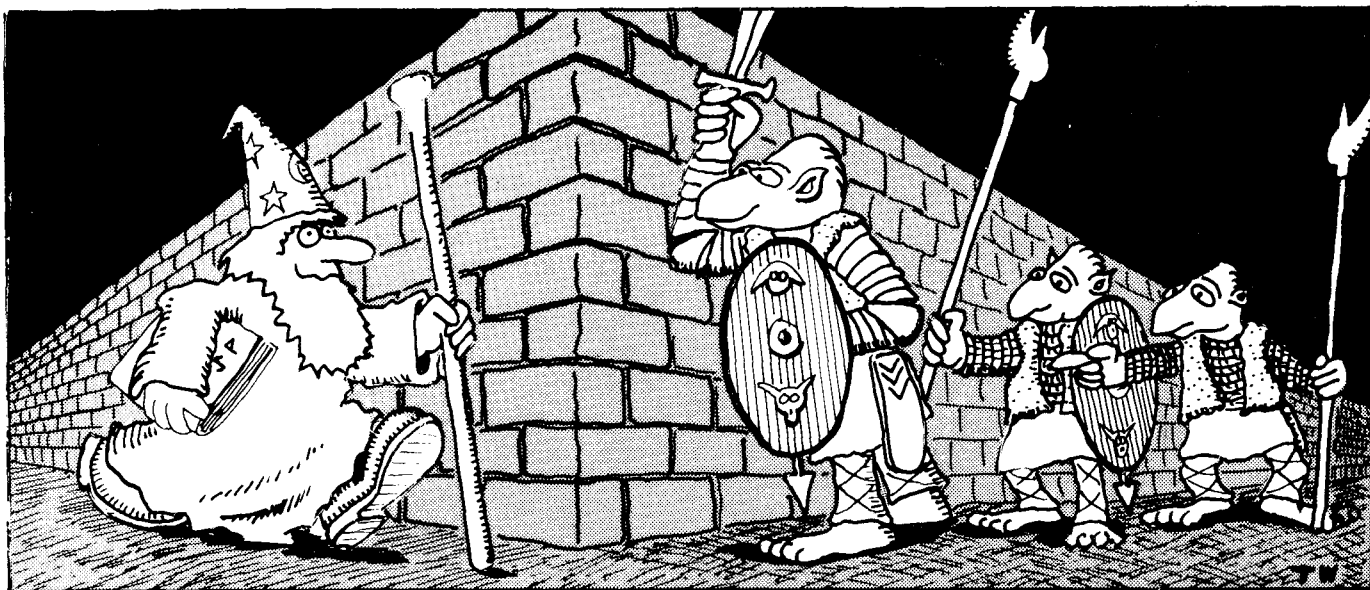
Treasure Types: E

Alignment: chaotic good (some neutral)

Attacks: 1

Damage: 1-10 points

Elves generally are of two sorts, wood elves and high elves. When a group of 50 (or possibly fewer) is encountered, they will have a leader (fighter/magic-user) of 2-4 level/2-8 level ability. They are described in the characters section.



Gargoyle

Move: 90 feet/turn, 150 feet flying
Hit Dice: 4
Armor Class: 5
Treasure Type: C
Alignment: lawful evil
Attacks: 4
Damage: 1 - 4 points each

As depicted in medieval architecture, gargoyles are reptilian, horned, taloned, fanged, winged beasts of hideous aspect. They will attack nearly anything that approaches them and are at least semi-intelligent and cunning. They can only be hit with magic weapons.

Gelatinous Cube

Move: 60 feet/turn
Hit Dice: 4
Armor Class: 8
Treasure Type: variable
Attacks: 1
Damage: 2-8 points

These monsters are shaped like cubes 10 feet or so on a side. They move through rooms and corridors of dungeons at 60 feet/turn, sweeping them clean of all living and dead material. In the process they may pick up indigestible items like gold and gems and carry them within their body. Flesh that comes into contact with the cube is anesthetized unless a saving throw against paralysis is made. The touch of the cube causes 2-8 points of damage as the creature seeks to devour its victim.

The gelatinous cube is subject to fire and normal weapons but not to cold, lightning or most spells.

Ghouls

Move: 90 feet/turn
Hit Dice: 2
Armor Class: 6

Treasure Type: B

Alignment: chaotic evil

Attacks: 3

Damage: 1-3 points

Ghouls are hideous humanoid creatures of bestial aspect who live on dead bodies. Ghouls paralyze any human/humanoid figure they touch except elves who are immune. The character touched gets to make his usual saving throw against paralysis. The ghoul must score a hit on the combat table to deliver its paralyzing blow, which also does regular damage. They otherwise melee in normal fashion and are subject to missile fire and regular weapons.

Giant

Move: 120 feet/turn
Hit Dice: 8-12
Armor Class: 4
Treasure Type: E + 5000 GP
Alignment: variable
Attacks: 1
Damage: variable

Giants can throw rocks like a catapult, range 200 feet with a 20 foot hit area. Each rock does 2 dice of damage to anything it hits. A giant can throw one rock every 5 melee rounds.

There are several ways to calculate catapult (giant) fire. This one is adapted from CHAINMAIL. If figures are being used on a table, the giant estimates the range to his target and throws. The actual distance is then measured. Two six-sided dice of different colors are then rolled. One color is an overshoot and the other an undershoot. To decide which number to use, take the greater. The miss is in inches, shown by the die spots. If they tie the rock lands at the specified range. Anything within 2 inches of the impact is hit. If figures are not used, treat the thrown rock as an arrow or other missile on the combat table.

Giants can be one of many types, including the following:

Giant Type	Hit Dice	Alignment	Lair	Size	Damage	Special Characteristics
Hill Giant	8	N/CE	Cave	12'	2-16	None
Stone Giant	9	N	Cave	14'	3-18	Throws rocks 240 ft. with a 30 ft. impact area.
Frost Giant	10 + 1	N/CE	Castle	16'	4-24	Impervious to cold. Does 2 die + 1 damage perhit.
Fire Giant	11 + 3	N/LE	Castle	12'	5-30	Impervious to fire, 2 dice + 2 damage.
Cloud Giant	12 + 2	N	Castle	18'	6-63	Keen sense of smell, 3 dice damage.
Storm Giant	15	N/CG	Castle, underwater, or mountain	24'	7-42	Can use weather control spell to cause storm. 3 dice + 3 damage.

Giants in castles usually have other monsters there — a hydra, wolves, bears or referee's choice.

Giants encountered outside their lair carry 1000 to 6000 gold pieces as well as rocks for throwing in their capacious shoulder sack.

Giant Tick

Move: 30 feet/turn

Hit Dice: 3

Armor Class: 4

Treasure Type: nil

Attacks: 1

Damage: 1-4 points

These over-grown insects live on blood. A hit indicates that they have attached themselves and will draw 4 hit points worth of blood per melee round until killed or burned. Fire makes them detach themselves. After a hit by a giant tick it is necessary to Cure Disease because the creature's bite carried a disease fatal in 2-8 days. Ticks are ambulatory and pursue prey, but usually drop from the ceiling or trees.

Gnome

Move: 60 feet/turn

Hit Dice: 1

Armor Class: 5

Treasure Type: C

Alignment: chaotic good 75%, neutral 25%

Attacks: 1

Damage: 1-6 points

Gnomes are similar to dwarves, whom they resemble. They are smaller, have longer noses and beards and inhabit low-land and hill burrows rather than mountains. They favor crossbows.

Goblin

Move: 60 feet/turn

Hit Dice: 1 - 1 point (but always at least 1)

Armor Class: 6

Treasure Class: L

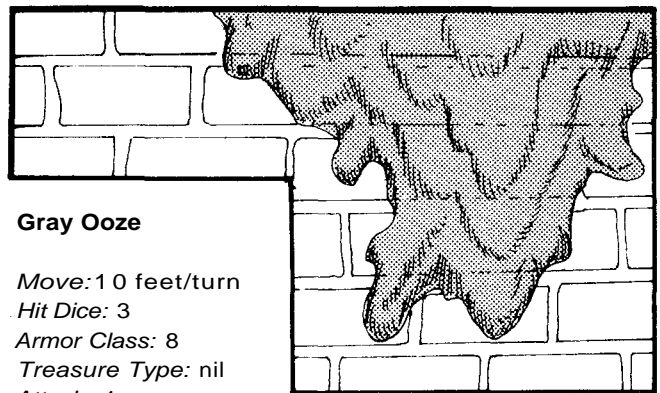
Alignment: lawful evil

Attacks: 1

Damage: 1-6 points

Goblins fight at -1 off their attack die roll in full daylight. They can see in the dark. They always attack dwarves on sight.

In the goblin lair there will be a goblin king who fights as a hobgoblin. He has a bodyguard of 5-30 goblins who also fight as hobgoblins. They are large and fearless, fight at full strength under all conditions and take nothing off their hit die, in dark or light.



Gray Ooze

Move: 10 feet/turn

Hit Dice: 3

Armor Class: 8

Treasure Type: nil

Attacks: 1

Damage: 2-16 points

This seeping horror resembles wet stone and is difficult to detect. It can corrode metal in one turn. It does two 8-sided dice of damage to exposed flesh every turn it is in contact with it. It is impervious to cold and fire but can be killed by weapons and lightning. It moves only 10 feet per turn.

Green Slime

Move: 0

Hit Dice: 2

Armor Class: can always be hit

Treasure Type: nil

Attacks: 1

Damage: special

Non-mobile, this horror can be killed by fire or cold but is unaffected by other weapons. It eats away wood and metal, but not stone. Once in contact with flesh it sticks and penetrates in one turn, turning the flesh into green slime. It can not be scraped off but must be excised or treated with a Cure Disease spell. It often drops from high places, such as ceilings.

Griffon

Move: 120 feet/turn, 300 feet flying
Hit Dice: 7
Armor Class: 5
Treasure Type: E
Alignment: neutral
Attacks: 2 claws + 1 bite — 3
Damage: 1-4/claw, 2-16/bite

The griffon is a fierce, swift, and loyal steed with the wings, head and forelimbs of a giant eagle and the hindquarters of a lion. It will, however, always attack horses, being extremely fond of horseflesh, and can not be brought within 360 feet of horses. Wild griffons attack anyone who comes close to their nest.

Harpy

Move: 60 feet/turn, 150 feet flying
Hit Dice: 3
Armor Class: 7
Treasure Type: C
Alignment: chaotic evil
Attacks: 2 claws + 1 weapon
Damage: 1-4/attack

This creature has the lower body of an eagle and the upper torso and head of a woman. By their singing they lure men to them, their touch then charms them and they are killed and devoured. Any creature hearing the harpy song must make its saving throw against spells or be drawn irresistably to his doom!

Hell Hound

Move: 120 feet/turn
Hit Dice: 3-7
Armor Class: 4
Treasure Type: C
Alignment: lawful evil
Attacks: 1 bite
Damage: 1-6 points

Large reddish-brown hounds who can breathe fire, causing 3-7 6-sided dice of damage (equal in number to the hounds' hit dice). They can usually detect hidden invisible objects or creatures. Range of the fire breath is only five feet and is treated as a blow on the combat table, with special damage done per hit.

Hippogriff

Move: 180 feet/turn, 360 feet flying
Hit Dice: 3 + 1
Armor Class: CM, 5
Treasure Type: nil
Alignment: neutral
Attacks: 2 claws + 1 bite = 3
Damage: 1-6/claw, 1-10/bite

Having the foreparts of a great eagle and the hind-quarters of a horse, the hippogriff is a fierce fighter, attacking with claws and beak. They can be used as steeds but will not herd with pegasi, and the two will

normally fight each other:

Hobgoblin

Move: 90 feet/turn
Hit Dice: 1 + 1 hit point
Armor Class: 6
Treasure Type: D
Alignment: lawful evil
Attacks: 1
Damage: 1-8 points

A hobgoblin king and his bodyguard of 1-4 all fight as ogres. Hobgoblins are big, powerful goblinoids, and their morale (such as a saving throw against fear) is always a +1.

Horse

Move: see below
Hit Dice: 2 to 3
Armor Class: 7, unless wearing barding (horse armor)

Light horses hit move 240 feet/turn and have 2 hit dice.

Medium horses move 180 feet and have 2 + 1 hit dice.

Heavy war horses move 120 feet and have 3 hit dice.

Draft horses and mules move 120 feet and have 2 + 1 hit die.

Mules can often be taken into dungeons and they can carry 3,500 gold pieces. Horses can usually carry more, but lack the ability and calm necessary for dungeon expeditions.

Hydra

Move: 120 feet/turn
Hit Dice: varies with number of heads
Armor Class: 5
Treasure Type: B
Alignment: neutral
Attacks: 1/head
Damage: 1-6 points/head

Unlike the standard mythological concept of the Hydra as a snake with many heads, this beast is dinosaur-like with many heads. Each head is represented by one hit die of 6 points, so a three headed hydra has 18 hit points, a 6 headed one, 36. When six hit points are scored against the beast, one head has been killed. The hydra will continue to attack, however, if it has one head left, and usually all the heads attack at once, so it takes multiple bites every melee round.

Kobold

Move: 120 feet/turn
Hit Dice: 1/2 (1-4 hit points each)
Armor Class: 7
Treasure Type: J
Alignment: lawful evil
Attacks: 1
Damage: 1-4

These evil dwarf-like creatures behave much like goblins, but are less powerful. A chieftain fights like a gnoll, as does his bodyguard of 1-6. Kobolds are highly resistant to magic and get a +3 on all saving throw dice except dragon breath. They have infravision.

Lizard Man

Move: 60 feet/120 feet in water

Hit Dice: 2 + 1 hit point

Armor Class: 5

Treasure Type: D

Alignment: neutral

Attacks: 1

Damage: 1-8

These aquatic monsters will capture men in order to take them to the tribal lair for a feast, with the man served as the main course! They are at least semi-intelligent and use weapons such as spears and clubs.

Lycanthrope

Move: see below

Hit Dice: see below

Armor Class: see below

Treasure Type: C

Alignment: see below

Attacks: 1

Damage: variable

There are many types of were-creatures, since the legend usually centers around the most dangerous and terrifying animal known. Thus we find were-wolves in Europe, were-tigers in India, were-leopards in Africa and were-sharks in Polynesia. The commonest types found in dungeons are:

Lycanthrope	Move	Hit Dice	Armor Class	Alignment	Damage
Wereboar	120'	4 + 1	4	neutral/chaotic good	2-12
Wererat	120'	3	7	neutral/lawful evil	1-6
Werbear	90'	6	2	neutral/chaotic good	3-24
Weretiger	120'	5	3	neutral/chaotic evil	3-18
Werewolf	150'	4	5	neutral/lawful evil	2-8

All were-creatures are unaffected by normal weapons. Silver and magic weapons score normal hits on them. Some lycanthropes must spend part of the time in human form (referee's discretion) and are vulnerable to all weapons in that form. All were-creatures are repelled by wolfsbane.

Anyone seriously wounded by a lycanthrope (50% of possible hit points) will become a lycanthrope in 2-24 days unless treated with a Cure Disease spell by a cleric.

Lycanthropes will often assume their human form to deceive their victims.

All were-creatures are intelligent in their animal form. Werbears are often good and may render assistance. Wererats spend much of their time in a giant part-rat, part-human form. They can move more silently, and can summon 10 to 100 rats as a vampire.

Manticore

Move: 120 feet/fly 180 feet/turn

Hit Dice: 6 + 1 hit point

Armor Class: 4

Treasure Type: D

Alignment: lawful evil

Attacks: 2 claws + 1 bite

Damage: 1-6 each

A huge lion-bodied monstrosity with a human face, dragon wings, and a tail full of iron spikes. There are 24 spikes in a manticore's tail and they can be fired, 6 at a time, like crossbow bolts with an 180 foot range. Their favorite prey is man.

Medusa

Move: 90 feet

Hit Dice: 4

Armor Class: 8

Treasure Type: F

Alignment: lawful evil

Attacks: 1

Damage: 1-6 hit points

Human of form with the living bodies of snakes (asps) growing from its head instead of hair. This monster is usually female. The gaze of the medusa turns creatures to stone, the bite of the asps on its head is poisonous and it will attempt to beguile victims into looking at it. It can be looked at in a mirror without harm, and if it sees its own gaze in a mirror, it is turned to stone.

Minotaur

Move: 120 feet/turn

Hit Dice: 6

Armor Class: 6

Treasure Type: C

Alignment: lawful evil

Attacks: 2 horns + 1 bite

Damage: 1-6 each

The minotaur is a bull-headed man (and all of us who have debated game rules are well acquainted with such). They are bigger than human size and are man-eaters. They will always attack and pursue as long as their prey is in sight. They usually inhabit tunnels, mazes and labyrinths.

Mummy

Move: 60 feet/turn
Hit Dice: 5 + 1 point
Armor Class: 5
Treasure Type: D
Alignment: lawful evil
Attacks: 1
Damage: 1-12 hit points

Mummies are also members of the undead. They do not drain life levels, but their touch (if they make a hit) causes the dreaded rotting mummy disease which makes wounds take ten times the usual rate of healing. A cleric can reduce this healing time to only twice normal with a *cure disease* spell if it is administered within an hour.

Only magic weapons can hit mummies, and they take only half damage from a hit. Note, however, that mummies are vulnerable to fire, including the ordinary kinds such as a torch.

When a mummy is first seen a saving throw vs. a spell must be made or the individual is paralyzed with fear and cannot move until the mummy strikes him or another member of the party. If the party numbers above 5 each member gains a +2 on his saving throw, as their numbers help dispel fear.

Nixie

Move: 60 feet/turn, 120 feet swimming
Hit Dice: 1
Armor Class: 7
Treasure Type: B
Alignment: neutral
Attacks: 1
Damage: 1-4

These water sprites will attempt to charm humans, lure them under water and enslave them for one year. For every 10 nixies seen, one *charm person* spell will be thrown on the party. They carry javelins and daggers and travel in the water with 10-100 fierce large fish.

Ochre Jelly

Move: 30 feet/turn
Hit Dice: 5
Armor Class: 8
Treasure Type: nil
Attacks: 1
Damage: 2-12 hit points

Ochre jelly is a giant amoeba which can only be killed by fire or cold. It is, of course, ochre colored. Hits with weapons or lightning merely make it into several smaller ochre jellies. It does 2 dice of damage per turn to exposed flesh but can not eat through metal or stone. It will destroy wood, leather or cloth and it seeps through small cracks easily.

Ogre

Move: 90 feet/turn
Hit Dice: 4 + 1 hit point
Armor Class: 6

Treasure Type: C + 1000 gold pieces
Alignment: chaotic evil
Attacks: 1
Damage: 1-10 hit points

These large and fearsome humanoid monsters range from 7 to 10 feet in height and are of various disgusting colors. Encountered outside of their "lair" they will be carrying 100-600 gold pieces each in their giant-like sacks.

Orc

Move: 90 feet/turn
Hit Dice: 1
Armor Class: 7
Treasure Type: D
Alignment: chaotic evil
Attacks: 1
Damage: 1-6 points

There are many tribes or nations of orcs. Members of different orc tribes cooperate poorly and attack members of another tribe on sight unless under a strong commander.

In large numbers they are likely to be accompanied by more powerful creatures. For every 100 orcs the chances are:

1-6 ogres	20%
1-4 trolls	10%

In full daylight orcs suffer a -1 off their attack dice.

Owl Bear

Move: 120 feet/turn
Hit Dice: 5
Armor Class: 5
Treasure Type: C
Alignment: neutral
Attacks: 3
Damage: 1-8 each

These are huge bears with the heads of owls. A male will stand 8 feet tall, weigh 1,500 pounds and have claws 2" long. Owl bears have ugly dispositions and will attack with beak, claw and bear-hug.

Pegasi

Move: 240 feet, fly 480 feet/turn
Hit Dice: 2 + 2 points
Armor Class: 6
Treasure Type: nil
Alignment: lawful good
Attacks: 2
Damage: 1-8 each

Winged horses are wild and shy and difficult to capture. They will serve only lawful good characters and fight as a heavy war horse.

Pixie

Move: 90 feet, fly 180 feet/turn
Hit Dice: 1

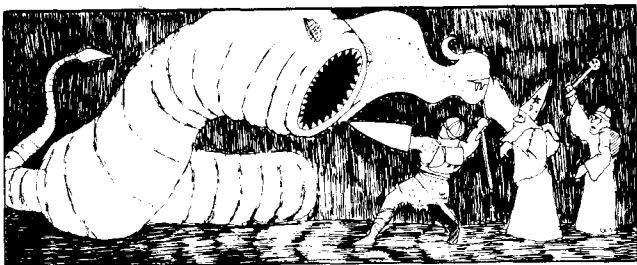
Armor Class: 3
Treasure Type: R + S
Alignment: neutral/chaotic good
Attacks: 1
Damage: 1-4

Small air sprites who are invisible unless they want to be seen or have a detect invisible spell thrown against them. Unlike most invisible creatures, they can attack while invisible, and always gain surprise on attacking. After that surprise wears off and defenders note minor shadows and air distortions caused by the pixies. They can fly for three turns, then must rest a turn. They use short bows, small spears, and daggers. Their royalty are powerful magic-users. All are friendly with elves and fairies.

Purple Worm

Move: 60 feet/turn
Hit Dice: 15
Armor Class: 6
Treasure Type: D
Alignment: neutral
Attacks: 2
Damage: 2-12 each

These huge and hungry monsters lurk nearly everywhere beneath the surface of the earth. Some reach a length of 50 feet and a diameter of 10 feet. There is a poisonous sting at the tail, and if it hits a saving throw vs. poison must be made. Its mouth is the more fearsome weapon for it is able to swallow opponents in a single gulp. Any hit more than 2 over the minimum necessary to hit indicates the purple worm has swallowed its victim. In six turns the swallowed creature will be dead, in twelve it will be digested and unrecoverable. Purple worms are unintelligent and always attack.



Rust Monster

Move: 120 feet/turn
Hit Dice: 5
Armor Class: 2
Treasure Type: nil
Alignment: neutral
Attacks: 1
Damage: 0

This inoffensive looking little creature is the bane of anyone wearing metal. Hits by a rust monster or hits delivered to one cause armor and weapons, even magic weapons, to rust instantaneously. The creature is fast and attracted by the smell of metal. It eats the rust and corroded metal created by its anti-metallic attack.

Shadow

Move: 90 feet/turn
Hit Dice: 2 + 2 hit points
Armor Class: 7
Treasure Type: F
Alignment: lawful evil
Attacks: 1
Damage: 1-4

Non-corporeal intelligent creatures who can be harmed only by magic weapons. Their touch, should they score a hit, also drains 1 point of strength (for 8 turns). If a creature is brought to 0 points it becomes a shadow.

Shadows are not turned by clerics nor are they affected by *sleep* or *charm* spells.

Skeleton

Move: 60 feet/turn
Hit Dice: 1/2 (1-4 hit points)
Armor Class: 8
Treasure Type: nil
Alignment: neutral
Attacks: 1
Damage: 1-6 hit points

Animated skeletons act only under instructions of their motivator, an evil magic-user or cleric. They are commonly found near graveyards, dungeons, or deserted places but may be located elsewhere to guard a treasure. They do not have any treasure of their own. They can be dispelled by a good cleric but will otherwise always attack until totally wiped out. They are members of the "undead" and therefore unaffected by *sleep*, *charm* and *mind reading* spells. They usually make no noise since they do not move unless they are attacking.

Spectre

Move: 150 feet, fly 300 feet/turn
Hit Dice: 6
Armor Class: 2
Treasure Type: E
Alignment: lawful evil
Attacks: 1
Damage: 1-8 hit points

These monsters have no corporeal body and are totally impervious to all normal weaponry including silver-tipped arrows. The "Nazgul" of Tolkien fall into this category. They drain two life energy levels each time they score a hit. Men-types killed by a spectre become low-strength spectres under the control of the one who made them. Magical weapons score full hits on spectres.

Stirge

Move: 180 feet/turn
Hit Dice: 1
Armor Class: 7
Treasure Type: Q
Alignment: neutral
Attacks: 1
Damage: 1-3 hit points

Large bird-like creatures with long proboscises, rather like feathered ant-eaters. A hit scored by a stirge indicates that it has attached itself to its prey in order to suck its blood, and it will drain blood at a rate of 1-4 hit points per melee round thereafter. The stirge will continue to bloat itself with blood until killed or until its prey is a bloodless corpse. Attacks at +2 on all die rolls.

Troll

Move: 120 feet/turn
Hit Dice: 6 + 3 hit points
Armor Class: 6
Treasure Type: D
Alignment: chaotic evil
Attacks: 2 claws + 1 bite
Damage: 1-6 each

Thin and rubbery, loathsome trolls are able to regenerate, even if cut to pieces. The only way to prevent the regeneration is to burn the dead bodies or immerse them in acid. Trolls regenerate at a rate of 3 hit points per turn, beginning in the third melee round after they have been injured. They will resume combat when they have regenerated to 6 or more hit points.

Although they have the strength of ogres, they attack with talons and fangs and do only 1 die of damage per hit.

Unicorn

Move: 240 feet plus magical movement (below)
Hit Dice: 4
Armor Class: 2
Treasure Type: nil
Alignment: lawful good
Attacks: 2 hooves, 1 horn
Damage: 1-8 each

Unicorns are fierce and elusive. Only a pure maiden (in the strictest sense of the term) can subdue and ride them. They typically avoid humans. Unicorns attack as a mounted lance or spear and as a heavy horse. They can run 240 feet per turn or magically transport themselves and a rider 360 feet instantaneously through a *dimension door* spell once per day. They resist all magic on a roll of 8 or better on a 20-sided die.

Vampire

Move: 120 feet, can fly 180 feet/turn in bat form
Hit Dice: 7-9
Armor Class: 2
Treasure Type: F
Alignment: lawful evil
Attacks: 1
Damage: 1-10 hitpoints

Vampires drain two life energy levels, as do spectres, when they hit an opponent in combat. Magic weapons score full hits against them, but if their hit points are reduced to zero they merely assume a gaseous form and escape. They regenerate hit points beginning immediately on being hit and at a rate of 3 hit points per turn.

Vampires can only be killed by being impaled through the heart with a wooden stick, exposed to direct sunlight or immersed in running water. Silver weapons have no effect.

Vampires cast no reflection in a mirror and they withdraw from garlic, a mirror, or a cross (or similar holy symbol) if it is strongly presented. All vampires, regardless of religious background, are affected by the cross which is sovereign against them. They will not flee these symbols, but it can keep them from their intended victim if interposed between the vampire and its prey.

Men-types killed by a vampire become vampires under the control of the one who made them. Vampires can also call up 10 to 100 rats or 3 to 18 wolves to their aid. They can polymorph themselves into gaseous form or into a huge bat at will.

Vampires charm men-types by looking into their eyes (treat as a *charm* spell with a minus 2 on the victim's saving throw against the spell).

Werewolf, etc. — see Lycanthrope

Wight

Move: 90 feet/turn
Hit Dice: 3
Armor Class: 5
Treasure Type: B
Alignment: lawful evil
Attacks: 1
Damage: 0

Barrow wights (as per Tolkien) are nasty nearly immaterial creatures who drain away life energy levels when they score a hit in melee, one level per hit. Thus, a third level fighter would drop to second, losing hit die. An opponent totally drained of life energy by a wight becomes a wight under the control of the draining creature.

Normal weapons have no effects on wights. Silver tipped arrows score normal damage and magic arrows double damage against them.

Magic weapons of other types score full damage and those with a special bonus add the bonus to the number of hit points inflicted on the wight per hit.

Wraith

Move: 120 feet, fly 240 feet/turn
Hit Dice: 4
Armor Class: 3
Treasure Type: E
Alignment: lawful evil
Attacks: 1
Damage: 1-6 hit points

These monsters are immaterial and drain life energy, 1 level per hit. They are like wights, but have more hit dice and are harder to hit.

Silver tipped arrows score $\frac{1}{2}$ die of damage. Magic arrows score only normal damage. They are impervious to normal weapons.

Yellow Mold

Move: non-mobile

Hit Dice: 2 per 10 square feet of mold

Armor Class: always hit

Treasure Type: nil

Attacks: 0

Damage: 1-6 hit points

This deadly fungus can be killed only by fire. It does one die of damage to exposed flesh and eats through wood or leather but does not harm metal or stone. Its worst threat is its spores. Rough contact with yellow mold has a 50% chance of releasing a cloud of asphyxiating spores 10' X 10' X 10'. All those caught within must make a saving throw against poison or be killed.

Zombie

Move: 120 feet/turn

Hit Dice: 2

Armor Class: 8

Treasure Type: nil

Alignment: neutral

Attacks: 1

Damage: 1-8

Corpses animated by the will of some evil magic-user or evil cleric. They may be placed to guard some item, but have no treasure of their own. They can be dispelled by a lawful cleric and destroyed by normal weapons. They are immune to spells of *sleep*, *charm* and *ESP* and make no noise until they attack. By nature they are slow, getting only one attack every other melee round.

TREASURE

As can be seen from the *MONSTERS* section, many monsters carry treasure or secrete it in their "lair," cave, or dungeon room. The treasure types are listed in the table below and descriptions and additional tables are given later. There are many more magical and wondrous items described in **ADVANCED DUNGEONS & DRAGONS**, and the Dungeon Master can easily invent treasure items of his own. The tables are designed to maintain some sort of balance between the value of the dungeon's treasures and the risks involved in obtaining it. It is highly recommended, for this reason, that neophyte Dungeon Masters use the tables.

BASE TREASURE VALUES

Coins:

1 copper piece (CP) equals 1/50 gold piece

1 silver piece (SP) equals 1/10 gold piece

1 electrum piece (EP) equals 1/2 gold piece

1 platinum piece (PP) equals 5/1 gold piece

or:

5 copper pieces equals 1 silver piece

10 silver pieces equals 1 gold piece

2 electrum pieces equals 1 gold piece

5 gold pieces equals 1 platinum piece

Gems:

The base value of gems is determined by rolling percentile dice to generate a random number from 01-00:

01-20	base value is —	10 gold pieces
21-45		50 gold pieces
46-75		100 gold pieces
76-95		500 gold pieces
96-00		1000 gold pieces

For every gem found roll a 6-sided die. Each 1 rolled indicates the gem is of the next higher value, up to a maximum of 1,000 gold pieces.

Jewelry:

Jewelry is worth from 300-1,800 gold pieces per piece. Roll three 6-sided dice to determine the value of each piece of jewelry.

Damaged jewelry is worth only one-half the value obtained by the dice. Jewelry is damaged by such things as very hot fire (such as a fire ball from a magic wand), lightning bolts, smashing, and similar rough treatment.

Use of the Treasure Table

Under each category of treasure is a possible number and a percentage. This means that, for example, Treasure Type A will contain between 1 to 6 thousand silver pieces 30% of the time. To use this information, after deciding to place a monster in a dungeon and have it guard a Type A treasure (from the Monster List), the Dungeon Master rolls two 20-sided dice and reads them off as a percentage. For the silver, anything rolled 30 or less means that silver is present. A six-sided die is then rolled to see how many thousands of silver pieces will be present. The Dungeon Master records this so that the players, when they reach the treasure, can be immediately told what they have found. It must be stressed that treasures shown are very large and generally only for use when large numbers of monsters are encountered.

Maps and Magic Categories

"Any" means the treasure may contain a map or a magic item. Roll of two 20-sided dice giving a "percentage" of 76 or higher means a map, lower than 76, a magic item from the lists described next. Maps must be made up by the Dungeon Master in advance, showing the location of treasures in the dungeon or its vicinity. Such treasures would be guarded by appropriate monsters and the maps need not be complete, entirely accurate, or might be written as a riddle, etc.

Magic items may be swords, other weapons, potions, scrolls, rings, wands or staves, or miscellaneous magical items. The die rolls to determine the items are given below.



TREASURE TABLE

Type	1000's of Copper	1000's of Silver	1000's of Electrum	1000's of Gold	1000's of Platinum	Gems and Jewelry*	Maps or Magic
A	1-6:25%	1-6:30%	1-4:20%	2-12:35%	1-4:25%	6-36:50%	30%: any 3
B	1-8:50%	1-6:25%	1-4:25%	1-3:25%	nil	1-6:25%	10%: weapon, armor, or misc. weapon
C	1-12:20%	1-4:30%	1-4:10%	nil	nil	1-4:25%	10%: any 2
D	1-8:10%	1-12:15%	nil	1-6:60%	nil	1-8:30%	15%: any 2 + 1 potion
E	1-10:05%	1-12:30%	1-4:25%	1-8:25%	nil	1-10:10%	25%: any 3 + 1 scroll
F	nil	2-20:10%	1-8:20%	1-12:45%	1-6:30%	2-24:20% 1-12:10%	30%: no weapons, any other 3 + 1 potion and 1 scroll
G	nil	nil	nil	10-40:50%	1-12:50%	3-18:25% 1-10:25%	35%: any 4 + 1 scroll
H	3-24:25%	1-100:50%	10-40:50%	10-60:50%	10-40:25%	1-100:50% 10-40:50%	15%: any 4 + 1 potion and 1 scroll
I	nil	nil	nil	nil	3-18:30%	2-16:50%	15%: any 1
J	3-24 pieces per individual	nil	nil	nil	nil	nil	nil
K	nil	3-18 pieces per individual	nil	nil	nil	nil	nil
L	nil	nil	2-12 pieces per individual	nil	nil	nil	nil
M	nil	nil	nil	2-8 pieces per individual	nil	nil	nil
N	nil	nil	nil	nil	1-6 pieces per individual	nil	nil
O	1-4:25%	1-3:10%	nil	nil	nil	nil	nil
P	nil	1-6:30%	1-2:10%	nil	nil	nil	nil
Q	nil	nil	nil	nil	nil	1-4:50% nil	nil
R	nil	nil	nil	2-8:40%	10-60:50%	5-20:55% 2-12:45%	nil
S	nil	nil	nil	nil	nil	nil	40%: 2-8 potions
T	nil	nil	nil	nil	nil	nil	50%: 1-4 scrolls

*Roll for each category (Gems and Jewelry), probability shown if different for either category.

Magic Items Die Roll

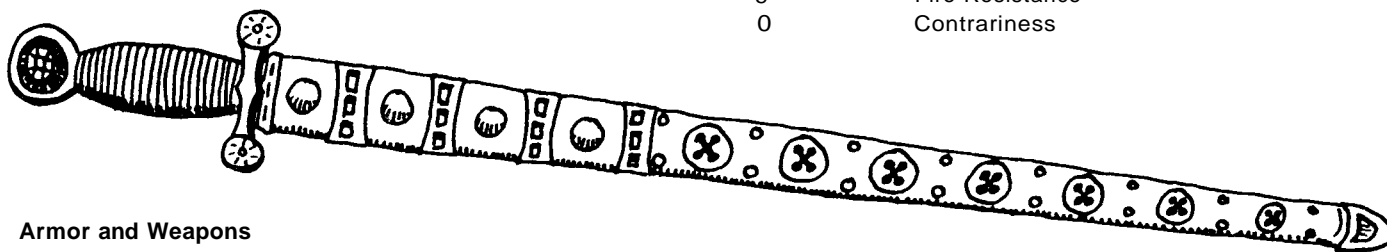
01-20	Sword
21-40	Other Weapons and Armor
41-65	Potion
66-85	Scroll
86-90	Ring
91-95	Wand or Staff
96-00	Miscellaneous Magic

Once the category of magic items is determined (from the table or a die roll), go to the appropriate table below and roll a 20-sided die for identification of the item. Magic items are described in the next section.

Swords

Die Roll

1	Sword +1
2	Sword +1, +2 against Lycanthropes
3	Sword +1, Flaming, +2 against Trolls, +3 against Undead
4	Sword +2
5	Sword +1, Locating Object Ability
6	Sword +1, +3 against Dragons
7	Sword +1, +2 against Magic-users and Enchanted Monsters
8	Sword +3
9	Sword -1 Cursed
0	Sword -2 Cursed



Armor and Weapons

1	Shield +1
2	Armor +1
3	10 Magic Arrows +1
4	Magic Bow +1
5	Dagger +1 against man-sized opponents, +2 vs. goblins and kobolds.
6	Dagger +2 against man-sized opponents, +3 vs. orcs, goblins and kobolds
7	Axe +1
8	War Hammer +1
9	Spear +1
0	Cursed Armor, looks like +1 Armor but adds +2 to opponent likelihood of hitting the wearer!

Potions

1	Growth
2	Diminution
3	Giant Strength
4	Invisibility
5	Gaseous Form
6	Speed
7	Flying
8	Delusion
9	Poison
0	Healing

Scrolls

Scrolls may contain any of the spells previously described, under Spells or described here as *potions, rings, wands, etc.*

1	Any one spell
2	Any two spells
3	Any three spells
4	Cursed scrolls, curse affects the reader immediately
5	Protection from lycanthropes
6	Protection from undead
7	Protection from magic
8	Any potion spell except delusion or poison
9	Any ring spell except wishes or regeneration
0	Any wand spell

Rings

1	Invisibility
2	Animal Control
3	Plant Control
4	Weakness
5	Protection +1
6	Three Wishes
7	Regeneration
8	Water Walking
9	Fire Resistance
0	Contrariness

Wands and Staves

1	Wand of Magic Detection
2	Wand of Secret Door & Trap Detection
3	Wand of Fear
4	Wand of Cold
5	Wand of Paralyzation
6	Wand of Fire Ball
7	Staff of Healing
8	Snake Staff
9	Staff of Striking
0	Rod of Cancellation

Miscellaneous Magic Items

1	Crystal Ball
2	Medallion of ESP
3	Bag of Holding
4	Elven Cloak and Boots
5	Broom of Flying
6	Helm of Telepathy
7	Bag of Devouring
8	Helm of Evil/Good
9	Rope of Climbing
0	Gauntlets of Ogre Power

EXPLANATION OF MAGICAL ITEMS

Magical Weapons

Weapons with a plus after them are magical and the user adds the plus to his die roll for a hit. In addition some monsters can only be injured by magical weapons. Some magic weapons also do additional damage besides increasing the probability of a hit. Any sword that is +2 or +3 against particular opponents (trolls, undead, etc.) does the indicated additional damage. Any magic arrow, in addition to being +1 on their chance of scoring a hit, also does +1 additional damage, unless specified otherwise due to the type of monster being shot. Magic bows merely confer +1 on the probability of a hit, the arrows do no additional damage. A magic arrow shot from a magic bow has a +2 probability of a hit. Magical weapons other than swords always add their bonus to both hit probability and to the points of damage scored. Thus, a War Hammer +2 adds to the chance of hitting and also does 2 additional hit points when it does strike. Magic armor and shields subtract their bonus from any attacker's ability to hit the wearer. Cursed armor increases the probability that the wearer will be hit by anyone attacking him.

Magical Potions

Potions will affect anyone who takes them. Some method of detecting the effects of the potion must be found. If the characters lack a detect magic spell, they may dare a tiny sip to see what the result may be. This would leave enough potion to accomplish its complete effect. Most potions come in small vials or flasks containing a single dose. The effects of most potions last somewhat longer than 6 turns. The Dungeon Master rolls a secret die to determine the number of additional turns and only informs the player when the effect of the potion has worn off.

Growth — A full dose will cause anyone to reach 30 feet in height. Partial doses can be taken.

Diminution — A full dose reduces anyone taking it to 6 inches in height.

Giant Strength — Confers the full advantages of stone giant prowess, including doing 3-18 points of damage when scoring a hit, and having the same hit probability as a stone giant.

Invisibility - Acts like an invisibility spell except that the duration is determined as above.

Gaseous Form — the user's body assumes gaseous form, his weapons and armor drop off and he can penetrate any barrier which is not airtight. User retains cohesion and control over his new gaseous body.

Haste — User moves at twice normal speed and can deliver twice the usual number of blows during combat for the durations of the potion effect.

Fly — User can fly at will up to 120 feet per turn until the potion wears off.

Poison — The Dungeon Master will, on careful questioning, give a hint that the potion is dangerous. If taken, the character is allowed his saving throw against poison.

Delusion — Causes the user to think he has undergone the effect of any of the other potions on this list, whichever he seems to desire. In actuality, nothing happens to him.

Healing — Like a healing spell, repairs a six-sided die + 1 number of points of damage.

Scrolls

Select the spells from the appropriate list by some random method. The spells written on the scrolls can be read only by magic-users, except for the protection spells. The scroll can be used only once, the words fade from the scroll if it is read, leaving it blank. The magic-user can carefully unroll the top of the scroll and read the title without setting off the spell. The exception is the curse, which takes effect immediately when the scroll is first opened. The curse may change the reader of the scroll into a toad or an insect, or it may teleport to him an enraged monster chosen from the appropriate list by the Dungeon Master. The reader of the cursed scroll is allowed his saving throw to see if the curse takes effect. Protection scrolls can be read by anybody. They ring the reader and anyone near him with a 10 foot circle of protection against the specified evil which lasts for six turns. The sphere of protection from magic does not allow spells to be projected out of it anymore than it allows them to be projected into it.

Rings

Rings must be worn to take effect so a ring can be carried and put on only when desired. Only one magic ring can be worn on each hand. Rings can be used by anyone.

Invisibility — the invisibility lasts as long as the ring is worn. If the wearer attacks anything, however, he becomes visible and remains visible during any hostile action.

Animal Control — allows the wearer to command 3-18 small animals, 2-16 medium-sized animals or 1-6 large ones. The effect lasts indefinitely, so long as the wearer concentrates upon the control.

Plant Control — allows the wearer to control plants, including fungi, 1-6 in number if large, or a 10 X 10 foot area of ground covered with plants or grasses, but concentration must be maintained.

Weakness — affects the wearer immediately when it is placed on the finger, and it cannot be removed without a cleric's *remove curse* spell. Each turn the wearer of the ring becomes 10% weaker until he is at only one-half his normal strength. Weakness is reflected in defense, attack, and carrying ability. The only good thing about this ring is that there is a 5% chance that the curse will work in reverse when it is first put on, thus making the wearer *stronger* (up to the maximum 18,

naturally). A weakness ring which does not work in reverse will never do so, but one which does work in reverse for one person still has a 95% chance for causing weakness in any other who wears it.

Protection + 1 — serves as plate armor +1, and adds +1 to all saving throws.

Three Wishes — the wishes of the ring must be limited in power in order to maintain the balance of the game. This requires the utmost discretion on the part of the Dungeon Master. Greedy characters will typically ask for more wishes. The Dungeon Master should put that character in an endless closed time loop, moving him back to the time he first obtained the ring. Wishes for powerful items or great treasure should, if possible, be granted in such a way that they are of no benefit to the wisher. Wishes that unfortunate adventures had not happened should be granted. Often absolutely literal fulfillment of the wish wording is sufficient to limit its beneficial effects.

Regeneration — regenerates injury to the wearer at a rate of 1 hit point per turn, even if the wearer is killed and dismembered, unless the ring wearer is treated as a troll.

Water Walking — allows the wearer to walk on the surface of any body of water.

Fire Resistance — normal fires will have no effect on the wearer of this ring. Adds +2 to saving throws against fire balls or dragon fire and subtracts 1 hit point from each die of damage done by them.

Contrariness — the wearer will not wish to remove this ring and it cannot be removed without a remove curse spell (third level clerical spell). Causes the wearer to do the exact (or nearly exact) opposite of normal or of what is requested. If, for example, the wearer is told to not kill himself, he will agree — and instead attempt to kill the person suggesting he not kill himself.

Wands and Staves

Wands that have projectiles or rays are considered to do six 6-sided dice of damage and to have 100 charges or projectiles. Wands and staves can be used only by magic-users, or, when specified, by clerics.

Wand of Magic Detection — when held, the wand causes any magic item within 20 feet to glow or otherwise signal its presence.

Wand of Secret Doors and Trap Detection — the wand gives warning or points to any hidden door, panel, trap, etc. within 20 feet.

Wand of Fear — This wand can effect all creatures in a cone shaped area emanating from it, 60 feet long and 30 feet wide at the base. All within must make their saving throw or be panicked and flee, dropping everything they are holding and running away at top speed for 1-3 turns.

Wand of Cold — creates a cone shaped area of cold the

same dimensions as the fear wand. Creatures that make their saving throw take half damage.

Wand of Paralyzation — Projects a ray the same dimensions as the fear wand. Those not making their throws are paralyzed for 6 turns.

Wand of Fire Balls — On activation, the wand produces a fire ball which will travel any distance, up to 240 feet, desired by the user and then explode with a burst radius of 20 feet, doing 6 dice of damage to anyone within range who fails their saving throw (half damage if saving throw is made). Fire ball blasts in confined spaces generally conform to the shape of the space (so watch out!).

Staff of Healing — a clerical staff which heals 2-7 hit points of damage with a touch. Can be used only once per day on any particular person, but will heal any number of different people in a day.

Snake Staff — a clerical staff which has a +1 chance of hitting and does 1 die + 1 points of damage per hit. On command it will also coil around the creature hit rendering him helpless or preventing a counterattack for 1-4 turns. It then crawls back to the cleric who possesses it. It can also be commanded by its owner to release its victim.

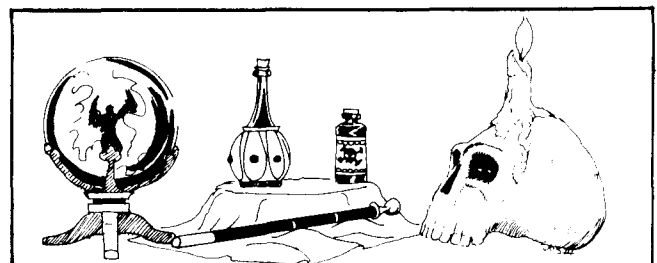
Staff of Striking — Does not add to the probability of a hit, but if a hit is scored with it, it does 2-12 hit points of damage. It can be wielded only by a magic-user.

Rod of Cancellation — a rod of about four feet in length which can be employed by any character. It will function but once, but if it strikes any magic item its charge drains all magical properties from that item permanently. The character employing the rod adds 2 to his die roll to score hits.

Miscellaneous Magical Item

Crystal Ball — a magic-user can see things at a distance through the ball but can only use it three times a day or he will be driven mad. Use for an extended period requires a day of rest afterwards. Objects and places are best seen if they are familiar to the user of the ball and are close by. Unfamiliar and distant scenes are hard to perceive, the vision fades quickly and can not be regained. Spells can not be sent through the ball.

Medallion of ESP — any character can use this device, which functions like an ESP spell, but malfunctions on a roll of 6. Each time it is used the Dungeon Master should check it with a die roll.



Bag of Holding — Sack sized magic bag which will hold 10,000 gold pieces or an object up to 10 feet X 5 feet X 3 feet in size. The bag will then weigh 600 gold pieces in weight, or 300 for the gold and no more.

Elven Cloak — makes the wearer next to invisible (i.e. seen only on roll of 6 or a see invisible spell).

Elven Boots — allows for completely silent movement. The elven cloak and boots can be used by any character.

Broom of Flying — the user must know the "Word of Command," but then the broom will carry the user 240 feet per turn or come to him a distance of up to 240 feet on command. Carrying an extra person reduces the flying speed to 180 feet. The command word should be magically engraved on the broom or otherwise distinguished but not impossible to obtain by the broom's owner.

Helm of Telepathy -- Anyone putting on this helmet can read the thoughts of any creature within 90 feet. If more intelligent than the creature or character the wearer of the helm may be able to impress his will upon the creature. For monsters subtract 2 from their saving throw against this spell, for characters subtract 1. Suggestions to kill oneself or do other acts contrary to the victims nature will not be carried out, but an attack could be stopped once begun.

Bag of Devouring — Looks just like a Bag of Holding but is actually an extension of an extra-dimensional monster. Anything placed within it is devoured in 7-12 turns.

Helm of Evil/Good — when a character places this helmet upon his or her head it immediately changes their alignment to the exact opposite: lawful good to chaotic evil, chaotic good to lawful evil, and vice versa. A neutral person wearing the helm will simply be *totally* self-seeking and do nothing to help anyone else in any way. The device can be removed only with a cleric's remove curse spell, and the person wearing the helm will do everything in his power to resist removal of the device.

Rope of Climbing — this thin, strong line is fifty feet long, and it has the ability to obey certain commands from its owner. The rope will snake downwards or climb upwards and fasten itself upon being so instructed by the user. It can then be used to climb upwards or downwards, and it will bear up to 10,000 gold pieces in weight without breaking. It takes up only a small amount of space when folded or coiled, having the appearance of perhaps a coil of normal rope about ten feet in length.

Gauntlets of Ogre Power — the character wearing these gauntlets adds from 2-8 points to damage caused when striking with any weapon — doing 2-8 hit points merely with his fist — because of the additional power these gauntlets bestow. This power also allows him to grasp and crush things with great ease, just as if he were an ogre (18 strength). The wearer is able to carry weight equal to an additional 1,000 gold pieces in his

hands without suffering from being over loaded or encumbered. The gauntlets do not add to hit probability.

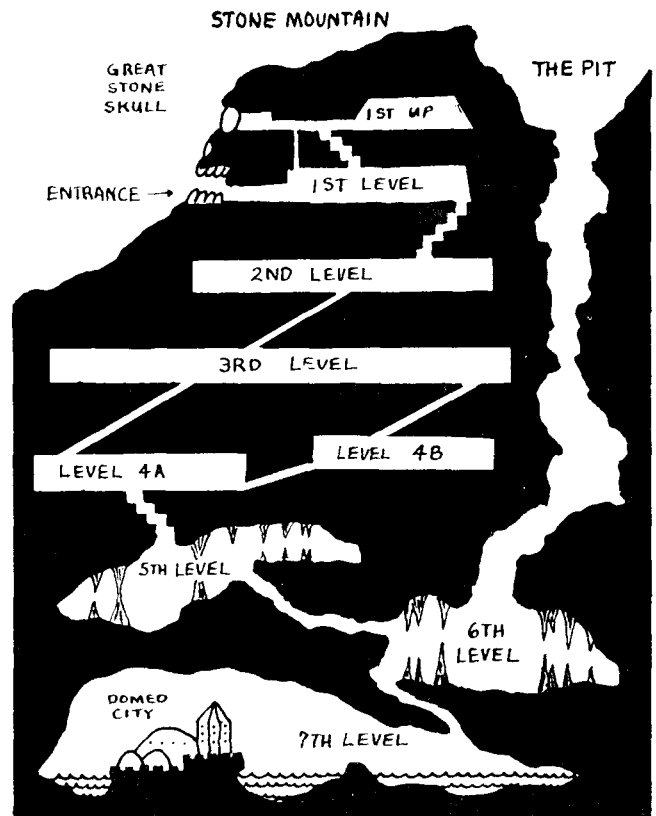
Note Regarding Magic Items:

If a character, fearing to contact some harmful magic item, has a hireling or non-player character flunkie try out a newly found piece of equipment, the Dungeon Master must take stringent measures against the character. The morale of those in the character's employ will plummet if they learn of such conduct. The person made to act as guinea pig by testing the magic item will, of course, demand to keep it if it proves to be beneficial, or if it is a harmful item the person putting it on will seek revenge on the character who had him try the item out.

DUNGEON MASTERING AS A FINE ART

Before players can take their bold characters on adventures into the misty mysterious dungeons, the Dungeon Master must sit down, pencil in hand, and map out the dungeons on graph paper. There should be several levels and each level should have access above and below and be made up of interlocking corridors, passages, stairs, closed rooms, secret doors, traps, and surprises for the unwary. The geomorphic dungeon levels provided with this game contain many suggestions and will prove very useful.

SAMPLE CROSS SECTION OF LEVELS



SAMPLE FLOOR PLAN, PART OF FIRST LEVEL

Each new room or area is given a code number and a record made on a separate page of what it contains, treasure, monsters, hidden items, etc. Place a few special items first, then randomly assign treasure and monsters to the other rooms using the selection provided in the game or appropriate tables. Many rooms should be empty. Roll a 6-sided die for each room. A roll of 1 or 2 indicates that some monster is there. Ochre jellies, green slime, black puddings, etc. are randomly distributed, usually without treasure, most often in corridors and passageways. Wandering monsters are usually determined randomly as the game progresses. Traps should not be of the "Zap! You're dead!" variety but those which a character might avoid or overcome with some quick thinking and a little luck. Falling into a relatively shallow pit would do damage only on a roll of 5 or 6 (1-6 hit points at most) but will delay the party while they get the trapped character out. Hidden rooms, movable walls, teleportation devices, illusion rooms, dead ends, etc., make interesting variations.

Since the game (and the dungeons) are limited only by the imagination of the Dungeon Master and the players, there is no end to the variation possible. Try to keep the dangers appropriate to the levels of the characters and the skill of your players. The possibility of "death" must be very real, but the players must be able to win through with luck and courage, or they will lose interest in the game and not come back.

Once the game begins, try to keep the action moving at a dramatic pace. If the going gets rough, the characters have the option of turning around and going back to the surface. If time runs out the characters can always be left at some appropriate spot within the dismal depths, time suspended, and the action taken up again another day. Dramatize the adventure as much as possible, describe the scenery, if any. Non-player characters should have appropriate speech, orcs are gruff and ungrammatical, knights talk in flowery phrases and always say "thou" rather than "you." When characters swear they call on the wrath of their appropriate deities, be it Zeus, Crom, Cthulhu or whatever. The dramatic talents of the Dungeon Master should be used to their fullest extent. It adds to the fun.

One player should map the dungeon from the Dungeon Master's descriptions as the game progresses. This is easiest done if he uses a piece of graph paper marked North, East, South, West with the entrance to the dungeon level drawn in near the center. One of the players should keep a "Chronicle" of the monsters killed, treasure obtained, etc. Another should act as "caller" and announce to the Dungeon Master what action the group is taking. Both mapper and caller must be in the front rank of the party. If the adventurers have a leader, the caller would logically be that player.

EXAMPLE

D.M. "You're in a stone corridor, ten feet wide by fifteen feet high, running north-south."
Caller "We're walking north."
D.M. "Fifty feet up along the corridor there's a door in the east wall. It's five feet wide."
Caller "Halfling will listen at the door."

D.M. (He knows there is nothing they can hear, but he carefully rolls a concealed die.) "He doesn't hear anything."
Caller "The fighting man will open the door. He's got his sword out, ready to strike. The Halfling and the thief are right behind him."
D.M. (Rolls) "A 2, the door bursts open. You see a room, L-shaped, 20 feet wide. From the door it runs due east 30 or so feet and then the other leg of the L runs north. (They must enter and carefully examine to map a room.) You don't see anyone in the room in front of you."
Caller "Anything else in the room?"
D.M. "Some trash along the walls. A small wooden chest on the floor in the middle of the room."
Caller "Aha! The fighting man and the halfling will enter the room. The dwarf will hold the door. The others will watch the corridor."
D.M. "O.K."
Player "The halfling says, 'Careful, it may be booby-trapped!' "
Caller "The fighter kicked the chest with his boot."
D.M. "It is knocked over. The lid comes open. A thousand gold pieces spill out!"
Caller "Good! The fighter . . ."
D.M. "Around the corner come four orcs. 'Surface dwellers! Kill them, cut them to mince-meat! Pound them to hamburger!'"
Caller "The fighting man is ready. He swings (rolls die). An 18!"
D.M. "It's a hit. Roll your damage."
Caller (Rolls a six-sided die) "A four."
D.M. "He's dead. You cut him in half. The second orc is on you. He swings . . ." (the fight continues until all four orcs lie dead.)
Caller "We search the other half of the room. Everybody fill your packs and pockets with the gold."
D.M. "Other half of the room is the same dimensions as the first one, 40 feet. You find four bunks, a table and benches."
Caller "We search for more treasure."
D.M. "Nope. Nothing of value."
Caller "How about doors?"
D.M. "No doors in either part of the room."
Caller "The elf and the dwarf will search for secret doors. The rest of the party comes into the room and we shut the door. The halfling will stay at the door and listen."
D.M. (After determining which part of the room is being searched he rolls a secret die) "The elf finds a secret door in the northernmost 10 foot wall section in the eastern half of the L."
Caller "Does he hear anything?"
D.M. (Carefully rolling a secret die for end-of-turn wandering monster) "No. But the hobbit guarding the door reports hearing slithering noises outside."
Player "Hey, everybody, I hear slithering noises!"
Caller "Let the elf try to open his secret door. Halfling, spike that door of yours shut!"
D.M. "The elf opens the secret door. It's a dark passage, only three feet wide, running

straight north."
 Caller "See anything?"
 D.M. "Passage is empty as far as he can see."
 Caller "With his infravision?"
 D.M. "Right, with his infravision."
 Caller "O.K., everybody, into the secret passage."
 D.M. "In what order?"
 Caller "Elf in front. Fighter behind him. Dwarf will close the door and bring up the rear."
 D.M. "You've proceeded north 100 feet when the elf comes to a stop."
 Caller "What's the matter?"
 D.M. "He sees a gelatinous cube filling the passage 60 feet ahead."
 Caller "Crom's devils! Somebody get a torch alight. Dwarf, go back to the door and listen for noises in the room we just left!"
 D.M. "Dwarf says, 'There's a hollow space under the floor here somewhere.'"
 Caller "O.K., Elf, squeeze back down the corridor and see if you can find a trap door. Where's that torch?"
 Somebody "Here it is."
 D.M. "The gelatinous cube begins to slide slowly down the passage toward you . . ."

This example could be played with maps and pencil and paper. If miniature figures are used, they can be arranged in battle order on the table top and the movement through passages and rooms imagined, the pieces rearranged for combat or other changes of formation. Figures are available for all the character types of **Dungeons & Dragons** as well as for most of the monsters.

Obviously, the success of an expedition depends on the Dungeon Master and his creation, the dungeon. Many gamesters start with a trip across country to get to the entrance to the dungeon — a trip apt to be punctuated by attacks by brigands or wandering monsters or marked by strange and unusual encounters. The party then enters the underworld, tries to capture the maximum treasure with the minimal risk and escape alive. The Dungeon Master should have all this completely mapped out, hit points and attack die rolls calculated and recorded, so that the game will proceed most rapidly at the exciting moments when the enemy is encountered. Do not hesitate to have lawful or helpful characters chance by at times, your adventurers may need a little help!

The imaginary universe of **Dungeons & Dragons** obviously lies not too far from the Middle Earth of J.R.R. Tolkien's great *Lord of the Rings* trilogy. The D & D universe also impinges on the fantasy worlds of Fritz Leiber, Robert E. Howard, Gardner F. Fox, classical mythology and any other source of inspiration the Dungeon Master wants to use.

A final word to the Dungeon Master from the authors. These rules are intended as guidelines. No two Dungeon Masters run their dungeons quite the same way, as anyone who has learned the game with one group and then transferred to another can easily attest. You are sure to encounter situations not covered by these rules. Improvise. Agree on a probability that an event will occur and convert it into a die roll — roll the number and see what happens! The game is intended

to be fun and the rules modified if the players desire. Do not hesitate to invent, create and experiment with new ideas. Imagination is the key to a good game. Enjoy!

Sample Dungeon

Background — 100 years ago the sorcerer Zenopus built a tower on the low hills overlooking Portown. The tower was close to the sea cliff west of the town and, appropriately, next door to the graveyard.

Rumor has it that the magician made extensive cellars and tunnels underneath the tower. The town is located on the ruins of a much older city of doubtful history and Zenopus was said to excavate in his cellars in search of ancient treasures.

Fifty years ago, on a cold wintry night, the wizard's tower was suddenly engulfed in green flame. Several of his human servants escaped the holocaust, saying their master had been destroyed by some powerful force he had unleashed in the depths of the tower. Needless to say the tower stood vacant for a while after this, but then the neighbors and the night watchmen complained that ghostly blue lights appeared in the windows at night, that ghostly screams could be heard emanating from the tower at all hours, and goblin figures could be seen dancing on the tower roof in the moonlight. Finally the authorities had a catapult rolled through the streets of the town and the tower was battered to rubble. This stopped the hauntings but the townsfolk continue to shun the ruins. The entrance to the old dungeons can be easily located as a flight of broad stone steps leading down into darkness, but the few adventurous souls who have descended into crypts below the ruin have either reported only empty stone corridors or have failed to return at all.

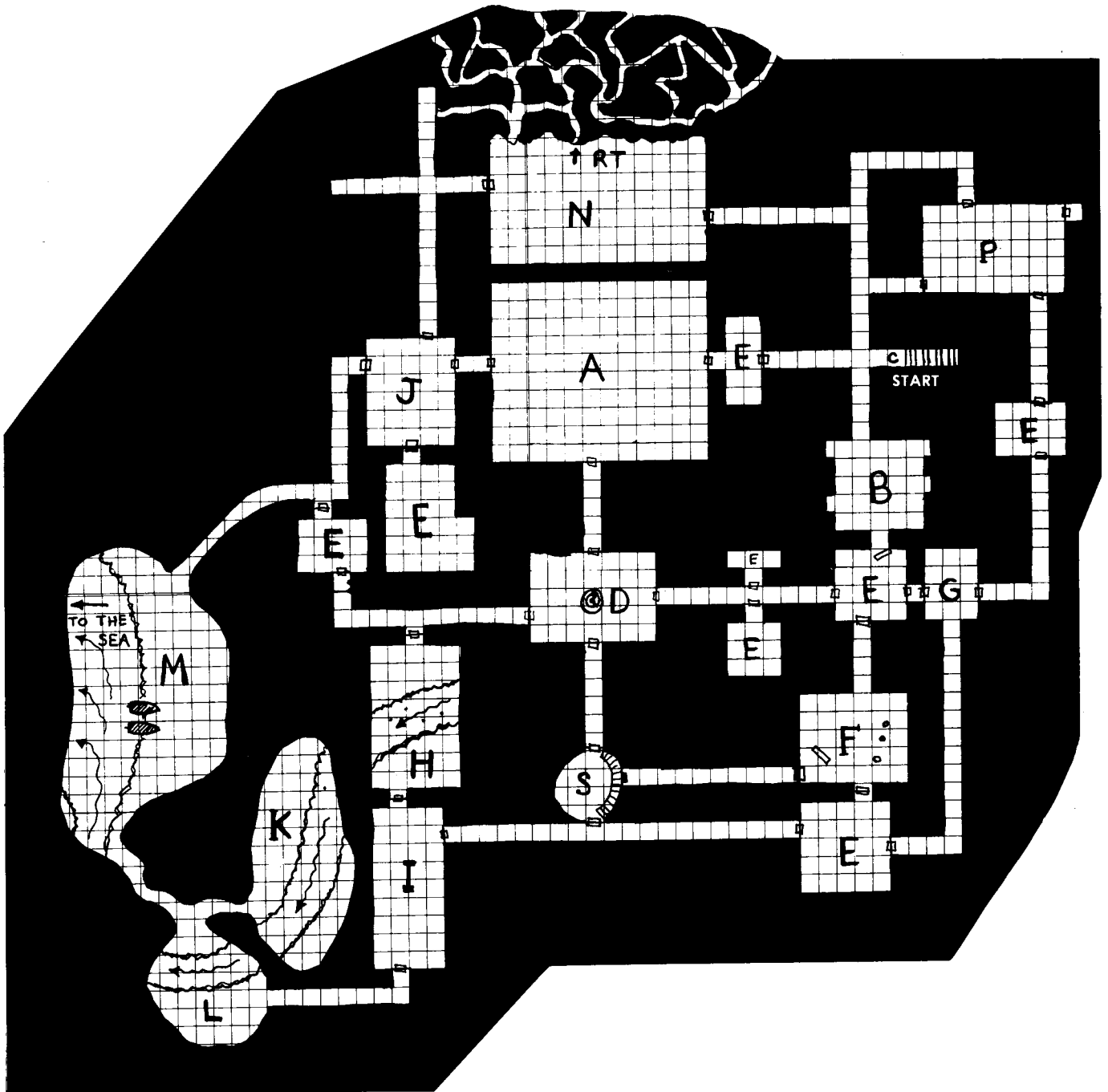
Other magic-users have moved into the town but the site of the old tower remains abandoned. Whispered tales are told of fabulous treasure and unspeakable monsters in the underground passages below the hilltop, and the story tellers are always careful to point out that the reputed dungeons lie in close proximity to the foundations of the older, pre-human city, to the graveyard, and to the sea.

Portown is a small but busy city linking the caravan routes from the south to the merchant ships that dare the pirate-infested waters of the Northern Sea. Humans and non-humans from all over the globe meet here. At the Green Dragon Inn, the players of the game gather their characters for an assault on the fabulous passages beneath the ruined Wizard's tower.

The Dungeon Master should read the background material above to the assembled players and then let them decide how they will proceed. Because of the nature of some of the traps in the dungeon, it is highly recommended that no one attempt it alone. If only one player is taking his or her character into the dungeon, the Dungeon Master should recommend employing one or more men-at-arms. These non-player characters can then be "rolled up" and hired out for a share of the treasure. The stairway from the surface leads twenty-five feet straight down and ends in the corridor marked START on the Dungeon Master's map.

A — This is a large room, 120 ft. X 100ft. There are doors in the east, west and the south wall. The room is furnished with rough tables and benches and as many

ILLUSTRATION OF SAMPLE FLOOR PLAN



beds as there are occupants. The occupants are goblins. There are at least three goblins. The Dungeon Master should increase the number of goblins if the party of adventurers is a large one — i.e., if more than three are in the party, have five goblins, more than five, seven or eight goblins, etc.

The goblins wear leather armor and carry swords and daggers. They can each take one 8-sided die of hits, minus one point, i.e. roll a regular hit die, subtract one — the result is the goblin's hits. If one is rolled do not subtract. If half their number is killed, the other(s) will try to escape through one of the doors or surrender. If surrender is accepted the captured goblins will offer to lead the party to a treasure but will, in reality, try to guide them to one of the dangerous trap rooms and then run.

There are small wooden chests under each bed and several leather sacks hanging on pegs along the wall. Most of the sacks contain junk, dirty clothes, old bones, etc., but two contain coins, 500 silver pieces each. There are several cloaks hanging on pegs and in a pocket of one cloak there is a magical potion of growth in a glass vial. One of the chests contains an additional 2000 copper pieces but the chest is booby-trapped and an opening releases a cloud of sleep gas filling an area 6 X 6 X 6 feet. Anyone within this area who fails to make his saving throw against poison falls deeply asleep for a number of turns. The Dungeon Master determines the exact number of turns of unconsciousness by secret roll of a 6-sided die, subtracting a 1 if the character has a high constitution.

B — This is a 50 ft. X 50 ft. room with a north door and an open door at the south end. The four deep niches in the walls can be seen from the north doorway but they are covered with cobwebs and nothing can be seen within them. The room is totally dark and the floor is covered with an inch of undisturbed dust.

There are four skeletons in the niches. They do not attack unless someone advances over ten feet into the room, then they all rush out and attack until destroyed or turned away. A first level cleric must roll a 7 or more with two 6-sided dice to turn them and then make a second roll to see how many are turned away. If turned, they run out the door at the end of the room farthest from the cleric.

There is no treasure in this room.

C — *C* is an empty corridor. All corridors in this dungeon are 10 feet wide and 10 feet high. (The magic-user's secret corridor (*S* to *F*) is 5 feet by 5 feet.) Remember that at the end of 3 turns a wandering monster might appear — corridors are likely places for this to happen.

D — An almost empty room with a 6 ft. tall stone statue in the center. There is a door in the middle of each wall, north, south, east and west. The statue is facing the door by which the party just entered. Doors to this room always open from the outside, but at the same time the statue will rotate on its base to face the opening door. Once it has been opened, the door starts to slowly shut, activated by a powerful spring in the hinges — it will stay open to allow the party to enter. The door opens outward into the corridor.

From inside the room all doors are firmly held shut except the one the statue is facing — that door can be easily opened. To open any door, then, the statue must be rotated on its base (it turns easily) until it faces the door. Then the door opens easily. Doors can not be forced open, they are held by the equivalent of a "wizard lock."

E — Room *E* is always an empty room. The size of the rooms and the number of doors is variable, as shown on the Dungeon Master's map.

F — This is a magic-user's room. He is an evil thaumaturgist (fourth level) who has been trying to take over the dungeon level. The room is 50 ft. by 60 ft. There is a large door in the south wall and a smaller one in the north wall. The magic-user himself is standing behind a work table in the southwest corner. Near him is a second level fighting man whom he holds under a charm spell. Actually this man is one of the smugglers from the sea cave whose curiosity allowed him to wander too far into the underground.

The fighter is basically neutral but will attack fiercely on command from the magic-user. Armor class 5 (chainmail), he carries a magic + 1 sword. He wears a jeweled belt (stolen) with rubies worth 1000 gold pieces.

S12 I10 W9 C13 D10 C12 Level 2, Hits 11

The thaumaturgist (4th level magic-user) knows six spells: read magic, charm person, magic missile, protection from good (he is lawful evil), wizard lock and web. He carries a scroll of levitation. When caught in this room he will (a) direct the fighter to attack, and (b) try to exit through the secret door behind him. While doing this there is a 50% chance that he will drop the magic scroll. If magic is thrown at him his saving throw is better than that of magic-users of the third level, add + 1 to his saving throw score.

S9 I16 W9 C10 D11 C12 Level 4, Hits 9

If he can get out the door he will put a wizard lock on it and run up the stairs to his tower. The rest of room *F* is occupied by 3 stone statues of men. They are men turned to stone by the magic-user with a special wand which he has in his tower. He will use the wand on anybody entering his hideaway.

G — Gloomy. Piles of rocks and rubbish four feet high cover the floor. There is a door in the center of every wall except the north.

There are 2-8 giant rats in the room, but they are hiding in the shadows and not easily seen. An elf or a dwarf might spot them (on a roll of say 1 or 2 on a six-sided die). They will attack if the room is entered.

The rats are armor class 7 (leather), have 2 hit points each, and have a treasure. Concealed in a mass of old bones, chewed leather straps and bits of armor in its nest is a belt attached to which is a silver dagger (50 gold piece value) in a sheath and a bag containing 50 electrum pieces. It takes a turn of careful searching in the refuse to come up with these things.

H— A room 80 ft. X 50 ft., with doors in the north and south walls. There is a river running through the room, 50 ft. wide. It enters and exits through holes in the east and west wall with less than a foot of air space over the water. The channel is 10 feet deep and the current is swift. Anyone falling in will be swept away unless he has a strength of 15 or better. Men in metal armor will sink to the bottom if they fall in. They may be able to shed their armor (50% chance) in one turn and get to the surface. The current will deposit anyone swept away in room K at the end of a turn. Being dragged under the rock wall between rooms is dangerous. Anyone with a constitution of 12 or better will survive unhurt, others run a 50% chance of taking a die of damage from drowning.

The walls of room H are fitted granite blocks as is the ceiling 20 feet above. The Dungeon Master will have to evaluate the characters' attempts to cross. The floor is also rock, 15 feet wide on each bank and the drop into the river is sheer.

I— Doors in the north, south and east walls give entrance to this room. In the center of the room is a bronze sundial on a low pedestal. Set into the stone of the west wall is a bronze mask, about the size of a man-hole cover. The eyes and mouth are shut. Below the mask, in common language, is an inscription: "I'll answer questions, one, no more. I never speak til it be four."

The magic is activated by shining the light of a single torch, lantern, etc. on the sundial so the shadow of the gnomon falls on the Roman numeral IV. The bronze mask then opens its eyes and says "Speak, I'll answer." It will give a reasonable answer to any brief pertinent question and then say, "I've answered one, now go away. I will not speak again today."

Since the shadow has to be held on IV, there is little chance of triggering the magic accidentally, even by walking around the sundial with a light.

J — A room 60 by 50 feet. The ceiling is out of sight in the darkness but there are large spider-webs in the corners. There are doors in the middle of all 4 walls.

An enormous spider lurks in the darkness of the roof, thirty-five feet above. He will drop on unwary adventurers. He is armor class 3 (plate mail), has 6 hit dice (31 hit points), and his bite causes 1-8 points of damage and is poisonous (-1 on saving throw dice because it is so strong).

If the party enters and does not see the spider, the monster will select a victim (by random number assignment of some sort) and try to drop on top of him.

If the spider makes his first hit he has dropped on the character and knocked him down. If he misses he lands beside the victim on the floor and the battle proceeds from there. If the spider gets a knock-down it is a surprise (naturally), and the spider gets the next blow. The character knocked down makes his first hit with a -2 off his roll, after that he hits normally. There is no treasure in this room, but a +1 dagger is imbedded in the spider's body (**evidently** a souvenir from some previous battle); it can be found only if the beast is cut open.

K — A cavern, about 10 feet high, irregularly shaped, with the river running through it. There is a

shallow beach where flotsam from the river is deposited. There is an exit to the west. The cave is completely dark, characters without lights or infravision will have to feel their way out.

L — Another cave with the river running through it. There is phosphorescent fungus growing on the rocks, so anyone can see without lights. There are east and west entrances on both sides of the river to the sandy beach. The river is only 3-4 feet deep at the center of the channel and can be forded.

There is a giant crab concealed under the sand on the south beach. It will attack anything that moves on either beach. It runs 60 feet in 1 turn, in armor class 3 (plate mail), and takes 2 hit dice (8 hit points). It strikes with its giant claws one at a time as fast as a man.

M — A large sea cave with entrances to the north and south. There is a sandy beach, on which are drawn up two row-boats. The entrance to the sea is to the west about 500 feet. If it is day up above, the cave will be dimly illuminated by sunlight coming through the tunnel. If it is night, torches in the hands of the occupants will shed a dim glow.

The cave is used by smugglers and pirates. There are four pirates present now, sitting in one of the boats, talking. They are normal men (1 6-sided hit die), armor class 7, and are armed with cutlasses. (At the Dungeon Master's discretion he may increase the number of pirates.) Each pirate carries 2-12 gold pieces in his purse (roll 2 6-sided dice). The pirates use the cave to hide treasure and there are chests in the first boat and a prisoner in the second boat. Every turn there is a 25% chance of another boatload of 2-5 pirates rowing in.

The prisoner is a girl, Lemunda the Lovely, whose father is a powerful lord in the city above. Lemunda is a good fighter in her own right and carries a concealed dagger in her girdle, but right now she is bound and gagged. She is lying in the bottom of the second boat, not the one occupied by the pirates. Her family would be very grateful to get her back.

Lemunda the Lovely:

S10 I14 W12 C15 D12 C17 Level 2, Hit Dice 2

The treasure is in two chests in the first boat. One chest contains 2000 silver pieces, the other 1000 electrum pieces and 12 gems each worth 100 gold pieces.

Exit from the underground can be made by rowing out to the sea, although there is a possibility of meeting another boat coming in. There is a large octopus at the bottom of the sea cave, 3 hit dice (16 hit points), armor class 7 (leather), which will attack boats. The pirates always throw the monster a large fish or the body of one of their victims and so it does not attack their boats. If the octopus makes a "hit" with a tentacle it will not do any damage immediately but will pull the victim overboard and try to drown him. See H for more information about drowning; assume that all characters know how to swim. The octopus gets 6 attacks per melee round!

N — This large room — 120 feet by 70 feet — is part of the catacombs of the city. The north wall has caved in and there are doors only at the east and west

ends of the tomb. Ten stone sarcophagi are scattered about, four empty with the tops off. Six, however, are closed. If the adventurers open one, roll a die to see which they have chosen.

#1 contains only moldering bones but releases a cloud of noxious gas which renders unconscious anyone within 3 feet unless they make their saving throw against poison. Unconsciousness lasts 1 to 6 turns, depending on the Dungeon Master's die roll.

#2 contains a partially clothed skeleton which holds a jeweled dagger in the bony hands folded across its chest. If the dagger is removed it will flash away into the air, turn and attack the one who touched it. It strikes as a 1 hit die monster and will continue to attack until it draws blood, doing 1 die of damage, or its intended victim runs from the room. It will then return to the coffin with its owner. The dancing dagger is hard to hit — armor class 3 — and if hit it falls to the floor and remains motionless for 3 melee rounds and then takes up the attack again! Putting it back in the sarcophagus will stop the attacks of course.

#3 skeletal form wears rings and a coronet worth 300 gold pieces.

#4 skeletal form wears jewelry worth 900 gold pieces.

#5 animated skeleton (7 hit points), armor class 7, is armed with a curved scimitar. It will attack as soon as the lid is removed.

#6 skeletal form in chainmail holds a magic sword + 1. Any warrior-type drawing it from the scabbard will feel the surge of magical power it gives.

When the party enters the room there is a 50% chance a giant rat will burst through the loose dirt at the north end of the room and attack. Armor class 7, 4 hit points. At the end of each turn or each 10 melee rounds there is another 50% chance that a rat will enter from the tunnels. The rats will not, however, leave room N except to go back to the tunnels.

The sarcophagus lids are heavy. Four or more men can lift them off, one man would have to slide the lid off, and this would take 1 turn. Thus it will take several turns to get them all open and the rats are pretty sure to show up.



P — This room is 50 by 80 feet and has doors in all four walls. It contains two ghouls and some smashed coffins. The ghouls are armor class 6, and if they score a hit they can paralyze their opponent (unless he is an elf). They can take 2 hit dice (1 1, 9 hit points respectively). The coffins contain, in addition to indescribable odds and ends, 50 platinum pieces and 5 gems each worth 10 gold pieces.

The east door leads to a short dirt tunnel which ends blindly under the cemetery.

RT— Rat tunnels. They are only 3 feet in diameter, round and dug through the soft earth of the cemetery. A man could crawl through them, but it should be hard for him to fight (a -2 from his attack die roll). A

halfling or dwarf would be at no particular disadvantage. Every 100 feet there is a 50% chance of meeting a rat, every 200 feet a 50% chance of coming on 5 gold pieces. The tunnels form an endless maze and there is no end to the rats. The tunnels intersect the dungeons at the northernmost corridor and at room N. Rats are described under room N.

S — Spiral Staircase. The spiral staircase begins at floor level at the north wall and winds around up to the roof 25 feet above, making 1 full turn. The stair ends in a closed trap door in the ceiling, leading up to room S1.

The room contains a giant snake, armor class 6 (leather and shield), 2 hit dice (13 hit points), and moves 100 feet per turn.

There are two visible doors at ground level, north and south as well as the trap doors in the ceiling. There is a secret door under the stairs, opened by pressing a hidden catch.

S1 — Ground floor of the magician's tower, entered through the trap door in the floor. There is a door to the north and a spiral stair leading up, just like the one in the room below, ending in a trap door in the ceiling. The door to the street outside and the trap in the ceiling are both open. There are a fireplace, cooking utensils and a few chairs. The room is unoccupied. The trap door above leads to room S2.

S2 — Just above S1 and shaped the same, also with a spiral stair leading to the roof, trap door closed. No doors, but narrow (2 foot wide), tall windows in each wall. This is the wizard's study, and here he has his two giant volumes of magic spells, table, lamps, chemicals, skulls, loose pages of parchment, mystic designs on the floor, etc.

Against the south wall there is an ape in an iron cage. The key is in the lock of the cage door. The ape is 2 hit die and is armor class 7 (leather), and will attack as soon as he gets out — he hates the cage and has been waiting to get even. If the magic-user opens the cage there is a 25% chance the ape will attack him. If anyone else opens the cage, the ape will attack someone in the room and then try to escape through a window, down the side of the tower and off through the city streets.

The magic-user keeps his wand of petrification (turns flesh to stone if he makes a hit with it) hidden in a secret compartment of the table (only 5% chance of locating this compartment). Hidden among the undecipherable parchment notes on the table is a scroll which reverses the wand effect, but only for 1 person and only once.

The magic-user himself is described in room F. If he is not in room F he will be found here.

By the time the adventurers have worked their way through this, the Dungeon Master will probably have lots of ideas of his or her own to try out. Design your own dungeon or dig new passages and levels in this one. What lies in the (undiscovered) deeper levels where Zenopus met his doom? Do the pirates have other treasure troves hidden in the sea caves? What inhuman rites are practiced deep in the ghoulish haunted passages beneath the graveyard? What are the townspeople going to do when they discover that our friends are tampering with Things Better Left Alone?

USING THE DICE

Players need not be confused by the special dice called for in **DUNGEONS & DRAGONS**. By using the assortment of 4-, 6-, 8-, 12- and 20-sided dice, a wide range of random possibilities can be easily handled.

For a linear curve (equal probability of any number), simply roll the appropriate die for 1-4, 1-6, 1-8, 1-10, or 1-12. If some progression is called for, determine and use the appropriate die (for instance, 2-7 would call for a 6-sided die with a one spot addition). For extensions of the base numbers, roll a second die with the appropriately numbered die. For example: to generate 1-20, roll the 20-sided die and 6-sided die,

and if the 6-sided die comes up 1-3, the number shown on the 20-sider is 1-10 (1-0), and if the 6-sider comes up 4-6, add 10 to the 20-sided die and its numbers become 11-20 (1-0). This application is used with the 12-sided die to get 1-24. If 1-30 or 1-36 are desired, read the 6-sider with the 20- or 12-sided die, with 1-2 equalling no addition, 3-4 adding 10, and 5-6 adding 20. This principle can be used to generate many other linear curves.

For bell curves (increasing probability of numbers in the center, decreasing at both ends), just roll the same die two or more times, roll several of the same type of dice, or even roll two or more different dice.



ABOUT THE EDITOR

The editor of this booklet, Dr. J. Eric Holmes, is an associate professor of neurology at the University of Southern California's School of Medicine. In addition, he is a devoted **DUNGEONS & DRAGONS** player whose background as a writer eminently qualifies him to prepare a work such as this one.

In addition to authoring a college-level textbook in his own field, Dr. Holmes has also completed two novels in the area of fantasy literature. His versatility is further demonstrated by his valuable work on this volume for **Basic DUNGEONS & DRAGONS**.

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<i>Light</i>	<i>Resist Cold</i>

Book of Second Level Spells:

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<i>Find Traps</i>	<i>Silence: 15' Radius</i>
<i>Know Alignment</i>	<i>Snake Charm</i>
<i>Hold Person</i>	<i>Speak with Animals</i>

DUNGEONS & DRAGONS

REFERENCE TABLES

(This page is perforated for easy removal)

Saving Throw Table — Levels 1 to 3

(Use a 20-sided die)

Class	Spell or Magic Staff	Magic Wand	Death Ray or Poison	Turned to Stone	Dragon Breath
Normal man, Kobold, Goblin, etc.	17	14	13	15	16
Fighting Man, Thief, Hobgoblin, etc.	16	13	12	14	15
Magic-user	15	14	13	13	16
Cleric	15	12	11	14	16
Dwarves & Halflings	14	11	10	12	14

COST OF EQUIPMENT AND WEAPONS

Item	Cost	Item	Cost	Item	Cost	Item	Cost
Barding (Horse Armor)	150	Silver Mirror, small	15	Dagger	3	Case with 30 Quarrels	10
50' of Rope	1	Wooden Cross	2	Hand Axe	3	20 Arrows/30 Quarrels	5
10' Pole	1	Silver Cross	25	Mace	5	Silver Tipped Arrow	5
12 Iron Spikes	1	Holy Water/Vial	25	Sword	10	Mule	20
Small Sack	1	Wolfsbane, bunch	10	Battle Axe	7	Draft Horse	30
Large Sack	2	Garlic, bud	5	Morning Star	6	Light Horse	40
Leather Back Pack	5	Wine, quart	1	Flail	8	Warhorse, Medium	100
Water/Wine Skin	1	Iron rations (for dungeon expeditions) 1 person/ 1 week	1.5	Spear	2	Warhorse, Heavy	200
6 Torches	1	Standard rations for 1 person/1 week	5	Pole Arm	7	Saddle	25
Lantern	10			Halberd	7	Saddle Bags	10
Flask of Oil	2			Two-Handed Sword	15	Cart	100
Tinder Box	3			Lance	4	Wagon	200
3 Stakes & Mallet	3	Other items cost may be calculated by comparing to similar items listed above.		Pike	5	Raft	40
Steel Mirror	5			Short Bow	25	Small Boat	100
				Long Bow	40	Leather Armor	15
				Composite Bow	50	Chain-type Mail	30
				Light Crossbow	15	Plate Mail	50
				Heavy Crossbow	25	Helmet	10
				Quiver of 20 Arrows	10	Shield	10

WANDERING MONSTER TABLE

One Level Below Ground	Die	Two Levels Below Ground	Die	Three Levels Below Ground	Die
Kobolds (3-12)	1	Orcs (5-20)	1	Hobgoblins (5-20)	1
Goblins (2-8)	2	Hobgoblins (2-8)	2	Gnolls (4-16)	2
Warriors/Seers (1-3/1-2)	3	Gnolls (2-5)	3	Bugbears (2-8)	3
Orcs (2-5)	4	Ghouls (1-4)	4	Ogres (1-4)	4
Skeletons/Zombies (1-6/1-4)	5	Swordsmen (2-5)	5	Wights (1-3)	5
Bandits (2-5)	6	Conjurers (1-4)	6	Displacer Beasts (1-2)	6
Berserkers (1-4)	7	Priests (2-5)	7	Doppelgangers (1-4)	7
Stirges (2-5)	8	Robbers (1-4)	8	Grey Ooze (1)	8
Adepts/Footpads (1-4/1-4)	9	Dwarves (4-16)	9	Blink Dogs (2-5)	9
Dwarves (2-5)	10	Elves (3-12)	10	Harpies (1-3)	10
Elves (1-6)	11	Giant Ticks (1-3)	11	Wererats (1-4)	11
Gelatinous Cube (1)	12	Carrion Crawler (1)	12	Ochre Jelly (1)	12

CLERICS VS. UNDEAD TABLE

Cleric Level	Undead Type							
	Skeleton	Zombie	Ghoul	Wight	Wraith	Mummy	Spectre	Vampire
1	7	9	1 1	no effect.				
2	T	7	9	1 1	no effect.			
3	T	T	7	9	11	no effect.		

Number = score needed to turn away

T = automatically turned away, up to 2 dice in number

DIE ROLL FOR CHARACTER TO SCORE A HIT, BY OPPONENT'S ARMOR CLASS

Armor Class	Armor Class								
	9	8	7	6	5	4	3	2	
	No Armor	Shield	Leather Armor	Leather & Shield	Chain Mail	Chain Mail & Shield	Plate Mail	Plate & Shield	
Normal Man	1 1	1 2	1 3	1 4	1 5	1 6	1 7	1 8	
1st-3rd Level Character	1 0	1 1	1 2	1 3	1 4	1 5	1 6	1 7	

Score of number shown or higher is a hit.

For characters over 3rd level consult table in **ADVANCED DUNGEONS & DRAGONS**.

DIE ROLL FOR MONSTER TO SCORE A HIT, BY DEFENDER'S ARMOR CLASS

Armor Class	Armor Class							
	9	8	7	6	5	4	3	2
Monster's Hit Dice	No Armor	Shield	Leather	Leather & Shield	Chain Mail	Chain Mail & Shield	Plate Mail	Plate & Shield
up to 1 + 1	10	11	12	13	14	15	16	17
1 + 1 to 2	9	10	11	12	13	14	15	16
2 to 3	8	9	10	11	12	13	14	15
3+ to 4	6	7	8	9	10	11	12	13
4+ to 6+	5	6	7	8	9	10	11	12
7 to 8+	4	5	6	7	8	9	10	11
9 to 10+	2	3	4	5	6	7	8	9
11 up	0	1	2	3	4	5	6	7

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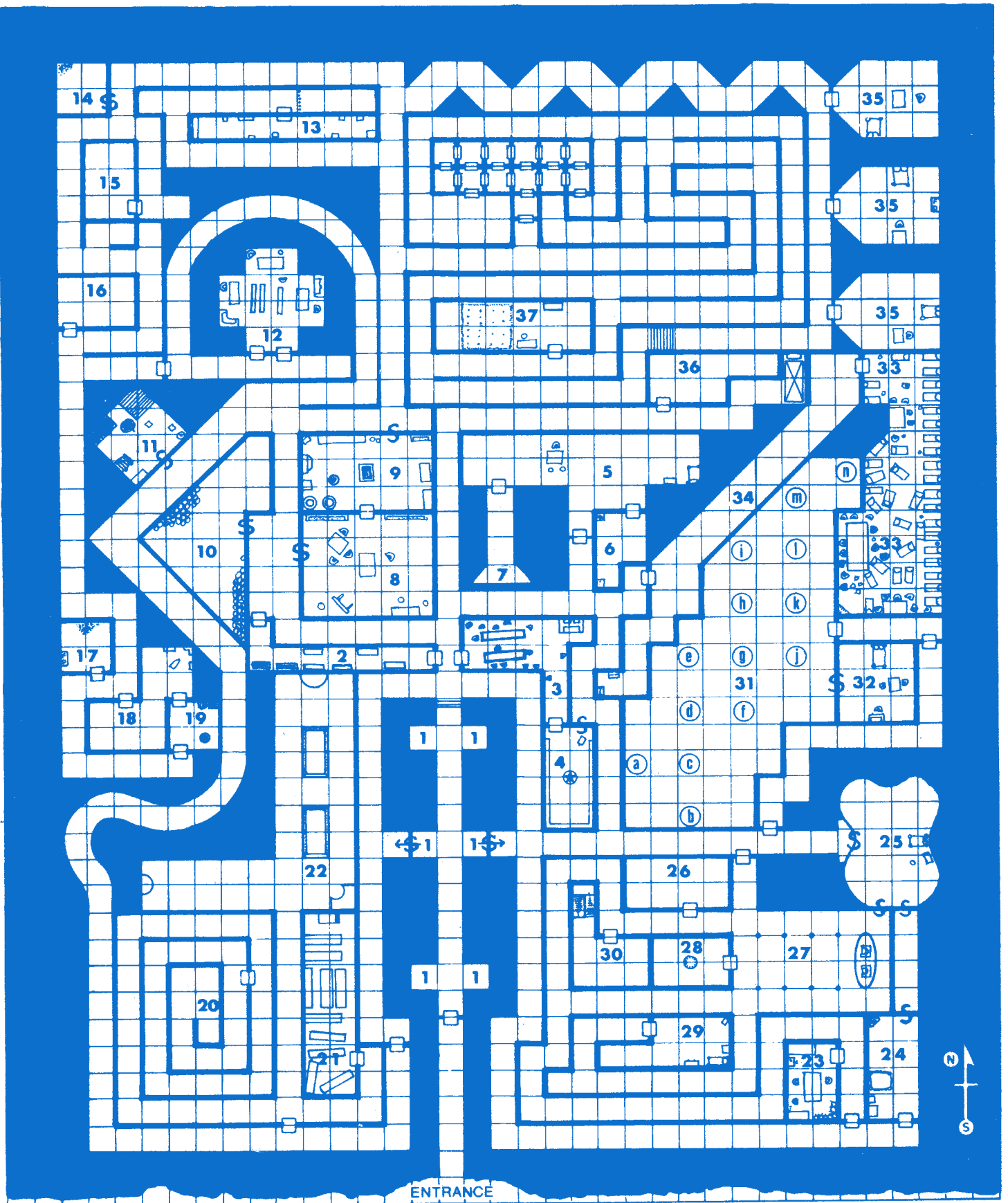
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Dungeon Module B1 In Search of the Unknown

by Mike Carr

This package (a cover folder with maps and descriptive booklet within) forms a complete module for use with BASIC DUNGEONS & DRAGONS®. It is especially designed as an instructional aid for beginning Dungeon Masters and players, specifically created to enable new Dungeon Masters to initiate play with a minimum of preparation. With only minor modifications, this module is also eminently suitable for use with ADVANCED DUNGEONS & DRAGONS® as well.

In addition to descriptive and situational material, this module also includes special informational sections giving: background history and legends, listings of possible monsters and treasures and how to place them, a list of adventuring characters, tips on various aspects of play for the Dungeon Master, and helpful advice for starting players.

If you enjoy this module, look for more releases in the D & D® family from TSR, The Game Wizards!

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Basic DUNGEONS & DRAGONS®
Special Instructional Dungeon Module #B1
IN SEARCH OF THE UNKNOWN
by Mike Carr

INTRODUCTION: This package forms the special instructional module for play of Basic DUNGEONS & DRAGONS®, and as such, is specifically designed for beginning players and Dungeon Masters. Due to its special design, it has numerous applications and serves a multiplicity of purposes.

Most material within this module is that contained in the D & D Basic Set game booklet. In some instances, new material (such as additional monsters, magic items, etc.) is included, and when this is so, every effort has been made to provide a pertinent explanation of important aspects and effects.

Those who intend to be beginning players using this module would be well advised to stop reading this now and to avoid further examination of the module details or game map. The reason for this is that enjoyment of the module will be much more enhanced when the challenge of the unknown and unexpected confronts the participants, who will not be able to benefit from any familiarity with the game situation other than the background provided by the referee. This element of the unknown and the resultant exploration in search of unknown treasures (with hostile monsters and unexpected dangers to outwit and overcome) is precisely what DUNGEONS & DRAGONS is all about, and "knowing too much" can greatly spoil the fun of the gaming experience that makes D & D so special. So, if you're going to be a player in this module, stop reading here, resist the temptation (which will be considerable) to go further in examining the contents, put the module aside, and wait for your Dungeon Master to get ready to use this package for gaming. You won't be sorry!

NOTES FOR THE DUNGEON MASTER

As a beginning Dungeon Master, you will find this module helpful in many ways. First of all, it serves as a graphic example of a beginning dungeon. For this reason, it should prove illustrative to fledgling Dungeon Masters who will benefit from a look at what another dungeon design "looks like". Those designing their own dungeons will want to note various aspects of this dungeon which will give them valuable insights into the creative process which allows them to formulate their own unique dungeon and game setting. Those going on to design their own dungeons and campaigns should be advised of the various playing aids available from TSR as official DUNGEONS & DRAGONS accessories — most notably the various sets of geomorphs (see the products list within the Basic D & D booklet for details on subjects and prices) which allow preparation of large map areas with a minimum of time and effort.

Second, this package provides an almost "ready-made" game situation which can be utilized for one or more playings. Some initial preparation is necessary in addition to reading the material through one or more times before using it in a game. The preparation, however, is interesting and fun as well as instructional, for it shows how a Dungeon Master (or DM) "stocks" the dungeon with assorted treasures and monsters before any adventuring begins. Separate lists of monsters and treasures to key with the various locations inside the dungeon insure that no two similar modules will be the same when set up by different DM's, and will also guarantee that players will not know what to expect in any given room or location. As for player characters, participants can use their own characters rolled up according to

the guidelines within the Basic DUNGEONS & DRAGONS rulebook or choose from a list of pre-generated characters supplied here (including possible hirelings and/or henchmen to accompany the player characters in their adventuring).

Thirdly, there are several salient points of good dungeon design illustrated in this module which new DM's would be wise to note. Likewise, they should keep these factors in mind when they start to design their own game maps and situations:

1) Since it is important to offer a challenge commensurate to the players' level, this two-level dungeon design is made specifically for Basic D & D for exploration by beginning players in a party of 3 to 6 adventurers (player and non-player characters combined). This is reflected in various ways:

- a) In general, this dungeon is less deadly and more forgiving than one designed to test experienced players. It is designed to be fairly challenging, however, and is by no means "easy". Careless adventurers will pay the penalty for a lack of caution — only one of the many lessons to be learned within the dungeon!
- b) The dungeon is designed to be instructive for new players. Most of it should be relatively easy to map, although there are difficult sections — especially on the lower level where irregular rock caverns and passageways will prove a real challenge.
- c) The monsters encountered will generally be commensurate with the adventurers' ability to defeat them. For the few that are too formidable, the adventurers will have to learn the necessary art of fleeing or else employ more powerful means against them.
- d) The treasures to be found will generally be small, although a couple of more lucrative finds are possible if the adventurers are clever or lucky.

2) The dungeon includes a good assortment of typical features which players can learn to expect, including some interesting tricks and traps:

- a) Several one-way secret doors
- b) Illusions and magic mouths
- c) A wind corridor which may extinguish torches and open flames
- d) A room of mysterious pools
- e) A room of doors
- f) A water pit trap which suddenly drops adventurers to the lower level
- g) A portcullis trap where vertical bars drop behind the party in a dead end corridor
- h) A pair of teleport rooms to confuse explorers
- i) Several magical treasures — most beneficial, some cursed
- j) Mysterious containers with a variety of contents for examination

3) There is a legend or story explaining some details of the setting and providing a background (i.e., why it exists, its background, how the characters became involved with it, etc.). Of course, players/adventurers will probably only know bits of this information — or perhaps only rumors of dubious reliability. Most good dungeons (and indeed, entire game campaigns) rest upon a firm basis of interesting background and "history" as set for the players by the game moderator, or Dungeon Master.

4) The setting is neither too simple nor too difficult. Adventurers can exit by either returning to the entrance or locating the other secret exit. Two ways down to the lower level are available for discovery, and a trap may also bring adventurers unexpectedly there.

PREPARATION FOR THE USE OF THE MODULE

The use of this module by the Dungeon Master first requires a working familiarity with its layout and various design features. Therefore, the first step is to completely read the module, doing so with care and with reference to the two maps provided to learn the basic layout and location of the various parts described in the written commentary. A second and third reading will also prove beneficial in preparing for a game employing the module.

Once the DM has obtained a background knowledge of the situation and the various features of the area to be explored, he must **key** the two maps by placing various monsters and treasures within the dungeon complex. To do so, he utilizes the two lists provided which follow within this booklet, taking advantage of the special system to allow easy setup and reference.

Upon examination of the two game maps, it will be noticed that each prominent room or chamber has a Roman numeral for designation purposes. Each Roman numeral corresponds to a written description within the body commentary which accompanies the maps and which is contained in this booklet. Thus, a description of each such area of the dungeon is easily referenced by locating the written material within the booklet, and these are arranged in numerical order. The basic descriptions are standard, but in most cases there is no mention of either monsters inhabiting a particular area or specific treasures to be found within (except for occasional items which are part of the furnishings and which may have some unusual value). A space exists after each description with a brief area for listing either a monster or a treasure (or both) which may be within that room; exactly what will appear in each room, however, is up to the Dungeon Master, who will fill in some of the spaces to denote their presence. This is done easily through the use of the number and letter-coded lists provided for monsters and treasures, respectively. It is important to note, however, that not every room will contain a monster, a treasure, or both — in fact, a fair number of rooms will contain neither, and in some cases the treasure will be hidden or concealed in some manner. Further details on the use of the two lists is contained in the description which precedes them in the section entitled **KEYING THE DUNGEON**.

Once the dungeon has been keyed and the Dungeon Master's preparation is complete, he must assist the players in getting ready for the adventure. The first step is in providing them with the background outline which sets the stage for the game. This "Player's Background Sheet" (which differs in some ways from the more detailed description/background for the referee) is on a perforated sheet at the end of this booklet. It is designed to be removed and handed to the players prior to the adventure (or simply read aloud to them if you do not wish to remove it from the booklet).

Once the players know the background, they can prepare their characters for the adventure. If new characters are needed (as they will be if the players are just starting their first game), they can be rolled up by using the dice and following the prescribed procedure within the Basic **DUNGEONS & DRAGONS** rule booklet. Each player also determines his amount of starting money (the number of gold pieces he has to begin with), and this amount is available for the purchase of arms and equipment for adventur-

ing. Once the players have decided upon the equipment they will be carrying, as well as their own arms and armor, they are ready to start play. A written record of abilities, wealth, and equipment owned and carried is kept by each player.

As an alternative to spending time rolling the characters up, a list of assorted adventuring characters is included on the reverse side of the "Player's Background Sheet". If the Dungeon Master decides to do so, the players can choose one of the characters listed there as their player character. In such a case, the DM then provides the pertinent specifications and ability ratings of the character to the player, who makes a note of it on the side. The DM's master list of character abilities for these characters is within this booklet.

If there are only two or three players, or if a party wishes additional assistance, one or more hirelings or henchmen (non-player characters who will be a part of the party but who will not be under the total control of the players) can be added to the group of adventurers at the Dungeon Master's discretion. These characters can also be from the list, and their specifications and ability ratings are also on the master list for the Dungeon Master.

When players have hirelings (characters who serve for pay) or henchmen (characters who serve out of admiration or loyalty), the Dungeon Master must use common sense in their employment within the game. Obviously, allowing players to assemble large bands of armed assistants at this stage of the game would be unfair and unbalancing, so it will be unusual to see more than one or two non-player characters appearing in the first games. Only after players have survived to earn some repute and wealth to attract (and afford) them will they be able to locate additional adventurers to aid their exploration.

Seeking hirelings and henchmen is a matter to be handled by the Dungeon Master. A player's success in attracting either will depend upon the financial rewards offered (in the case of hirelings) or the charisma of the seeker (in the case of henchmen). Once a henchman or hireling has decided to join a group (this usually being determined by a secret dice roll by the Dungeon Master), the non-player character will generally function according to the directions of the player character being served. However, in some situations — most notably, those involving great risk or danger — the Dungeon Master serves as the "conscience" of the henchman or hireling, and may cause him to balk at ordered action or perhaps even desert in the face of danger or as a result of unrewarded courage or accomplishment. For example, if a party is facing a hazardous situation and a player tells his henchmen to do something which would seem more dangerous than the actions pursued by the other player adventurers, the henchmen may hesitate to act upon the order — or in some cases might simply run away if the chance of death is great (this being determined by the DM's secret die roll at the chances of his choosing, depending upon the situation). Likewise, if a henchman successfully executes a hazardous action (slaying a dragon without much help, for instance) and does not get a proportional reward, then he will understandably consider deserting the player character who ill-treated him. In such cases, the DM will determine the outcome, and, as always, his decisions (often the result of die rolls at appropriate chances which he determines) are final.

An alternative to having either hirelings or henchmen under player control is simply to have non-player adventurers available for single-game participation. In this case, an additional character accompanies the group and participates, but is independent of player control other than to be

helpful and generally cooperative. The Dungeon Master runs the character in essence, although his actions will generally follow the desires and suggestions of the players (unless an unduly hazardous action is demanded). The independent character participates in return for a share of the treasure gained, and this share (which will at least be proportional, or even greater than proportional if the character is better than the player characters) must be agreed upon before the adventure starts. If your players are trying to attract such help, roll a die to see how hard a bargain the extra character drives in order to be convinced that participating is worthwhile. . . . After the adventure has been completed, the extra character might simply take his treasure share and disappear from further use, or if the DM desires, be available for similar service in future quests. The section entitled THE CHARACTER LISTS gives additional suggestions for the employment of non-player hirelings and henchmen.

Once the players have completed their preparations for the game, the referee finishes "setting the stage" by bringing the player characters from the background story to the place where the game adventure will begin. This is usually simply a matter of providing a brief narrative (such as, "Your group, after purchasing supplies and getting organized, left their town and went cross country till a deserted pathway was found which led into the hills, and finally to a craggy outcropping of rock . . ."). Use of the LEGEND TABLE (described elsewhere in this booklet) is also made at this time.

To start the adventure, the players must decide on an order of march for all of the characters in their group — who will be in front, who in the middle, who at the rear, and so on. This should be diagrammed on a sheet of paper and given to the Dungeon Master for reference, and any change in the order of march during the adventure should be noted. In a standard 10' wide corridor, the most common arrangement is two adventurers side by side in each rank, although three characters could operate together in a single rank if all of their weapons were short and easily wielded (daggers or small hand axes, for instance).

One player in the group should be designated as the leader, or "caller" for the party, while another one or two players can be selected as mappers (at least one is a must!). Although individual players have the right to decide their own actions and relay them to the Dungeon Master as play progresses, the caller will be the one who gives the DM the details on the group's course of action as they move around and explore (such instructions as "We'll move slowly down this corridor to the east . . ." or "We'll break down this door while so-and-so covers our rear . . ." are typical directions given by a caller to the DM). In the course of the adventure, the caller will naturally discuss the options available to the party with the rest of the adventurers, but it is he who the DM relies upon for the official instructions (although individual players can still pursue alternate courses of action at appropriate times, if they insist, by telling the Dungeon Master). Once a caller (or any player) speaks and indicates an action is being taken, it is begun — even if he quickly changes his mind (especially if he realizes he's made a mistake or an error in judgment). Use your discretion in such cases.

The player or players mapping the explored area should use graph paper. Orient them according to the same directions on the referee's map (with the top being north in almost all cases). After that, allow them to draw their maps from your descriptions as they wish — but make certain that your verbal descriptions of the areas they explore are accurate (although you can say such things as "approximately sixty feet", especially in large or open areas, or places where

there are irregular rock surfaces). Above all, avoid the considerable temptation to correct their maps once they have drawn them. It will not be uncommon for players to show you their map (especially if they're confused) and ask you, "Is this right?". In most such instances, you should avoid correcting any mistakes there, unless it would be obvious through the eyes of the adventuring characters. Encourage good mapping skills and an attention to detail rather than falling into the rut of continual player map questions.

Exploration of the entire area comprising the module may well take more than one game session. It is also quite possible that adventurers (especially if wounded or reduced in number) may want to pull out of the stronghold and prepare for a return visit when refreshed or reinforced. If this is done, they must work their way to an exit and discuss with you the pertinent details and time passage until their return. In such cases, the exact status of areas already explored will depend upon your judgment — whether areas cleared of monsters might in some cases be re-occupied by new ones, doors left open closed again and locked, or whatever.

If the exploring adventurers wish to suspend the game temporarily during a rest period (when the adventuring characters stop to sleep, as they must do every 24 hours), appropriate notes should be made of each adventurer's status so that resumption of the game can begin at the same point on the next meeting of the players. Their choice of where to camp is a factor to consider, as well, since a check for wandering monsters must be made up to three times for any 8-hour period they remain there (these checks are made at a normal 1 in 6 chance). It is customary to have one or more adventurers in the party standing guard at any one time, as the party members sleep in shifts in order to always have continual protection (although the devious DM may give a slight chance of a guard being asleep if a monster comes . . .). Just as with march order, it is important that players provide the DM with the sleeping location of each member and the placement of the guard or guards, since this may be crucial if and when a monster approaches from a given direction.

Experience points earned and any benefits gained will only be applicable if and when the adventurers successfully exit the dungeon; experience gained in an adventure is only credited after the adventure is complete. However, successfully exiting the dungeon and then returning later would allow the characters to use experience gained on the previous foray, if applicable.

TIME

As adventures go on, the Dungeon Master is responsible for keeping track of time elapsed.

In normal movement and exploration, each turn is considered to be ten minutes (see page 9 of the Basic D & D booklet for details). If an encounter or melee occurs, the Dungeon Master immediately (but temporarily, for the duration of the encounter) adjusts the time frame to melee turns consisting of ten 10-second melee rounds (see page 20 of the Basic D & D booklet).

Every third turn of adventuring, the DM should take a die roll for the possible appearance of wandering monsters at the indicated chances (which are normally 1 in 6, but which may vary depending upon location and dungeon level). Some occurrences (such as noise and commotion caused by adventurers) may necessitate additional checks.

Paper and pencil can be used to tally time, and the DM

should monitor its passage as he sees fit, but keeping in mind that exploring, mapping, and examining various features takes up considerable time — with the larger the area and the greater the care taken in examining, the more time consumed. Wasted time is also a factor which should be noted, as players may waste time arguing or needlessly discussing unimportant matters or by simply blundering around aimlessly. On the other hand, time can pass quickly if adventurers move rapidly through areas which have been previously explored and mapped. In all cases the DM should use his good judgment and common sense.

Generally, eight hours of each twenty-four must be spent resting and sleeping, and prudent adventurers will sleep in shifts with a guard always awake. As a general rule, three checks will be made each "night" for possible wandering monsters.

The passage of a day — or 24 hours — will mean the healing of 1 hit point of damage for each character.

COMPUTING EXPERIENCE

At the conclusion of an adventure (the party's emergence from the dungeon), the surviving characters divide the treasure (with equal shares generally awarded to each and magical or special items dived for by eligible characters) and experience is computed. Henchmen and hirelings usually get an equal share of any treasure, although their experience point award may vary at the Dungeon Master's discretion from half to the full amount awarded to player characters, depending upon their accomplishments.

As an example, let us assume that two first level player characters (a magic-user and a fighter) and a first level hireling (a fighter) survive an adventure and return to the outside world from a dungeon which has claimed several of their comrades. The treasure they carry out with them amounts to the following: 630 g.p., 9 50 g.p. gems, a scroll of 2 magic-user spells, a +1 sword, and a +1 ring of protection. In the course of their adventure, their party caused the following monsters to be slain: 8 kobolds, 5 orcs, and a giant tick.

In this instance, the treasure is rather easily divided: the gold pieces are split into 210 apiece, 3 gems are awarded to each character, the scroll goes to the magic-user (since he is the only one who can use it), and the two fighters roll dice for the sword and the ring, with one going to each (in some instances, a non-player character may end up with the best treasure this way, but such is the luck of the dice . . .). This gives each adventurer the equivalent of 210 g.p. cash, plus 150 g.p. in gems (if traded or sold for gold pieces), plus one other item which can be retained and used.

The monsters slain are considered for experience point values as follows (see page 11 of the Basic D & D booklet): the 8 kobolds are worth 5 points apiece as creatures under 1 hit die, the 5 orcs are worth 10 points each as 1 hit die monsters, and the giant tick is worth 50 points (35 points as a 3 hit die creature plus 15 points for its special ability to cause disease). The total value of all monsters killed is thus 140 experience points — 40 for the kobolds, 50 for the orcs, and 50 for the giant tick. This divides to 46 experience points per surviving adventurer for monsters slain.

Total experience points for each adventurer, assuming they were of first level (a higher level of experience would dictate a fractional adjustment), would be 360 (the g.p. equivalent of coins and gems) plus 46 (for the monsters killed), or 406 points each. No additional points are awarded for the special or magical items.

Once enough points are accumulated, a character can rise to the next higher level of experience, and gain the benefits of the new level. Wealth obtained, besides counting initially for experience, can be used to purchase equipment or supplies, defray everyday expenses, attract hirelings, sponsor various enterprises, or can be spent in any manner (including payments of tithes to the church, especially for clerics!).

HOW TO BE AN EFFECTIVE DUNGEON MASTER

The Dungeon Master, as referee, is the pivotal figure in any game of DUNGEONS & DRAGONS. Accordingly, his ability and expertise — as well as fairness — will be important factors in whether or not the game will be enjoyable for all of the participants, as well as for himself.

D & D is a role-playing game, and is unlike traditional games which have a firm basis of regulated activity and repetitious action. D & D is free-flowing, and often goes in unknown and unpredictable directions — and that is precisely the reason it is so different and challenging. The Dungeon Master is best described as the moderator of the action, for he oversees the whole process, keeps the game moving, resolves the action based upon events occurring and player choices made, and monitors the actions and events outside the player group (i.e. handles monsters encountered, determines the actions of non-player characters encountered, etc.). His responsibilities are considerable, but his foremost concern should be to provide an enjoyable game which is challenging to the players. This means that risk should be balanced with reward, and that game situations are neither too "easy" nor too deadly. Above all, he must be fair, reasonable (without kowtowing to the unreasonable demands of the players), and worthy of the respect of all the participants.

Beginning Dungeon Masters who are not familiar with the game often ask the most common first question, "Exactly how do you referee the game?". The answer is that there is no single best way — different DM's have different styles, just as individual players do. However, there are certain guidelines which are important to follow . . .

First of all, it is crucial to keep in mind that D & D is a game based on player interaction and player choice. The game generally follows the course of the player's actions — if not always their plans! As moderator, you present an ever-changing situation as it occurs (sort of like an unfolding story, or even a movie, if you like to think in those terms), and the players respond pretty much as they desire. As the game goes on, you are presenting them with a hundred different opportunities and choices — exactly how the game goes will depend upon their response to those opportunities and choices. For instance, if players decide to walk down a corridor and find a dead end with three doors, they have a number of choices — simply turn around and ignore the doors, listen at one or more before proceeding elsewhere, try to open one or more (either normally, by forcing them, or even by simply bashing them in), or whatever. You describe the situation, then await their decision as to a course of action. Of course, some decisions will be more difficult, or quick, or crucial to survival — and as always, imagination and resourcefulness, as well as quick thinking, will usually be rewarded.

Second of all, a good DM remains "above the battle" and does not attempt to influence player actions or channel the activity in a particular direction. The Dungeon Master should do all he can to assist players in their quest without actually providing important information unless the players themselves discover it or put the pieces of a puzzling problem to-

gether through deduction or questioning, or a combination of the two. A large part of the game consists of player questions, many of which are "what do we see?". Your job as gamemaster is to answer those questions without giving too much away. You need not hint to players any information that they do not ask for on their own, except in unusual instances. Allow them to ask the questions, and allow them to make the choices.

In the same vein, as Dungeon Master you will enjoy watching players wrestle with the problems you present them with. Although you may set up situations to challenge them, you must understand that you are not their adversary, nor are you necessarily out to "defeat" them. You will enjoy moderating a well-played game where players respond to the challenges encountered much more than one where the adventurers foolishly meet their demise in quick time. However, if your players abandon caution or make stupid mistakes, let them pay the price — but be fair. In many cases, a danger due to lack of caution can be overcome, or a mistake in judgment countered by quick thinking and resourcefulness, but *let your players do the thinking and the doing.*

As Dungeon Master, you are the game moderator. This means you set the tempo of the game and are responsible for keeping it moving. Above all, *you* remain in control of the situation, although with reasonable players your game should always be in control. If players are unusually slow or dilly-dally unnecessarily, remind them that time is wasting. If they persist, allow additional chances for wandering monsters to appear — or at least start rolling the dice to make the players think that you are doing so. If players are argumentative with each other, remind them their noise also serves to attract unwelcome monsters; if they persist, show them that this is true.

Lastly, it is important to remember that the Dungeon Master is the final arbiter in his or her game. If players disagree with you, hear them out and reasonably consider their complaint. However, **you** are the final judge — and they should understand that, as well as the fact that not everything will go their way, or as they expect. Be fair, but be firm. With human nature as it is, players will undoubtedly attempt to try to talk you into (or out of) all sorts of things; part of the fun of being a DM is this verbal interplay. But in the end, what you say is what goes.

USING THIS MODULE WITH ADVANCED DUNGEONS & DRAGONS

Although this module is specifically designed for use with Basic D & D, experienced players will have no difficulty in using this package with the rules for ADVANCED D & D.

Dungeon Masters who wish to employ the module with A D & D will have no problem utilizing the two level maps and the descriptive copy to form the basic outline. In a similar manner, the Legend Table will be used as described. The DM, however, can disregard the various lists of monsters, treasures, and non-player characters and make appropriate substitutions using the greater and more challenging ideas of his own which will match the greater experience of his A D & D players. Likewise, more formidable and deadly tricks and traps will be called for in order to fully challenge the mettle of the more sophisticated players.

BACKGROUND

Many years ago, rumor has it, two noted personages in the area, Rogahn the Fearless (a fighter of renown) and Zelligar

the Unknown (a magic-user of mystery and power) pooled their resources and expertise to construct a home and stronghold for the two of them to use as a base of operations. The location of this hidden complex was chosen with care, since both men disliked visitors and intruders. Far from the nearest settlement, away from traveled routes, and high upon a craggy hill, the new construction took shape. Carved out of the rock protrusion which crested the heavily forested hill, this mystical hideaway was well hidden, and its rumored existence was never common knowledge. Even less well known was its name, the Caverns of Quasqueton.

Construction of the complex, it is said, took over a decade, even with the aid of magic and the work of hundreds of slaves and laborers. Vast amounts of rock were removed and tumbled off the rough cliffs into large piles now overgrown with vegetation. A single tower was constructed above ground for lookout purposes, even though there was little to see other than a hilly, forested wilderness for miles around.

Rogahn and Zelligar lived in their joint sanctuary for quite some time, conducting their affairs from within except for occasional adventures in the outside world where both men attempted to add to their reputations as foremost practitioners of their respective arts.

The deeds and adventures of these two characters were never well known, since they both kept their distance from civilization. Some say, and perhaps rightly so, that their motives were based on greed and some kind of vague (or chaotic) evil. No one knows for sure.

What is known more widely is the reputation of each. Despite their questionable alignment of suspected evil, both Rogahn and Zelligar capped their reputation of power when they joined forces to stop a barbarian invasion threatening the great valley below. In a crucial battle at a narrow pass in the hills, the two combined powerful forces and decisively turned back the invasion. Rogahn slew a horde of barbarians single-handedly and Zelligar's powerful magic put their army to flight. A grateful populace rewarded the pair and their henchmen with considerable treasure, after which the two retired to their hideaway. Most of the reward treasure was apparently used to finance the further construction of Quasqueton, although some of it may yet be hidden somewhere. In any case, the hill stronghold was not completed in its entirety when, years later, the intrepid pair apparently embarked on their last adventure.

Some years ago, Rogahn and Zelligar apparently decided upon a joint foray into the lands of the hated barbarians. Taking most of their henchmen and associates along in a great armed band, the two personages disappeared into the forbidding alien lands to the north, far from the hills and forests surrounding Quasqueton.

Word just reaching civilization tells of some great battle in the barbarian lands where Rogahn and Zelligar have met their demise. This rumored clash must have occurred some years ago, and there are few details — and no substantiation of the story. The only thing certain is that Rogahn and Zelligar have been gone far too long. If only one had the knowledge and wherewithal to find their hideaway, he would have great things to explore! And who knows what riches of wealth and magic might be there for the taking???

Note: In the mythical WORLD OF GREYHAWK (available from TSR) the stronghold can be considered within any one of the following lands — the Barony of Ratic, the Duchy of Tenh, or the Theocracy of the Pale.

LEGEND TABLE

Prior to the first adventure into the stronghold, the Dungeon Master will utilize this table to impart "background knowledge" (from rumors or legends known) to the adventurers. The table itself includes bits and scraps of information regarding the place to be explored — most of it accurate; however, legends and rumors being what they are, some of the information is false and misleading. It will be up to the players to act upon the information they "know"; the Dungeon Master will tell them that these are legends or rumors they have heard about the place, and that is all (it will be up to the players to decide upon the value or veracity of such information).

To determine legends/rumors known, each player character will cast a 4-sided die in secret conference with the Dungeon Master (non-player characters or henchmen/hirelings will get no roll). The result of the roll will give the number of rumors/legends known by the individual rolling the die:

- 1 One legend known
- 2 Two legends known
- 3 Three legends known
- 4 No legends known

Rolls of 1, 2, or 3 will result in that many rolls on the Legend Table using d20. A roll of a 4 indicates that the adventurer has no knowledge of any rumors or legends pertaining to the stronghold; any information he desires he must attempt to obtain from the other players adventuring with him.

The legends/rumors known are determined by the player's roll of the 20-sided die, and the DM reads the appropriate information off the table to the player for each roll (this is done secretly where the other players cannot overhear). The DM then tells the player that this is the extent of background information known by his or her player character; whether or not the player chooses to share this information (all or only part of it) with the other players is a personal decision. In this manner each player is given a chance to see what bits of additional information their character knows before the adventure starts.

LEGEND TABLE (d20)

"F" denotes a false legend or rumor, but the player will not know it is false.

- 1) The name of the stronghold is Quasqueton.
- 2)F Zelligar had a wizard's workshop in the stronghold where he worked on magic stronger than any known to man.
- 3)F Rogahn owned a fantastic gem as big as a man's fist that was worth over 100,000 gold pieces; he kept it hidden in his personal quarters.
- 4) Zelligar and Rogahn had orc slaves to do the menial work, and some lived permanently at the stronghold.
- 5) The complex has two levels.
- 6) Part of the complex is unfinished.
- 7) The complex has a rear exit which is secret and well hidden.
- 8) No outsiders have ever entered the complex and returned to tell the tale.

- 9) Troglodytes have moved into the complex in the absence of its normal inhabitants.
- 10)F The place is protected by the gods themselves, and one member of any party of intruders is doomed to certain death.
- 11)F The treasures of Zelligar and Rogahn are safely hidden in a pool of water.
- 12)F The entire place is filled with guards left behind by Zelligar and Rogahn.
- 13) Rogahn's trophy room has battle relics and slain monster remains from his adventures.
- 14) There is a room with many pools of water within the complex.
- 15) The very walls speak to visitors.
- 16)F An enchanted stone within the stronghold will grant a wish to anyone who chips off a piece of it and places it within their mouth.
- 17)F All treasures of Zelligar and Rogahn are cursed to bring ill to any who possess them.
- 18)F Zelligar and Rogahn have actually returned to their stronghold, and woe be to any unwelcome visitors!
- 19) There are secret doors, rooms, and passageways in parts of the complex.
- 20) The complex has more than one level.

Note: when rolling on this table, roll again if any number duplicates one already rolled by the same player.

THE DUNGEON

This area for exploration is designed to challenge a party of 3-8 adventurers (player characters and henchmen or hirelings) of up to the third level of experience, and is specifically intended for use with Basic DUNGEONS & DRAGONS. Players will find it beneficial to have a mix of characters in their party who will complement each other and who will possess a variety of abilities due to their different classes (fighters, magic users, clerics, thieves, etc.). Additionally, the carrying of one or two useful magic items will likewise be of great help (although more numerous or more powerful such items will unbalance the situation).

If a Dungeon Master wishes to use the module with ADVANCED DUNGEONS & DRAGONS, a separate set of guidelines will be found at the end of the module to enable this conversion.

The Caverns of Quasqueton, as mentioned in the background description, are hewn from a great rock outcropping at the crest of a large wooded hill. Winds buffet the hill continuously, blowing and whistling through the trees, vines, and other vegetation which blanket the prominence on all sides. The rock itself is a heavy blackish slate, and is evident all throughout the caverns on both levels.

The air within the caverns is heavy, wet, and musty. In some portions of the complex, a layer of dust lies upon everything, undisturbed for years. Burning anything within is slow and difficult, for the entire atmosphere resists combustion. Torches and lanterns will burn smokily.

There are many doors within the dungeon (the term "dungeon" being used generically for the entire underground area, as it usually is in DUNGEONS & DRAGONS), and some of them are secret doors, discernible only by special examination or perhaps by an elf with his or her inborn ability to notice them. In all cases, unless otherwise noted, doors will be locked one-third of the time — and any roll of a 1 or 2 on a six-sided die (d6) will mean that they will bar entrance unless the lock is sprung or broken. Breaking the lock or breaking down the entire door will be a noisy undertaking, to be sure, and may serve to attract unwelcome monsters . . .

The two levels of the dungeon are approximately equal in size and are located one above the other. If the two maps could be placed over one another, the three access points between levels would directly correspond to their locations on the maps and lead directly to each other up and down.

THE CAVERNS OF QUASQUETON

KEY TO THE UPPER LEVEL

Within the complex, the upper level is a rather finished abode with generally good stonework and masonry overall. There are rough spots, or portions where workmanship is not as good as overall, but for the most part the construction and excavation are well done. The walls are relatively smoothly hewn and finished and in generally good repair. The floors, while uneven in places, are likewise in good condition. Corridors generally measure 10' in width, while ceilings for the most part are approximately 8' to 10' above the floor. The blackish stone from which the halls and caverns were hewn is evident overall. Doors are uniformly of heavy wooden construction, approximately five or six inches thick.

WANDERING MONSTERS

Check every third turn; 1 in 6 (roll a 6-sided die). If a monster is indicated, roll a six-sided die again and compare to the list below to determine what type of monster appears. Then check for surprise. The abbreviations which follow are the same as used and explained in the section entitled MONSTER LIST.

1. Orcs (1-4) — HP: 6, 4, 3, 1; *AT: 1; D: 1-6; AC 7/12; SA: None.
2. Giant Centipedes (1-2) — HP: 2 each; *AT: 1; D: Nil; AC 9/10; SA: Bite does no damage but save vs poison must be made (+4 on die).
3. Kobolds (1-6) — HP: 4, 3, 3, 2, 2, 1; *AT: 1; D: 1-4; AC 7/12; SA: None.
4. Troglydtes (1-2) — HP: 6, 5; *AT: 1; D: 1-6; AC 5/14; SA: Emit odor when enraged.
5. Giant Rats (2-5) — HP: 4, 3, 2, 1, 1; *AT: 1; D: 1-3; AC 7/12; SA: Bite has 5% chance of causing disease (save vs poison).
6. Berserkers (1-2) — HP: 5, 4; *AT: 1; D: 1-8; AC 7/12; SA: +2 on attacks vs normal men.

ENCOUNTER AREAS

ENTRANCE. A cave-like opening, somewhat obscured by vegetation, is noticeable at the end of a treacherous pathway which leads up to the craggy outcropping of black rock. By sweeping aside some of the vines and branches,

the opening becomes easily accessible to human-size explorers.

The opening leads straight into the rock formation, with a 10' wide corridor leading the way to a large wooden door. The door opens freely, and close examination will reveal that bits of wood have been chipped away from the edge, indicating that it has previously been forced (this fact will certainly be known if adventurers indicate they are examining the door; otherwise there will be a 10% chance per adventurer, cumulative, of this being noticed — 40% if four adventurers, etc.).

I. ALCOVES. There are three pairs of alcoves past the entrance, located as they are for purposes of defense against intruders or invaders. These guardpoints are all empty and barren of any markings.

The second pair of alcoves are actually secret one-way doors, but totally unnoticeable to anyone on the side of the entrance corridor (even if close examination is made). These one-way doors are also a defensive measure to allow guards to appear in the rear of any invading group which passes this point.

The third pair of alcoves contains a double **magic mouth** spell, and this magic omen will be triggered as soon as any adventurers reach the point in the corridor between the two alcoves. When this occurs, a **mouth** appears on the side wall of the east alcove, and another **mouth** appears on the side wall of the west alcove. The east **mouth** speaks first, in a booming voice: "WHO DARES ENTER THIS PLACE AND INTRUDE UPON THE SANCTUARY OF ITS INHABITANTS?" After but a moment, and drowning out any attempted reply by the party, comes the reply from the west **mouth**: "ONLY A GROUP OF FOOLHARDY EXPLORERS DOOMED TO CERTAIN DEATH!". Then both **mouths** will shout in unison, "WOE TO ANY WHO PASS THIS PLACE — THE WRATH OF ZELLIGAR AND ROGAHN WILL BE UPON THEM!" The **mouths** will then begin a loud and raucous laughter, which fades in intensity as the twin **mouths** disappear from view. They are a permanent feature of the stronghold, and will reappear on every visit.

Past the third pair of alcoves and at the end of the corridor from the entrance are two steps up. At the top of the steps, the corridor continues straight ahead, and corridors meet from east and west. At this intersection is a grisly sight — the remains of a hand-to-hand battle where no less than five combatants died.

Upon examination of the bodies (if the adventurers choose to do so), it will be seen that three of them were adventurers themselves, explorers from the outer world. This ill-fated trio obviously had their first and last battle at this spot. Their opponents, also slain here, are two guards. The bodies arrayed here, each in various states of decomposition, are as follows (the stench of decaying bodies is strong and repulsive, and the sight doubly so):

Body #1 — A human fighter, slumped against a wall. His broken sword, sheared off about eight inches above the pommel, tells the story of his demise. The body has been stripped of any armor, and there are no items of value on the remains, other than a belt pouch containing 5 gold pieces (g.p.).

Body #2 — A human magic-user, impaled against a wall. The killing sword, still thrust through the body, is lodged in the wall, which has a large section of wood at this point. If the sword is removed, the body will crumple to the floor, exposing a blood-stained carving. The carved letters

form the word "QUASQUETON" in the "common" language.

The sword, upon being removed, will prove worthless, since its handle is very loose and the overall quality of the weapon is poor.

The body is bereft of any items of great value. The magic-user's robe, now bloodstained and ruined, has a pocket and within it is a purse containing 2 g.p. and a pouch full of garlic buds.

Body #3 — A dwarf fighter, face down in the corridor just east of the intersection. In his right hand he still clutches his war hammer, and it appears that he crawled, wounded, to this point, since a trail of dried blood leads back to the battle location. A sack turned inside out lies alongside the body, now empty.

Armor has been stripped from the body, although the fighter's helm is still on his head. This headgear, however, has a noticeable dent in it which will make it unusable and thus worthless. There are no items of value on the remains.

Body #4 — A human berserker/fighter, obviously a guard who defended to the death. The body is sprawled on the floor, and a broken wooden shield lies nearby. The body has no armor on it. There is no weapon on the body or nearby, nor are there any other items of value on the remains.

Body #5 — A human berserker/fighter, another guard. This body, with a bashed head from the blow of a war hammer, lies on the floor face down. There is no armor or weapon on the body except for a small sheathed dagger on the belt. The belt is very ornately decorated leather, which would appear to be worth something, except for the bloodstains ruining its appearance.

Monster:

Treasure & Location:

II. KITCHEN. The food preparation area for the complex is a very long room with a variety of details. At the southwest corner of the room are two cooking pits, each large enough to cook an animal as large as a deer. One of the pits is slightly larger than the other, but both are about 3 feet in depth. The pits are full of ash and charred remains of cooking fuel. A chimney leads upward, but its small size prevents further investigation.

Long tables line each wall, and there are scattered containers on them, some upturned, with spilled contents moldering on the table top. There are spoiled pieces of food all around, and the smell in the room is very uninviting. One chunk of moldy cheese is particularly noxious, as a fuzzy green growth covers its entirety.

Hanging from above are a variety of utensils, and some other of these are scattered about on the floor of the room. These are nothing more than pots and pans of various sizes, although there is a large cast iron kettle suspended from the ceiling by a thick chain. The kettle is empty.

Monster:

Treasure & Location:

III. DINING ROOM. This room serves as the main dining hall for the complex, and it is here that guest banquets are held.

The room is moderately decorated, but frugally so, since there appear to be no items of great value which are part of the decor. A nicely carved wooden mantle surrounds the room at a height 7 feet off the floor, and the stone walls are also carved in simple yet pleasant designs.

There are a number of tables and chairs in the room, these being of wooden construction and quite utilitarian in nature. Only two chairs stand out from the rest, these being the personal seats of the stronghold's illustrious inhabitants, Zelligar and Rogahn. Both of these chairs are ornately carved walnut, formed from an enormous block of this wood which forms a portion of the wall in the northeast corner of the room. Upon closer examination, it will be seen that the chairs themselves are actually fixed seats connected to the wooden structure, thus being unremovable. Their great beauty is apparent, but is marred by a greenish fungus growing on portions of the walnut. It is obvious the seats have not been used for quite some length of time.

The lesser tables and chairs are scattered about, and several are overturned. All of these furnishings are of hard maple. They show wear, although they have obviously not been used recently.

The entire room has a musty, mildewy smell to it.

Monster:

Treasure & Location:

IV. LOUNGE. This anteroom is through a south door from the dining room, and apparently was designed for before-dinner and after-dinner activity. Drinking was apparently the most popular pastime here, for several earthenware tankard mugs hang from a row of hooks high on one wall (many more are missing, it appears). An ale keg, long since dry but still smelling slightly of the brew, stands in one corner.

The stone walls are strangely textured for an unusual effect, but are devoid of further markings or details. A long wooden bench seat, actually attached to the wall, is along each side of the room. Those seated on the bench all face toward the center of the room and the statue there.

At the center of the room is a carved statue, full-size, of a nude human female, beckoning with arms out front in a very alluring pose. This statue, apparently of white marble, is obviously of great value (over 5,000 g.p.). However, due to its tremendous weight and the fact that it seems anchored to the floor, it will be impossible to remove without a major engineering effort. Even characters with a strength of 18 will be unable to move it in any way.

Monster:

Treasure & Location:

V. WIZARD'S CHAMBER. Zelligar's personal chamber is actually a rather austere abode. The most noticeable feature seen upon entering is a very large and fairly detailed stone carving which runs most of the length of the north wall of the room. Some 70 feet in overall length, the wall carving depicts a mighty wizard (obviously Zelligar) on a hilltop casting a spell in the air over a valley below, with an entire army fleeing in confused panic.

The east and west walls are devoid of detail, although there are several wall pegs on each, apparently for hanging garments.

There is a minimum of furniture within the room. Zelligar's

bed, located in the southeast corner of the chamber, is a frame of ornately carved rosewood. The headboard, besides showing the carved designs to advantage, boldly features Zelligar's name highlighted in gold leaf. The bed, obviously of value, is of fine workmanship and construction. Because of its sturdiness, it cannot be removed from the room without dismantling, and doing so will be difficult and likely to cause damage to the various pieces. If this is done, the baseboard and sides would be worth 100 g.p. each, and the headboard up to 500 g.p. However, anyone trying to sell the headboard for its value will run an 80% risk that the purchaser will recognize the original owner's name (since the fame of Zelligar is widely known) — and if this word spreads at large, the seller may have attendant problems, since it will be obvious from where the headboard was obtained.

A rosewood nightstand/table is beside the bed, and it has one locked drawer. The brass handle to the drawer has a pin trap which will be tripped by anyone grasping it, inflicting 1 hit point of damage. An oily substance on the pins is not a poison, but it does inflict unusual pain which will make the grasping hand unusable by the victim for 2-5 (d4 + 1) turns. If a key is inserted into the lock before the handle is grasped, the trap will be negated. Any key of a size comparable to the actual key (which is nowhere to be found) will accomplish this function. The drawer itself is empty (unless treasure in this room is to be located within the drawer).

Elsewhere in the room is a table and three chairs, none of which is of any exceptional worth or value. Upon the table is a pewter pitcher and three pewter mugs. The pitcher has a value of 15 g.p., and the mugs are worth 5 g.p. each.

Monster:

Treasure & Location:

VI. CLOSET. Zelligar's closet lies through a door on the south wall of his chamber. The room is rather large for a closet, but is actually somewhat barren for its size.

In one corner of the room, several bolts of cloth are stacked, well covered with dust and partially moth-eaten and deteriorated. These are of no particular value.

On one wall, several garments are hung, mostly coats and cloaks. These are quite musty in smell, as well as being dusty and dingy in appearance. Of the five pieces of apparel there, only one is remarkable, being studded with circular bits of pewter for ornamentation. This bit of garb, however, also has suffered the ravages of age. While the first four garments are of no value, the last one could possibly bring up to 15 g.p. if sold.

A wooden stand in the corner of the room farthest from the door holds several books upon it. These large volumes are four in number, and apparently belong in the library (room XII.).

Book #1 — A historical work, this book, written in the common tongue, outlines the history of the civilized area within 100 miles of the stronghold location. It contains nothing remarkable.

Book #2 — This tome is apparently an encyclopedia of various types of plants. Although the various illustrations given within provide a clue to its topic, it is written in the language of elves, so it will not be understandable to a reader who does not know the elven tongue (unless a **read languages** spell is used).

Book #3 — This volume appears unremarkable at first glance, seeming to be a notebook with many handwritten entries of undecipherable runes and markings. It is actually a diary kept by Zelligar, and it details one of his adventures from the distant past, written in his own hand. The writing is not discernible unless a **read languages** spell is used. This book is really of no value to any finder, but a book dealer/scribe/librarian would pay up to 50 g.p. for it. Of course, if the book is sold in this manner, the seller risks a 40% chance of word of its sale getting out as a rumor, with attendant problems developing as those who hear of it seek out the finder for further details.

Book #4 — This work, written in the common language, discusses weather. Although well-illustrated with drawings of meteorological phenomena, descriptive text is sparse. Some cryptic notes written in the margins were apparently made by Zelligar, but these are undecipherable without a **read languages** spell and are actually nothing more than notes such as a student would make in studying the work to highlight important points.

Along one of the walls within the closet is an oil lantern which contains no fuel and which has obviously been unused for a great deal of time. If fuel is provided, the lantern will be perfectly usable.

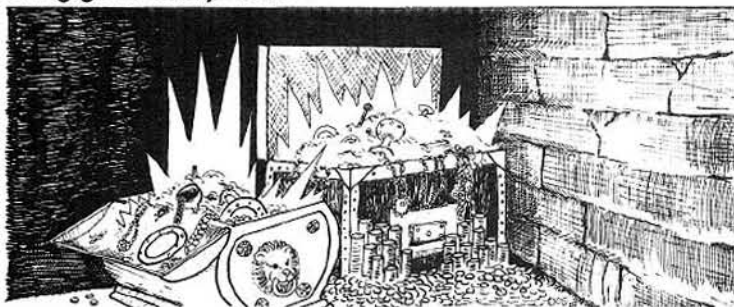
In another corner is a small table with a stack of papers upon it. These are very dusty, and they are held in place by a stone slab paperweight which is monogrammed with a fancy letter Z. The papers are written in the common language and upon examination will be seen to deal with mundane matters: an inventory of foodstuffs, a financial accounting of expenses, notes on construction work for the complex, a couple of routine messages received by Zelligar, and other unremarkable writings. The most recent date on any of the papers is still more than three decades in the past.

Monster:

Treasure & Location:

VII. WIZARD'S ANNEX. Another room off of Zelligar's chamber is the unusually-shaped annex. This room apparently was for meditation and study, as well as the practice of magic spells. The triangular widening at the south end of this room was apparently for this purpose, and the stone wall (although not noticeable to adventurers) is actually thicker than elsewhere in the complex. The floor near the south wall is bumpy and darkly discolored, as if charred and partially melted by intense heat (this will not be noticeable until the **illusion** described below is dispelled).

At the south end of the room is a magnificent sight visible when explorers enter the door and cast light within. The spectacle is indeed impressive: two large wooden chests, each studded with jewels, overflowing with riches. A pile of gold pieces is arrayed around and within them, and scattered among this treasure trove is an assortment of glittering gems and jewels.



The massive treasure is in reality a permanent **illusion**, and it will be temporarily dispelled as soon as the first bit of "treasure" is touched by any creature. The **illusion**, once dispelled, reappears in the same place again within 24 hours.

In reality the room is empty (and it is recommended that no treasure be placed here).

Monster:

Treasure & Location:

VIII. WIZARD'S WORKROOM. Zelligar's workroom and laboratory (room IX.) are located adjacent to each other, with a limited access by secret doors.

The workroom is a facility designed for various purposes related to the study and practice of magic. There are several large wooden tables within the room, one of which is overturned on its side, as well as one central table made of stone. The top of this prominent table is a slab of smooth black slate, although its cold black beauty is hidden by a thick layer of dust. None of the tables have anything upon them. There are several chairs and stools scattered about the room.

Along the north wall to both sides of the door leading to the laboratory are wooden cabinets on the wall, approximately 4 feet off the floor. The cabinets are not locked, and contain various chemical compounds and supplies of no particular value in glass or earthen containers. There are forty such containers, as well as one larger jar (described below). If the adventurers choose to open and examine the contents of any particular container, roll a die (d20) to determine the contents:

<u>Contents</u>	<u>Possible Types</u>
1 Sand	White, brown, black
2 Water	Pure, brackish, holy, urine
3 Salt	Common, mineral
4 Sulphur	----
5 Wood chips	Hickory, pine, oak, ash, maple, walnut
6 Herbs	Dill, garlic, chives, basil, catnip, parsley
7 Vinegar	Red, white, yellow
8 Tree sap (hardened)	Pine, maple
9 Carbon	Coal, ash, graphite
10 Crushed stone	Quartz, granite, marble, shale, pumice, obsidian
11 Metal filings	Iron, tin, copper, brass
12 Blood	Human, orcish, dwarven, elven, dragon, halfling
13 Dung (hardened)	Human, canine, feline, dragon
14 Wine	White, red, alcohol (spoiled), fruit
15 Fungus powder	Mushroom, other
16 Oil	Vegetable, animal, petroleum, mineral
17 Insect bodies	Bees, flies, beetles, ants
18 Bone powder	Human, animal
19 Spice	Pepper, cinnamon, clove, paprika, oregano, nutmeg
20 Empty	---- <i>SCROLL</i>

If a die roll gives a duplication, use the column at the right of each entry to determine differentiation between different substances of similar types. If adventurers try to ingest any substance, the Dungeon Master will handle the situation accordingly. In not all cases will the contents be immediately identifiable — in the case of uncertain substances not ob-

viously identifiable, multiply a character's wisdom times 5 to give the percentage chance of positive identification. Up to 2 characters may try to identify any given substance, but if both fail, the material will be a mystery to the entire party.



The larger jar is of clear glass and seemingly contains a black cat's body floating in a clear, colorless liquid. If the large cork lid is unstopped, the liquid will instantaneously evaporate, the cat will suddenly spring to life, jump out of the jar, meow loudly, and run for the door. If the door is open, the cat will dash through and disappear. If the door is not open, the cat will be seen to pass through the door and disappear. In neither case will the feline be seen again. (This occurrence has no special meaning other than to surprise and/or mystify the adventurers, as well as provide some fun for the Dungeon Master.)

Monster:

Treasure & Location:

IX. WIZARD'S LABORATORY. The wizard's lab is a strange but fascinating place. Zelligar's experimentation with many kinds of magic led to a collection of equipment and devices which was stored here, scattered about this 50' by 30' room.

Dominating the room is a large human skeleton suspended from the ceiling and hanging in the northeast corner of the laboratory. The skull is cracked. (Were there any way to know, it would be discovered to be a barbarian chieftain's remains . . .)

About the room are several large wooden tables, just as found in the workroom (room VIII.), and another heavy stone table which is likewise similar to the one appearing next door. The tables are bare, except for a single stoppered smoked glass bottle on one of them. If the cork is removed, the gas within will immediately issue forth with a whoosh. The vapors are pungent and fast-acting, and all characters within ten feet must make an immediate save vs poison or be affected by laughing gas. The gas itself is not poisonous, but will cause any characters failing their saving throw to immediately lapse into uncontrollable raucous laughter for 1-6 melee turns (check each individually). During this time, the characters will have a 50% chance of dropping anything they are holding or carrying and will rock with spasms of great laughter, staggering about the room, chuckling and bellowing with great glee. The noise will necessitate a special additional check for wandering monsters being attracted to the ruckus, and even if a monster appears, the affected characters will be unable to oppose it until the gas effects wear off (if a monster does come, roll a 4-sided die to see how many melee turns it appears after the laughing starts). Characters under the influence of the gas will not respond to any efforts by others to snap them out of its effects (even slapping the face will do no more than cause more laughing), although if a **dispel magic** spell is thrown, it will make them sober immediately. Otherwise, the only way to stop the laughter is to wait for the effects to wear off.

Several pine logs are piled underneath one of the tables, and if these are moved, a shiny "gold" ring will be found. Although it appears brilliant and seems to be worth up to 100 g.p., it is actually worthless. It has no special magical properties.

Along the west wall is a large wooden rack, apparently from some kind of torture chamber, since it is obviously sized for human bodies. A trickle of dried blood stains the oaken construction on the front.

On the south wall is a stretched leather skin with magical writings which will be undecipherable unless a **read magic** spell is cast. The legend, if interpreted, will read: "What mysterious happenings have their birth here? Only the greatest feats of wizardry, for which every element of earth, water and sky is but a fool!" The skin is old and extremely fragile, and any attempts to remove it will cause irreparable harm and render it useless because of the skin crumbling away.

A sunken fire pit, blackened and cold, is noticeable as the centerpiece of the room. The pit is only 2' deep, although it appears slightly less than that due to several inches of ashes resting within it. An iron bracing and bar across the 4' wide opening suspend a cast iron pot which is empty except for a harmless brown residue sticking to its interior sides and bottom. Another similar pot which is more shallow lies on the floor alongside the pit, and it is empty. Both pots are extremely heavy, and it takes great effort by two or more characters of 14 or greater strength to even move them.

Off in the southwest corner are two vats, each of approximately 100 gallon capacity. Both are made of wood and both are empty. A third vat nearby, only half the size of its neighbors, is half filled with murky, muddy water.

A stone block used as a table or stand is next to the vats, and along the west wall. It has six earthen containers just like those found in the workroom (room VIII.), and any contents within them should be determined in the same manner as described there. There are also pieces of glassware of various types on the top of the stand, as well as on the floor next to it. Some are clean, some show residues, but all are empty and dusty.

An empty wooden coffin, quite plain and utilitarian, rests upright in the northwest corner. It opens easily and is empty. The wood seems to be rotting in places.

Two kegs rest against the north wall, and examination will show them to be similar to those found in the storeroom (room X.). Each has a letter code to denote its contents, and a roll should be made in the same manner as described there to determine what is within if they are opened.

Wooden shelving on the north wall holds more glassware and three more containers (as those in room VIII. and likewise determined). Two small trays hold powdered incense of different colors, and the smell of their aroma will give away their identity.

Monster:

Treasure & Location:

X. STOREROOM. This irregularly shaped room, hidden by a secret door, contains quantities of supplies which are only a bare fraction of its capacity. Although the casks and barrels storing the commodities have prevented spoilage, the contents are by no means "fresh". Although usable or edible still, they nonetheless have an off-taste which suggests staleness.

Approximately 60 barrels and casks are within the room, in two stacks — one against the northwest wall and the other along the east wall in the southern portion of the room. These containers are each marked in some letter code to denote contents. If any individual barrel or cask is chosen for examination, a die (d20) is rolled on the following table to determine its code marking, and if it is broken open, the appropriate contents will be discovered:

	<u>Code Letter(s)</u>	<u>Contents</u>
1	TL	Whole barley
2	B	Wheat flour
3	FT	Rye flour
4	MK	Salt pork
5	GG	Dill pickles
6	HU	Raisins
7	EJ	Fish in brine
8	Y	Dried apples
9	PF	Whole peas
10	SD	Ale
11	Z	Honey
12	AW	Wine
13	OG	Water
14	XR	Soft soap
15	LC	Salt
16	VW	Lard
17	QS	Seasoning
18	RH	Sunflower seeds
19	UT	Hard candy
20	JS	Dried mushrooms

Note that any container opened and left unsealed, or containers whose contents have been spilled, will (over a period of time) attract vermin and/or monsters. Spilled or uncovered material will also be subject to spoilage and rot. This is important if more than one foray into the stronghold is made, and time elapses between such adventures.

Monster:

Treasure & Location:

XI. SUPPLY ROOM. The stronghold's supply room is also rather empty, containing mostly construction supplies.

Going through the room will reveal the following materials:

- A coil of very heavy rope, 200' in length
- A box of iron spikes (50)
- A box of metal nails
- A pile of wooden beams, each 10' in length and 6" by 6" in width (80)
- A sack of building mortar, almost empty
- A stack of stone blocks, each about 6" by 6" by 12" in size (400)
- Six wooden doors, leaning in a row against a wall
- A large box of assorted hardware (including several locks of various types, door hinges, clasps and hasps, door handles, assorted metal bolts, and similar items)
- A jug of dried glue

Monster:

Treasure & Location:

XII. LIBRARY. Quasqueton's library lies behind a pair of ornately carved oaken doors. The floor of the room is covered with dust, but beneath is a beautiful and shiny surface of polished red granite. The stone is inlaid in large blocks and extends uniformly to within a foot of each of the walls. In the very center of the room within the floor surface are blocks of white granite within the red stone, and these

form the letters R and Z with an ampersand between.

There are three large oaken tables within the room, one in each of the west, north, and east wings of the room. There are several wooden chairs scattered about. In two corners of the room are plush divans, each covered with a rich, fleecy upholstery that makes them very comfortable for reclining. These, however, are rather dusty and dingy due to their age and lack of use.

Wall sconces designed to hold torches for illumination are mounted on the walls all around the room. Small cages inset into the north wall contain numerous fire beetles, and these unusual insects give off an eerie, glowing light from their bodies — enough to illuminate this portion of the room. The reddish glow from this source will appear as forbidding and mysterious when viewed from the entrance to the library, seeming to be a luminosity of varying intensity totally alien to anything viewed before. The insects themselves seem to be thriving in their captive abode, but their food source and longevity are totally puzzling. . . . There is no way to open or force the cages themselves, so releasing the insects or gaining access to them is impossible to any adventurers.

The library is rather modestly supplied with books, volumes, and tomes of various sizes. There are likewise only a few scrolls, these being stored in a rack along the east wall. None of the books or scrolls is of any particular use or special interest to the adventurers, despite how many they examine.

Monster:

Treasure & Location:

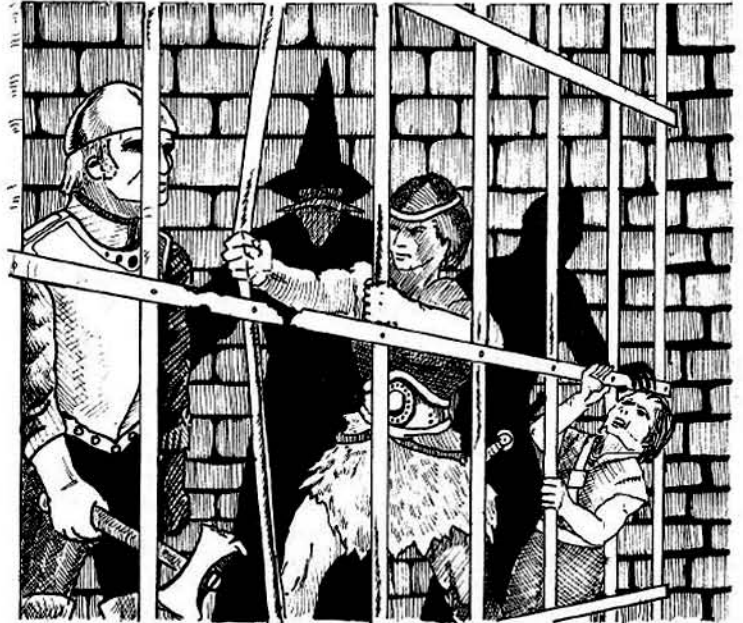
XIII. IMPLEMENT ROOM. This elongated room is used primarily for storage of tools, equipment, and implements of various types. In the room are the following items:

- A box of wooden pegs
- A coil of light rope, 50'
- A coil of heavy chain, 70'
- A coil of fine copper wire, 20'
- Mining picks (32), all unusable and in poor repair
- Chisels (15)
- Shovels (13)
- Empty barrels (11)
- Mallets (8)
- Iron bars (29, each measuring 1" in diameter, 8' in length)
- An iron vise (12" jaws)
- Mining jacks (2), broken
- Crosscut saws (2, 2-man)
- Hacksaws (4)
- A mason's toolbox (containing trowel, stone chisel, plumb line, etc.)
- A cobbler's toolbox (containing small hammer, knife, heavy needles, etc.)
- A small barrel of unfletched arrows (60, all normal)
- An empty wooden bench, 10' long

On the north wall, fairly well concealed considering its size, is a counterweight mechanism for the portcullis trap in the corridor just outside the room, as well as a lever to raise the barrier once it has been tripped. No more than two men/dwarves/elves, etc. at a time can attempt to use the lever to raise the portcullis, and their combined strength ratings must total at least 30. This gives them a 20% chance to raise the impediment, with an additional 5% chance for each point of the total beyond 30 (for example, two men with strengths of 15 and 18 trying together would have a 35% chance to raise the portcullis). Each combination of characters (including henchmen/hirelings) can attempt to raise the barrier but

once, although different attempts can be made with different combinations of two persons making the try.

The trap itself is in the corridor outside the door of the room and just beyond it to the east. The trap will be sprung when one or more adventurers reach a point 10' in front of the dead end wall, in which case the portcullis is noisily dropped 20' to the rear of that point. Thieves in the front of the party will have a chance for their percentage chance on the "remove trap" category, in which case they discover the trap and alert the party without triggering it — provided the thief is the first one to reach the trigger point, of course.



The bars of the portcullis are fairly strong and sturdy. There are twelve vertical bars and several crossmembers. Persons who are very strong may attempt to escape the trap by either **bending the bars** or **lifting the gate** itself. However, each person has but one attempt at each, and if the attempts fail, that person will never be able to do so with that barrier. Adventurers with a strength rating of 13, 14, or 15 have a 5% chance to bend bars or lift the gate, those with a strength of 16 have a 10% chance of doing so, and those with a 17 or 18 have a 15% chance at accomplishing each. Either method will negate the trap through success, thus allowing trapped persons to escape.

If some way can be employed to use the hacksaws to cut through the portcullis, there will be a time delay of 24 hours if one saw is used, 18 if two are used, 12 hours if three are employed, and 6 hours if all four are utilized (no more than one saw per person). The sawing will make noise of some sort, and this may attract wandering monsters at the Dungeon Master's discretion beyond normal chances. Additionally, each saw has a 20% chance of its blade breaking in any 6 hour period — and there are no extra blades.

If all attempts to escape fail, the persons trapped will be doomed to their fate.

Monster:

Treasure & Location:

XIV. AUXILIARY STOREROOM. This extra storeroom is empty of goods and supplies. In one corner is a pile of rock rubble.

Monster:

Treasure & Location:

XV. & XVI. TELEPORTATION ROOMS. A strong magic causing **teleportation** has been permanently placed upon these two rooms of equal size and shape. This is a trick to fool and confuse unwary adventurers and is designed to upset their directional sense.

Both rooms function in the same manner once their doors are opened. In each room, at the corner farthest from the door, is a shiny, sparkling outcropping of crystalline rock which will dazzle when light is reflected off of it; in both rooms the outcroppings are identical. Once adventurers enter the room to investigate this, the entire party is instantly **teleported** to identical locations at the other room — whether they be in the room itself or nearby in the hallway. This teleportation occurs without the adventurers noticing that it has occurred; that is, they have no way of “feeling” that anything unusual has happened. And of course, this means that, although they are in a different location facing in different directions, the adventurers will still have reason to believe that they entered the room through a door which is on the east wall (if they originally entered room XV.) or through a door which is on the south wall (if they originally entered room XVI.). To reflect this fact without tipping off the players, the Dungeon Master must turn his map on its side in order to be able to correspond to the directions the players **believe** they are facing. Of course, when the players emerge from the room and attempt to follow their maps, they will be confused by the fact that details outside the room are not as they expect. They may question the Dungeon Master and even suspect he has made a mistake (with such comments as “wait a minute, that **can’t** be like that, we just **came** that way!”). When this occurs, the DM should avoid argument and simply state things as they are in the new location, letting players puzzle over the problem and arrive at their own conclusions and/or solutions.

Once the teleportation has been triggered in a room, it will not occur again until the room is empty and the door has been closed from the outside. It will thereafter be triggered when the door is opened and the room is entered. The door of the receiving room (the one to which the party is being teleported) will always appear exactly as the door of the first room entered. Doors to both rooms will automatically close themselves and the rooms will become “ready” to be triggered whenever all adventurers have passed to a point at least 120’ from either door, as measured down any corridors. It is possible, however, that a party could trigger the trick, be teleported to the other room, then blunder back upon the original room, see that the two were identical but in different locations, and discover what had occurred. On the other hand, the adventurers could become totally confused, lose their way with an inaccurate map, and experience all kinds of difficulty — whatever does happen will depend upon players’ actions and their ability to recognize and cope with the situation.

Note: it is recommended that no monsters or treasures be located in either of these rooms.

Monster:

Treasure & Location:

XVII. CHAR STORAGE CELLAR. This 20’ by 20’ room is used for storing fuel for the smithy across the hallway. The room is full of blackish soot and dust, but there is only a small pile of fuel against the north wall.

There is a false door on the west wall of the room. It cannot be opened, although it does seem to rest in a frame and even will rattle or move ever so slightly when great strength is applied.

Monster:

Treasure & Location:

XVIII. SMITHY. The smithy is an irregularly shaped room which actually seems to be almost two separate parts. An eerie wind whistles through the upper areas of the room near the ceiling, and this natural effect provided exhaust venting when the fires, long since silent, were stoked with fuel.

Three fire pits lie dormant in the northeast 20’ by 20’ portion of the room, and these are located on the north wall, in the northeast corner, and on the east wall. In the center of the room is a gigantic forging anvil. A hand bellows hangs on the wall to the west.

The larger southwest portion of the smithy is mostly barren, although an assortment of blacksmith’s tools and irons hang on the walls.

Monster:

Treasure & Location:

XIX. ACCESS ROOM. This room adjoins the smithy, and also provides a vertical access to the lower level of the stronghold.

In the northeast corner of the room and along the north wall are log sections of various size (8”-24” in diameter, 1’-4’ in length) stacked in a pile, apparently as additional fuel for the blacksmith’s fires. The room is otherwise empty.

In the southeast portion of the room there is a large hole in the floor about 3’ across. If light is held from above and observation is attempted, it will be impossible to see how deep the hole is or to where it gives access. If a light source (such as a torch) is cast down the hole, it will come to rest on the floor of the lower level, and from above it will be seen that this is approximately 40’ down.

There is a large iron ring anchored to the south wall near the hole, and if a rope is fastened to it, it can be used to assist in descending to the lower level. The fastening, however, is a bit loose, and each person using the rope will have a 1 in 6 chance (non-cumulative) of pulling the ring out of the wall, causing them and the rope to fall to the floor of the lower level. This chance is 2 in 6 for any persons with sizable encumbrance (the equivalent of 500 or more gold pieces in weight). If any person falls, they will do so near the bottom and will take 1-4 hit points of damage (determined by the roll of a four-sided die). Once the ring has been removed from the wall, it cannot be replaced to be usable again.

As an alternative to use of the ring, clever adventurers could use one of the logs in the room measuring 4’ in length, tie the rope around it, place it across the 3’ opening, and climb down the suspended cord.

For purposes of descent, any rope used must be at least 30’ in length. In order to allow a return back up, the rope must be at least 35’ in length so that it can be reached from below while suspended.

The final method for possible descent is to use a rope and grapple, either attaching the hook to the iron ring or anchoring it to one of the two doorways. If a grapple is used anchored at the south doorway, add 10’ to required length, or 20’ if the north doorway is used as the anchor point.

Monster:

Treasure & Location:

XX. DEAD END ROOM. A turning corridor winds inward until ending in a dead end room. The walls are unfinished, and apparently this area of the stronghold was reserved for future development — although no one can say for sure.

Monster:

Treasure & Location:

XXI. MEETING ROOM. This long and narrow room apparently served as some kind of auditorium or meeting room. There are ten wooden benches scattered about the room, each about 15' in length. A large stone slab at the north end of the room serves as a sort of stage, rising 10 inches off the floor to accommodate any speakers and place them in full view of any assemblage.

On the north wall are four decorative cloth banners of red, green, blue, and yellow. Although once attractive, they are now deteriorated and rotting, thus being of no particular value.

Monster:

Treasure & Location:

XXII. GARDEN ROOM. Once the showplace of the entire stronghold, the garden room has, over the passage of time, become a botanical nightmare. With no one to tend the gardens, the molds and fungi have grown out of control.

The room has two major portions, a north arm and a west arm. At the end of each of these extensions are large semi-circular stone formations overgrown with fungoid matter. In the southeast corner of the room is another similar outcropping likewise covered with the underground vegetation. In the center of the northern wing are two large sunken pits, each 10' x 20' in size.

Approaching the room from the corridor to the south reveals an eerie and forbidding sight, as unusual growths have extended themselves from within the room into the corridor, spreading inexorably onward and away from the garden room. Passing this feature and entering the room will reveal a sight totally unlike any ever seen in the outside world . . .

The floor is covered with a carpet of tufted molds that extends to all the walls and even onto parts of the ceiling, obscuring the rock surface. The molds appear in a rainbow assortment of colors, and they are mixed in their appearance, with splotches, clumps, swirls, and patches presenting a nightmarish combination of clashing colors. This is indeed a fuzzy fairyland of the most forbidding sort, although beautiful in its own mysterious way . . .

All around the room are fungi of a hundred different kinds. These are scattered in patches and clumps of growth. There are many different types of mushrooms (including an incredible "grove" of the giant variety, with stems looking like tree trunks and caps fully 8' in diameter), as well as such common fungi as shelf types, giant puffballs, coral fungi, and morels. The various growths all seem to be thriving, although any nutrient source is well covered by their proliferation. Perhaps some strange magic or extraordinary means keeps this incredible garden alive and growing . . .

Although passage through the room is possible, the various types of growth hinder movement. Furthermore, any kind of mass movement or commotion (such as a melee) will raise small clouds of spores which will obscure vision and be unpleasant to breathe.

If any adventurer attempts to ingest a certain type of fungus, there is a 30% chance of it being poisonous (a save vs poison is necessary).

Monster:

Treasure & Location:

XXIII. STORAGE ROOM. This room is used primarily for furniture storage, although it is mostly empty. There are three large oaken tables, a number of chairs, and fourteen wooden stools stacked against the walls. In the corner opposite the door is a woodworking table with a crude vise attached, and small saws and other carpenter's equipment are thereon. There are wood chips and some sawdust scattered about the floor.

Monster:

Treasure & Location:

XXIV. MISTRESS' CHAMBER. This room is more tastefully decorated than the rather spartan living quarters found elsewhere in the stronghold. It is the personal chamber of Rogahn's mistress and lover, who apparently lived at the stronghold for some time. But now it appears that she, along with so many others who lived here, has long since been gone.

There is a large walnut bed against the west wall, rather ornately carved (somewhat resembling the bed in room V. — see the description there — but with no name engraved on the headboard). The bed has a large canopy of embroidered green cloth with a striking reddish trim, but it is very dusty like everything else in the room.

Next to the bed is a small table/nightstand with a single drawer. Beside it against the wall is a chest of drawers made of red cedar, which, despite its age, still has the characteristic smell. In the drawers are an assortment of leather items, old clothing, and personal effects like combs, brushes, and hairpins. One comb is a silver plated item which is of moderate value, being worth 5 g.p. On top of the chest is a tortoiseshell dish which is empty except for a single gold piece coin lying in it, and this rests upon a frilly lace cloth along with two small capped bottles half full of perfume.

On the north wall just to the west of the secret door is a large full-length wall mirror in a wooden frame. The crown of the frame is carved into attractive curving designs, and there is an inscription hewn into the finished wood which says in the common language, "To the fairest of all in my eyes".

In the northwest corner of the room is an attractive water basin which is sculpted from the same rock which forms the wall of the room. Indeed, this protrusion is an integral part of the wall itself. A hole in the bottom of the basin is stopped with a rotting cork; this crude drain lets water drop to an inclined piece of rock which drains into a crack in the wall. There is no running water in the room, however.

A small tapestry measuring 3' x 4' hangs on the east wall. It depicts a handsome and robust warrior carrying off a beautiful maiden in a rescue scene set in a burning village, with a horde of ominous-looking enemies viewing from afar. Embroidered in gold cloth at the top of the scene are the words, "Melissa, the most dearly won and greatest of all my treasures". The tapestry is within a wooden frame, and is firmly anchored to the wall. It cannot be removed without damaging it, in which case it will only carry a value of 40 g.p.

Monster:

Treasure & Location:

XXV. ROGAHN'S CHAMBER. Rogahn's personal quarters are rather simple and spartan, showing his taste for the utilitarian rather than regal.

The curving walls of the room are immediately noticeable as different from all others in the stronghold, not only due to their layout, but also because of their covering. The walls are covered with vertical strips of rough-finished fir wood, and these narrow planks run in single pieces from floor to ceiling. The construction is not remarkable nor is it fancy in any respect, but the result is strikingly pleasing to the eye. If any of the wood is removed from the wall, nothing save back bracing and the rock surface wall will be discovered.

In each of the four curved corners of the room is a different wall hanging. These tapestries are each 6' wide and approximately 8' high. The four subjects depicted are: a dragon being slain by a group of warriors, with one standing prominently at the front of the group, thrusting the killing sword into the dragon's neck; a great battle in a mountain pass, with a small band of fighters led by a great wizard and a single hero putting an entire army to flight; a warrior and a maiden on horseback against a backdrop of mountains, holding hands with joyful expressions; and a depiction of a hero and a wizard joining in a firm handclasp on a deserted hilltop, with only a sunset in the background. The principals in all of these panoramas, of course, as well as the tapestry in room XXIV., are the same — the warrior/hero is Rogahn, the wizard is Zelligar, and the beautiful maiden is the fair Melissa, Rogahn's mistress. The tapestries, if removed, will be heavy (equal to 600 g.p. in weight each) and bulky; they are worth 100 g.p. each.

Opposite the secret door on the west wall is a bed which is made of maple, with a feather mattress. The baseboard has an engraved letter R on it, but the bed is otherwise devoid of particular detail.

A free-standing cabinet of wood matching the bed is alongside it. Inside are some garments of general use: cloaks, a leather vest, a buckskin shirt, a metal corselet, etc., as well as a pair of boots. None are of any exceptional value.

A wooden stool is near the cabinet, but there is no other furniture in the room.

Monster:

Treasure & Location:

XXVI. TROPHY ROOM. The stronghold's trophy room consists of an assortment of various curiosities accumulated over the years.

Covering most of the north wall is an immense dragon's skin, its brassy scales reflecting any illumination brightly. At the west end of the room is a basilisk frozen in stone, its menacing gaze forbidding but no longer a threat. On the east wall is a dwarven skeleton, suspended from a pair of irons near the ceiling, giving the entire chamber a macabre presence. Elsewhere on the walls are a variety of mementoes: two gigantic sets of moose antlers each on a large head, four dragon paws with claws extended, a stuffed cockatrice, a largish black shield which could only be used by a giant, a pair of ram's horns, a pair of crossed swords, a bearskin, an entire door bearing religious symbols, and a set of three colorful flags which will be immediately recognizable as belonging to prominent

barbarian tribes.

Monster:

Treasure & Location:

XXVII. THRONE ROOM. The throne room, mostly for show, consists of two great chairs on a raised stone platform overlooking a rectangular court. The court is flanked on each side by a set of four large stone pillars.

The area is reminiscent of a ballroom of small size, although it is impossible to know the room's actual purpose. The floor is smooth slate, while the pillars and raised platform seem to be constructed of great blocks of red granite. The two chairs are sculpted from gigantic blocks of white marble, and due to their bulk and weight, are for all intents and purposes permanent fixtures.

Great draperies in alternating panels of yellow and purple hang on the wall behind the raised platform. These are of no unusual value, although they add considerably to the appearance of the room (despite their color clash with the various shades of stone).

Monster:

Treasure & Location:

XXVIII. WORSHIP AREA. The stronghold's worship area is no more than a token gesture to the gods, it would seem.

On the back wall of the room, opposite the door, is a rock carving of a great idol which is actually sculpted from the wall itself. The image (of a horned head with an evil visage) appears about 4' wide and 6' high, and is surrounded by religious symbols and runes.

The floor is smooth black slate. In the center of the room is a circular depression, or pit, which measures 5' across and slopes to a maximum depth of 3'. This sacrifice pit is open and mostly empty, except for a small quantity of residual ash covering the bottom.

Monster:

Treasure & Location:

XXIX. CAPTAIN'S CHAMBER. Home for Erig, Rogahn's friend and comrade in arms, is a rather simple room with few furnishings.

The door to the room is a large wooden construction just like the others in the stronghold, but its exterior surface is embellished with an irregular-shaped leather skin covering, which is studded with circular bits of brass which form the word "ERIG" prominently.

The door opens into a rather barren room. In the southeast corner is a crude bed, and alongside it is a table. On top of the table is a small stoneware crock with cover which contains 5 g.p., a large earthenware tankard mug, and a small hand mirror. On the south wall is a wooden chest which is locked. If opened, it will reveal its contents: several garments, including a pair of pants, several cloaks, a heavy cloth coat, and two pairs of boots. A broken dagger is at the bottom of the chest underneath the clothing. A leather pouch also therein contains an unusual memento, a walnut plaque with an inlaid piece of silver engraved with the words, "To Erig, great and trusted fighter by my side, and captain of the guard at Quasqueton — against all foes we shall prevail!" It is signed with an embellished "R". This

plaque is of some value, and could bring up to 25 g.p. if sold.

In the northeast corner of the room is a wooden keg stand with a single barrel upon it. The barrel is marked with a letter code of "SD" and is full and untapped. If the keg is broken open, ale will issue forth.

On the wall at the western extremity of the room are numerous pegs and brackets, apparently for holding arms and armor. The wall is mostly empty, however, except for two shields and a heavy mace hanging thereon.

Monster:

Treasure & Location:

XXX. ACCESS ROOM. This room is devoid of detail or contents, giving access to the lower level of the stronghold by a descending stairway. This stairway leads down and directly into room XXXVIII on the lower level.

Monster:

Treasure & Location:

XXXI. ROOM OF POOLS. This room is the largest one on the upper level, and is quite different from all the others.

Although the walls are the same as elsewhere (rough blackish stone), the floor of this room is covered with ceramic tiles arranged in mosaic fashion. The majority of the thousands of tiles are golden brown in color, but patterns of white and black tiles appear in various places to enhance the effect of the very striking designs thus formed. The designs (various flowing lines, etc.) are purely decorative, and carry no mysterious message or meaning.

Arrayed throughout the room are fourteen different pools, each about ten feet in diameter, with sides sloping to a maximum depth of five feet in the center. This mystical arrangement is doubly amazing, since all the contents of the pools are different . . .

The individual pools are letter coded A to N, and examination of any particular pool will reveal the following:

a) Pool of healing — This pool contains a strange pinkish liquid that will cause instantaneous healing when ingested. It will also cure disease, but will not restore hit points in doing so. Whenever a drink is taken, 1-6 hit points of individual damage are restored immediately to the drinker, although this can only be done once per day per person (any further consumption will have no additional effect). Although the liquid can be placed into containers and removed from the pool, the healing properties will immediately disappear once it is taken from this room. Note: this pool disappears and reappears from time to time magically, so if adventurers make a return to this room, there is only a 30% chance that the liquid will be present again then (although it will always be there upon their first visit).

b) Acid pool — This pool is filled to the brim with a clear, fizzing liquid which gives off a strange and unpleasant aroma to those near it. It is full of acid, and most deadly. If any adventurer falls or leaps within it, certain and immediate death will result. Putting a hand or other body member within it will result in an immediate 2-5 hit points of damage (roll a 4-sided die and add 1 to the result) — more if a greater portion of the body is exposed to the liquid. Drinking any of the liquid (even but a sip) will cause immediate gagging and cause no less than 5 hit points of damage, plus a saving throw against poison to survive. Putting just a drop or two to the tongue will cause the loss of 1 hit point, plus induce gagging and choking for two melee rounds of time (twenty seconds), although no saving throw for poison will be necessary. Weapons or other objects dipped into the acid will deteriorate (swords will be marked and weakened, wooden items warped and cracked, etc.) and may even be ruined completely at the discretion of the Dungeon Master (who can roll a die for each item to determine how adversely it is affected). The strength of the acid is such that it will eat through any type of container within two melee rounds of time.

A single brass key of large size (about six inches long) is visible at the bottom of the pool, seemingly unaffected by the acid. This key, if somehow retrieved, will be worthless, and it does not correspond to any of the locks within the stronghold.

c) Pool of sickness — This pool is filled with a murky gray



syrup. If any of it is consumed (even but a sip), the victim will begin to suffer sickness, but not until six turns (one hour) afterwards. If this occurs, there is no loss of hit points, but the victim suffers from strong and recurring stomach pains for 1-4 hours (roll a four-sided die) which make fighting and even movement impossible for that period (although a victim could be carried by others), after which all symptoms pass and the character returns to normal. Placing a drop of liquid upon the tongue will give a sweet taste, but will cause no symptoms. Weapons or other items placed within the liquid will be totally unaffected. Any portion of the liquid removed from the pool will lose its special properties within three melee rounds (thirty seconds).

- d) Green slime pool — The horrid contents of this pool are immediately obvious to any gazing into it. The slime (HP: 20) is covering the walls of the basin most of the way from the bottom to the edge.
- e) Drinking pool — This pool is filled with ice cold spring water which will refresh anyone who takes a drink from it. The water is pure and good, but has no other special characteristics.
- f) Pool of wine — This pool is filled with powerful wine of a deep red color. Not only is it excellent wine, it has a taste so inviting that anyone tasting it will be prone to drink more and more until intoxicated! If a sip is taken, the taster will have a 60% chance of drinking more (regardless of the player's wishes). If this is done, three 6-sided dice are thrown and compared to the character's constitution rating; if the number rolled is greater than the character's constitution score, then the difference is figured, and this is the number of **hours** the character will be intoxicated (if the roll is equal or less, the character "holds his liquor" and is unaffected). Any character so intoxicated will suffer the following penalties: -2 on all rolls "to hit" in combat, -3 to dexterity rating, and any other disadvantages to being drunk that the DM may deem in effect (prone to loud and boisterous speech, stumbling about, a greater chance to be surprised, etc.). After the allotted number of hours have passed, the character returns to normal. Any intoxicated character who returns to the pool of wine will have a 90% chance of drinking too much again, and the check against constitution will then be necessitated once more. If any of the wine is removed from the room, it will immediately lose its potency and be considered as normal wine, but actually rather weak in its effects.
- g) Dry pool — This depression is completely dry, and there is no trace of any liquid within it, nor any clue as to whether any type of matter was ever within it. The basin itself seems to be of some kind of yellowish ceramic origin, but it will be impervious to striking or any similar attempt at cracking or fracturing.
- h) Hot pool — This steaming and bubbling cauldron is filled with boiling water, which will be obvious to any observer. The water itself is completely normal in all other respects, although it has a relatively high mineral content, as evidenced by a whitish crust built up around the edge of the pool.
- i) Aura pool — This pool of shimmering water (which otherwise appears normal in every respect) is less full than many of the others. The water itself seems to glisten and sparkle, and will be seen to radiate magic if an attempt to detect it is made. The water tastes normal in every respect, but those drinking as little as a single sip will experience a strange effect. Upon swallowing the liquid, the drinker will feel his entire body tingle, and at the same time he and others around him will see a visual phenomenon: an aura of color will glow around his entire body for approximately a full minute. The color apparent will depend totally upon the character's alignment. It will glow blue for an alignment of lawful good, green for an alignment of chaotic good, yellow for chaotic evil, and red for lawful evil, while any neutral characters will exhibit a white aura. Of course, upon first consuming the liquid, players will have no idea what the strange appearing colors may mean, so they may be puzzled by the effects — and there are no clues around the pool to explain the colors. The water will retain its special magical characteristics even if it is removed from the pool, but there are only 10 suitable drinks possible due to the small amount of liquid present. This pool, just like the pool of healing previously described, disappears and reappears from time to time (see a. above for details and percentage chance of reappearance for future visits).
- j) Pool of sleep — This pool is full of a greenish liquid of varying shades, with a swirling pattern evident on its stagnant surface. Putting a drop on the tongue reveals a sort of fruity taste, but no special effects will be noticeable. Taking a sip will be tasty refreshment, but within ten seconds a real drowsiness will set in which may even cause (50% chance) an immediate sleep to begin, which will last from 1-6 minutes. Drinking any greater volume of the liquid will certainly induce a comatose slumber of from 1-8 hours, with no saving throw possible. Any removal of the liquid from the room will totally negate its effectiveness, although removing anyone who has consumed the stuff will not awaken them.
- k) Fish pool — This pool of normal lake water holds numerous small fish. It has no other special properties, nor are the fish unusual in any way.
- l) Ice pool — This basin is filled with steaming dry ice, although for some unknown reason it never seems to dissipate. The ice is "hot" to the touch due to its extremely low temperature. Since it is highly doubtful any character has ever seen dry ice, the entire spectacle will be highly mysterious, appearing as some kind of whitish rock giving off eerie vapors and feeling hot to the touch. If any pieces are broken off and removed from the pool, they will dissipate into carbon dioxide gas as normal dry ice would do. Such pieces could be handled with a gloved hand, but the nature of the substance will still likely be unapparent.
- m) Treasure pool — This basin, filled with normal water, seems to hold a great treasure underneath the water. A pile of gold pieces appears to lie on the bottom of the pool, and the golden image is sprinkled with an assortment of sparkling jewels. Alas, this treasure trove is nothing more than a magical **illusion**, which will be dispelled once the surface of the water is broken or disturbed. Once the waters are calm again, the image will reappear.
- n) Pool of muting — This pool is almost empty, but a small amount of water remains. Although the liquid appears to be normal water (and has no unusual odor or taste to belie its actual nature), it is actually a magical substance. This liquid, when swallowed, causes a complete loss of voice and verbal capabilities for 1-6 hours. This muting will become apparent only when it has been swallowed; merely putting a drop to the tongue will give no clue as to its effect, and it will seem like normal water. Any character drinking the water will suffer the effects,

and that means that the players will be affected likewise. Thus, the referee informs the player or players of their limitation, and they are barred from any further communication by verbal means with the other players in the party for the duration of the muting effects (1-6 game hours, determined by rolling a six-sided die). In such cases, they must remain completely silent (no grunts or groans allowed) and can only communicate with other players via nods, head shaking, hand signals, etc. If any player who is caller for the group is so affected, another player must take his place. Written communication is possible only if the muted player has an intelligence of 14 or more, and any such message can only be read by another character with a similar intelligence rating.

Monster:

Treasure & Location:

XXXII. ADVISOR'S CHAMBER. Access to this room is only via a secret door on its west wall which gives access to the Room of Pools (XXXI.). The chamber is the dwelling area for Marevak, advisor to Zelligar and Rogahn.

The decor is rather pleasant, although uninspired. The floor is the most striking aspect of the room, for it is a continuation of the colored mosaic patterns of golden brown, white and black which are evidenced in the adjacent Room of Pools. There are some minimal furnishings in the room — a common bed, three chairs, a makeshift desk with a single drawer (locked), and a battered old table. The walls are barren rock, except for a framed picture hanging over the desk showing two figures standing side by side: a warrior of impressive proportions, and a wizened magic user in a purple robe. This is actually a full-color painting, beautifully rendered, and in one corner is written in the elvish language the words: "To wise Marevak, worthy advisor and counselor, from a grateful Zelligar and Rogahn". These words are readable only to those who know the elven language (or via a **read languages** spell), but the signed names of Zelligar and Rogahn will be apparent upon a close examination. In another corner of the painting is the signed name Tufior — this being the artist who painted the picture, but this fact certainly not obvious to anyone finding the painting other than through deduction or by a character "asking around" once back in the civilized world.

The painting is quite large and bulky, as well as heavy, when removed from the wall. If carried undamaged out of the stronghold and back to civilization, it could bring up to 300 g.p. if sold. However, anyone trying to sell the painting for its value will run a 60% risk that the purchaser will recognize the origin of the painting — and if this word spreads at large, the seller may have attendant problems, since it will be obvious from where it was obtained.

The desk in the room is mostly empty, except for several attached sheets with various notes written in elvish. The first sheet is headed with the title, "Suggestions for the Further Development of Quasqueton", and the notes relate to certain details of construction for the stronghold (although there is no information of a sort to assist the adventurers, and no maps). The document (discernible only by those who know the elven language or by a **read languages** spell) is signed at the bottom of each page by Marevak.

The locked drawer of the desk is well-secured, and any tampering (with the exception of a successful "remove trap" by a thief) will cause the release of a terrible gaseous emission which will be so penetrating as to drive all characters from the room for 1-4 hours, with no saving throw (this happens only once). The lock can only be picked by a thief

character at his normal chances, but he can make only a single try — if he fails, the lock cannot be opened by him. However, access to the drawer can be gained by dismantling the desk, although this will require heavy blows from some kind of weapon (due to the noise, an extra check for wandering monsters must be made if this occurs). The contents of the drawer are determined by rolling a single twelve-sided die (only one roll is taken, for there is but a single item within): 1 Potion: **levitation**; 2 Elven boots; 3 10-100 g.p.; 4 A 50 g.p. gem (moonstone); 5 A golden medallion worth 20 g.p.; 6 **Read languages** scroll; 7 **Web** scroll; 8 **Cursed** scroll (permanently removes 1 point from charisma rating of first person to read it — **remove curse** will not counteract it); 9 **Ring of protection** +1; 10 Potion of **healing** (two doses); 11 A +1 dagger with ornately carved handle; 12 Nothing.

Monster:

Treasure & Location:

XXXIII. BARRACKS. This large, open room is the dwelling place for the guards and men-at-arms of the stronghold (most of whom left on the last adventure with Rogahn and Zelligar). Scattered throughout the room are about 40 common beds, and about half that number of chairs and stools. There are several large wooden tables along various walls, and at the south wall is a large wooden chest of drawers which is empty except for a few old socks, some common footwear, a few cloth vestments, and other similar items of no special value.

In the southwest corner of the room the floor slants toward the wall steeply and an opening (too small to give any access) leads into the wall. From the faint smell, it is apparent that this is some kind of crude toilet area.

The walls of the room are rough stone, but there are wall sconces designed to hold torches, and various pegs upon the wall. There are some odds and ends hanging from several of the pegs: an old battered shield, an empty canteen, a 20' section of light chain, a sheathed sword (old and rusty), and a bearskin.

Monster:

Treasure & Location:

XXXIV. ARMORY. This irregularly-shaped room is designed to house the arms supply of the stronghold. It is mostly empty now, however, since many of the arms were taken along on the last foray by the inhabitants of the hideaway.

When the room is entered, a slight whistling sound can be heard if the adventurers stand quietly. If the door is closed (unless spiked open it will close automatically one round after everyone has entered, and even if so secured, there is a 50% chance that it will close anyway) and the second exit is likewise closed, a howling wind will immediately result, with an 80% chance of putting out any torch carried by the adventurers, or a 50% chance to extinguish each lantern carried. The wind will cease whenever either or both of the exits is opened. Upon examination of the ceiling of the room (which is a full 20' from the floor), two sizable vents will be noticeable (neither providing usable access) to show that this is a natural, rather than magical, phenomenon.

The rock walls of this room are mostly smooth, and there are carved ledges within several of them. Wooden pegs also abound, and there are some items still left in place on the wall: a number of battered shields (several broken and in otherwise poor repair), bits and pieces of body armor (in

uniformly poor condition), several crude bows (-2 "to hit" if used), a quiver of normal arrows, two swords (one in good condition), a dozen spears, two hand axes (one with a split handle), a flail, a two-handed sword with broken blade, and a dagger. None of the items appears remarkable, although the flail, the dagger, and one of the swords seem to be usable and of normal value for such an item.

In the extreme southwest corner of the room are two locked chests, but they are empty. Both are large and bulky, as well as heavy.

Monster:

Treasure & Location:

XXXV. GUEST CHAMBER. There are three identical guest chambers side by side, all opening into the same corridor. The rooms are all similarly furnished, with rough rock walls, and a minimum of furnishings: a wooden bed, a small table, and a single chair.

The middle chamber differs from the other two in one respect: there is a false door on its eastern wall. Although it seems to move just as a normal door would, it resists opening. If it is battered down, it will reveal only a stone wall behind it.

Monster:

Treasure & Location:

XXXVI. UTILITY ROOM. This extra room is empty and unused. Two special features of note near the room are described below:

FALSE STEPS. Although the steps here are very real, the entire area north of this room (the various winding corridors) is specially designed to confuse any explorers. The corridor leading past the guest chambers is on an upward slant which will be unnoticeable to casual adventurers (except dwarves, who will have a 2 in 6 chance to notice it). The stairs (8 of them) then lead downward, as if to another level — although this is only the impression created.

PIT TRAP. Just to the east of this room is a dead end to the corridor, with a false door on the north wall where the corridor stops. When any adventurer approaches the door (within 5'), his weight will trigger the trap, causing the entire 20' section of floor between the false door and the wall opposite it to open up. A giant crack opens in the center of the floor as the middle drops open and the sides slant inward, dropping all characters and their equipment through the 4' wide opening. The bottom of the trap, some 40' below, is a pool of cold spring water in room L. of the lower level. Those falling through the trap will sustain 1-4 hit points each when they hit the water below. In addition, since the pool is about 8' deep, characters heavily encumbered (more than 500 gold pieces of weight equivalent) will risk drowning unless they free themselves of the bulk and weight after landing in the water. If any character heavily encumbered does not, he or she will have a 90% chance of drowning, modified by a -5% per point of dexterity (for instance, a heavily encumbered character who elects not to unencumber himself and has a dexterity of 12 will have only a 30% chance of drowning — $90\% - (12 \times 5\%) = 30\%$). Items dropped to the bottom of the pool will be retrievable, but due to the extremely cold temperature of the water, characters will depend upon their constitution rating to see if they can stand the water enough to dive for things on the bottom. One check can be made for each character, with a 5% chance per point of constitution that they will be able to

take the cold water (for example, a character with a constitution rating of 11 would have a 55% chance of being able to take the cold water and dive effectively). If characters dive for items at the bottom of the pool, only one item at a time is retrievable and each dive takes one round (ten seconds) with two rounds between each dive for air. In any event, no character can stand to stay in the water for more than ten rounds — and a full turn (one hour) is required for rest and recovery after each diving session to dry off, fully warm up again, etc.

The trap, after being triggered and dropping persons from above to the pool, will close again until triggered once more from above. Refer to the room description of room L. of the lower level for adventurers deposited here, and begin their progress from that location on the lower level map.

Monster:

Treasure & Location:



XXXVII. RECREATION ROOM. This room is designed for recreation and training, and was designed specially for Rogahn's use. The carved door, heavy and thick, bears a fancy "R" on its outer face.

The room is made for a variety of activities, as is apparent from its furnishings and contents. On the east and west walls, which are covered with pocked wood, are large archery targets, and six arrows are still stuck into the eastern target. Although there are several quivers of arrows around, there are no bows in the room.

There are several iron bars of varying length and weight in one corner of the room. These vary in circumference, and are apparently designed for weight lifting, although this fact is best discovered by the deduction of the players.

In another corner of the room, a metal bar is attached to the two walls and is about 7' off the floor. Nearby, a rope is suspended from the ceiling 20' above. Except for two heavy benches and a single stool, there are no furnishings in the room other than five heavy woven mats lying atop each other to form a sort of floor cushion measuring 20' by 20'. Hanging on the wall are several very heavy weapons which appear normal but which weigh almost double normal weight — a notched sword, a battle axe, a flail, and a mace. Leaning against the wall are two heavily battered shields.

Monster:

Treasure & Location:

KEY TO THE LOWER LEVEL

The lower level of the complex is rough and unfinished. The walls are irregular and coarse, not at all like the more finished walls of the level above (except for the two rooms on this level which are more like those in the upper portion and in a state of relative completion). The corridors are roughly 10' wide, and they are irregular and rough, making mapping difficult. The floors are uneven, and in some cases rock chips and debris cover the pathways between rooms and chambers. The doors are as in the upper level, but the secret doors are either rock or disguised by rock so as to appear unnoticeable.

WANDERING MONSTERS

Check every third turn; 1 in 6 (roll a 6-sided die). If a monster is indicated, roll a six-sided die again and compare to the list below to determine what type of monster appears. Then check for surprise. The abbreviations which follow are the same as used and explained in the section entitled MONSTER LIST.

1. Troglodytes (1-4) — HP: 9, 8, 5, 4; #AT: 1; D: 1-6; AC 5/14; SA: Emit odor when enraged.
2. Huge Spider (1) — HP: 12; #AT: 1; D: 1-6; AC 6/13; SA: Bite necessitates save vs poison (+1 on die).
3. Kobolds (2-7) — HP: 4, 4, 3, 3, 2, 2, 1; #AT: 1; D: 1-4; AC 7/12; SA: None.
4. Orcs (1-8) — HP: 6, 5, 5, 4, 4, 3, 3, 2; #AT: 1; D: 1-6; AC 7/12; SA: None.
5. Zombies (1-2) — HP: 8, 7; #AT: 1; D: 1-8; AC 8/11; SA: None.
6. Goblins (2-7) — HP: 5, 5, 4, 4, 3, 2, 1; #AT: 1; D: 1-6; AC 6/13; SA: None.

ENCOUNTER AREAS

XXXVIII. ACCESS ROOM. This room is filled with piles of rock and rubble as well as mining equipment: rock carts, mining jacks, timbers, pickaxes, etc. It is apparent that there has been no mining activity for quite some time.

Monster:

Treasure & Location:

XXXIX. MUSEUM. This room is an unfinished museum, a special monument to the achievements of the stronghold's most illustrious inhabitants.

The west wall is a sectioned fresco showing various events and deeds from the life of Rogahn, and the several views pictured are: a young boy raising a sword, a young man slaying a wild boar, a warrior carrying off a dead barbarian, and a hero in the midst of a large battle hacking barbarian foes to pieces.

The east wall is a similar sectioned fresco showing cameos from the life of Zelligar: a boy gazing upward at a starry night sky, a young man diligently studying a great tome, an earnest magician changing water to wine before a delighted audience, and a powerful wizard casting a type of death fog over an enemy army from a hilltop.

The north wall section is unfinished, but several sections of

frescoes show the two great men together: shaking hands for the first time in younger days, gazing upward together against barbarians in a hill pass, gazing upward together from the wilderness to a craggy rock outcropping (recognizable to the adventurers as the place where the stronghold was built), with a fourth space blank. Next to the frescoes are other mementoes from the past: a parchment letter of thanks for help in the war against the barbarians from a prominent landowner, a barbarian curved sword, and a skeleton of the barbarian chief (so identified by a wall plaque in the common language). There is more blank space on the wall, apparently for further additions to the room's collection of items.

The frescoes are painted and they cannot be removed. None of the mementoes are of any particular worth or value.

Monster:

Treasure & Location:

XL.-LVI. CAVERNS OF QUASQUETON. The bulk of the lower level of the complex is a series of unfinished caves and caverns, which are mostly devoid of special detail — all being characterized by irregular walls of rough rock, uneven floors strewn with bits of rock and rubble, and joined by winding corridors. The majority of the rooms are empty of furnishings.

XL. SECRET CAVERN.

Monster:

Treasure & Location:

XLI. CAVERN.

Monster:

Treasure & Location:

XLII. WEBBED CAVE. The entrance to this room is covered with silky but sticky webs, which must be cut or burned through to gain access to it. See **web** spell for details in Basic D & D booklet.

Monster:

Treasure & Location:

XLIII. CAVERN.

Monster:

Treasure & Location:

XLIV. CAVERN.

Monster:

Treasure & Location:

XLV. CAVERN OF THE MYSTICAL STONE. This ante-chamber is the resting place for a large, glowing chunk of rock which appears to be mica. The stone radiates magic strongly.

The stone rests permanently in its place and is not removable. Although chips can easily be broken off the rock by hand, only one chip at a time may be broken away; until anything is done with it, the rest of the rock will remain impervious to breaking.

Once a chip is removed, its glow will begin to fade, and after three rounds (thirty seconds) it will be a normal piece of mica with no magical properties (as will be the case if it is removed from this room). The chip's magical properties are manifested only if it is consumed (or placed in the mouth) by any character before three rounds have passed after breaking off from the chunk. The magical effects are highly variable, and each individual can only be once affected — even if a future return to the rock is made at a later time. If any character places a chip within his or her mouth, a 20-sided die is rolled to determine the effect according to the following table:

- 1 Immediately teleports the character and his gear to the webbed cave (room XLII.)
- 2 Immediately blinds the character for 1-6 hours of game time (no combat, must be led by other adventurers)
- 3 Raises strength rating permanently by 1 point
- 4 Raises charisma rating permanently by 1 point
- 5 Raises wisdom rating permanently by 1 point
- 6 Raises intelligence rating permanently by 1 point
- 7 Raises dexterity rating permanently by 1 point
- 8 Lowers strength rating permanently by 1 point
- 9 Lowers charisma rating permanently by 1 point
- 10 Lowers intelligence rating permanently by 1 point
- 11 Grants a **limited wish**
- 12 Causes **invisibility** for 1-6 hours of game time (subject to normal restrictions)
- 13 Poison (saving throw at +1)
- 14 Makes a 500 g.p. gem (pearl) appear in character's hand
- 15 Gives a permanent +1 to any single weapon carried by character (if more than one now carried, roll randomly to determine which)
- 16 Heals all lost hit points of character (if any)
- 17 Causes **idioty** for 1-4 hours (unable to function intelligently or fight, must be led by other adventurers)
- 18 Gives a special one-time bonus of 1-6 hit points to the character (these are the first ones lost the next time damage or injury is taken)
- 19 Gives a **curse**: the character will sleep for 72 hours straight each month, beginning one day before and ending one day after each new moon (can only be removed by a **remove curse** spell)
- 20 Has no effect

Monster:

Treasure & Location:

XLVI. **SUNKEN CAVERN.** This small cavern lies at the bottom of a short, sloping corridor. The walls are wet with moisture, and glisten in any reflected light.

Monster:

Treasure & Location:

XLVII. **CAVERN.**

Monster:

Treasure & Location:

XLVIII. **ARENA CAVERN.** This cavern, designed as a small theatre or arena, is unfinished. The center portion of the room is sunken about 15' below the floor level, and the sides slope downward from the surrounding walls to form a small amphitheater.

Monster:

Treasure & Location:

XLIX. **PHOSPHORESCENT CAVE.** This medium-sized cavern and its irregularly-shaped eastern arm present an eerie sight to explorers. A soft phosphorescent glow bathes the entire area independent of any other illumination, and the strange light is caused by the widespread growth (on walls, ceiling, and even parts of the floor) of a light purplish mold. The mold itself is harmless.

Monster:

Treasure & Location:

L. **WATER PIT.** This room contains the 8' deep pool of water into which any unwary adventurers are precipitated from the trap on the upper level (see the special description of the trap under the description of room XXXVI.). As described there, the water is extremely cold. Anyone entering the water (whether voluntarily or not) must spend a full hour recovering from its chilly effects.

The pool is about 20' across and is filled by a cold spring.

Monster:

Treasure & Location:

LI. **SIDE CAVERN.** This cavern is unusual only in that its eastern rock wall is striated with irregular diagonal streaks of a bluish ore (of no unusual use or value to adventurers).

Monster:

Treasure & Location:

LII. **RAISED CAVERN.** This room, off the southeast corner of the grand cavern, is accessible by climbing four upward steps. Its eastern wall also shows diagonal streaks of the same bluish ore noticeable in room LI. The room has a low ceiling (only 5'), so some humans may find it difficult to stand fully erect.

Monster:

Treasure & Location:

LIII. **GRAND CAVERN OF THE BATS.** This majestic cave is the largest in the complex, and is impressive due to its size and volume, for the ceiling is almost 60' above. A corridor sloping downward into the cavern (noticeable even by non-dwarves) gives primary access to the room on its south wall. A secondary entrance/exit is via a secret door to the west,

while steps to the southeast lead up to room LII.

A southwestern arm of the room leads to an alcove of rock pillars of unusual and irregular shape, and these run from floor to ceiling to form a very meager catacomb.

When it is daytime in the outer world, a small opening in the ceiling just off a midway point of the north wall will show daylight. (If the DM has not been meticulously charting time as night vs day, there will be a 60% chance of daylight being visible at the time the adventurers enter the room; if not, it will be very difficult to notice the opening — only a 10% chance per adventurer observing the ceiling). The opening in the ceiling (which will be totally inaccessible to any and all attempts by adventurers to reach it) is used by the many thousands of bats which live on the ceiling of the cavern by day and which venture out at sunset each day for feeding. (Again, if exact time is not being tracked, a die roll may be necessary to determine what time of day the adventurers reach the cavern and whether or not the bats are present or active.)

The bats are nocturnal animals, but the species living in this particular cavern is very easily agitated. Any party of adventurers entering the cavern with torches or other bright sources of light (including unshielded lanterns) will have a base 5% chance per light source per turn (10 minutes) of disturbing the bats and causing them to swarm. In addition, any noises above subdued conversation will add another 10% to the chance of disturbing the bats, assuming of course that they are present in the cave when the party enters. (For example, a party with 4 torches would have a 20% chance of disturbing the bats and causing them to swarm, or 30% if they are arguing in addition).

If the bats are disturbed, first a few begin squeaking and flying around (this will of course occur if any sleeping bats are physically prodded or awakened), then more and more until the mass becomes a giant churning swarm (this will take only two melee rounds, or twenty seconds). The swarming bats will squeak and squawk, flying madly about. They will fill the grand cavern and overflow into adjacent areas and corridors, but those flying out of the cavern will soon return. While swarming, the bats will buzz and harry any persons in the cavern or adjacent corridors, zooming past them at high speed while others hover about. Occasionally, one of the bats will try to land on a character (50% chance each round) to deliver a pinching bite which is unpleasant but harmless.

If adventurers leave the grand cavern and remove their light sources with them, the swarm of bats will slowly cease their activity and return to their inverted perches (this takes about 30 minutes). If the adventurers stay in the room, extinguish their lights, and lie silently on the floor for the same period of time, the bats will return to their dormant state.

Characters fighting swarming bats will find the task hopeless due to their sheer number, but attempts can be made using any hand held weapon larger than a dagger, with an 18, 19 or 20 needed to hit with a 20-sided die. Bats landing to bite can be hit on any roll of 7 or above. A single hit will kill any bat.

Characters fighting or otherwise enduring swarming bats will automatically be caught by surprise if any wandering monster comes upon them while they are doing so. Fighting the bats makes enough noise to necessitate an additional special roll for wandering monsters.

A sort of fluffy and dusty guano covers the floor of the grand cavern, quite different from the droppings of most other

species of bats.

The bats will swarm and leave at sunset each day until returning as a swarm at the following dawn.

Monster:

Treasure & Location:

LIV. TREASURE CAVE. This secret room, itself opening to a corridor shielded by secret doors on either end, was designed as the hiding place for valuables in the stronghold. There is a scattering of gold pieces (11-30; roll a twenty-sided die and add 10) on the floor of the room, and three locked chests (which are empty unless noted below).

Two short human statues (appearing life-like, as if made from wax) are within the room. As soon as any item of value is touched or disturbed, both will immediately spring to life and draw their swords and attack the party. These are magical berserkers (4 Hit Points each, Armor Class 7) who will fight to the death. Neither has any treasure on his person.

Monster:

Treasure & Location:

LV. EXIT CAVE. This large cavern is otherwise unremarkable, except for the fact that a secret one-way passage out of the stronghold is hidden in the northeast corner of the cave. This secret exit is triggered by pushing on a loose rock within the wall, at which time the opening occurs in the wall, leading to the outside world. The opening allows access for only 10 seconds, at which time it closes once more, and will not be triggered for another 24 hours.

If characters take advantage of this exit, they will find themselves on a rock ledge about 3 feet wide and 20 feet long. If they use ropes to scale down, they can rappel without too much difficulty to a location some 40 feet below where the drop is less steep and a descent can be made through the trees and vegetation toward the valley below. If the characters stand on the ledge and observe the view, they will notice that they are on the north face of the massive outcropping which houses the stronghold, whereas the other entrance is on the south face. Because of the wilderness which surrounds the entire area, it may take some doing to return to civilization or home.

The secret exit is but a one-way access, and allows only egress from the stronghold, never entrance. There is no way to trigger the door from the outside, and even if this were possible, a permanent magic spell upon the exit totally prevents movement into the complex via the opening.

Monster:

Treasure & Location:

LVI. CAVERN OF THE STATUE. In the southern end of this cavern is a solitary stone figure, roughly sculpted from the same black stone of the cavern walls and firmly anchored to the floor. The figure, obviously a human male (although lacking any finished detail), stands some 5 feet high, with both arms slightly outstretched and pointing to the jagged rock outcropping which divides the two corridors to the north-northeast. The statue is too heavy to be moved, and will completely resist any attempts to budge or topple it.

PIT TRAP. Just outside this cavern, in the corridor which leads eastward, is a large covered pit at the intersection of three corridors. The pit is about 12' across and 10' deep. A

fall into this pit will inflict 1-4 hit points of damage, and any characters reaching the area will have a basic 70% chance of falling in, with a 30% chance of noticing the trap (the danger would be greater if, for instance, they were running rather than simply exploring). If characters in the first rank of a party fall in, there is only a 20% chance of the next row of characters falling, and each checks separately as before. The trap, once sprung, does not shield the pit any further, and the pit will be noticeable.

Monster:

Treasure & Location:

THIS ENDS THE MODULE "SEARCH FOR THE UNKNOWN"

KEYING THE DUNGEON

Once the Dungeon Master has read the entire module over one or more times and has gained a working familiarity with it, he is ready to key it. In doing so, he will take the basic descriptive framework and add his own ideas as to how and where the various monsters and treasures are located. The result will be a dungeon with his own indelible stamp, a bit different from all others — even those using the same descriptive outline.

With over sixty rooms and chambers noted on the two level maps by Roman numerals (and several other unmarked open areas), there is plenty of space to explore (though this dungeon is actually quite small compared to most). With 15 to 25 listed treasures (plus a few items of value that are part of the basic furnishings) and 16 to 20 monsters to place, the DM is offered a real choice in setting up the dungeon, for it is he who will decide on which areas are forbidding with danger or rich in reward.

The monsters (number keyed 1. to 25.) and the treasures (lettered A to HH) should be placed with care and consideration, and in many cases there should be a reason or rationale *why* something is located where it is. Just as there is a logical explanation behind the entire setting or scenario, so too should there be a similar thought behind what is to be found within the dungeon. Of course, in some cases, the unexpected or the inexplicable will be the exception — not everything should follow the normal order of things or be too predictable for the players.

As mentioned previously elsewhere, not every room or chamber will have a monster, a treasure, or both. As a matter of fact, quite a number of places will simply be empty, while others may hold a monster with no treasure, or, rarely, a treasure without a monster guarding it. In the latter instance, the unguarded treasure will likely be well-hidden (as indeed any treasure can be) or concealed to make the room *appear* empty. Finally, in some instances, a room may contain a monster (being in his lair) as well as a treasure he is guarding, either wittingly (if it is his trove) or unwittingly (if his appearance there was only coincidental). In such a case, it will be necessary to defeat (either by killing or driving away) the monster or monsters before any attempt to discover or garner the treasure is made . . .

Although monsters will inevitably make their presence known, treasures are usually not obvious. It is up to players to locate them by telling the DM how their characters will conduct any attempted search, and it is quite conceivable that they could totally miss seeing a treasure which is hidden or concealed. In fact, any good dungeon will have undiscovered treasures in areas that have been explored by the players, simply because it is impossible to expect that they

will find every one of them.

Once the DM has decided on where to place the various monsters and treasures, he keys both the maps and the descriptive copy within this booklet by using the letter and number codes for treasures and monsters, respectively. On the two game maps, he marks (preferably using a colored pencil for readability and possible erasure) the letter (for treasure) in each room containing a treasure from the master list. He then places a number (for monsters) in each room which will contain a monster, and may also make a note on the map what type of monster is there ("orcs" or "trog", for instance). Each monster or treasure listing should appear but once on the game map when he is finished. He then refers to the descriptions of each room or chamber within the body copy of this booklet, and fills in the blanks following the proper sections corresponding to the marked map with the pertinent details and any side notes on: what monster is located there (if any), where it hides (if it does so — not all will hide), what treasure is located within the room (if any), where it is located, and how it is hidden or protected (if it is). Any remaining space should be reserved for further notes, especially listing of the effects caused by subsequent player adventuring — monsters scared away to new locations, creatures slain, treasures removed, equipment abandoned, etc. Of course, notes on the map can likewise be made as desired.

Once the dungeon has been keyed, it is ready for exploration by the players. Good luck, and have fun! Follow these guidelines when setting up your own dungeon from scratch, and you should be successful.

MONSTER LIST

The monsters occupying the area to be explored are an assortment of creatures, some of which are former inhabitants (orc and kobold slaves), and some of which have moved into the dungeon by unknown means.

The monsters (keeping in mind that the term refers to any encounter, no matter what the creature type) can be encountered in two ways: either in their "lair" (the particular room or chamber where they live, as keyed by the Dungeon Master), or as "wandering monsters". The latter encounters are more irregular, uncertain, and unpredictable as adventurers happen to meet the monsters on a random basis while exploring.

The monster list below is keyed by number for easy reference, and shows the monsters which will be shown on the game map as being in their "lair". The wandering monster lists appear within the descriptive copy of the module and are given prior to the information on each of the two levels of the dungeon — one being for the upper level, and the other for the lower level.

Monsters are shown on the list with pertinent details given (consult the descriptions within the D & D game booklet for further information on each type), thus allowing them to be employed by the DM when encountered without additional dice rolling (except for the initial roll to determine number appearing). **Important: although there are 25 listings, the Dungeon Master should use only 16 to 20 of them in the dungeon, placing some on each of the two levels in the rooms and chambers desired. The remainder are unused.**

The abbreviations below are used on the list which follows —

(1-4, etc.) = possible number of the monster type appearing; roll appropriate die

- HP = number of hit points each monster can take (if less than the maximum number are appearing, roll randomly to see which specific strengths are represented in the encounter)
- #AT = number of attacks/melee round the monster is allowed
- D = damage in hit points to victim if monster scores a hit
- AC = armor class of the monster; this number is followed by the base number required by a 1st-3rd level fighter to score a hit, thus: AC 7/12
- SA = any special attacks or abilities possessed by the monster

Note: All monster saving throws are taken at the same level as a 1st-3rd level fighter.

MONSTERS

1. Orcs (1-4) — HP: 5, 4, 3, 2; #AT: 1; D: 1-6; AC 7/12; SA: None.
2. Troglodytes (1-2) — HP: 7, 3; #AT: 1; D: 1-6; AC 5/14; SA: Emit odor when enraged.
3. Kobolds (2-9) — HP: 4, 4, 3, 3, 3, 2, 2, 1; #AT: 1; D: 1-4; AC 7/12; SA: None.
4. Ghouls (1-2) — HP: 6, 4; #AT: 1; D: 1-3; AC 6/13; SA: Touch necessitates saving throw vs paralyzation.
5. Giant Centipedes (1-4) — HP: 2 each; #AT: 1; D: Nil; AC 9/10; SA: Bite does no damage but save vs poison must be made (+4 on die).
6. Carrion Crawler (1) — HP: 6; #AT: 8; D: Nil; AC 7/12; SA: Tentacles do no damage but necessitate save vs paralyzation.
7. Orcs (2-7) — HP: 5, 5, 4, 4, 3, 2, 1; #AT: 1; D: 1-6; AC 7/12; SA: None.
8. Large Spiders (1-3) — HP: 4, 3, 3; #AT: 1; D: 1; AC 8/11; SA: Bite necessitates save vs poison (+2 on die).
9. Troglodytes (1-2) — HP: 10, 4; #AT: 1; D: 1-6; AC 5/14; SA: Emit odor when enraged.
10. Giant Tick (1) — HP: 13; #AT: 1; D: 1-4; AC 4/15; SA: Bite drains 4 HP of blood per round after first and causes disease.
11. Stirges (2-5) — HP: 4, 4, 3, 2, 2; #AT: 1; D: 1-3; AC 7/12; SA: Bite drains 1-4 HP of blood per round after first. Attacks at +2 on all die rolls.
12. Gnolls (1-4) — HP: 13, 7, 6, 3; #AT: 1; D: 1-6; AC 5/14; SA: None.
13. Shriekers (1-4) — HP: 14, 10, 10, 8; #AT: 0; D: Nil; AC 7/12; SA: Light within 30' or movement within 10' will trigger shriek for 1-3 melee rounds, with 50% chance to attract a wandering monster.
14. Skeletons (1-6) — HP: 4, 4, 3, 3, 2, 1; #AT: 1; D: 1-6; AC 8/11; SA: None.

15. Hobgoblins (2-5) — HP: 9, 8, 6, 4, 3; #AT: 1; D: 1-8; AC 6/13; SA: None.
16. Goblins (1-8) — HP: 7, 5, 4, 3, 3, 3, 2, 1; #AT: 1; D: 1-6; AC 6/13; SA: None.
17. Giant Rats (2-7) — HP: 4, 3, 3, 2, 2, 1, 1; #AT: 1; D: 1-3; AC 7/12; SA: Bite has 5% chance of causing disease (save vs poison if disease occurs).
18. Zombies (1-2) — HP: 10, 7; #AT: 1; D: 1-8; AC 8/11; SA: None.
19. Kobolds (2-5) — HP: 4, 3, 3, 2, 1; #AT: 1; D: 1-4; AC 7/12; SA: None.
20. Bandits (1-4) — HP: 7, 5, 4, 2; #AT: 1; D: 1-6; AC 6/13; SA: None.
21. Ochre Jelly (1) — HP: 16; #AT: 1; D: 2-12; AC 8/11; SA: Will destroy wood, leather or cloth. Only affected by fire or cold.
22. Gnomes (2-5) — HP: 7, 5, 4, 2, 1; #AT: 1; D: 1-6; AC 5/14; SA: None (only 50% likely to fight unless provoked; otherwise will ignore adventurers and offer only minimal aid).
23. Orcs (2-7) — HP: 8, 6, 5, 4, 4, 2, 2; #AT: 1; D: 1-6; AC 7/12; SA: None.
24. Huge Spider (1) — HP: 7; #AT: 1; D: 1-6; AC 6/13; SA: May leap up to 30 feet to attack prey, bite necessitates save vs poison (+1 on die).
25. Goblins (1-6) — HP: 6, 5, 5, 4, 3, 2; #AT: 1; D: 1-6; AC 6/13; SA: None.

TREASURE LIST

Listed below are 34 different treasures, each letter-coded for easy reference.

Considering their very nature, treasures, in most instances, should be concealed or hidden cleverly. The Dungeon Master should use his imagination in devising ways to hide items from discovery. Some suggestions for treasure location might be: inside an ordinary item in plain view, within a secret compartment in a container, disguised to appear as something else, under or behind a loose stone in the floor or wall, under a heap of trash or dung, or similarly hidden. Occasionally a treasure may be easily noticed, but this should be the exception rather than the rule.

In some instances, valuable treasure will be protected by locks, traps, or protective magic. The more deadly protections are reserved for more experienced adventurers, so any such devices will be uncommon in dungeons designed for beginning players, such as this one. The DM should feel free to create an occasional protection which may confuse or delay characters attempting to find a particular treasure, however.

Remember that all coin values are based on a gold piece (g.p.) standard, with equivalent values being: 50 copper pieces (c.p.) = 10 silver pieces (s.p.) = 2 electrum pieces (e.p.) = 1 gold piece (g.p.) = 1/5 platinum piece (p.p.). All coin weights and sizes are approximately equal.

- A) Leather pouch with 10 e.p.
- B) 15 g.p.

- C) 28 g.p.
- D) Small wooden box with 35 g.p.
- E) Dagger with jeweled handle (250 g.p. gems, onyx)
- F) 200 s.p.
- G) 810 g.p. gems (agate)
- H) +1 mace
- I) False map (shows room and adjacent corridor in detail; nothing else is accurate)
- J) +2 spear
- K) 120 g.p.
- L) Silver medallion on chain worth 500 s.p.
- M) 100 g.p. gem (pearl)
- N) 2450 c.p.
- O) Onyx statue worth 200 g.p.
- P) 820 s.p.
- Q) 4100 g.p. gems (garnets)
- R) 620 g.p. in locked chest
- S) Scroll of 2 Spells (Cleric): 2 **cure light wounds** (or roll at random for determination)
- T) False **magic wand** (finely detailed; radiates magic but has no other magical properties)
- U) **bag of devouring**
- V) 500 g.p. gem (peridot)
- W) +1 shield
- X) Bronze statuette, inlaid with silver and copper, worth 115 g.p.
- Y) Silver mirror of exceptional quality, 90 g.p. value
- Z) +1 chainmail
- AA) Gold ring (non-magical) worth 10 g.p.
- BB) Scroll of 1 Spell (Magic User): **sleep** (or roll at random for determination)
- CC) Silver bracelet, worth 80 s.p.
- DD) 840 c.p., 290 s.p., 120 e.p., 25 g.p. in locked chest
- EE) **Ring of protection +1**
- FF) 4 small gold rods, each worth 30 g.p.
- GG) Crystal goblet, worth 15 g.p. (engraved with the word "Quasqueton")
- HH) Potion: **Invisibility** (2 doses, each with a duration of 2 hours)

Special note: Even though 34 treasures are listed here,

only between 15 to 25 of them should actually be placed in the dungeon by the Dungeon Master. The remainder should go unused. When treasures are chosen and placed, a good assortment of items should be represented: some very valuable, some worthless, most in between. The letter type treasures listed under the monster specifications in the Basic D & D booklet are ignored in this module, as the above treasure list replaces them and monsters encountered will possess or guard the appropriate treasure assigned by the referee's listings.

THE CHARACTER LISTS

The character lists are designed for multi-purpose use. First of all, they can be used by players to select a player character if they choose to do so rather than roll up abilities of their own. And secondly, they can be used as non-player characters in the positions of henchmen or hirelings. In either case, certain dice rolls will be made to determine various particulars about each character. There are separate lists of 12 characters each for the four classes of fighting men, clerics, magic users, and thieves. The guidelines below explain how to use the lists depending upon desired applications.

Selecting A Player Character From The Character Lists

If a player prefers to choose a character from the lists rather than roll one up himself, he first determines the class of character he wishes to play. He then examines the list of character names and races which appears on the back side of the "Players' Background Sheet", and either chooses one he likes or rolls a 12-sided die to determine which one will be used. In any event, his choice is made without knowing further details about the character's exact ability ratings, which will be given to him by the Dungeon Master once his decision is made. The ability ratings are fixed, and may not be adjusted.

Once a player has gotten his character in this manner, he records the ability ratings and selects his character's alignment (lawful evil, chaotic evil, neutral, chaotic good, or lawful good — the latter three prevailing in this module setting). The player then determines wealth owned, purchases equipment, determines hit points, and chooses spells as normally. All characters will begin at first level of experience.

Using The Character Lists For Henchmen Or Hirelings

Players about to embark on an adventure may well wish to have additional assistance on the part of other fellow explorers, and these other adventurers are non-player characters who will serve either for pay (as hirelings) or out of respect and loyalty (as henchmen).

Hirelings, although not always plentiful, are nonetheless easier to find than henchmen. They will serve for a fee, as well as a cut of any treasure gained — their exact price to be determined by the DM, who then interacts with the players if any bargaining is necessary, taking the part of the non-player character.

Henchmen are usually characters who will be willing to serve a particular character out of admiration or respect without special regard for compensation, although the term could also denote a character who simply wishes to join an adventure without demanding payment other than a share of any treasure gained. The former type will be attracted depending upon the player character's charisma, while the latter's decision would be independent; in any case, with only 1st level characters, players cannot expect to attract

henchmen until they have accomplished enough to gain a bit of a reputation and notice. Thus, any non-player character gained for an adventure will have only a 20% chance of being a henchman. (Of course, this fact is not crucial to the immediate adventure, but may bear upon future considerations . . .). Note that no henchman will serve a character of lower level.

The number of non-player characters available to a party of player characters is determined by consulting the table below, and by appropriate dice rolls as noted. The number of henchmen/hirelings available depends upon the number of player characters in the party — the more player characters participating, the fewer henchmen/hirelings available.

AVAILABILITY OF HENCHMEN/HIRELINGS

Player Characters	Chance for Henchmen/Hirelings & Number Available
2	100% chance of 1-4
3	75% chance of 1-3
4	50% chance of 1-2
5	25% chance of 1
6 or more	None

Once a party of players has determined that one or more non-player characters will be willing to join their adventuring group (dependent upon the financial arrangements being finalized), a 12-sided die is rolled for each such hireling or henchmen to determine their character class based on the following table:

CHARACTER CLASSES OF HENCHMEN/HIRELINGS

1 Fighting man	5 Cleric	9 Magic User
2 Fighting man	6 Thief	10 Any class desired
3 Fighting man	7 Thief	11 Any class desired
4 Cleric	8 Magic User	12 Any class desired

Example: Three player characters — a magic user, fighting man, and thief — wish to bolster the strength of their adventuring band by having others join the group. They have a 75% chance of locating 1-3 interested non-player characters who will listen to their offer and, if reasonable, likely be agreeable to joining the party for at least a single adventure. If they fail to locate any willing non-player characters, they will be forced to adventure without them, at least initially.

Once a class for each non-player character has been determined (this can be done prior to any terms being offered by the player characters), a 12-sided die should be rolled on the specific table corresponding to that type of character class to determine the individual character's name and race (although his ability ratings will not be known by the players until he actually joins their group). If the arrangement is finalized, the DM gives the players specifics on the non-player character's abilities, as well as other pertinent details (which are described following each character list depending upon the particular class). The alignment of any non-player character will generally be compatible with the rest of the group, although there is a slight (10%) chance that a non-player character will be chaotic evil while professing otherwise, thus seeking to hoodwink the party and perhaps take advantage of them when the opportunity arises.

Non-player characters will carry no wealth other than 1-6 gold pieces for incidental expenses. In most cases, they will carry their own weapon and/or armor. However, player

characters may purchase additional equipment, arms, or armor for them to use while adventuring — either as a loan or an outright gift — or even give them their own. Attention must be paid to character class restrictions in this regard, however.

Important: non-player characters may vary widely in personality. The Dungeon Master plays their part to a great degree, although the players indicate what instructions or orders they are giving to the non-player characters during the course of the adventure. The DM can choose any personality he wants for a non-player character, or can determine the various aspects by rolling for the categories of attitude, disposition, courage, and loyalty on the following chart. Players are never informed of the exact personalities of non-player characters; they will discover them through interaction with the characters (as portrayed by the DM) and by observing them in the course of the adventure.

NON-PLAYER CHARACTER PERSONALITY

Attitude

- 1 Helpful/cooperative
- 2 Helpful/cooperative
- 3 Helpful/cooperative
- 4 Apathetic/lazy
- 5 Unreliable
- 6 Obstinate/argumentative/domineering

Courage

- 1 Reckless/daring
- 2 Courageous
- 3 Normal
- 4 Normal
- 5 Hesitant
- 6 Cowardly

Disposition

- 1 Greedy/selfish
- 2 Normal
- 3 Normal
- 4 Normal
- 5 Normal
- 6 Unselfish

Loyalty

- 1 Loyal
- 2 Loyal
- 3 Normal
- 4 Normal
- 5 Fickle
- 6 Fickle

Any hireling surviving an adventure, if well treated and amply rewarded, may decide to become a follower (or loyal henchman) of one of the player characters. This will depend upon numerous factors: the non-player character's personality, the rewards or benefits obtained by the non-player character in previous adventuring, the treatment he received from the player characters, the competence of the player characters, and — of considerable importance — the charisma of a particular player character. All these factors must be weighed by the Dungeon Master, as well as consideration of the fact that the player characters may or may not have any accomplishments or reputation that would serve to attract others to their service. If he deems it appropriate, he assigns a reasonable chance for a character to gain a particular follower, and rolls the dice. *Keep in mind, however, that players may find it difficult to attract henchmen until they have increased their experience and fame.*

The loyalty of any follower will likewise be subject to continual checks depending upon similar considerations as above.



CLERICS

1. Farned of the Great Church (Human)
Str 7, Int 10, Wis 14, Con 9, Dex 14, Cha 9
2. Dohram, Servant of Saint Carmichael (Human)
Str 10, Int 12, Wis 14, Con 10, Dex 11, Cha 12
3. The Mystical One (Human)
Str 12, Int 10, Wis 15, Con 15, Dex 8, Cha 14
4. Mulgar the Merciful (Human)
Str 10, Int 10, Wis 18, Con 8, Dex 12, Cha 17
5. Seeful the Unforgiving (Human)
Str 6, Int 8, Wis 12, Con 12, Dex 11, Cha 10
6. Philgo (Human)
Str 9, Int 10, Wis 13, Con 9, Dex 7, Cha 12
7. Tassit, Servant of Saint Cuthbert (Human)
Str 11, Int 9, Wis 12, Con 10, Dex 7, Cha 11
8. Wilberd the Silent (Human)
Str 13, Int 8, Wis 17, Con 12, Dex 9, Cha 10
9. Kracky the Hooded One (Human)
Str 8, Int 14, Wis 16, Con 8, Dex 8, Cha 12
10. Grampal of the Secret Church (Human)
Str 12, Int 11, Wis 12, Con 10, Dex 9, Cha 10
11. Nupo, Servant of The Bringer (Human)
Str 10, Int 7, Wis 15, Con 17, Dex 10, Cha 8
12. Eggo of the Holy Brotherhood (Human)
Str 7, Int 10, Wis 13, Con 8, Dex 9, Cha 11

Non-player clerics will usually possess holy water as a matter of course, as well as a single non-edged weapon. A 6-sided die can be rolled once for each category shown below to determine the arms and armor of any non-player cleric:

<u>Arms</u>	<u>Armor</u>
1 Club	1 None
2 Club	2 Leather armor
3 Quarter staff	3 Leather armor
4 Hammer	4 Leather and shield
5 Flail	5 Chainmail
6 Mace	6 Chainmail and shield

All non-player clerics are of first level and use one 6-sided die to determine hit points, except for an independent henchman (one joining the adventure on his own rather than out of loyalty or for a fee other than a treasure share). An independent henchman cleric will be of either first, second, or third level depending upon a roll on the table which follows:

<u>Level</u>	<u>Hit Dice</u>	<u>Spells Known</u>
1 First (Acolyte)	1d6	None
2 First (Acolyte)	1d6	None
3 Second (Adept)	2d6	Use table C, one roll
4 Second (Adept)	2d6	Use table C, one roll
5 Third (Priest)	3d6	Use table C, two rolls
6 Third (Priest)	3d6	Use table C, two rolls

Table C below is used to determine randomly which spell or spells any non-player cleric knows. First level clerics have no spell ability. Player character clerics do not utilize this table; they choose which spells they wish to use according to the guidelines in the Basic D & D booklet.

Table C

- 1 Cure Light Wounds
- 2 Cure Light Wounds
- 3 Cure Light Wounds
- 4 Detect Evil
- 5 Detect Magic
- 6 Detect Magic
- 7 Light
- 8 Light
- 9 Protection From Evil
- 10 Purify Food and Water
- 11 Remove Fear
- 12 Resist Cold

FIGHTING MEN

1. Brandon (Human)
Str 14, Int 8, Wis 11, Con 13, Dex 9, Cha 12
2. Evro (Elf)
Str 14, Int 13, Wis 7, Con 12, Dex 11, Cha 9
3. Glendor the Fourth (Human)
Str 17, Int 10, Wis 9, Con 14, Dex 9, Cha 14
4. Zeffan (Dwarf)
Str 14, Int 11, Wis 8, Con 8, Dex 14, Cha 7
5. Alho Rengate (Human)
Str 12, Int 10, Wis 9, Con 11, Dex 12, Cha 12
6. Krago of the Mountains (Dwarf)
Str 18/54, Int 9, Wis 15, Con 16, Dex 9, Cha 14
7. Pendor (Halfling)
Str 12, Int 9, Wis 8, Con 10, Dex 11, Cha 9
8. Mohag the Wanderer (Human)
Str 13, Int 12, Wis 9, Con 10, Dex 6, Cha 10
9. Norrin the Barbarian (Human)
Str 15, Int 8, Wis 10, Con 14, Dex 9, Cha 9
10. Lefto (Halfling)
Str 11, Int 10, Wis 11, Con 18, Dex 8, Cha 10
11. Webberan of the Great North (Human)
Str 16, Int 10, Wis 13, Con 10, Dex 7, Cha 7
12. Sho-Rembo (Elf)
Str 9, Int 11, Wis 9, Con 18, Dex 9, Cha 15

To determine arms and armor for non-player fighting men, roll once on each of the tables below with a 12-sided die:

<u>Arms</u>	<u>Armor</u>
1 Dagger and hand axe	1 Shield only
2 Dagger and sword	2 Leather armor
3 Hand axe	3 Leather and shield
4 Mace	4 Leather and shield
5 Sword	5 Leather and shield
6 Sword	6 Leather and shield + 1
7 Sword + 1	7 Chainmail
8 Pole arm	8 Chainmail
9 Pole arm	9 Chainmail and shield
10 Morning star	10 Chainmail and shield + 1
11 Flail	11 Plate mail
12 Short bow and 12 arrows	12 Plate mail and shield

All non-player fighting men are of first level and use one 8-

sided die to determine hit points, except for an independent henchman (one joining the adventure on his own rather than out of loyalty or for a fee other than a treasure share). An independent henchman will be of either first, second, or third level depending upon a roll on the following table:

Level	Hit Dice*
1 First (Veteran)	1d8
2 First (Veteran)	1d8
3 Second (Warrior)	2d8
4 Second (Warrior)	2d8
5 Third (Swordsman)	3d8
6 Third (Swordsman)	3d8

* Halfling and elven fighting men use 6-sided hit dice of the appropriate number.

MAGIC USERS

- Presto (Elf)
Str 9, Int 17, Wis 11, Con 14, Dex 11, Cha 14
- Mezlo (Elf)
Str 11, Int 14, Wis 8, Con 9, Dex 12, Cha 13
- Nickar (Human)
Str 11, Int 15, Wis 8, Con 12, Dex 5, Cha 13
- Shobaffum (Human)
Str 7, Int 13, Wis 9, Con 13, Dex 11, Cha 10
- Yor (Human)
Str 11, Int 14, Wis 8, Con 12, Dex 5, Cha 13
- Ralt Gaither (Human)
Str 11, Int 18, Wis 7, Con 9, Dex 14, Cha 10
- Fencig (Elf)
Str 8, Int 17, Wis 10, Con 5, Dex 11, Cha 9
- Glom the Mighty (Human)
Str 12, Int 15, Wis 15, Con 7, Dex 10, Cha 11
- Trebbelos, Boy Magician (Human)
Str 9, Int 16, Wis 9, Con 7, Dex 12, Cha 13
- Beska Militar (Human)
Str 10, Int 13, Wis 12, Con 15, Dex 8, Cha 14
- Lappoy the Unexpected (Elf)
Str 11, Int 14, Wis 9, Con 10, Dex 7, Cha 9
- Surfal (Human)
Str 12, Int 14, Wis 11, Con 8, Dex 12, Cha 5

Non-player magic users will wear no armor and generally will be armed with nothing other than a dagger. All non-player magic users are of first level and use one 4-sided die to determine hit points, except for an independent henchman (one joining the adventure on his own rather than out of loyalty or for a fee other than a treasure share). An independent henchman magic user will be of either first, second, or third level depending upon a roll on the table which follows:

Level	Hit Dice	Spells Known
1 First (Medium)	1d4	Use table A, one roll
2 First (Medium)	1d4	Use table A, one roll
3 Second (Seer)	2d4	Use table A, two rolls
4 Second (Seer)	2d4	Use table A, two rolls
5 Third (Conjurer)	3d4	Use table A, two rolls and table B, one roll
6 Third (Conjurer)	3d4	Use table A, two rolls and table B, one roll

Tables A and B below are used to determine randomly which spell or spells any non-player magic user knows. All first level magic users make but a single roll on table A. Player character magic users do not utilize this table; they check which spells they can know according to the guidelines in the Basic D & D booklet.

Table A

- Charm Person
- Charm Person
- Dancing Lights
- Detect Magic
- Detect Magic
- Enlargement
- Hold Portal
- Light
- Light
- Magic Missile
- Magic Missile
- Protection From Evil
- Read Languages
- Read Magic
- Shield
- Sleep
- Sleep
- Sleep
- Tenser's Floating Disc
- Ventriloquism

Table B

- Audible Glamer
- Continual Light
- Darkness
- Detect Evil
- Detect Invisible
- ESP
- Invisibility
- Invisibility
- Knock
- Levitate
- Locate Object
- Magic Mouth
- Mirror Image
- Phantasmal Forces
- Pyrotechnics
- Ray of Enfeeblement
- Ray of Enfeeblement
- Strength
- Web
- Wizard Lock



THIEVES

1. Luven Lightfinger (Halfling)
Str 13, Int 14, Wis 9, Con 12, Dex 16, Cha 13
2. Treddo (Halfling)
Str 10, Int 9, Wis 7, Con 11, Dex 17, Cha 14
3. Bozomus (Human)
Str 5, Int 9, Wis 12, Con 6, Dex 13, Cha 12
4. Estra Zo (Elf)
Str 12, Int 12, Wis 11, Con 7, Dex 16, Cha 12
5. Laggamundo (Human)
Str 11, Int 10, Wis 9, Con 13, Dex 13, Cha 6
6. Feggner the Quick (Human)
Str 10, Int 9, Wis 7, Con 11, Dex 17, Cha 14
7. Mezron (Dwarf)
Str 5, Int 9, Wis 12, Con 6, Dex 13, Cha 12
8. Drebb (Human)
Str 7, Int 12, Wis 10, Con 11, Dex 12, Cha 11
9. Postue (Elf)
Str 10, Int 8, Wis 7, Con 10, Dex 18, Cha 12
10. Harg of the City Afar (Human)
Str 9, Int 13, Wis 10, Con 6, Dex 15, Cha 8
11. Afton Borr (Human)
Str 11, Int 11, Wis 8, Con 10, Dex 13, Cha 9
12. Sporrageha (Dwarf)
Str 10, Int 7, Wis 11, Con 14, Dex 12, Cha 18

To determine the arms and armor of any non-player thieves, roll a 6-sided die once on each of the following tables:

Arms

- 1 None
- 2 None
- 3 Dagger
- 4 Dagger
- 5 Dagger
- 6 Dagger +1

Armor

- 1 None
- 2 None
- 3 Leather armor
- 4 Leather armor
- 5 Leather armor
- 6 Leather armor +1

All non-player thieves are of first level and use one 4-sided die to determine hit points, except for an independent henchman (one joining the adventure on his own rather than out of loyalty or for a fee other than a treasure share). An independent henchman will be of either first, second or third level depending upon a roll on the following table:

Level

- 1 First (Apprentice)
- 2 First (Apprentice)
- 3 Second (Footpad)
- 4 Second (Footpad)
- 5 Third (Robber)
- 6 Third (Robber)

Hit Dice

- 1d4
- 1d4
- 2d4
- 2d4
- 3d4
- 3d4

Thief Ability Category

- A
- A
- B
- B
- C
- C



PLAYERS' BACKGROUND SHEET

Here is the standard background setting for all players to read prior to their first adventure:

Rogahn the Fearless and Zelligar the Unknown are legendary names. Even you, a young fledgling in a town far from the great cities of your world, know of their reputation — even though their tale begins long before you were born. The elders and the sages speak both names with respect, even awe, in a distant admiration for the memories of the two legendary figures . . .

You have heard parts of the story before, but never enough to know all of it, or even what is true and what is only legend or speculation. But it is a great and fascinating beginning in your own quest to learn more.

Rogahn the Fearless earned his name as a great warrior, and his reputation spread far and wide across the land. Zelligar the Unknown, equally renowned, earned his respected status and power as a foremost practitioner of the mystical arts of magic and sorcery.



No one knows what occurrence or coincidence brought these two men together, but tales tell of their meeting and forming a strong bond of friendship, a union that would last for the ages. As this occurred, legend has it, the two men virtually disappeared from the view of civilization. Stories occasionally surfaced about a rumored hideaway being built deep in the wilderness, far from the nearest settlement, away from traveled routes, and high upon a craggy hill — but no one seemed to know any more than that, or where this supposed hideaway really was located, if indeed it was. No one knows for sure, but some say their motive was to pursue the common goals of personal greed and some kind of vague (or chaotic) evil. In any case, they jointly led a hermit life with but a few occasional forays into the outside world to add to their own reputations.

Many years passed, until one day a great barbarian invasion came from the lands to the north, threatening to engulf the entire land with the savage excesses of the unchecked alien horde. Just when things seemed the darkest, Rogahn the Fearless and Zelligar the Unknown made their unexpected yet most welcome reappearance. Joining their powerful forces, they and their band of loyal henchmen met the barbarian army in a great battle at a narrow pass in the

hills, and decisively turned back the invasion. Rogahn slew a horde of barbarians single-handedly and Zelligar's powerful magic put their army to flight. It was a great victory, and a grateful populace rewarded the pair and their consorts with considerable treasure. After that, the two heroes returned to their mystical hideaway, and rumor has it that the spoils of victory were spent to further its construction, although some of it may yet be hidden somewhere.

The most exciting portions of the legend are the most recent. Some years ago, perhaps in the decade before you were born, Rogahn and Zelligar apparently decided upon a joint foray into the lands of the hated barbarians. Taking most of their henchmen and associates along with them in a great armed band, the two personages, it seems, disappeared into the forbidding alien lands to the north on a great adventure which some say may have been asked by the very gods themselves.

Word just reaching civilization tells of some great battle in the barbarian lands where the legendary Rogahn and Zelligar have met their demise. This rumored clash must have occurred some years ago, and there are few details — and no substantiation of the story. The only thing certain is that, if all this is true, Rogahn and Zelligar have been gone far too long . . . If only one had the knowledge and wherewithal to find their hideaway, he would have great things to explore!

Now, just recently, came the most promising bit of information — a crude map purporting to show the way to the hideaway of the two men, a place apparently called "Q". You or one of your acquaintances has this map, and if it is accurate, it could perhaps lead you to the mystical place that was their home and sanctuary. Who knows what riches of wealth and magic might be there for the taking??? Yes, the risk is great, but the challenge cannot be ignored. Gathering a few of your fellows, you share the secret and embark on an adventure in search of the unknown . . .

Note: Individual players may know of additional information in the form of rumors or legends as given to them by the Dungeon Master.

PLAYERS' LIST OF POTENTIAL CHARACTERS

Listed here are 12 characters of each of the four character classes, showing name and race. The Dungeon Master has a more complete listing of each character's ability scores and other information.

Clerics

1. Farned of the Great Church (Human)
2. Dohram, Servant of Saint Carmichael (Human)
3. The Mystical One (Human)
4. Mulgar the Merciful (Human)
5. Seeful the Unforgiving (Human)
6. Philgo (Human)
7. Tassit, Servant of Saint Cuthbert (Human)
8. Wilberd the Silent (Human)
9. Kracky the Hooded One (Human)
10. Grampal of the Secret Church (Human)
11. Nupo, Servant of The Bringer (Human)
12. Eggo of the Holy Brotherhood (Human)

Magic Users

1. Presto (Elf)
2. Mezlo (Elf)
3. Nickar (Human)
4. Shobaffum (Human)
5. Yor (Human)
6. Ralf Gaither (Human)
7. Fencig (Elf)
8. Glom the Mighty (Human)
9. Trebbelos, Boy Magician (Human)
10. Beska Millar (Human)
11. Lappoy the Unexpected (Elf)
12. Surfal (Human)

Fighting Men

1. Brandon (Human)
2. Evro (Elf)
3. Glendor the Fourth (Human)
4. Zeffan (Dwarf)
5. Alho Rengate (Human)
6. Krago of the Mountains (Dwarf)
7. Pendor (Halfling)
8. Mohag the Wanderer (Human)
9. Norrin the Barbarian (Human)
10. Lefto (Halfling)
11. Webberan of the Great North (Human)
12. Sho-Rembo (Elf)

Thieves

1. Luven Lightfinger (Halfling)
2. Treddo (Halfling)
3. Bozomus (Human)
4. Estra Zo (Elf)
5. Laggamundo (Human)
6. Feggenger the Quick (Human)
7. Mezron (Dwarf)
8. Drebb (Human)
9. Postue (Elf)
10. Harg of the City Afar (Human)
11. Affon Borr (Human)
12. Sporrigha (Dwarf)

Your Dungeon Master has a complete list of guidelines for the use of these lists; they appear for your reference only.

TIPS FOR PLAYERS

Beginning players would do well to profit from some basic advice before beginning their D & D careers, and with that in mind, the following points are offered for consideration:

1) Be an organized player. Keep accurate records on your character (experience, abilities, items possessed, etc.) for your own purposes and to aid the Dungeon Master.

2) Always keep in mind that the Dungeon Master is the moderator of the game, and as such, deserves the continued cooperation, consideration and respect of all the players. If you disagree with him, present your viewpoint with deference to his position as game judge, but be prepared to accept his decision as final — after all, keep in mind that you may not know all aspects of the overall game situation, and that in any case, not everything will always go your way!

3) Cooperate with your fellow players and work together when adventuring. Remember that on any foray into the dungeon or wilderness, a mix of character classes will be beneficial, since the special abilities of the various characters will complement each other and add to the overall effectiveness of the party.

4) Be neither too hasty or too sluggish when adventuring. If you are too fast in your exploration, you may recklessly endanger yourself and your fellow adventurers and fall prone to every trick and trap you encounter. If you are too slow, you will waste valuable time and may be waylaid by more than your share of wandering monsters without accomplishing anything. As you gain playing experience you will learn the proper pace, but rely on your DM for guidance.

5) Avoid arguing. While disagreements about a course of action will certainly arise from time to time, players should quickly discuss their options and reach a consensus in order to proceed. Bickering in the dungeon will only create noise which may well attract wandering monsters. Above all, remember that D & D is just a game and a little consideration will go far toward avoiding any hard feelings . . .

6) Be on your guard. Don't be overly cautious, but be advised that some non-player characters may try to hoodwink you, players may doublecross you, and while adventuring, tricks and traps await the unwary. Of course, you won't avoid every such pitfall (dealing with the uncertainties is part of the fun and challenge of the game), but don't be surprised if everything is not always as it seems.

7) Treat any hirelings or henchmen fairly. If you reward them generously and do not expose them to great risks of life and limb that your own character would not face, then you can expect a continuing loyalty (although there may be exceptions, of course).

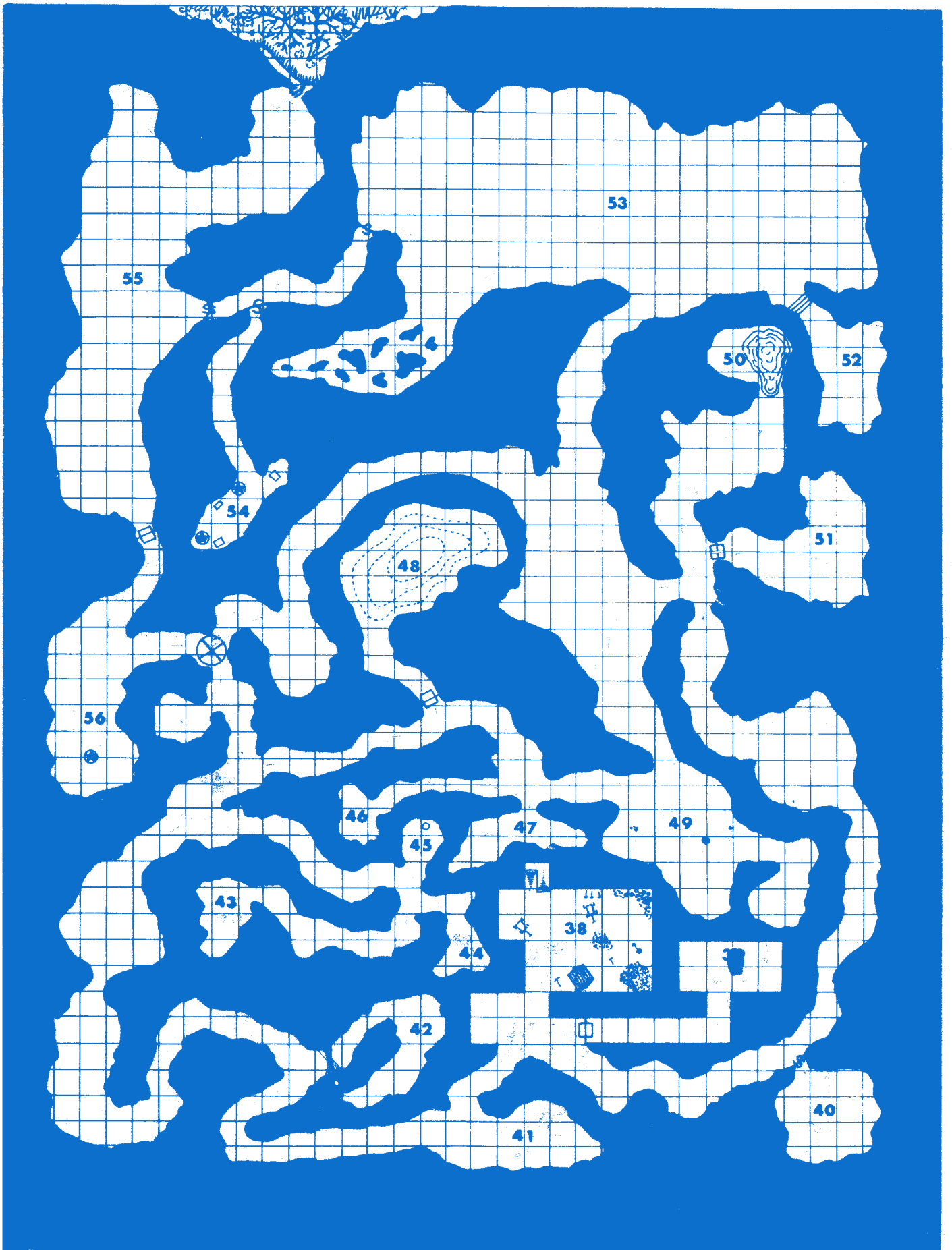
8) Know your limits. Your party may not be a match for every monster you encounter, and occasionally it pays to know when and how to run away from danger. Likewise, a dungeon adventure may have to be cut short if your party suffers great adversity and/or depleted strength. Many times it will take more than one adventure to accomplish certain goals, and it will thus be necessary to come back out of a dungeon to heal wounds, restore magical abilities and spells, and reinforce a party's strength.

9) Use your head. Many of the character's goals in the game can be accomplished through the strength of arms or magic. Others, however, demand common sense and shrewd judgment as well as logical deduction. The most successful players are those who can effectively use both aspects of the game to advantage.

10) D & D is a role playing game, and the fun of the game comes in playing your character's role. Take on your character's persona and immerse yourself in the game setting, enjoying the fantasy element and the interaction with your fellow players and the Dungeon Master.

Enjoy yourself, and good luck!

LOWER LEVEL



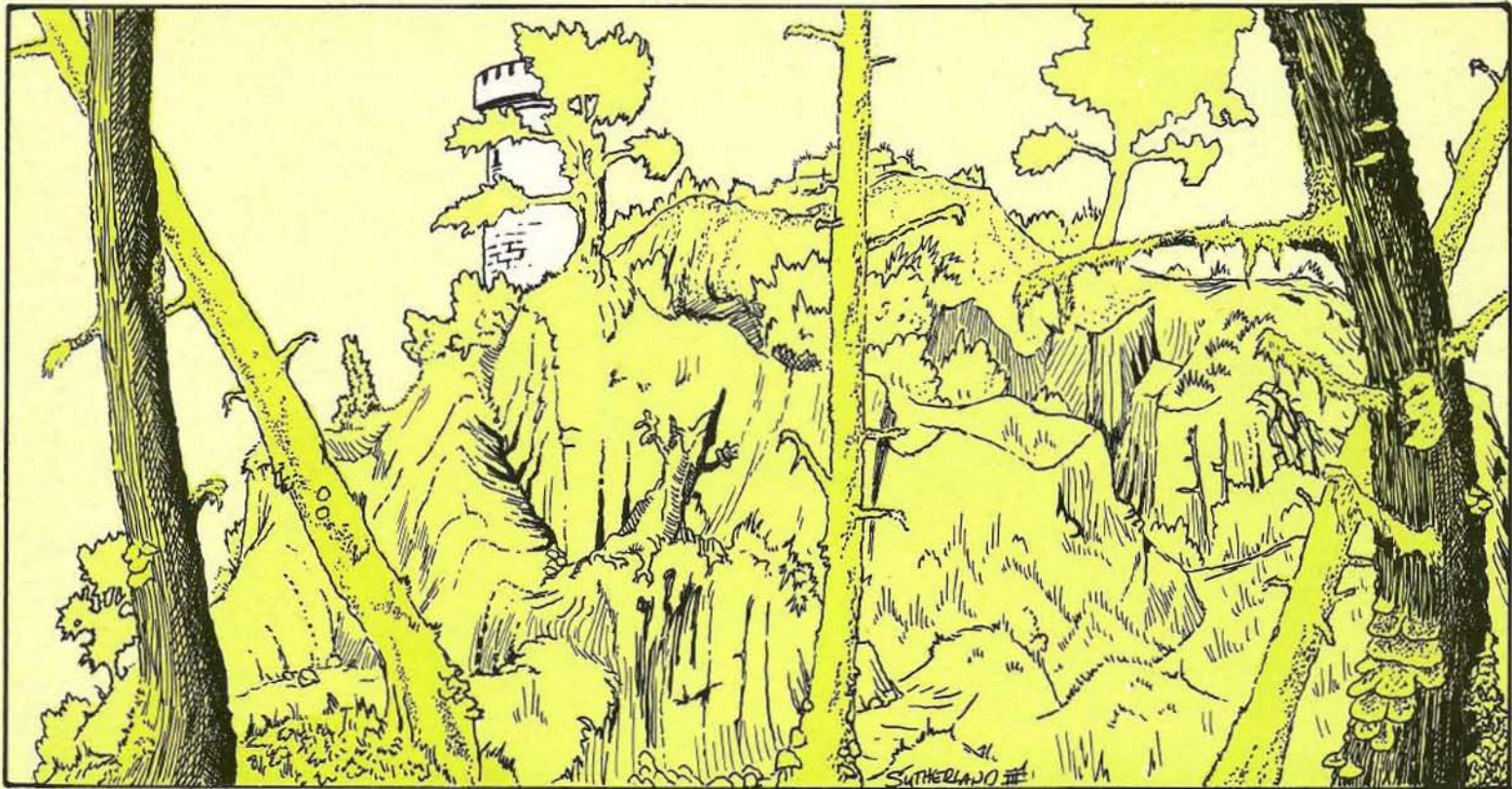
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1-20	1-20	1-20	1-20	1-20	1-20	1-20	1-20	1-20	1-20	1-20	1-20	1-20	1-20	1-20	1-20	1-20	1-20	1-20	1-20	1-20	1-20
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1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10

USING THE DICE OR CHITS

Throughout the rules, references are made to generating random numbers by rolling dice. This is because **DUNGEONS & DRAGONS** was designed for use with special 4-sided, 6-sided, 8-sided, 12-sided, and 20-sided dice. If you do not have immediate access to these multi-sided (or polyhedral) dice, you can use the enclosed coupon to help get a set, and/or you can use the chit system of random number generation, which is described below. Both give the same results.

To use the numbered chits, cut off the laminated portion of the back cover fold-out, and then carefully cut along the lines dividing the chits. You should have 90 cardboard chits. Notice that they are printed in different groups: 1 to 4, 1 to 6, 1 to 8, 1 to 10 (two sets), 1 to 12, and 1 to 20 (two sets). These duplicate the various dice-types used in the game.

To use the chits, place each different type in a small container (perhaps a small paper cup), and each time a number generation is called for, draw a chit at random from the appropriate container. Be sure to return the first chit before another draw is required. In this manner, any of the required die rolls can be easily duplicated. If a percentage roll is indicated, simply draw from the 1 to 10 chits two times, treating the chit printed "10" as "0", so any number from 01 to 100 (or "00") can be generated.

IF YOU WOULD LIKE TO OBTAIN A SET OF POLYHEDRA DICE TO USE IN PREFERENCE TO THE CHITS WITH THE GAME, USE THE COUPON BELOW BY PRESENTING IT AT YOUR TSR OUTLET OR SENDING DIRECT TO TSR HOBBIES, POB 756, LAKE GENEVA, WI 53147 USA.

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Dice may be purchased directly from TSR Hobbies by mail, allowing 4-6 weeks for delivery.

With these systems, a wide range of random possibilities can be easily handled. For a linear curve (equal probability of any number), simply use the appropriate die or chit type for 1-4, 1-6, 1-8, 1-10, 1-12, or 1-20. If some progression is called for, determine and use the appropriate die or chits (for instance, 2-7 would call for a draw or roll of 1-6, with 1 added to the result).

It is even possible to get extensions of the base numbers. With chits, for example, 1-30 can be gotten by drawing a 1 to 10 chit and then drawing a 1 to 6 chit. If the second chit was 1 or 2, there would be no addition to the base number (the 1 to 10 chit); if 3 or 4, 10 would be added to the base, and if 5 or 6, 20 would be added. This gives an equal probability of any number occurring from 1 through 30.

Base numbers can similarly be extended with dice. For example: to generate 1-20, roll a 20-sided die and a 6-sided die. (A 20-sided die is numbered 1-0 twice). If the 6-sided die comes up 1-3, the number shown on the 20-sider is 1-10 (1-0), and if the 6-sider comes up 4-6, add 10 to the 20-sided die and the numbers become 11-20 (1-0). This application is used with the 12-sided die to get 1-24.

For bell curves (increasing probability of numbers in the center, decreasing at both ends), just use the same die or chit type two or more times, or even use two or more different types of dice or chits. The curve of 3-18 (adding three 6-sided dice, or three draws from the 1-6 chits) is a good example of a bell curve.

The bearer of this certificate shall be entitled to purchase a set of polyhedra dice at \$1.50 U.S. funds (outside Continental U.S. add \$1.00 postage and handling).

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8	9	10	11	12	13	14	15	16	17	18	19
1	2	3	4	5	6	7	8	9	10	11	12
2	3	4	5	6	7	8	9	10	11	12	13

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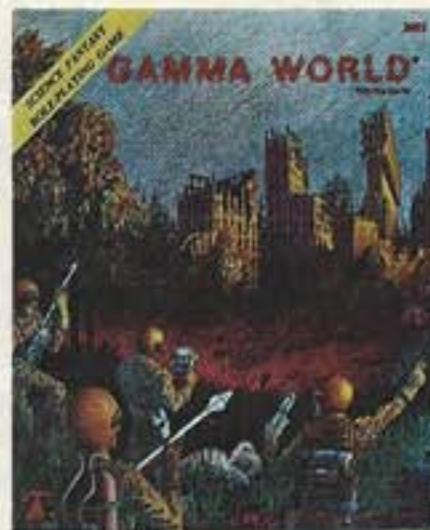


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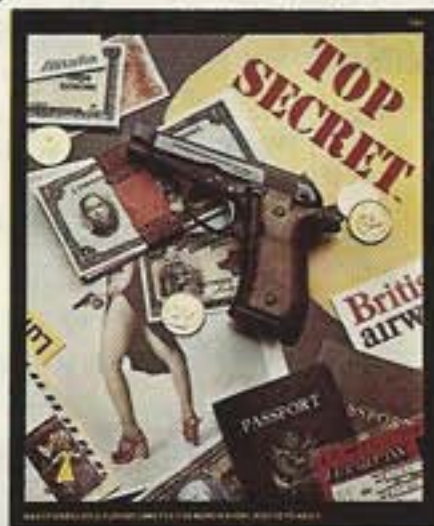
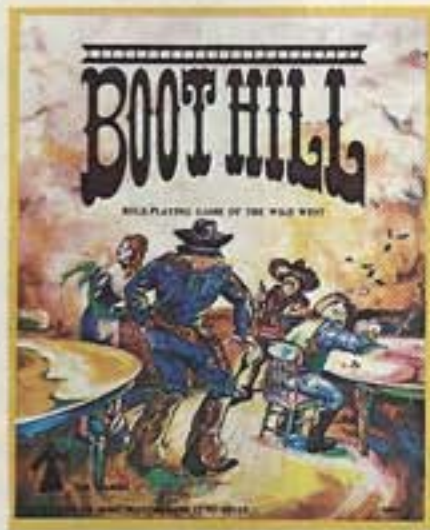
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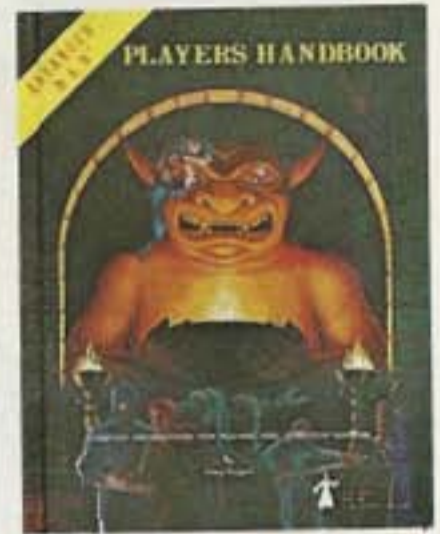
GAMMA WORLD

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PLAYERS



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2011

2010

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1002

SUSPICION is the ultimate game of murder mystery for 3 to 6 players, 12 years and older. It is midnight; your host has been found in his private study . . . murdered! You and the other players are the only guests in his home. One of you is guilty; the others must find out who is the guilty suspect. Be careful, for the murderer can cover his tracks . . . could leave at dawn . . . could STRIKE AGAIN!



is the guilty suspect. Be careful, for the murderer can cover his tracks . . . could leave at dawn . . . could STRIKE AGAIN!

5001

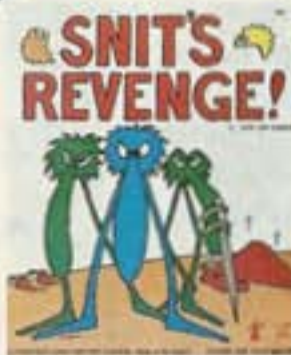
THE AWFUL GREEN THINGS FROM OUTER SPACE

Here's science fiction at its craziest! This exciting two player strategy game features a hilarious spaceship as its setting, with hordes of alien monsters (The Awful Green Things) trying to devour the crew. One player takes the part of the Green Things, the other the crew who fight back with fire extinguishers, cans of space food, and even a robot (of course!). This spoof on every science fiction movie is wacky, but requires skill and strategy, and is challenging fun for players of all ages, 8 and up. The big colorful box contains a cartooned instruction booklet, color counter playing pieces which are laminated for durability, five dice, and a mounted spaceship playing board.



5007

THE DRAGON is a special kind of magazine for a special kind of reader. It's a monthly playing accessory, chock full of information and opinions to embellish DUNGEONS & DRAGONS® and ADVANCED DUNGEONS & DRAGONS™ campaigns, as well as a host of other articles in every 72-page issue, covering dozens of other popular games and topics of interest to the people who play them. Also within THE DRAGON's pages are found complete games, modules and other playing aids which are available only to owners of the magazine. The magazine also features top-quality fantasy/adventure fiction, columns by some of the most renowned writers in the gaming hobby, full-color art, and much, much more. THE DRAGON is available from TSR Periodicals, P. O. Box 110, Lake Geneva, WI 53147.



5006

SNIT'S REVENGE! is a game for two players, young and old, serious or light-hearted. If ever a game was fun or funny, SNIT'S REVENGE! is it. Even the rules are introduced with a cartoon telling how these little creatures, SNITS, came into being, and how they seek revenge against the gigantic BOLOTOMI. Having suffered too long at the mercies of the Bolotomi, the Snits now infest them — much as disease bacteria attack the human body. Of course, the victim sends little RUNNUNGITMS (white corpuscles) to counter-attack the invading Snits, before they manage to get the "Spark of Life" of the Bolotomus.

SNIT'S REVENGE!

WARLOCKS & WARRIORS is the second release in TSR's "FAMOUS AUTHORS SERIES". It is an action-packed, introductory level fantasy game for 2 to 6 players, ages 8 years and up, designed by Gardner F. Fox. Each player opts to take the role of a warlock or a warrior in order to successfully escort a rescued princess through a wilderness fraught with such perils as a dragon's lair and a demon maze.



1003

4TH DIMENSION is the exciting game of pure strategy from TSR. Originating in Britain (where it was a smash success), 4D is easier to learn than chess, but with the same complex strategies. A circular playing board provides a novel twist, and the "Time Warp" feature allows a piece to be brought back later — up to 2 moves away . . .



5004

WARLOCKS & WARRIORS

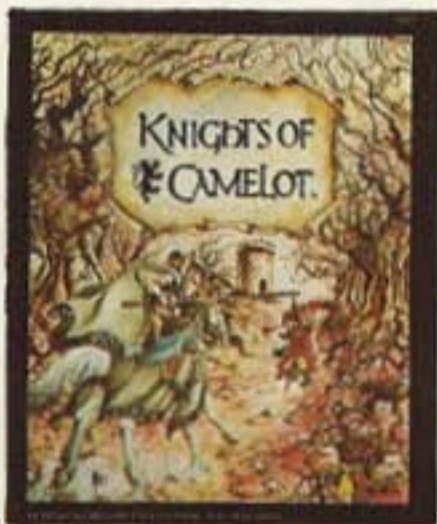
SUSPICION

THE DRAGON

KNIGHTS OF CAMELOT

KNIGHTS OF CAMELOT is a multi-player boardgame of legendary Britain in the times of King Arthur. Players take the role of individual knights, adventuring across the land to further the cause of virtue, chivalry, and courage. Fledgling knights seek to make themselves worthy of King Arthur in order to earn the title of "Arthur Knight", then travel across the land and sea to do their knightly deeds, seeking someday to be virtuous enough to seize the legendary Holy Grail. But the road to the prestigious Round Table and its glory is beset with difficulty — troublesome rivalries, unpredictable ladies, and dangerous monsters. The result is an enjoyable quest of fantasy gaming for two to six players, ages 12 and up.

KNIGHTS OF CAMELOT includes a full color gamebox, die-cut counters, a colorful map of legendary Britain, playing aid charts, and dice.



1009



LANKHMAR is a game based on Nehwon, the world of the famous heroes FAFHRD AND THE GRAY MOUSER, as designed by Hugo Award-winning science fiction author Fritz

Leiber and his long-time friend and associate Harry Fischer. For 2 to 4 players 12 years and older. It simulates the fantastic medieval warfare of Nehwon on a tactical scale with an abstract system of battles which actually reflect individual weapons. The heroes lead their troops, while sorcerers and magical

quests complicate the matter as players compete in a chess-like game of skill to attempt to capture their opponents' citadels. Boxed with a full color map and dozens of playing pieces, plus rule booklet and die.

1004



1008



FIGHT IN THE SKIES is the exciting and realistic game which places each player in the cockpit of one of the famous aircraft of World War I. Players match their skills against adversaries in a uniquely personal duel which could range from treetop level to thousands of feet above the ground. FIGHT IN THE SKIES is many games in one package — for any number of players from 2 to 12 (or more). Besides suggestions for setting up games, there are 15 different scenarios for up to 8 players. Also included are unique provisions for random combat which combine numerous varying factors to allow for an infinite number of possible game situations! Because of its variety and flexibility with any number of players, FIGHT IN THE SKIES has an unusual appeal that makes it more than an everyday game.

Fight in the Skies

7003



DIVINE RIGHT is a new multi-player fantasy boardgame that combines combat, diplomacy, and role playing. It is a fast-paced game in which each player attempts to build and hold together an alliance of kings long enough to defeat the other players and win the game. Kingdoms of humans, elves, goblins, dwarves, and trolls form alliances that are built and destroyed by clever ambassadors. Assassination and backstabbing are common diplomatic tools, and magic also plays a part, as powerful sorcerers may take a hand in events.

ADVANCED DUNGEONS & DRAGONS™ RECORD SHEETS and FOLDER

These three products are designed for various types of record keeping in ADVANCED DUNGEONS & DRAGONS™, and are made for the convenience of player and Dungeon Master alike. Each is designed for maximum utility in recording details of various types of characters, and all are three-hole drilled for easy notebook storage.

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CHAINMAIL

Rules for Medieval and Fantasy combat, based on a 1:20 or 1:1 figure ratio. 6002

SWORDS & SPELLS

A set of miniature rules based on a figure ratio of 10:1/1:1 especially for the use with DUNGEONS & DRAGONS®. 2007

CLASSIC WARFARE

Rules for ancient warfare based on a figure ratio of 1:30, containing an extensive historical section. 6001

DON'T GIVE UP THE SHIP!

Rules for the age of fighting sail (1770-1814) in 1:1200 scale. 6006

CORDITE AND STEEL

Naval miniature rules for the great age of the battleship (1890-1920) in 1:2400 scale. 6009

MODERN ARMOR

A set of rules for modern tank battles in 1/285 or 1/76 scales. 6014

BIO ONE

Accurate hit location and damage rules for gunpowder combat on a man-to-man scale. Usable with many other rules sets. 6013

PANZER WARFARE

Miniature rules for World War II armor and infantry combat. Intended for micro-scale tanks at a platoon scale. 6011

METAMORPHOSIS ALPHA

Rules for science fantasy role-playing. The characters adventure aboard a vast, lost spaceship, where they encounter mutants, mutated humans, or strange creatures. The characters seek knowledge and technological treasure. The game is set in a realm populated with radiation-twisted mutants, berserk robots, and evil mutants.

Look for the coming version of METAMORPHOSIS ALPHA, to be compatible with GAMMA WORLD.

VALLEY FORGE

Wargame rules for the Revolutionary War based on a 1:30 figure ratio. 6005

TRACTICS

Miniature rules for all aspects of battles with armor, infantry, and artillery on a 1:1 ratio.

6012

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Please complete and mail, postage free, this questionnaire. Be certain to answer all of the questions, and give your name and full address on the front side. Every three months we will draw seven of these questionnaires at random from entries submitted during that period, and the winner will receive a \$10.00 gift certificate good towards the purchase of any products published by TSR Hobbies, Inc. Each winner will also be eligible to win the annual Grand Prize drawing of a \$200.00 gift certificate. In addition, each year's Grand Prize Winner will have his or her name mentioned in a TSR publication (usually as a character in a game or module) — provided he or she gives permission to do so. Winners will be notified by mail, and a list will appear periodically in **THE DRAGON** magazine (available wherever better games are sold).

This offer is subject to change or cancellation without notice. However, no fewer than eight quarterly and two Grand Prize drawings are guaranteed. Offer void where taxed or prohibited by law.

NAME _____

ADDRESS _____

Please circle appropriate letter.

- 1) Name of the game

- 2) Where was this game purchased?
a. Hobby shop
b. Book store
c. Toy store
d. Department store
e. Discount store
f. Mail order catalog
g. Gift
h. Other (please specify)

- 3) As a player, how would you rate this game overall?
a. Excellent
b. Good
c. Fair
d. Poor

- 4) How do you feel about the quality of the components that make up this game?
a. Excellent
b. Good
c. Fair
d. Poor

- 5) How would you rate the attractiveness and sales appeal of the game box (top and bottom)?
a. Excellent
b. Good
c. Fair
d. Poor

- 6) Who will you play this game with? (check one)
a. Family
b. Friends
c. Schoolmates

- 7) In terms of completeness, how would you rate the game rules?
a. Overwritten
b. Complete
c. Adequate
d. Lacking
e. Incomplete

- 8) In terms of clarity, how would you rate the game rules?
a. Clear
b. Adequate
c. Unclear

- 9) How did you hear about the game?
a. Newspaper
b. Magazine
c. TV
d. Radio
e. From a friend
f. Just saw it in a store

- 10) What would most influence your decision to buy another TSR™ game? (check one)
a. If I heard it was available (sight unseen)
b. If a friend recommended it
c. If I saw the box and read the description of it
d. If I examined it and liked the contents
e. If I played it first
f. Unlikely to ever buy another TSR™ game

- 11) Note your highest grade completed:
a. 6th-8th
b. 9th-11th
c. 12th
d. HS + 1
e. HS + 2
f. HS + 3
g. HS + 4
h. Post graduate degree

- 12) List your sex:
a. Male
b. Female

- 13) List your marital status:
a. Single
b. Married
c. Divorced, separated, other

- 14) Name your three favorite games:

- 15) Which magazines do you read regularly?

- 16) List your three favorite TV or radio programs:

- 17) Do you read or subscribe to *The Dragon™ Magazine*?
a. Yes, I subscribe
b. Yes, I buy over the counter
c. Yes, I read a friend's copy
d. No
e. Would like more information

- 18) Do you belong to a DUNGEONS & DRAGONS® or gaming club?
a. Yes
b. No

- 19) How many members are in your club?
a. 1-5
b. 6-10
c. 11-20
d. 21-30
e. Over 30

- 20) List your age:
a. 10 and Under
b. 11-14
c. 15-18
d. 19-22
e. 23-30
f. 41-65
g. Over 65

- 21) Are you an RPGA™ Member?
a. Yes
b. No

- 22) If not, would you like more information?
a. Yes
b. No

- 23) Please send full name and address:
Name _____
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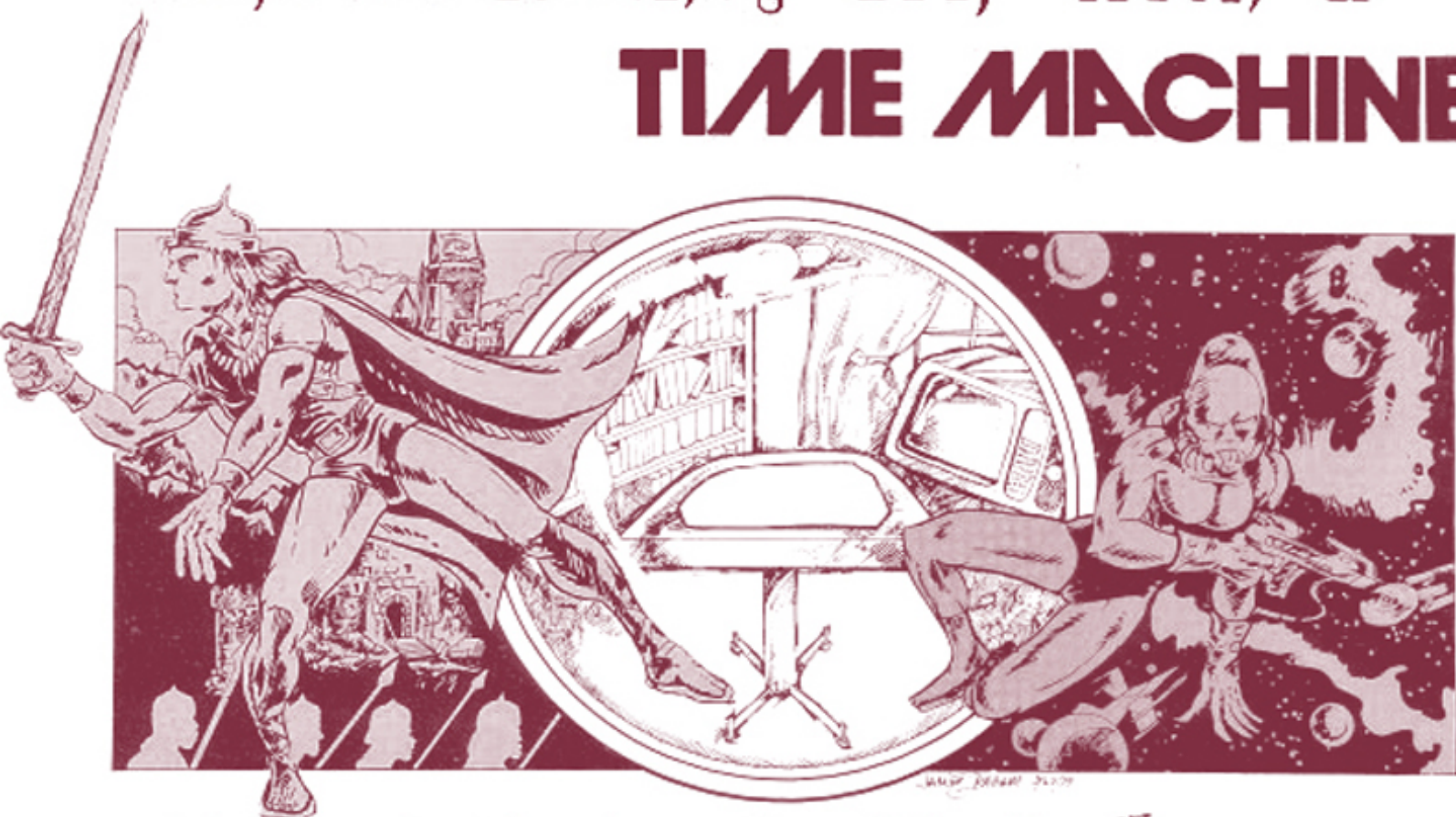


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