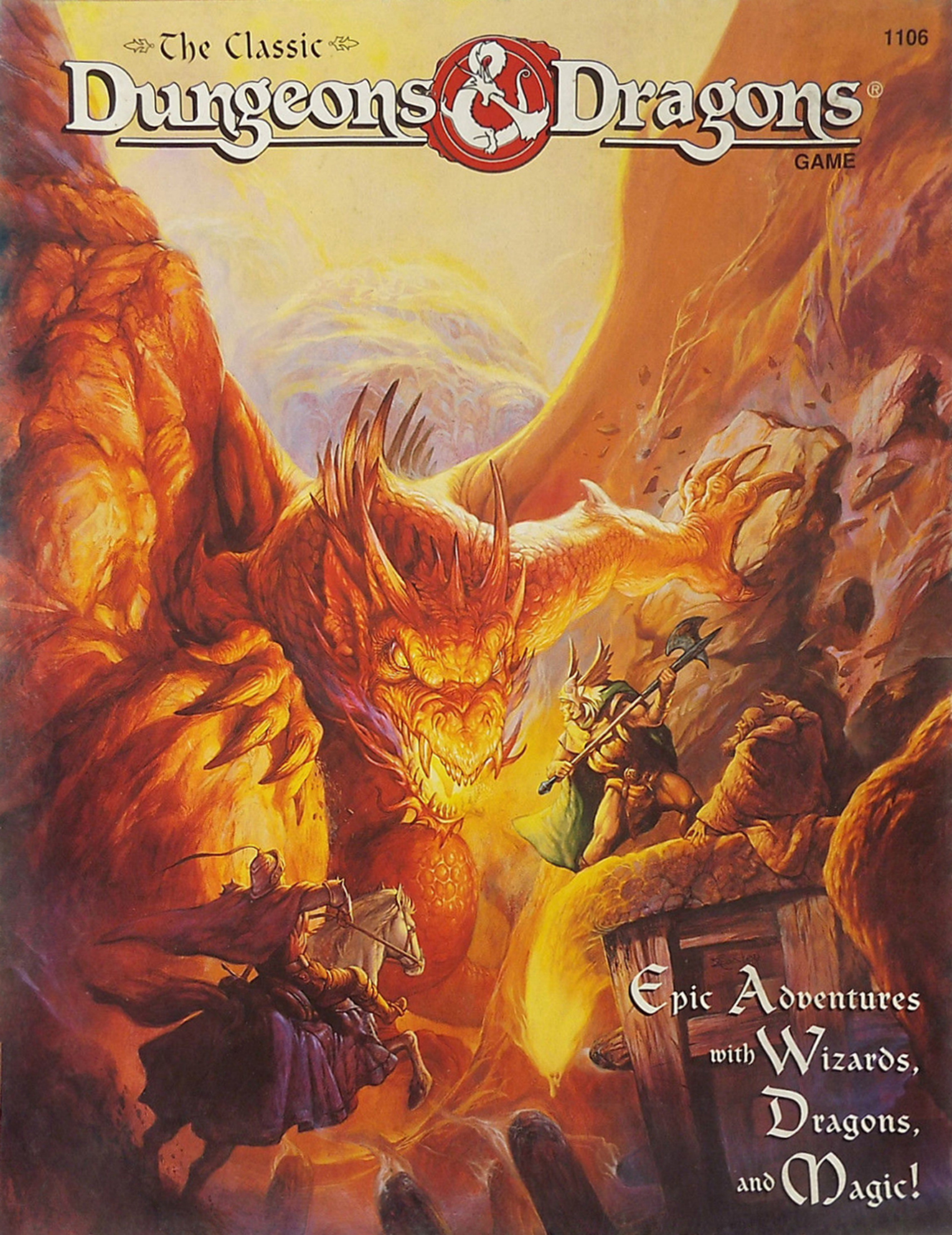


↔ The Classic ↔

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Dungeons & Dragons[®]

GAME



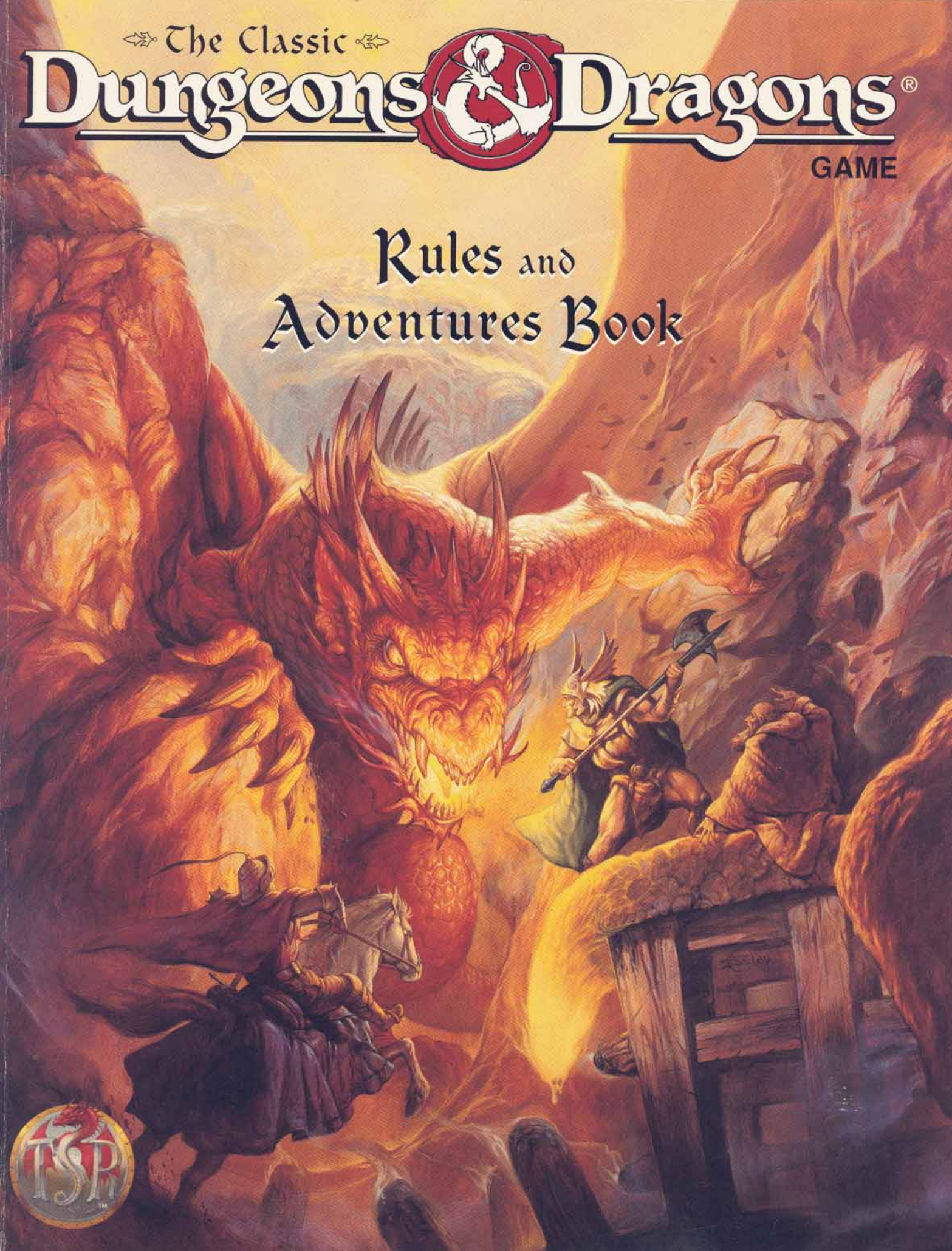
Epic Adventures
with Wizards,
Dragons,
and Magic!

The Classic

Dungeons & Dragons[®]

GAME

Rules and Adventures Book



Dungeons & Dragons®

RULES AND ADVENTURES



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Welcome to the **DUNGEONS & DRAGONS®** Game

Imagine that you live in another time and place. The world is very different from the one you know: There are no electric lights, airplanes, or televisions. Instead, this world is one of swords and castles. Magic and wizards are real, elves and dragons stalk the depths of the wilderness, and mysterious forces of good and evil clash in daily struggle.

You are one of the heroes of this world. You make it your business to battle terrible monsters, to explore ancient castles, and to recover the lost treasures of forgotten kings.

The DUNGEONS & DRAGONS® game is a role-playing game set in this world of magic and high adventure.

What's a Role-Playing Game?

A role-playing game is sort of like reading a story, watching a movie, and playing a game all at once.

As children, most of us played role-playing games. We called them something else, like "cowboys and indians" or "cops and robbers," but these games of make-believe were role-playing games. We assumed the roles of characters who were different from ourselves, then we played out a story. We acted as we thought our characters would act—saying what they would say, doing what they would do. We even pretended to fight when they would fight. That's what role-playing is: pretending to be somebody else.

Have you ever played make-believe, when the cop said he shot the robber and the robber said he missed her? A big argument usually followed. Sometimes the game was over and everyone went home angry.

In role-playing games, such as the DUNGEONS & DRAGONS game, we have written rules to help us avoid these arguments. We use rules to determine whether the cop hits or misses the robber. We also use rules to determine other things the characters can do, such as casting magical spells or picking locks. Rules help solve arguments. They make role-playing more fun.

What about the reading-a-story-and-watching-a-movie part? Just as you pretend to have horses and wagon trains in "cowboys and indians"

games, you pretend to be in a world of magic and heroes when you play the DUNGEONS & DRAGONS game. You and the other players can describe all the wonderful sights you see, and all the exciting battles you fight, as if you were characters in a story. With your imagination, you can create your own movie scenes (you'll learn more about this as we go along).

In the DUNGEONS & DRAGONS role-playing game, you pretend to be a character, such as a proud warrior or a shrewd wizard. You and your friends use the rules to play out a story. Along the way, with a little bit of luck, you can earn fame, treasure, and power for your character.

How Do I Win?

How many games have you played where there is only one winner? Whoever reaches the end of the track first, earns the greatest number of points, or collects the most money wins. Everybody else loses.

The DUNGEONS & DRAGONS game is different. In it, the players work together instead of against each other. They win or lose as a team.

Then who do they play against? During your role-playing sessions, you and your friends will be presented with a challenge. You might be asked to chase an evil wizard out of town, to overpower a dragon, or to escape a deep, dark dungeon. If you and your friends overcome that challenge, you all win. There is another way to win the DUNGEONS & DRAGONS game. We all play games to have fun, so as long as you're enjoying yourself, you're winning.

In the end, it doesn't matter whether you chase away the wizard or slay the dragon, as long as you have fun trying. This is the real difference between the DUNGEONS & DRAGONS game and most other games.

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



How to Use this Book

If you have never played role-playing games before, this book will guide you in learning the DUNGEONS & DRAGONS® game and serve as a rule-book. As you read through the book, there will be certain sections set apart with a border. The bordered sections make up a read along adventure that teaches you how the game and the rules work.

The Big Lizard

We've talked about what role-playing is, but experience is the best teacher—let's play. In the read-along adventure below, we're going to skip the rules (for now) and get to the heart of role-playing: decision making.

Begin your adventure by reading section number 1. At the end of each section, you'll have a choice of decisions to make. After making your decision, continue the adventure by reading the next Adventure Installment.

1. You've come to the town market to meet a merchant who wants you to do an errand for him. When you reach his shop, he smiles. Then he hefts a four-foot-long lizard onto the counter. Around the beast's neck is a leash, and over its head is a burlap sack. The merchant says, "Deliver this to Zanzer Tem and he'll pay you a gold piece."

He gives the lizard a shove and it flops onto the floor. As the merchant turns to other business, he issues a last warning. "No matter what, don't take the sack off its head!"

There are two ways to reach Zanzer's tower: If you follow the dark corridors of Thieves' Alley, continue with section 2.

If you go through the crowded streets of Merchants' Parkway, continue with section 3.

2. The lizard trots along at your heels like a well-trained dog, but it stops to poke its burlap-covered snout into every pile of garbage you pass. At one such stop, a group of unwashed children approach. They begin petting the lizard, asking why you have covered its head.

If you chase the children off, continue with section 4.

If you explain that you were told to leave its head covered, continue with section 5.

4. "This lizard is no pet!" you say. "Go on! Leave it alone!"

The children don't listen. One even rips the sack off the lizard's head. Immediately, the beast clamps its jaws around the boy's arm, and the youngster turns to stone!

His companions scatter. In the confusion that follows, the lizard bites its leash apart and disappears down the alley. You search for it for over an hour. Then things really go bad—six town guards walk around the corner and grab your arms.

"You're under arrest for keeping a dangerous animal," they say.

Continue with section 7.

5. "I don't know why its head is covered," you answer. "But the man who gave it to me warned me not to take the sack off."

"Must be a basilisk," says one of the children. "They'll turn you to stone."

The children let you continue on your way.

Continue with section 6.

6. You reach Zanzer Tem's tower without any more trouble. Before you can knock, a black-haired wizard opens the door. "At last!" he says, eyeing the lizard. "Bring it inside."

He leads the way into a small hallway, then fetches a gold piece from his pocket. "Here's your payment," he says. "A bright, shiny gold piece. Look how it glitters! Concentrate on the gold piece. You're beginning to get very sleepy..."

As Zanzer speaks, your eyelids begin to droop. Before you know it, you're asleep.

Congratulations—you delivered the lizard, but it appears Zanzer has bigger plans for you!

3. The crowded streets of Merchants' Parkway are no place for a 4-foot-long lizard with a bag over its head. The lizard keeps running into people's legs. People keep stepping on its tail. Finally, the lizard begins angrily clawing at the bag on its head.

If you carry the lizard the rest of the way to Zanzer Tem's, continue with section 6.

If you try Thieves' Alley instead, continue with section 2.

7. The guards tie your hands. "It's Zanzer's dungeon for you!"



"Wait a minute!" you say. "I was delivering that lizard to Zanzer Tem!"

One of the guards just laughs, then one hits you over the head and knocks you out.

Too bad. You didn't deliver the lizard like you promised you would, but it looks like you're going to meet Zanzer Tem anyway.

The Dungeon Master

The Dungeon Master (DM) is a cross between a referee and a story-teller, a special player who interprets the game rules and plays the roles of all the people, and all the creatures, the player characters (PCs) meet. As the adventure unfolds, the Dungeon Master is there to adjust the story. It's like having the adventure writer play in your game.

The Dungeon Master also applies the rules of the game and decides whether or not certain things are possible. The DM makes sure all the players are treated fairly and enjoy themselves. If you are playing the Dungeon Master, you must never take sides. You must act fairly, without favoring either the monsters or the players.

The **Big Lizard** on page 4 is a read-along adventure. A short section of text described what you saw or heard, then asked you to make a decision. You didn't need rules and you didn't have to make up what happened next. The read-along adventure did all that for you.

But read-along adventures usually aren't as much fun as regular adventures. That's because you can choose only the decisions the text provides, instead of ones you think up yourself. For example, if you had loaded the lizard into a cart in **The Big Lizard**, you could have avoided a lot of trouble. Unfortunately, the text didn't offer you that option, so you couldn't do it.

In a regular DUNGEONS & DRAGONS® game, however, you could have told the Dungeon Master what you wanted to do, and the DM would have adjusted the adventure accordingly. Read-along adventures can't do this because the author can't predict what every reader will do. In regular adventures, though, the Dungeon Master is there to adjust the story. It's like having the adventure writer playing in your game.

The most important rule for a Dungeon Master is to *Be Fair!*

ZANZER'S DUNGEON

As a DM, you must adjust the story to fit the actions your players take, imagine how the other side will react to the PCs' successes, and what happens if the PCs goof up. The read-along adventure below will help you learn how to do this. It begins where **The Big Lizard** left off.

Before you read section 1, unfold the map that came with your DUNGEONS & DRAGONS game and lay it on a table. Pick one of the plastic pawns to represent your character and place it in Room #1. Assemble the fold-up counters labeled "Jerj" and "Axel." Place them in the hallway, just in front of Room #1.

1. You awaken in a musty room. Three walls are solid stone, but the fourth is made of thick iron bars. You're in jail!

A hairy monster enters the hallway in front of the jail; following it is a brawny man with bound hands. The monster stops in front of your cell and fishes a key from its pocket, then starts to open the door.

If you try to escape when the monster opens the door, turn to section 2.

If you decide to wait in the cell and question the man, turn to section 3.

2. As the monster turns the key, you move a little bit closer to the door, waiting for just the right moment to leap to freedom.

The monster's name is Jerj. He's a hobgoblin Zanzer Tem hired to be a jailor. Jerj has been a jailor long enough to be careful when he opens the jail door. When he sees you moving toward the door, he knows you intend to escape.

If you think Jerj would open the door knowing that you'll try to escape, turn to section 4.

If you think Jerj would tell you to stand back before opening the jail door, turn to section 5.

3. You stand back. The monster opens the cell door. He unties the man's hands and pushes him inside. After the monster locks the door and leaves, you turn to the man and ask, "Where are we?"

Place the counter labeled "Axel" in the cell and remove the one labeled "Jerj" from the map.

The brawny man is Axel. He's a selfish con-artist. Axel never does anything for anybody without getting paid.



If you think Axel would answer your question for free, turn to section 6.

If you think Axel would ask how much you would pay for an answer, turn to section 7.

4. When Jerj opens the cell door, you rush out of the jail, down the hall, and fall into a trap. You die a few moments later.

Turn to section 8.

5. "I'm wise to your tricks, prisoner," Jerj says. "Stand back before I open this door."

Turn to section 3.

6. "We're in Zanzer Tem's dungeon," Axel says. "It's located at the edge of..."

For no reason at all, Axel falls ill and dies.

Turn to section 8.

7. "How much is it worth to you?" Axel asks.

"I don't have any money," you answer, displaying your empty pockets.

Axel grins, then fishes a set of funny shaped dice out of his pocket. "Maybe you can win the answer," he says.

8. This adventure wasn't much fun, was it?

You violated the most important rule in the DUNGEONS & DRAGONS® game: *Be Fair*.

It wasn't fair to decide that Jerj would open the door and that Axel would answer your questions just because you wanted them to. As the DUNGEON MASTER, you should always make the fair decision, or your games won't be fun. Return to section 2 and try again.

This adventure will be continued. Perhaps everything hasn't gone the way you would like, but that's the way it is with adventures—they're a lot more fun when there's a little suspense.

How Do I Use Those Funny Dice?

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

dice: four-, six-, eight-, ten-, twelve-, and even twenty-sided dice.

- A four-sided die looks like a pyramid. Drop it on the table. Read the number that is right side up (this may be on the bottom or the top of the die). This number is the result of the die roll.
- When rolling any die with six sides or more, one side always lands faceup. The number on this side is the result. On the 10-sided die, the number "0" is usually read as 10.
- You can use a 10-sided die to find a percentage (a number from 1-100). Roll the die once. Read the result as the "tens" digit, counting a zero as "no tens." Roll a second time, and read this roll as the "ones" digit. If the first roll is a "9" and the second a "2," the result is 92%. If both rolls are zeroes, the result is 100%.
- We often use abbreviations to refer to various kinds of dice: a "d" followed by the number of the die's sides. For example, "d6" refers to a six-sided die, d8 refers to an eight-sided die and so on. For percentage dice, we use a special abbreviation: "d%."
- There are no two or three sided dice, but we can imagine that there are. We use a coin for a d2—heads is 1, tails is 2. To make a d3, roll a d6, and then divide the result by two and round up.
- Often, a number appears before the "d" as well as after it. This shows the number of times you should roll the die—2d8, for example, means to roll an eight-sided die twice. When you roll a die more than once, add the results of the rolls together. So, 3d6 means roll the six-sided die three times and add the results; for example, a 3d6 roll of 3, 5, and 1 is 9 (3 + 5 + 1 = 9).

Rolling Dice and Adding Modifiers

We also use modifiers in abbreviations. This is when the DUNGEONS & DRAGONS game starts to look like math homework! But actually, it's simple. 2d6+1 is a shortcut for saying "roll the six-sided die twice, and then add one to the result." The plus sign means to add, of course, and the minus sign means to subtract.

For example, if you are supposed to roll 2d10-2, you might get 7 and 5 for the rolls and 10 for the final result (7 + 5 = 12; 12 - 2 = 10). We'll explain when to use modifiers later on in the rules.



Axel's Funny Dice

As a DM, you will need to know the many different ways to use dice in the DUNGEONS & DRAGONS® game. During the read-along adventure below, Axel will help you learn more about using dice.

1. "We'll play for points," Axel says. "If you reach 100 first, I'll answer your question. If I get 100, you'll do my work."

Axel hands you a d4, then takes a d6 for himself. "You can roll first," he says. "Then I'll roll. If I beat your number, I get five points. If I don't, you get five points. Nobody gets any points if we tie."

If you tell Axel his game is unfair, continue with section 2.

Otherwise, roll the d4. Then roll the d6 for Axel. Whoever rolls highest earns five points. Keep track of the score on a piece of paper. Keep rolling until either you or Axel get 25 points, then continue with section 3.

2. "Your game isn't fair," you say. "With a six-sided die, you'll usually roll highest."

Continue with section 3.

3. "Okay, let's try a different game," Axel says. He puts his d6 away and picks up a d8.

"Still five points a win. You roll 2d4, and I'll roll 1d8. Whoever rolls lowest wins."

If you tell Axel his game is unfair, continue with section 4.

Otherwise, roll 2d4 (remember to add the results of the two rolls to get your total). Roll the d8 for Axel. Add five points to the score of whoever rolls lowest. Keep playing until either you or Axel reach a total of 50 points, then continue with section 5.

4. "No fair," you say. "You can roll a 1. But with 2d4, the lowest I can roll is 2."

Continue with section 5.

5. "Different game," Axel growls. He gives you his d6 and picks up a d12. "You roll 2d6 and I'll roll 1d12. Whoever rolls 12 first wins 25 points."

If you tell Axel his game is unfair, continue with section 6.

Otherwise, roll 2d6 (and add the results). Roll

1d12 for Axel. Add 25 points to the score of the person who rolls 12 first. (If you both roll a 12 in the same round, add 25 points to both scores.) Continue with section 7.

6. "This game isn't fair at all," you say. "You're more likely to roll 12 than I am." Continue with section 7.

7. "Let's try the game another way," Axel says. He takes the d10 for himself, then gives you the d20. "I'll roll 2d10, and you roll 1d20. We get five points for every 10."

If you tell Axel his game is unfair, continue with section 8.

Otherwise, roll 1d20 for yourself, and 2d10 for Axel (add the results). Add five points to your score for each "10" you roll, and add five points to Axel's score for each "0" he rolls.

If Axel gets to 100 points first, turn to section 9.

If you reach 100 first, turn to section 10.

8. "This game is no fair," you say. None of your dice games are."

Continue with Section 11.

9. "I win!" Axel screams, jumping up and down. "You'll make my cot every day."

Continue with section 11.

10. "I win!" you scream. "Where are we?"

Axel eyes you suspiciously. "You must be a good cheater to beat me, because I'm a good cheater myself. But I'll still answer.

"We're in Zanzer Tem's dungeon. We're going to be slaves in his salt mine."

Continue with section 11.

11. As you've probably guessed, Axel was cheating by taking advantage of the odds. There can be several ways to roll the same number, depending on the kind of die you roll. Each way stands a different chance. For instance, when Axel used a d12 and gave you 2d6, he was three times as likely to roll a 12 as you were. This is why you must always follow dice-rolling instructions carefully.



What Is a DUNGEONS & DRAGONS® Game Character?

In *The Big Lizard* and *Zanzer's Dungeon*, you pretended to be somebody else. You were playing a character.

A character is the person you pretend to be when you role-play. But in the *DUNGEONS & DRAGONS*® game, there is more to a character than meets the eye. We must define your character's abilities, so that we can use the game rules to see if your character will meet with success or failure when trying to do something difficult.

To do this, we use statistics. Statistics define such things as how strong, smart, and likeable a character is.

A *DUNGEONS & DRAGONS* character is defined by your imagination—and the character's statistics.

What's the Difference Between a Player and a Character?

It's important to remember that there's a difference between players and characters. The players are you and your friends—the people who play the game. Characters are the persons you and they pretend to be. Just as if you are acting in a play, you and your character are two different people.

Because of this, players and characters have two different sets of knowledge. For example, as players, you know that magic doesn't really work, but the characters believe it does. When pretending to be your character, you should act as if magic works.

Also, if you know something that your character has no way of knowing, it's not fair to have the character behave in a manner that means he knows what you figured out. For example, when a player knows that a monster paralyzes its victims by looking into their eyes, but the character has never even heard of such a creature, it's not fair for the character to avoid the monster's gaze when they first meet.

One way to remind yourself and your friends of this difference is to signal clearly when you are speaking "in character," and when you are speaking as a player. You might want your character to have a different tone of voice. If everybody

remembers that there is a difference between players and characters, then you will all have more fun.

What Are Player Characters?

In the *DUNGEONS & DRAGONS* game, we've already mentioned the two kinds of characters: those controlled by the players and those controlled by the Dungeon Master. Each player pretends to be one very special hero, while the DM pretends to be everybody that the players' heroes happen to meet—evil wizards, hungry monsters, greedy thieves, and so on.

A player's hero is called a Player Character, or a PC. The PC is a very special character in the *DUNGEONS & DRAGONS* game. The whole gaming world is made just for PCs.

The Dungeon Master strives to create an interesting place for the PCs to adventure, and the players spend just as much devotion and energy in bringing their characters to life.

Player Characters are the characters that the players pretend to be, they are the heart of the *DUNGEONS & DRAGONS* game. Later, we will explain all about the statistics that make each PC unique.

DINNER

In the read-along adventure below, your character and Axel are still cell mates. Just react as you think your character would.

1. *You sit in your cell with nothing to do. Finally, Axel asks, "What's your name? How do you make a living? How old are you?"*

On a piece of paper, write a name for your character—any name you like. Decide how he made a living before becoming Zanzer's prisoner. Was he a stableboy? A wizard's apprentice? A street urchin? Pick any job you like, but your character shouldn't be too powerful. Instead of being a famous knight, for instance, he would be a squire. Pick an age that fits his job—around 16-20 years old. Now you have a character!

After a while, Jerj the hobgoblin brings in two bowls of gruel. He slips them through a slot in the door. Axel immediately goes over and takes both bowls.





"Hey!" you say. "Isn't one bowl mine?"

"It is if you can take it away from him," Jerj answers, as he is leaving.

"Go ahead and try," Axel says. "Or maybe you'd rather play dice for them."

If you agree to play dice for your dinner, continue with section 2.

If you try to take your bowl away from Axel, continue with section 3.

2. *Axel gives you a d4, then takes a d8 for himself. "Whoever rolls highest gets both bowls of gruel," he says. "Unless you'd rather try taking one from me."*

If you try to take your bowl from Axel, continue with section 3.

Otherwise, roll 1d4 for yourself and 1d8 for Axel. If you roll higher, continue with section 4. If Axel rolls higher, continue with section 5.

3. *You reach for the gruel. Axel cocks a leg as if he is going to kick you.*

If you try to grab Axel's leg and push him over, continue with section 6.

If you step back where Axel can't kick you, continue with section 7.

4. *Axel looks at the dice with a scowl, then shrugs and offers you one bowl. "You win," he says. "Here's your gruel."*

"The game was for both bowls," you say.

"Tough." Axel still holds out one bowl.

If you try to take the other bowl of gruel, continue with section 3.

If you decide one bowl of gruel is more than enough, continue with section 8.

5. *"You lose," Axel sneers. He steps toward the far side of the cell with both bowls.*

If you try to take a bowl of gruel because Axel was cheating, continue with section 3.

If you let Axel keep both bowls, continue with section 9.

6. *You wait for Axel to kick. He plants his foot squarely in your stomach. Still, you manage to catch his leg, then push him over. As he falls to the floor, both bowls of gruel spill all over him. "Now you've done it," he says. "We'll both go hungry tonight."*

"Good. Maybe you'll give me my bowl next time," you say.

Continued in the next Adventure Installment.

7. *You step back as Axel kicks. He falls, and you step forward to grab your bowl of gruel. Axel lands on the floor, spilling his bowl all over himself.*

"You'll regret this," Axel says.

Continue with section 8.

8. *The gruel tastes awful. You make a sour face, then look at Axel. "I don't know why you tried to take my gruel," you say. "Nobody could eat two bowls of this stuff."*

Continued in the next Adventure Installment.

9. *Axel goes off to his side of the cell with both bowls of gruel. As soon as he starts eating, he says, "This stuff is awful. I'll never be able to eat both bowls."*

Instead of giving you back your bowl, he dumps it out on the floor. If you're not going to starve to death, you'll have to do something about Axel.

Continued in the next Adventure Installment.

Is Making Up a PC Hard?

At first, creating a Player Character might seem hard. After all, you must make up a name, decide how strong he or she is, and keep track of a zillion other things, right?

Wrong. Making up a PC is easy. All you need is a pencil, your dice, and a Character Record Sheet—and a healthy dose of imagination.

The Character Record Sheet

On page 128 of this book, you'll find the Character Record Sheet. You may photocopy it for use in your game, or copy the information on notebook paper.

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

Ability Scores

The most important numbers on the Character Record Sheet are Ability Scores. Ability Scores



measure natural abilities and mark a character's strength, intelligence, and agility. In the DUNGEONS & DRAGONS® game, we use six Ability Scores to define a character's abilities: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. Strength measures how strong the person is, Intelligence is a measure of how fast the character learns and figures things out, and Wisdom measures common sense. Dexterity measures quickness and agility, Constitution measures health, and Charisma tells how attractive and friendly a character is to others.

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

Prime Requisites

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

Each character class has a prime requisite. Each character class also has a talent that that class of characters is particularly good at, like fighting, healing, sneaking about, and so on. The higher a character's score in the prime requisite, the more skill there will be in the class's special talent. The prime requisite(s) for each character class is listed below:

Prime Requisites Table

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

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

- Only prime requisite scores may be improved.
- Constitution and Charisma scores can never be altered.

- Dexterity can only be raised; it can never be lowered.
- No score can be lowered below 9 in order to improve the prime requisite.

Ability Score Adjustments

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

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

Experience Adjustment Table

3d6 Prime Requisite Score	Adjustment to Experience Earned
3-5	-20% from earned experience points
6-8	-10% from earned experience points
9-12	No adjustment to experience points
13-15	+5% to earned experience points
16-18	+10% to earned experience points

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

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





3d6	Strength
Score	Adjustment
3	-3 to attack, damage, and opening doors
4-5	-2 to attack, damage, and opening doors
6-8	-1 to attack, damage, and opening doors
9-12	No adjustment due to Strength
13-15	+1 to attack, damage, and opening doors
16-17	+2 to attack, damage, and opening doors
18	+3 to attack, damage, and opening doors

These adjustments apply to die rolls. Any successful attack roll always causes at least 1 point of damage, no matter how it may be adjusted later.

3d6	Intelligence
Score	Use of Languages
3	Has trouble speaking, cannot read or write
4-5	Cannot read or write Common
6-8	Can write simple Common words
9-12	Reads and writes native languages
13-15	Reads and writes native languages, +1 additional language
16-17	Reads and writes native languages, +2 additional languages
18	Reads and writes native languages, +3 additional languages

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

3d6	Wisdom
Score	Saving Throw Adjustment
3	-3 on magic-based saving throws
4-5	-2 on magic-based saving throws
6-8	-1 on magic-based saving throws
9-12	Normal magic-based saving throws
13-15	+1 on magic-based saving throws
16-17	+2 on magic-based saving throws
18	+3 on magic-based saving throws

Adjustments to magic-based saving throws do not apply to saving throws vs. Dragon Breath. They *might* affect saving throws vs. Death Ray or Poison, depending on whether or not the attack is magical. These adjustments do

affect a saving throw vs. turn to stone, spell, wands, rod, or staff.

3d6	Missile Fire	Armor Class
Dexterity	Adjustment	Adjustment
Score		
3	-3 on attack rolls	-3 penalty
4-5	-2 on attack rolls	-2 penalty
6-8	-1 on attack rolls	-1 penalty
9-12	No adjustment	No adjustment
13-15	+1 on attack rolls	+1 bonus
16-17	+2 on attack rolls	+2 bonus
18	+3 on attack rolls	+3 bonus

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

3d6	Constitution
Score	Hit Point Adjustment
3	-3 points per Hit Die
4-5	-2 points per Hit Die
6-8	-1 point per Hit Die
9-12	No adjustment to hit points
13-15	+1 point per Hit Die
16-17	+2 points per Hit Die
18	+3 points per Hit Die

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

3d6	Charisma
Score	Adjustment to Reactions
3	-3
4-5	-2
6-8	-1
9-12	None
13-15	+1
16-17	+2
18	+3

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





Breakfast

In the read-along adventure below, Axel may discover he's not so tough.

1. *You and Axel pass more hours evaluating each other in hungry silence. You decide Axel is pretty strong, but he's also awkward and slow. He's not very smart, but he has spent time on the streets and has lots of common sense. From what you can see, he seems healthy. But he is so ugly that few people will befriend him.*

Let's see what kind of character you are. Take out the sheet of paper with your character's name, job, and age on it. Write "Strength:" near the left-hand margin. Roll 3d6 and record the result next to Strength. Below Strength, write "Intelligence:", then roll 3d6 and record the result next to Intelligence. Now do the same thing for Wisdom, Dexterity, Constitution, and Charisma.

Look at the Bonuses and Penalties on the Ability Score Tables above, then write down the bonuses and penalties that apply to your Ability Scores.

You've just made a Character Record Sheet.

Continue with section 2.

2. *Finally, Jerj returns. He carries a single loaf of bread. "Breakfast!" he says, tossing the bread through the bars. The loaf lands on the floor between you and Axel.*

"Stay away. It's mine!" Axel snarls.

Unfortunately, you are too hungry to let Axel the Bully have all of the bread.

If you think your character is strong enough to fight for the bread, continue with section 3.

If you think your character is smart enough to trick Axel, continue with section 4. If you think your character is fast enough to grab the bread first, continue with section 5.

3. *As you reach for the bread, Axel tries to push you away. You push him back.*

If your Strength score is 14 or higher, continue with section 6.

If your Strength score is 13 or less, continue with section 7.

4. *Axel reaches for the bread. You look over his head and smile, then say, "Go ahead."*

If your Intelligence score is 10 or higher, continue with section 8.

If your Intelligence score is 9 or less, continue with section 9.

5. *You leap forward and grab for the bread.*

If your Dexterity score is 11 or higher, continue with section 10.

If your Dexterity score is 10 or less, continue with section 11.

6. *You push Axel away and pick up the loaf.*

Continue with section 12.

7. *Axel pushes you away from the loaf.*

Continue with section 13.

8. *Axel frowns, then asks, "Why are you giving me the bread? Is Jerj bringing something better?" He turns around to look. You quickly pick up the loaf. You are smarter than Axel.*

Continue with section 12.

9. *Axel is as smart as you. When you try to trick him, he takes the loaf anyway.*

Continue with section 13.

10. *You are quicker than Axel. You grab the bread first.*

Continue with section 12.

11. *Axel is too quick for you. He grabs the bread first.*

Continue with section 13.

12. *"There's enough bread for both of us," you say, ripping the loaf in two and tossing half to Axel. "When will you learn it's easier to be friends than enemies?"*

Continued in the next Adventure Installment.

13. *"I'm the king of this cell," Axel laughs.*

"I'll eat first." Unfortunately, there's nothing left when Axel finishes.

Continued in the next Adventure Installment.

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

Which class you choose for your character should be based primarily on the character's ability scores. Some character classes have more than one prime requisite. A character will advance more quickly and perform better in a character class with a high ability score for a prime requisite. For instance, a player who rolled a high Dexterity score should consider the character of a thief or halfling. A character with high Strength and Intelligence scores might be a good fighter, magic-user, dwarf, or elf. A character with a low Wisdom score should not become a cleric, since it would be very difficult to advance that class.



The Fighter

A fighter is a human trained for combat. Usually, a fighter has a high Strength score, and high Dexterity and Constitution scores are also good. Because of special combat training, in battle the fighter hits opponents more often than other classes and usually inflicts more damage on the enemy.

Fighters tend to have more hit points than other classes and they generally wear better armor to protect themselves.

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

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

Fighters are the combat experts, so the players running them should understand how the Combat Sequence works. The DM should explain all the steps in the Combat Sequence to the fighters, especially the difference between *withdrawing* and *retreating* in the movement step.

Although it is never wise to enter a dungeon with just one character, or with a group containing just one kind of character, the fighter character might get away with just that. Fighters are tough enough that they might survive all the traps and hazards that other character classes would help them avoid.

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

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

When the group finds a cache of treasure, the fighter should look for two things. Magical healing potions are especially useful for fighters, since they often get hurt in battles. And magical weapons are good, because they add bonuses to attack and damage rolls in a fight.

Prime Requisite and Hit Dice

- The fighter's prime requisite is Strength. If the Strength score is 13 or more, the fighter will advance in skill and power more quickly. If the Strength score is 8 or below, advancement will come more slowly. Characters with low Strength scores usually don't make good fighters, so the player should consider some other character class.
- Because fighters are so tough, they use d8s for Hit Dice. Fighters tend to have a larger number of hit points than the other character classes do. In general, they can take more damage and stay alive.

Fighter Experience Table

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

Fighter Saving Throws Table

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



The Cleric

Clerics are humans who have dedicated their lives to a great and worthy cause. Often, the cause is a cleric's alignment. For example, a lawful cleric's cause would be to spread law and order throughout the game world.

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

Prime Requisite, Hit Dice, and Restrictions

- The cleric's prime requisite is Wisdom. If the Wisdom score is 13 or more, the cleric will advance in skill and power quickly. If the Wisdom score is 8 or below, advancement will be slower. Characters with low Wisdom scores don't make good clerics, so another character class should be selected.
- Clerics use d6s for Hit Dice and they tend to have a moderate number of hit points. They can take some damage during combat, but not as much a fighter.
- Because of their beliefs, clerics cannot use weapons with sharp edges or points (like swords, spears, arrows, or daggers). Instead, they must use clubs, maces, or other blunt weapons. They can wear any type of armor.

Cleric Experience Table

Level	Title	Exp. Points	Total HD	Spells/Level						
				1	2	3	4	5	6	
1	Acolyte	0	1d6	0	0	0	0	0	0	0
2	Adept	1,500	2d6	1	0	0	0	0	0	0
3	Priest	3,000	3d6	2	0	0	0	0	0	0
4	Vicar	6,000	4d6	2	1	0	0	0	0	0
5	Curate	12,000	5d6	2	2	0	0	0	0	0

Cleric Saving Throws Table

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

Special Abilities

As a cleric grows in experience, the strength of the cleric's dedication allows clerical spells to be



cast. A beginning cleric cannot use spells right away, although some magical items may be used.

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

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

If the dice roll is less than the number found across from the undead the cleric is trying to turn, the cleric fails and the undead attack. If there is a "0" instead of a number, the cleric is not yet powerful enough to turn that type of undead.

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

Turning Undead Table

Undead	Cleric's Level				
	1	2	3	4	5
Skeleton	7	T	T	D	D
Zombie	9	7	T	T	D
Ghoul	11	9	7	T	T
Wight	0	11	9	7	T
Wraith	0	0	11	9	7
Mummy	0	0	0	11	9
Spectre	0	0	0	0	11

Now the DM rolls 2d6. The result is how many Hit Dice worth of undead the cleric turns. But since different kinds of undead have different Hit Dice, the DM goes one step further and looks to see how many Hit Dice each of the undead monsters have. She divides the number rolled by the number of Hit Dice each monster has (rounding up). The result is how many undead monsters the cleric turned.

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

The DM rolls 2d6 to see how many Hit Dice worth of zombies you force away. The result is 5. The DM looks up zombies in the Monsters chapter. They each have 2 Hit Dice, 5 ÷ 2, rounded up, is 3, so 3 zombies run away, but the other 3 attack.

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

Remember, turning undead counts as the cler-

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

The Magic-user

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

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

Prime Requisite, Hit Dice, AND Restrictions

- The magic-user's prime requisite is Intelligence. A character with a high Intelligence should consider playing a magic-user.
- Magic-users roll d4s for Hit Dice.
- Because they have no time for weapon training, magic-users can only wield daggers. They cannot wear armor of any sort, nor use shields. They can cast only magic-user spells, not clerical spells.

Special Abilities

A magic-user can cast magical spells. Magic-users record new spells (usually those taught by the master), in a spell book. The magic-user studies this spell book before going on an adventure. Study imprints the proper gestures and words on the user's mind until the spell is cast.

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

After the spell is cast, the necessary words and gestures are wiped out of the magic-user's mind. That spell cannot be used again until it is relearned from the spell book.



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

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

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

Novice magic-users can learn only the very simplest spells, called 1st-level spells. The first spell a new student learns will be a 1st-level spell.

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

Writing extra spells in the spell book does not increase the number of spells a magic-user can memorize in one day, however. A beginning magic-user can still remember the gestures and words of only one spell, extra spells give a choice. Complete spell lists for magic-users begin on page 56.

Magic-user Experience Table

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

Magic-user Saving Throws Table

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





The Thief

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

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

Prime Requisite, Hit Dice, and Restrictions

- The thief's prime requisite is Dexterity.
- Thieves use d4s for Hit Dice.
- Because thieves must move quietly, they wear only leather armor. They must also keep one hand free, so thieves cannot carry shields. Thieves can use any missile weapon. They can use only melee weapons wielded in one hand. (The difference between missile and melee weapons will be explained later.)

Thief Experience Table

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

Thief Saving Throws Table

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

Special Abilities

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

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

- **Open Locks:** With lockpicking tools, a thief can try to open closed locks. He may try to open a lock only once (unless the thief becomes more experienced and the Open Locks score changes).
- **Find Traps:** A thief may search hallways, doors, walls, etc., for traps. He may search only once per area, but if he succeeds, he finds all the traps. Finding a trap and removing it are two different things, however.
- **Remove Traps:** When a thief finds a trap, he may try to remove it. Failure indicates that the trap goes off, affecting the thief (unless he took precautions to prevent this).
- **Climb Walls:** The thief may attempt to climb any steep or sheer surface, such as a cliff, wall, battlement, etc. The DM must make one d% roll for every 100 feet the thief climbs. If the roll is higher than the thief's score, he falls from the midway point of the climb, taking 1d6 points of damage for each 10 feet he fell (round up).
- **Move Silently:** The thief may try to move across any floor without making any noise. The DM should not let the thief see the result of this roll, for the thief always thinks he is moving silently. Only the DM knows for sure whether he has been heard.
- **Hide in Shadows:** The thief may attempt to hide in any dark area. He can move while he is hiding, but he cannot attack and remain hidden. The DM should not let the thief see the result of this roll, for the thief always thinks he is successfully hidden, only the DM knows if the thief has been seen.

Thieves' Ability Table

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





- **Pick Pockets:** The thief may attempt to take something out of another character's pocket without the victim realizing it. Failure means that the thief could not get what he wanted. If the roll fails by twice the thief's score or more, he is caught in the act. The victim's reaction is sure to be unfavorable!
- **Hear Noise:** The thief may listen at any wall, door, corner, etc. If the roll is successful and there is anything to hear, the thief will hear it. This ability cannot be used during a battle (fights are noisy).
- **Backstabbing:** If the thief can find a way to work around behind another character or monster without being noticed, the victim can be backstabbed. To do this, the DM may require a Move Silently and/or a Hide in Shadows roll, unless the victim has no reason to expect an attack.

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

The Dwarf

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

Dwarves are short and stocky, standing about 4 feet tall. Their skin is a tawny brown and their hair ranges in color from gray to brown to black. Dwarves are usually stubborn but practical, and are always fond of good food and drink. They

have a great love of gold for its own sake. They respect fine craftsmanship. Dwarves are shorter than fighter-class humans, but they are played in much the same way. Both character classes have lots of hit points and are good in combat. Dwarves have one advantage over fighters, however—they are more resistant to magic and poison. Dwarves are welcome additions to most adventuring parties

Prime Requisite, Hit Dice and Restrictions

- The dwarf's prime requisite is Strength. A Strength score of 13 or more means that a dwarf will advance in skill and power quickly. With a Strength score of 8 or less, the dwarf will advance slowly.
- Dwarves use d8s for Hit Dice. They are as able to withstand damage as fighters.
- Dwarves are usually very healthy and resistant to disease. To reflect this, a dwarf's Constitution score must be at least 9. A character with a Constitution less than 9 may not be a dwarf.

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

Special Abilities

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

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

Dwarves are adept at languages. In addition to speaking the normal languages—Common and their alignment tongue—they speak, dwarven,





gnomish, goblin, and kobold. Just because they can speak a language doesn't mean they can read or write it, however. The ability to read and write a language is determined by Intelligence adjustments.

Dwarf Experience Table

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

Dwarf Saving Throw Table

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

The Elf

An elf is another kind of demihuman. Elves are slender and graceful, with delicate features and pointed ears. They stand 5 to 5½ feet tall, and weigh about 120 pounds. Elves prefer to spend their time feasting and frolicking in the woods, and rarely visit human cities. Fascinated by magic, they never grow tired of collecting spells

and magical items, especially if the items are beautifully crafted.

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

Elf Saving Throws Table

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

Prime Requisites, Hit Dice, AND Restrictions

- An elf has two prime requisites: Strength and Intelligence. With a score of 13 or better in both abilities, an elf will advance in skill and power quickly. If the elf's Intelligence is 16 or more, advancement will come very rapidly. If an elf's Strength is 8 or less, however, advancement will come more slowly.
- The elf uses d6s for Hit Dice
- To be an elf, a character must have an Intelligence score of 9 or better. Elves can use any type of armor, shield, or weapon.

Special Abilities

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

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





Elf Experience Table

Level/Title	Exp. Points	Total HD	Spells/Level					
			1	2	3	4	5	6
1 Veteran Medium	0	1d6	1	0	0	0	0	0
2 Warrior Seer	4,000	2d6	2	0	0	0	0	0
3 Swordmaster								
Conjurer	8,000	3d6	2	1	0	0	0	0
4 Hero Magician	16,000	4d6	2	2	0	0	0	0
5 Swashbuckler								
Enchanter	32,000	5d6	2	2	1	0	0	0

In addition to speaking Common and their alignment tongue, elves can speak elf, gnoll, hobgoblin, and orc. Just because elves can speak a language, however, doesn't mean they can read or write it. The ability to read and write a language is determined by a character's Intelligence adjustment. Normally, a certain undead monster called a ghoul can paralyze defenders when it bites them. Elves, however, are immune to the ghoul's paralysis attack—but other types of paralysis still affect them.

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

The Halfling

Halflings are also demihumans. Demihumans are beings (and character classes) that are not quite human, but which resemble humans closely.

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

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

Prime Requisites, Hit Dice, and Restrictions

- A halfling has two prime requisites. A halfling with a Strength or Dexterity score of 13 or greater will advance quickly. If both scores are 13 or greater, a halfling advances very quickly. If the Strength score is 8 or less, however, advancement comes more slowly.
- A halfling uses d6s for Hit Dice.
- To be a halfling, a character must have a score of 9 or better in both Dexterity and Constitution. Halflings can use only small-sized weapons, such as daggers, short swords, and short bows. Halflings cannot use any medium- or large-sized weapons such as normal swords, polearms, battle axes, crossbows, long bows, or two-handed swords. They can wear any type of armor and carry a shield—providing the armor and shield have been especially made for halflings. (Even dwarven armor is too large for them.)

Special Abilities

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

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

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





searching for them will succeed.

In dungeons, if there are shadows or objects to hide behind, they can "freeze." As long as they remain motionless, they have a chance of not being seen. The DM rolls 1d6. On a result of 1 or 2, halflings are successfully hidden (as long as they make no noise and stay motionless). Halflings cannot carry a light source (such as a lit torch) when they are trying to hide. Also, if someone casts a *magical light* spell in the area where a halfling is "frozen" in the shadows, the shadows disappear and the halfling's presence is automatically discovered.

Halfling Experience Table

Level	Title	Exp. Points	Total HD
1	Halfling Veteran	0	1d6
2	Halfling Warrior	2,000	2d6
3	Halfling Swordmaster	4,000	3d6
4	Halfling Hero	8,000	4d6
5	Halfling Swashbuckler	16,000	5d6

Halfling Saving Throws Table

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

Other Character Statistics

Hit Dice

Hit points represent the amount of damage a character or monster can take before dying. Some kinds of characters can take more damage than others. Character classes roll different kinds of dice to determine how many hit points they get. The Hit

Dice of tough characters like fighters are d8s; the Hit Dice of weaker characters like thieves are d4s. The description of each character class lists the kind of Hit Dice it rolls to determine hit points.

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

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

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

Experience Levels

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

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

Each character class has a separate experience table, given with each class description earlier. This table lists how many XPs a character needs to reach the next level, by what title the character should be called, and, in the case of a spellcaster, how many spells may be cast.

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



Character Design Checklist

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

Alignment

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

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

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

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

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



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

Alignment Changes

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

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

Equipment

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

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

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

Weapons and Equipment

Weapons	Cost in gp	Encumb/Size	Damage
Axes			
Battle Axe (two-handed)	7	70/Large	1d8
Hand-Axe	4	30/Small	1d6

Bows

Crossbow (fires quarrels)	30	50/Medium	1d6
Case with 30 quarrels	10	*	
Long Bow	40	30/Large	1d6
Short Bow	25	1d6	
Quiver with 20 arrows	5	*	
1 silver-tipped arrow	5	*	

Daggers

Normal Dagger	3	10/Small	1d4
Silver Dagger	30	10/Small	1d4

Swords

Short Sword	7	30/Small	1d6
Sword (normal)	10	60/Medium	1d8
Two-handed Sword	15	100/Large	1d10

Other Weapons

Mace**	5	30/Medium	1d6
Club**	3	50/Medium	1d4
Pole Arm (two-handed)	7	150/Large	1d10
Sling with 30 stones**	2	20/Small	1d4
Spear	3	30/Medium	1d6
Staff**	2	40/Large	1d6
War Hammer**	5	50/Medium	1d6

* Ammunition is included in encumbrance.

** These weapons may be used by clerics.

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

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

Equipment	Cost in gp	Encumbrance
Backpack	5	20
Flask of Oil	2	10
Hammer (small)	2	10
Holy Symbol	25	1
Holy Water (1 vial)	25	1



Equipment	Cost in gp	Encumbrance
Iron Spikes (12)	1	60 (5 each)
Lantern	10	30
Mirror (hand-sized, steel)	30	0
Rations, Iron preserved food for 1 person/1 week)	5	200
Rope (50' length)	1	50
Sack, Small	1	1
Sack, Large	2	5
Thieves' Tools	25	10
Tinder Box (flint & steel)	3	5
Torches (6)	1	120 (20 each)
Water/Wine Skin	1	5
Wolfsbane (1 bunch)	10	0
Wooden Pole (10' long)	1	20

ARMOR CLASS

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

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

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

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

Armor Class Table

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

Modified Armor Class

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

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

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

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

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

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

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

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

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

Saving Throws

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

There are five different kinds of special attacks. They are Poison or Death Ray, Magic Wand, Turn



Character Saving Throws

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

to Stone or Paralysis, Dragon Breath, and Rods, Staves, or Spells. Each character class has Saving Throw numbers for each kind of attack. You can match any unusual attack with one of these five categories. You treat them all the same way.

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

Saving Throw Results

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

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

Occasionally, a monster makes both a normal attack and a special attack simultaneously. When this happens, the monster must first make a hit roll for the normal attack. If it hits, the monster inflicts normal damage on the character. Then the character must roll a Saving Throw to see if any-

thing else happens. (If a monster misses its normal attack, the character does not need to make a Saving Throw.)

MONSTER SAVING THROWS

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

COMPLETING YOUR CHARACTER

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

Your character can also be converted for play in the ADVANCED DUNGEONS & DRAGONS® game system. Complete rules for conversion are to be found in the *DUNGEONS & DRAGONS Rules Cyclopedia*.



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

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

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

Spells

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

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

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

Most often, clerics use their spells to heal, protect, and seek information. Clerics can use any clerical spell of their own level or the levels below theirs. Clerics may not use magic-user spells.

Using Magic-user Spells: A magic-user, sometimes called a wizard, learns spells through study. After discovering a new spell, it is written down in a spell book. When a magic-user expects to need a spell, the spell book must be studied, imprinting the proper gestures and words on the mind of the wizard. These stay in the magic-user's mind until the spell is cast, when they are wiped away. Wizards relearn spells by studying the spell book again.

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

When magic-using characters cast spells, their gestures and words control the magical energy. Therefore, when characters cannot talk or use their hands, they cannot cast spells (there are no exceptions). Also, characters cannot do anything else while casting a spell—not even walk. Any disruption during the casting, like being jostled or taking damage from an attack, spoils the casting. The caster's mind is wiped clean, but the spell does not take effect.

When a character casts a spell, look up the description of the spell in the chapter on spells (page 52), the descriptions tell what happens.

Both clerical and magic-user spells list range, duration, and effect statistics at the beginning of their descriptions. *Range* is the maximum distance, in feet, at which a spell can be cast. If the range is zero, the character must touch the target to cast a spell. *Duration* tells how long a spell lasts. It is listed either as a number of rounds (10 seconds each) or as a number of turns (turns are 10 minute periods; see page 33). *Effect* tells how large an area a given spell can alter.

The Spell Lists

Beginning on page 52, you'll find the complete list of 1st- and 2nd-level clerical spells and 1st-, 2nd-, and 3rd-level magic-user spells available to players of the DUNGEONS & DRAGONS game. Fifth-level clerics can use up to 2nd-level clerical spells, and 5th-level magic-users can use up to 3rd-level magic-user spells. Just how many spells and what level the character must be to use those spells is given on the Character Class Experience Point Tables.

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

Magical Items

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

Weapons

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

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

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

Armor

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

Miscellaneous

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

Learning about Magical Items

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

Even after casting this spell, the spellcaster simply knows whether or not the item is magical. The only way to identify exactly what it does is by testing it. Swing a weapon at something; allow someone to hit a PC while wearing a suit of armor; slip a ring onto a finger; sip a potion. Such (sometimes dangerous) testing can usually tell what a magical item does.

Sometimes, PCs ask nonplayer characters (see "Running a Campaign" page 28) to test an item for them. Most low-level NPCs readily agree, assuming that they get to keep the magical item. High-level, magic-using NPCs might also identify items—but they expect payment in advance (100 gold coins or more), and the process may take several weeks of game time.

Using Magical Items

To make a magical item work, the user must hold or wear it properly. If the item has a power that is not in constant effect, the user must concentrate on that effect. (For example, if a fighter has *sword +1, light spell 1/day*, he must concentrate on the *light spell* to start it up.) Unless the item description says otherwise, items can be used only once per round. A character who is concentrating on using an item's special powers cannot do anything else that round.

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

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



RUNNING a Campaign

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

THE DUNGEON MASTER'S Prerogative

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

NONPLAYER Characters

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

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

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

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

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

Usually, this means the NPC's feelings are a result of how the PCs behave. For example, if the PCs want to fight, the NPC would be angry or



afraid. Also, ask yourself what the NPC wants from the player characters. If the PCs are buying a sword from the blacksmith, for example, he would want a gold piece or two in exchange. He's in the business of making and selling weapons. The blacksmith would drive a hard bargain.

Axel's Job

So far, you've spent most of your time playing just your player character. But as DM, you'll have to play many different nonplayer characters. This read-along adventure will help you learn how to do this.

1. *After breakfast, you watch Axel and he watches you. You don't know much about your cell mate, so you ask, "What do you do for a living, Axel?"*

As a DM, you will be asked many questions like this. How would you respond if one of your PCs had asked this question? Consider what you and the players already know about Axel:

- he's strong, but slow and clumsy.
- he's not very smart, but he is streetwise.
- he looks fairly healthy, but not handsome.
- he's a bully who likes to cheat at dice games.

Think of a job for Axel and write it down on a piece of paper. Anything you make up is fine, as long as it doesn't contradict what you and the players already know.

For instance, Axel could be a grave-digger, since someone who spends all day digging holes would be strong like Axel. Or you might decide that he is gambler, since he likes to cheat at dice. One choice is as good as another.

After you decide on Axel's job, decide how he answers the question your character asked. Would Axel keep his job secret (perhaps he's ashamed of it, or he does something illegal) or would he be willing to reveal it?

If you think Axel would tell your character what his job is, continue with section 2.

If you think Axel would hide his job from your character, continue with section 3.

2. *Axel shrugs, then says, "There's no reason to keep my job a secret." He tells you what his job is, then adds, "If I don't get out of here, I'll lose my job. My wife and children will starve."*

"I didn't take you for a father, Axel," you comment, surprised to discover that Axel the Bully is a family man.

"You got a problem with that?"

"No," you answer. "But if we work together, you stand a better chance of escaping and returning to your family."

Axel studies you for several moments, then finally nods. "I'd do anything to see my kids again. OK, we're partners."

Notice that we're making up more about Axel as we go along. This is how most NPCs develop. We haven't changed anything that we already know about Axel, we've just added to it.

Remember that your character and Axel are partners.

Continued in the next Adventure Installment.

3. *Axel scowls at your question, then says, "My job is none of your business. Why do you want to know?"*

He stands, then narrows his eyes. "Are you a spy? Are you trying to get me to admit to something?" he demands suspiciously.

From his response, it seems that Axel is trying to hide something. His job is probably something illegal.

Notice that we're making up more about Axel as we go along. This is how most NPCs develop. We haven't changed anything that we already know about Axel, we've just added to it.

This adventure will be continued in the next Adventure Installment.

MONSTERS

So far, we've been discussing human NPCs. But monsters, such as goblins and ghouls, are NPCs, too. It's awkward to always say "human NPCs" and "monster NPCs" so let's agree on some terms. NPCs are beings that have a character class (like elves or clerics), whether or not they are friendly to the player characters. Monsters are creatures that don't have a character class. They may be either hostile or friendly to the PCs. Most of them are hostile. Monsters are described beginning on page 68.

Monsters usually behave differently from people. They often do things humans can't.



Sometimes, they're not even intelligent. Because of these factors, you must know more about monsters than about NPCs. This is why this book contains descriptions and statistics for many different monsters. When you play a monster, you should read its description so you know what it's like.

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

Monster Reaction Table

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

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

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

Before Getting to the DUNGEON

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

classes: fighter, cleric, magic-user, and thief.

If you don't have even four players, go with what you have and play the others as NPCs. If you have too many fighters or spellcasters, get some players to switch character classes. Tempt someone to switch to a thief with glowing tales of treasure. Offer the player who switches to cleric a *cure light wounds* scroll. Remember, you're in charge.

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

When they're not on an adventure, assume that the player characters are in a nearby village or town. Everything that happens in the village takes place outside game time, however. Here, they can rest and recover from their previous adventures. They can find safe places to store their treasure. They can even get outfitted for their next adventure by purchasing equipment (see pages 23 and 24).

Purchasing Equipment

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

Money Conversion Table

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

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

When in a town, a PC can use money or an equivalent amount of treasure to buy any item listed on the item tables (see pages 23 and 24) for the listed value. He cannot buy anything that is not listed on the table. (He cannot buy any magical items—but he can sell them, as explained below). Let the player select what he wants from the list, then subtract the amount from his total gold.

A PC can sell any personal item for half the listed value. Magical weapons sell for the full



value of the nonmagical item $\times d\%$. Magical scrolls and other unlisted items fetch $1d20 \times d\%$ in gold. But when it comes to magic, NPCs are much too cautious to ever buy a cursed item.

Before an adventure begins, each player should write a list of the supplies that player's character has. As the adventure progresses, supplies (rations, arrows, torches, etc.) may be crossed off as they are used.

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

After Leaving the DUNGEON

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

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

Dividing Treasure

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

One way to divide magical treasures is to have each player roll $1d20$. The player with the highest roll picks the first magical item, the player with the next highest roll picks the second item, and so on.

Using Supplies

At the end of the adventure, you should review each player's supply list. Can you remember anything a character used that the player forgot to mark off? Something a character picked up, but the player forgot to add?

Don't worry if you and the players forget a

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

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

Experience Points

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

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

Add up the XPs for all of the creatures that the PCs defeated during the adventure. If the PCs defeated a group of monsters, or convinced them to surrender, they get the listed XP value for each monster in the group. But any monsters that ran away were not defeated—they escaped. The party does not earn any XPs for monsters that escaped. (See also Experience Levels, page 21.)

If you created your own monsters, or changed a monster in the Monster Lists, use the following table to calculate the XP awards. (We used it to calculate the XP awards in the monster descriptions.) The special ability bonus is multiplied by the number of asterisks given with the monster's Hit Dice, and then added to the base XP value. Monsters are listed beginning on page 68.

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



Experience Points for Monsters

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

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

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

As you award experience points to the PCs, those with unusually high or low Prime Requisite scores receive a bonus or penalty. Consult the Experience Adjustment Table (on page 10).

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

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

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

Inside the DUNGEON

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



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

Jerj's Mistake

Unfold the big map sheet that came with your DUNGEONS & DRAGONS game and lay it flat on a table. Select a plastic pawn to represent your character and place it in the jail (Room #1). Assemble the fold-up counters labeled Axel and Jerj. Place Axel's counter in the jail. Put Jerj's counter in the hallway outside the jail (Room #2).

1. Jerj the hobgoblin enters the hallway carrying the jail key. He puts the key into the lock and growls, "Axel, come with me."

Axel gives you a quick glance and winks. He steps toward the cell door, then suddenly collapses. He curls up into a tiny ball, crying, "Don't take me to the salt mine!"

Jerj scowls at Axel. "Get up!" When Axel just keeps whimpering, the hobgoblin enters the cell. Leaving the key in the lock, he goes over to Axel.

This is the end of round 1. Notice that both Jerj and Axel moved this turn, but did not do any fighting. Place Jerj's counter next to Axel in the jail. Continue with section 2.

2. You know what Axel is doing. He is distracting Jerj's attention so you can attack from behind. You stand up and push Jerj over from behind.

"Good work!" Axel says. He quickly stands up and kicks the hobgoblin. Roaring in anger, Jerj jumps back to his feet and tries to hit Axel, but misses.

This is the end of round 2. All three of you made attacks. You all maneuvered for position, but nobody moved more than 5 feet.

If you run for the exit, continue with section 3.

If you stay to fight Jerj, continue with section 4.

3. Jerj swings at Axel again, this time connecting with a solid punch. To your amazement, Axel does not fall down.

"Let's go!" you say, leaving the cell.

Axel is right behind you. As you step into the hallway, Axel pushes the door shut. He asks, "Should we lock it?"

This is the end of round 3. Place your counter and Axel's counter in Room #2, but leave Jerj's counter in Room #1. Because Jerj attacked, he could not follow when you and Axel moved out of the cell.

If you think you should lock the cell, continue with section 5.

If you think you should just run, continue with section 6.

4. You hit Jerj in the stomach, making him growl in anger. At the same time, Axel runs out of the cell. "Sorry," he calls. "You should know better than to trust me!"

Instead of chasing Axel, Jerj decides to fight you. He smashes a hairy fist into your jaw, and then everything goes black.

This is the end of round 3. Place Axel's counter in Room #2, but leave your counter and Jerj's counter inside the cell. While you and Jerj fought, Axel moved out of the cell. Because you cannot fight and move in the same round, neither of you could follow Axel.

This adventure will continue when you wake up (in the next Adventure Installment).

5. "Good idea!" you say. As you turn the key in the lock, a hairy fist flies between the bars, catching you square in the nose. Everything goes black.

This is the end of round 4. While you took your action to lock the jail door, Jerj took his to attack.

This adventure will continue when you wake up (in the next Adventure Installment).

6. "There's no time for locking doors," you shout. "Run!"

"Okay!" Axel yells.

You both run toward the only door leading from the hall. Jerj sticks his arms between the jail's bars, trying to catch you.

This is the end of round 4. You and Axel took your actions to move, and Jerj took his action to try to grab you. This adventure continues in the Adventure Installment.



MOVEMENT

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

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

Speed and Encumbrance Table

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

Mule	Move in 1 turn
Up to 3,000 cns	120 feet
3,001-6,000 cns	60 feet
6,000 + cns	0 feet

But how do you know how encumbered a character is? The Equipment Tables include values for encumbrance (see pages 23 and 24), other items are given below. The encumbrance values for all of the items a character is carrying or wearing (including treasure, weapons, and armor) are added together, and the result is the character's total encumbrance.

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

Item Encumbrance Table

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

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

Encumbrance also applies to movement in rounds, explained in the chapter "The Round," under *Combat Sequence*.

MAPPING

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

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

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

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

It is most important for the mapper to correctly

draw directions, shapes, and approximate sizes of the rooms, so that the party has a rough idea of the dungeon's shape. The mapper should not waste time determining exact measurements or filling in tiny details, however. This slows down the game and doesn't help the PCs very much. Check the player's map every so often to make sure they have the major outlines right—but don't correct everything!

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

Special Considerations

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

Seeing in the Dungeon

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

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

Hearing in the Dungeon

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

When a character is listening, whether in gen-

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

Doors in the Dungeon

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

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

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

Locked doors cannot be forced. A thief must pick the lock (see page 17), or a magic-user must use a *knock* spell to open it. Sometimes, doors are made to open from only one side. These doors cannot be opened from the other side, and cannot be forced open. A magic-user's *knock* spell will open such a door from the wrong side, however.

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

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

Only a thief can check doors for traps. When he does, you should roll d% whether or not the door is trapped (just to keep the players guessing). If the door is trapped and you roll a num-



ber less than or equal to the thief's Find Traps score, he sees the trap and has a general idea of what kind of trap it is. Otherwise, tell him he has found no traps on the door (whether there are traps or not). Remember, if the thief finds a trap on the door, he must successfully remove traps on it before the door can be safely opened. He can also simply activate the trap after taking steps to protect himself.

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

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

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

Game Turn Checklist

- 1. Wandering Monsters:** If the wandering monsters check at the end of the previous turn was positive, the monsters arrive now. They appear 2d6 x 10 feet away in a direction of the DM's choice.
- 2. Actions:** The PCs describe what their characters are doing (listening at doors, moving, searching for secret doors, etc.).
- 3. Results:** The DM describes what happens:
 - A.** If PC actions result in discovering something unusual (secret doors, traps, etc.) the DM tells them what they found.
 - B.** If the PCs entered an unmapped section of dungeon, the DM describes the area.
 - C.** If the PCs have an encounter, continue play with the encounter checklist.
- 4. Wandering Monsters Check:** Every other turn, the DM rolls 1d6. On result of one, the PCs encounter wandering monsters at the beginning of the next turn. Consult the Wandering Monsters Table on page 124 to see what kind of monsters they meet.

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

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



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

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

Ideas for encounters may be found in the DRAGON STRIKE™ Game and books, FIRST QUEST™ Game and books, and in the AD&D® Challenge series from TSR—or stretch your imagination and make it up before the game begins.

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

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

To decide what kind of monster the PCs meet, you can roll a die on the wandering monster table. TSR's published adventures often include wandering monster tables designed specifically to be used with those adventures, but you can also use the more general wandering monster tables included in this book on page 124. If you have designed your own dungeon (as explained on page 116), you can even make up your own wandering monster table!

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

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

Before a Fight Breaks Out

As soon as an encounter begins, play changes from turns to 10 second rounds.

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

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

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

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

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

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

Initiative

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

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

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



The Goblin's Surprise

Lay the map sheet on a table with Zanzer's Dungeon facing up. Assemble the fold-up counter labeled "goblin" and put it in Room #3.

If Jerj knocked you out in *Jerj's Mistake* (the last adventure), put your character's counter and Axel's counter in Room #1. Jerj's counter is not on the map. Start *The Goblin's Surprise* with section 1.

If you and Axel were running away from Jerj at the end of *Jerj's Mistake*, put your counter and Axel's counter in Room #2. Put Jerj's counter in Room #1. Start *The Goblin's Surprise* with section 2.

1. "Wake up!" Axel says. "We can escape!" You open your eyes to see Axel's face. It is covered with bruises. "What?" you ask.

"Jerj left the door unlocked," Axel says. As you stand, Axel opens the cell door. "After you," he says. "Why do I have to go first?" you ask.

"Because I figured out that we can still escape," Axel replies.

You shrug, then leave the cell and go to the only door leading out of the hall. When you try to push it open, it seems stuck.

Move your counter and Axel's counter into Room #2. Continue with section 3.

2. When you try to open the door, it seems stuck. "Trouble!" you say.

Axel reacts quickly, slamming the jail door shut. He barely manages to turn the key before Jerj tries to jerk it open.

Continue with section 3.

3. You lay your shoulder against the door and give it a hard push. It flies open, revealing a narrow hall. In the hall is a short, ugly creature with livid gray skin and beady, glowing red eyes. It's a goblin!

This is the beginning of a new fight. Make a surprise roll for each side. Roll 1d6 for you and Axel, and 1d6 for the goblin. If either side rolls a 1 or 2, continue with section 4.

Otherwise, roll 1d6 for each side (again) to determine initiative. If your side rolls higher than the goblin, continue with section 5. If your side rolls equal to the goblin, continue with section 6. If your side rolls less than the goblin, go to with section 7.

4. Somebody is surprised. If your side rolled 1 or 2, you and Axel must stand still for one round. The goblin escapes through the door leading to Room #4. Take the goblin counter off the map and continue with section 8.

If the goblin rolled 1 or 2, it stands still for one round. You toss the little monster into Room #2 and bar the door. Move the goblin counter to Room #2 and continue with section 9.

If both sides rolled 1 or 2, then both sides stand still for one round. Roll 1d6 for each side (again) to determine next round's initiative. If you roll higher, continue with section 5. If you roll equal to the goblin, continue with section 6. If you roll lower, continue with section 7.

5. You and Axel act first. Thinking fast, you grab the goblin and lock it in Room #2.

Move the goblin counter to Room #2. Continue with section 9.

6. The goblin runs into Room #4 and tries to close the door, but you and Axel are right behind it. When the goblin sees that it cannot escape, it turns and cries, "Please don't hurt me! I surrender!"

You lock it in Room #2.

Move the goblin counter to Room #2. Continue with section 9.

7. The goblin runs into Room #4, slamming the door behind it. You start to follow the goblin through the door, but Axel says, "Wait! There might be something in there."

Remove the goblin counter from the map. Continue with section 8.

8. You listen at the door, but hear nothing on the other side. You step into Room #4.

Continued in the next Adventure Installment.

9. You and Axel step into Room #4.

Continued in the next Adventure Installment.

Decisions Within a Round

A wizard armed with a dagger has many options when a combat starts: she can move, throw a dagger like a missile weapon, cast a spell, or attack somebody standing close by in hand-to-hand combat. The player does not need to decide which action the character is going to take at the



beginning of the round. The player can wait to see which side wins initiative, who else moves, and so on—but the longer the wait, the fewer options there will be. Once the movement step of the Combat Sequence is past, for instance, there is no returning to it.

Morale Checks (Optional Rule)

To see if a monster will continue fighting, you can make a morale check. Roll 2d6 and compare it to the morale score listed in the creature's description. If the result is less than or equal to the creature's morale score, it continues to fight. If the result is greater than the creature's morale score, it fails the check and runs away if possible. If there is no place to run, it surrenders. If the creature is intelligent enough to talk, it may bargain for its life by directing the PCs to any nearby treasure.

Any monster who rolls a 12 for its morale check has become a fanatic and does not need to make any further morale checks—it will never surrender.

Frightened Kobold

Lay the map sheet out with Zanter's Dungeon facing up. Assemble the fold-up counter labeled "kobold" and place it in Room #4 on space A. Place your counter next to the door leading to Room #3, and place Axel's counter in Room #3 just behind your counter. Begin with section 1.

1. *As you step into Room #4, you see a small humanoid with scaly, rust-brown skin and a dog-like snout standing next to you, trying to open a door. When it sees you, the kobold shrieks and stops tugging at the door.*

This is the beginning of a new combat round. Make a surprise roll for yourself and the kobold. If you are surprised, continue with section 2. If the kobold is surprised, continue with section 3. If neither side is surprised, or if both sides are, continue with section 4.

2. *The kobold runs away, screaming, "Help!"*

Move the kobold's counter to space B. Continue with section 5.

3. *You grab the kobold. Then Axel tries to come into the room. He bumps you, and you drop the kobold.*

Continue with section 7.

4. Each side rolls 1d6 to determine initiative. If you win (roll higher), continue with section 6. If you lose or tie, continue with section 7.

5. Roll 1d6 for each side to determine initiative. If you win (roll higher), continue with section 8. If you lose or tie, continue with section 7.

6. *You grab the kobold. Then Axel tries to come into the room. He bumps you, and you drop the kobold. The kobold runs away, screaming, "Help!"*

It is the beginning of a new round. Roll 1d6 for each side to determine initiative. If you win or tie, turn to section 8. If you lose, continue with section 7.

7. *The kobold goes to a corner of the room and screams, "Help! Guards! Help!"*

Move the kobold's counter to space B, if it is not there already. If you ignore the kobold and try to open the door, continue with section 9. If you attack it, continue with section 8.

8. *You run over to the kobold to attack.*

Unfortunately, you cannot move and attack in the same round. Roll initiative again. If you win, continue with section 10. If you lose, continue with section 11.

9. *You push on the door and find it locked.*

That is your action for this round. Roll initiative for the next round. If you win or tie, continue with section 12. If you lose, continue with section 11.

10. *You grab the kobold and say, "Be quiet!"*

When the monster stops yelling, you lock it in the hall in front of the jail (Room #2).

"Now what?" asks Axel.

Remove the kobold's counter from the map. Continued in the next Adventure Installment.

11. *The kobold runs to the opposite corner of the room. "Give up!" it screams.*

You follow the kobold. Axel finally joins the fray and circles to the other side, boxing it in.

Move the kobold's counter to space C. Place your counter and Axel's counter to either side of it. Unfortunately, you can't move and attack in the same round, so you can't silence the kobold right now. Roll initiative for the next round. If you win, continue with section 10. If you lose, continue with section 13.



12. You run over to the kobold, but you can't move and attack in the same round. The kobold, which has not moved, bites your knee. Place your counter next to space B. Roll initiative for the next round. If you win, continue with section 10. If you lose, continue with section 11.

13. When it sees that it's surrounded, the kobold surrenders.
Continue with section 10.

ENCOUNTER Checklist

1. **Game time:** Game time switches from 10 minute turns to 10 second rounds.
2. **Surprise:** Both sides make surprise rolls, if appropriate.
3. **Initiative:** Both sides make initiative rolls to see who moves, talks, or attacks first. If combat or magic begins, play now proceeds with the Combat Sequence.
4. **Reactions:** If the DM does not know how the monsters will react to the PCs, a reaction roll should be made to determine their initial attitudes.
5. **Results:**
 - A. If the PCs trigger a trap, the DM applies the consequences.
 - B. If both sides talk, role-play the conversation until agreement is reached, one side flees, or a fight begins.
 - C. If the PCs run away, make a morale check for the monster or NPC to see if it chases them. If it does, roll d%. On a roll of 25% or less, it pursues them and attacks again. Otherwise, the PCs escape.
 - D. If one or both sides attack after the initial meeting, play proceeds with the Combat Sequence (start with step 1 and roll for initiative again).
6. **Encounter ends:** after the encounter ends, begin play with a new turn. Always assume that encounters take a full turn to resolve all combat, resting, sorting loot, etc.



When a game turn leads to an encounter, and that encounter turns into a battle, the fight is played out in combat rounds. A round is 10 seconds of game time.

During a round, a character may do one thing: move, attack, cast a spell, talk, drink a healing potion, or any other single action that a person could do in 10 seconds. A character cannot do two things in a single round, such as run 20 feet and then attack. The character would have to run the 20 feet on the first round, then attack on the next round.

Of course, not everyone in a fight just stands and slugs it out toe-to-toe. When a character attacks during a round, we assume that the character is maneuvering for position. To reflect this, a PC can move up to 5 feet while fighting, or scuffle and turn and dance around up to 5 feet while fighting. Maneuvering like this does not count as an action during the round.

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

The Combat Sequence

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

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

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

Guards

Lay the map sheet on the table, with Zanzer's Dungeon facing up. Place your counter and Axel's counter in Room #4, in the two spaces closest to the door leading to Room #3 (but not in space A). Assemble two of the fold-up counters labeled "Guard." Place one of them on space A and the other in one of the spaces next to space A (that you or Axel are not standing in).

1. *Two guards rush into the room from Room #5. Fortunately, they aren't wearing armor or carrying weapons.*

This is the beginning of a new round. Use the Combat Sequence to run the fight.

This is the first round of a fight, so you must roll for surprise. Roll 1d6 for each side. If either side rolls 1 or 2, they cannot do anything during the first round. The other side gets a free attack.

If both sides are surprised, play goes to the second round of combat and you proceed with the Combat Sequence as normal.

Combat Sequence

A. **Each side rolls 1d6 to determine initiative.** Roll 1d6 for your side and 1d6 for the guards' side.

B. The side with initiative acts.

Whoever rolled highest in Step A gets the initiative and completes Steps B2 and B5 first. (Remember, we are skipping Steps B3 and B4 for now.) If both sides roll the same, initiative is tied. Both sides complete each of the steps together.

B2. Those who are moving do so.

If you have initiative, you may move your counter or Axel's. You cannot move through any space the guards occupy. Opening any door ends your movement for that round. Moving more than 5 feet (one square) also prevents you from attacking this round.

When they have initiative, the guards do not move except to follow you and Axel. If initiative is tied and you move away, the guards will attack as you leave.



B5. Characters fighting hand-to-hand attack.

If your side has initiative, you and Axel may attack now (as long as you did not move more than 5 feet in Step B2). If the guards have initiative, they attack now (as long as they don't have to move more than 5 feet to be next to you or Axel).

B5a. Choose targets.

If your side has initiative and you and Axel are attacking, decide which guard each of you is attacking. If you are both standing next to the same guard, you may both attack one target.

If the guards have initiative, one attacks you and one attacks Axel.

B5b. Make hit rolls.

Everybody's Armor Class is 9. Consulting the Character Hit Roll Table, everybody needs a 10 or more on 1d20 to hit. Roll 1d20 for anybody who is attacking now. Remember whether or not they rolled high enough to hit. (Note: Nobody has any weapons, so everybody is fighting with fists.)

B5c. Roll damage for successful hits.

Roll 1d4 for any character who hit in Step 5b. On a piece of scratch paper, write down the name of the target (use Guard #1 and Guard #2 for the guards), then record the result of the damage roll. If a target has been hit more than once, add the results of all damage rolls recorded under the target's name.

When the total damage written under a guard is 3 or more, the guard falls unconscious. When the total number written under your name (or Axel's) is 6 or more, you (or Axel) fall unconscious.

C. The side that lost initiative completes all steps listed under "B."

If your side had initiative first, it is the guards' turn. If the guards had initiative first, it's your turn.

If initiative was tied, or if both sides have had it, you have completed one round. If at least one character on each side is still standing, return to Step A and start the next round (but do not roll for surprise).

Keep repeating the Combat Sequence until everybody on one side is unconscious. This adventure will be continued in the next Adventure Installment. Remember whether the guards were all knocked out, or you and Axel were knocked out.

Movement in Combat (Step B2)

Normal movement is covered in the chapter, "The Game Turn." A character may move one-third as far in a round as in a turn. For example, PCs can normally move 40 feet per combat round. Encumbrance rules still apply (see Speed and Encumbrance Table, page 34). Once characters are involved in a fight, their movements may be further restricted by close quarters or the press of their companions around them. Use common sense. There are two different ways to quit a fight: by withdrawal or retreat. When characters withdraw, they leave carefully, with an eye on the combat. Withdrawing is a special kind of maneuver—the withdrawing character backs up 5 feet per round. As soon as the character stops, combat may begin again (if the attacker followed him).

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

Missile Combat (Step B3)

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

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

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

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

Attackers who did not make successful hit rolls skip step 3c. But attackers who did hit



Character Hit Roll Table

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

their targets roll damage in step 3c. Consult the range tables to determine the range modifier (see **Range**, below), then check the Weapons and Equipment Table (page 23) to see what kind of die the attacker rolls to determine damage. Have the attacker make the die roll, then have the defender subtract the result from hit points.

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

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

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

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

Range Table: Fired Weapons

	Range in Feet		
	Short (+1)	Medium (0)	Long (-1)
Long Bow	6-70	71-140	141-210
Crossbow	6-60	61-120	121-180
Short Bow	6-50	51-100	101-150
Sling	6-40	41-80	81-160

Range Table: Thrown Weapons

	Range in Feet		
	Short (+1)	Medium (0)	Long (-1)
Spear	6-20	21-40	41-60
Oil, Holy Water	6-10	11-30	31-50
Hand Axe	6-10	11-20	21-30
Dagger	6-10	11-20	21-30
Misc. Object	6-10	11-20	21-30

Note that missile weapons are divided into two kinds. Fired weapons cannot be used if the target is within 5 feet. Thrown weapons can be used if the target is within 5 feet, but they become melee weapons at such distances.

If the attacker is firing at a target within a weapon's short range, a +1 bonus is added to the attacker's hit roll. If the target is at medium range, the hit roll is not adjusted. If the target is at long range, a -1 penalty is subtracted from the attacker's hit roll.

COVER

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

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

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



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

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

Multiple Adjustments Missile Combat Hit Rolls

It is not unusual for more than one adjustment to apply in missile combat. When this happens, add and subtract all bonuses and penalties that affect the hit roll.

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

Oil and Holy Water as Missile Weapons

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

Oil is carried in glass flasks. It is often thrown at monsters (on one round), then lit (on the following round) to cause 1d8 points of damage. Before the oil is effective, however, a successful hit roll must be made against the target to break the flask on the monster. Then a character wielding a torch (or some other flame) must make a separate hit roll to light the oil. This hit roll is made against AC 9 (plus or minus cover modifiers) instead of the creature's normal AC, however, since all the attacker is trying to do is touch the torch to the oil.

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

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

Sometimes, flasks of oil are broken on the floor on purpose, creating pools 3 feet in diameter. If lit, such a pool burns for 10 rounds. Any creature stepping into the burning pool suffers 1d8 points of damage per round. Again, it takes two rounds to step back and beat out the flames.

Inflicting Damage

In step 3c, the attackers who made successful hits in step 3b roll damage. They roll the damage die listed for their weapon. Damage dice are all given on the Equipment Tables (page 23). The result is the points of damage they caused; this is subtracted from the defender's hit points.

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

If a character (or monster) loses all hit points in combat, then at the end of that step the character collapses to the ground and dies. The PC can only complete whatever the character was doing in the step in which death occurred. If the character was in the middle of doing something several steps long, the task cannot be completed—the character is dead, after all.

Magical Combat (Step B4)

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

In step 4a, spellcasters choose their target or targets. A PC spellcaster must tell the DM what spell is being cast and declare the intended target. If the spellcaster is an NPC, simply tell the PCs that the character is casting a spell. Do not tell them what the spell is (your game will be more suspenseful if they don't know).

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



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

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

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

Hand-to-Hand Combat (Step B5)

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

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

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

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



Attack Roll Modifiers Table

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

THAC0 (Optional)

Using THAC0 is often an easier way to remember combat rolls. THAC0 stands for "To Hit Armor Class 0." The Character Hit Roll Table shows what a character needs to hit Armor Class 0. For instance, a 1st-level fighter needs to roll 19 or better to hit a target with Armor Class 0. Instead of looking on the Hit Roll table for every attack, the player only needs to remember that the character's THAC0 is 19.

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

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

Step C

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

Step D

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

Also, have the PCs make a note of any supplies they used (for instance, if they threw a vial of holy water on a zombie), any arrows they lost, and wounds they suffered, etc. Often, if the PCs defeat the monster, they will find some of the treasure it has stolen from other unlucky charac-

ters over the years. They should make a note of any treasure they recover.

Healing Wounds

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

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

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

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

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

What If a PC Gets Killed During Battle?

Since monsters fight back, player characters get killed sometimes. It's only fair; after all, monsters get killed more often than not. At first, the player whose character dies may be disappointed. She may feel like she's lost the game.

This isn't true. Remember, the real way to win in the DUNGEONS & DRAGONS® game is to have fun. The player should simply assume the role of a new character. You should make up a reason for the other PCs to meet this new adventurer as soon as possible. (Perhaps she is chained up in the next room they enter or is running from the next monster they meet.)

It is likely the PCs will want their new friend to tell them about the dungeon. What do you do if they want too much information? The new PC could have amnesia. She could be ignorant of any room beyond the one she's in.

After you read the conclusion (*Cleaning Up the Details*) of these Adventure Installments, you are





ready for your first group adventure! That adventure awaits you in the next chapter entitled **Escape from Zanzer's Dungeon, Part I**.

Cleaning Up the Details

Congratulations! You've had your first **DUNGEONS & DRAGONS®** game combat. Now that the fighting is over, all that's left is cleaning up the details—and recovering from the battle!

Lay the map sheet on the table with the Zanzer's Dungeon side face-up. If all the guards were knocked out, place your counter, Axel's counter, and the counters of the two guards in Room #4. Begin the adventure with section 1.

If the guards knocked out you and Axel, place your counter and Axel's counter in Room #4 alone. Begin the adventure with section 2.

1. After the last guard falls, you and Axel spend several minutes recovering your breath.

You and Axel each have 6 hit points. This means you can take 6 points of damage before you die. Write "Hit Points: 6" on both your Character Record Sheet and on the paper you are using to keep track of Axel's information.

Write the amount of damage you suffered during the fight next to your hit points. Do the same for Axel. These are the hit points of damage that you suffered during the fight.

Continue with section 3.

2. "Oooh, my aching head!" Axel groans. He leans over and shakes you until you wake up. "Are you okay?"

"I think so," you say, opening your eyes. To your surprise, you are still in Room #4. "Why aren't we dead?" you ask.

"We should be," Axel says, getting to his feet. "But dead men don't make good salt miners. The guards must have saved our lives. They've probably gone to get some help before they drag us back to the cells."

You and Axel each have 6 hit points. This means you can take 6 points of damage before you die. Write "Hit Points: 6" on both your Character Record Sheet and on the paper you are using to keep track of Axel's information.

During your fight with the guards, both of you took 6 or more points of damage, so you should be dead. Fortunately for you, the guards

wanted you alive to work in the salt mines. They used a magical potion to keep you from dying. This potion partially healed you both, so that you and Axel suffered only 5 points of damage during the fight. Next to your hit points, write 5. This number is the points of damage that you suffered during the fight.

Continue with section 3.

3. Note that hit points are used in two ways. First, they indicate the maximum amount of damage a character can take. When we talk about a character's hit points, we are referring to the maximum amount of damage he or she can take before dying. This amount will increase as your character grows more experienced, but it will not change very often. In your case and Axel's, it is currently 6 hit points.

Second, hit points indicate how much damage has actually been done to the character. When a character is hit, he or she suffers a certain number of points of damage. You add to these points as the character receives more damage, and subtract from them as the PC is healed. A character's number of points of damage will change very often during an adventure, but when it equals or exceeds the number of hit points the character dies.

Continue with section 4.

4. Axel looks around the room. He spies two vials of amber liquid lying near the door. He quickly grabs the vials, then drinks one down. He hands the other to you, saying, "Drink this."

You scowl at the vial. "What is it?"

"You're new to this, aren't you?" he says. "It's a healing potion." He waits for you to finish drinking the foul-tasting liquid, then adds, "At least I hope it is."

Axel was right, the two vials the guards dropped contained magical healing potions. Erase the points of damage recorded next to the hit points on both your Character Record Sheet and the paper you are keeping for Axel. Both of you are now fully recovered.

Now read **Escape from Zanzer's Dungeon, Part I**, and get ready for your first group adventure!



Escape from Zanzer's Dungeon, Part 1

You're ready for your first group adventure. To play, you'll need the map sheet, fold-up counters, dice, pencil and paper. You should also have Axel's Character Record Sheet, and two to four friends.

Before inviting your friends over, carefully read through the adventure. When playing any adventure that you did not write, always take the time to read it before playing. This makes it easier to run the adventure when your friends arrive.

As you read through the adventure, you'll notice that it is similar to the read-along adventures you've been playing alone. Because you already know a great deal about this adventure, you should find it easier to run for your friends.

When your friends arrive, start by reading the section about role-playing games on page 3 aloud to them. Now they have an idea what the game is about. You can begin the adventure with section 1.

Please note that any text following "DM:" is for you alone and should not be read to the players.

1. Read the boxed text below to your friends.

You awaken in a musty room. The floor and three walls are solid stone, but the fourth wall is of thick iron bars. You're in jail!

DM: Stop reading out loud.

Ask each player to choose one of these names: Barab, Carok, Dent, Fura, Hector, Jala, Nuggin, or Pike.

After each player chooses a name, read the description of the character to him.

Barab: You're a swordsmith's apprentice.

Carok: You're a delivery boy for an armorer.

Dent: You're a street urchin.

Fura: You're a scullery maid.

Hector: You're an assistant to a local cleric.

Jala: You're a dancing girl.

Nuggin: You're a green-grocer's son.

Pike: You're an aid in village militia.

Have each player choose a figure that (each thinks) looks like the character. Place the figures in Room #1 on the map sheet. (It's okay for the players to look at the figures before choosing their names.)

If the players wish, they can change or make up a different description for their characters.

Tell the players that the last thing their characters remember is being hit on the head by a couple of ruffians. Now continue with section 2.

2. Place the fold-up counters labeled "Jerj" and "Axel" in Room #2 in front of the jail. Read the boxed text to your players:

A hairy, whip-carrying monster enters the hallway in front of the jail. Behind it follows a brawny man with bound hands. The monster stops in front of your cell, then says, "I'm wise to your tricks, prisoners. Lie face down on the floor. don't try anything, or I'll bash you good!"

DM: The hairy monster is Jerj the hobgoblin, and the man with the bound hands is Axel. They are NPCs. As DM, you must play their roles the way you are instructed to in this adventure.

After Jerj makes his threat, ask the PCs whether they obey the hobgoblin's order. The PCs may want to escape when Jerj opens the cell door. Unfortunately for them, the hobgoblin expects the PCs to try to escape. The table below outlines how he will respond.

PCs' Action	Jerj's Response
Refuse to lie down	Whip the prisoners through the bars
Jump up and rush door	Slam door and lock it before PC reaches it
Fake fight or illness	Ignore it
Crawl toward door	Shove Axel toward crawling PC and slam door shut
Try to bend or break door	Laugh at PC as he fails
Try to pick lock	Dangle lockpicks out of reach, tell PC he needs the right tools

If the PCs try something not listed, make up Jerj's response. Remember, he is ready for whatever the PCs try and will not allow them to escape. As a last resort, Jerj will summon 12 guards to train their crossbows on the prisoners while he puts Axel in the cell.

Once the PCs realize they can't escape yet, continue with section 3.

3. Put Axel's counter in the cell with the PCs and





remove Jerj's from the map. Read the boxed text to the players.

"My name's Axel," says your burly companion. "Untie my hands, will you?"

DM: Whether or not they untie Axel, the PCs may ask their new cell mate questions. But Axel is a selfish con-artist who never talks for free. He wants two gold coins for his knowledge.

Since none of the PCs have money, Axel suggests they try to win the information from him in a dice game. Put the polyhedral dice that came with your game in front of the players.

Axel says, "If I roll highest, each of you owes me a gold piece when we get out. If any of you roll higher than me, I'll tell you something about this place." He takes the d20 for himself, then allows the PCs to have any other dice for themselves. Each time Axel wins, he gleefully counts up the gold pieces the PCs owe him. Each time he loses, he tells them something else about where they are, in the order listed below:

- *We're in a dungeon.*
- *We're in a wizard's dungeon.*
- *The wizard's name is Zanzer Tem.*
- *The wizard often kidnaps people and buys prisoners.*
- *The wizard makes his prisoners work as slaves in his salt mines.*

After Axel has revealed his last bit of information, he will not play any longer—but he tells the PCs they still owe him all the money they lost during the game.

Continue with section 4.

4. Read the boxed text to the players.

"You guys don't look too strong," Axel says. "You're not very smart, either, so I'm boss of this cell."

DM: It's time for the PCs to find out how strong and smart they are. Give each player a Character Record Sheet, or have them write their characters' names on a blank sheet of paper.

Next, have each PC roll 3d6 for each Ability Score: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. Have them record

the results on their sheets.

Give the PCs a chance to react to Axel's boast. He responds to disagreement by threatening to pound challengers into the floor.

Before the matter comes to blows, continue with section 5.

5. Place Jerj's counter in Room #2.

The hobgoblin enters the hallway carrying a basket of bread. He dumps ten small loaves into the cell. "Enjoy your meal," he chuckles. "It will be your last for a while."

DM: Jerj leaves immediately. Remove his counter from Room #2. Axel leaps in front of the pile and yells, "Stay away from my bread!" Ask the PCs if they are going to let Axel have all the bread.

Assuming the PCs want some bread, ask each one how he or she intends to get it. The table below lists several ways the PCs might take bread from Axel. As each PC tries, find the closest method to the one the character is using and look up the result.

Method	Result
Fight	If PC's Strength is 14+, she knocks Axel away and gets two loaves; otherwise, Axel knocks her away
Trick	If PC's Intelligence is 10+, Axel falls for the trick and the PC gets three loaves; otherwise, Axel ignores trick
Persuade	If PC's Wisdom is 12+, Axel agrees to give PC two loaves; otherwise Axel ignores PC
Grab	If PC's Dexterity is 11+, she gets two loaves; otherwise, Axel pushes her away

Method	Result
Ask	If PC's Charisma is 12+, Axel agrees to give her one loaf; otherwise, Axel pushes her away
Gang up	If PCs try to take all the bread at once, Axel stomps on it; only two loaves remain, though anybody with a Constitution of 12+ can force herself to eat the crumbs off the filthy floor

When Axel cannot keep all the bread, he begins yelling.
Continue with section 6.



6. Place Jerj's counter in Room #2.

"What's all the racket?" demands Jerj. The hobgoblin steps into the hall. "Settle down, or I'll knock you senseless."
"Your threats don't scare us, Jerj," says Axel. "We'll die in the mines anyway!"
Jerj glares at Axel with a menacing stare. "Have it your way. If you're all so anxious to see the salt mines, then you'll go as soon as I get back with your shackles."
Jerj ignores all of your protests and leaves.

(remove his counter from the map)

As soon as he is gone, Axel turns to you. "Now you've done it! If we don't figure out how to escape, we're all goners!" Axel will not listen to any claims that he caused the problem.

DM: Allow the PCs to come up with an escape plan. Axel agrees to anything that sounds likely to work. If the PCs don't have any ideas, Axel can suggest that they let Jerj shackle one of them, then, while he's distracted, the others can jump him.

Let the players discuss their plan for a while, then continue with section 7.

7. Place Jerj's counter in Room #2, along with a goblin counter and markers, one for each PC.

Jerj returns with several assistants. "Stand back!" he orders gruffly. He takes the key and puts it in the keyhole.

DM: Allow the PCs to put their plan into action. Jerj won't do anything too foolish, but he is angry and can be goaded into making mistakes—especially if the PCs do something to make him even angrier. Use your own judgment to decide whether or not Jerj falls for any tricks. Remember that hobgoblins aren't too smart.

No matter what they do, the PCs can't escape without a fight. When the fight begins, make a Surprise Check for Jerj and the goblins. (Roll 1d6; on a result of 1 or 2, the PCs get a free round.) Axel and the PCs don't make a Surprise Check. They are expecting a fight.

After resolving the Surprise Check, use the

Combat Sequence to run the combat.

Combat Sequence

A. Each side rolls 1d6 to determine initiative.

B. The side that wins initiative acts first.

2. Those who are moving do so.

Jerj and the goblins move only if they need to in order to attack.

5. Characters fighting hand-to-hand attack.

a. They choose targets.

Jerj and the goblins each attack the nearest prisoner.

b. They make hit rolls.

Everybody in the combat needs a 10 or more on 1d20 to make a successful hit.

c. They roll damage for successful hits.

Anyone who hits rolls 1d4 to determine how much damage he inflicts. Axel and the PCs can suffer 6 points of damage before they fall unconscious. Jerj takes 4 points of damage, and the goblins each take 2 points of damage before falling unconscious.

Keep track of how much damage the NPCs suffer. The players should keep track of their characters' damage.

C. The side that lost initiative completes all the steps under "B."

If all PCs are knocked unconscious, they awaken in their cell again, with all hit points restored. They must figure out another way to escape. Jerj will treat them less carefully this time because he doesn't expect them to try escaping a second time.

If Jerj and the goblins are knocked unconscious, Axel finds one magical healing potion for himself and for each PC in Jerj's pocket. He drinks one and recovers the hit points he lost, then offers a potion to each PC.

Ask the PCs what they do with Jerj, the goblins, and the shackles. When the PCs are ready, continue with section 8.

8. Place the goblin counter in Room #3.

As you open the door to the next room, a frightened shriek sounds from inside.

DM: Make a Surprise Roll for both sides. If the goblin has the opportunity (by winning initiative or surprise), it flees.

Otherwise, the goblin stays to fight. Use the Combat Sequence to run the combat. The goblin





takes 2 points of damage before falling unconscious, needs a 10 on 1d20 to hit, and inflicts 1d4 points of damage. When the PCs enter Room #4, continue with section 9.

9. Read the boxed text to the players.

As you enter this room, you hear a man cry, "Escape! Look out, Javal!"

DM: Two guards have entered Room #4 from the other door in the room. (Place two guard counters in Room #4.) The guards attack immediately. They can each take 5 points of damage, need a 10 on 1d20 to hit, and cause 1d4 points of damage. (They weren't expecting trouble, so they didn't bring weapons; they are fighting with their bare hands.)

If the PCs fall unconscious, they are returned to their cell and must escape again. If they win the fight, they can take a few minutes and explore the room. In the guards' pockets, they find one healing potion for Axel and each PC. In a pile in the corner, they find assorted clothing and armor.

The PCs are free to drink the healing potions (the potions restore all of the drinker's hit points). Each PC can also take a suit of leather or chain mail armor.

After the Adventure

Congratulations! You have escaped from your cell and completed Part I of your first DUNGEONS & DRAGONS® game adventure!

Unfortunately, it's time to pack up the dice for today, but the next time we play you will choose a class for your character. You can be a fighter, cleric, thief, elf, dwarf, or halfling. You'll also learn about using different kinds of weapons and armor.

Until then, don't worry about your characters. They'll be safe where they are, waiting for you to come back and play.

DM: Remember to write down all the monsters the PCs defeated and to make notes of anything else important that happened during the adventure. (For instance: Did the PCs save a healing potion? Did they take a pair of shackles along? Did one of the monsters escape?)

Set a date and time for your friends to come back for their next adventure. You will have to read *Escape from Zanzer's Dungeon, Part II*, so allow yourself enough time to prepare.



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

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

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

Clerical Spells

1st Level

*Cure Light Wounds**
 Detect Evil
 Detect Magic
 Light*
 Protection from Evil
 Purify Food and Water
 Remove Fear*
 Resist Cold

2nd Level

Bless*
 Find Traps
 Hold Person*
 Know Alignment*
 Resist Fire
 Silence 15' Radius
 Snake Charm
 Speak With Animals

Spell names in the following descriptions that are italicized as well as bold indicate reversible spells.

1st-Level Clerical Spells

Cure Light Wounds

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

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

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

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

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

Detect Evil

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

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

Detect Magic

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

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

Light

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

This spell creates a large ball of light, as if a bright torch were lit. If the spell is cast on an object (such as the cleric's weapon), the light moves with the object. If cast at a creature's



eyes, the creature must roll a Saving Throw vs. Spell. If the Saving Throw fails, the victim is blinded by the light for the duration of the spell.

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

Protection from Evil

Range: 0

Duration: 12 turns

Effect: The cleric only

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

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

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

Purify Food and Water

Range: 10 feet

Duration: Permanent

Effect: See below

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

Remove Fear

Range: Touch

Duration: 2 turns

Effect: Any one living creature

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

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

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

Resist Cold

Range: 0

Duration: 6 turns

Effect: All creatures within 30 feet

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

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

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



2ND-LEVEL Clerical Spells

Bless

Range: 60 feet

Duration: 6 turns

Effect: All within a 20-foot-square area

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

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

Find Traps

Range: 0 (Cleric only)

Duration: 2 turns

Effect: Traps within 30 feet glow

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

Hold Person

Range: 180 feet

Duration: 9 turns

Effect: Paralyzes 1d4 creatures

This spell paralyzes 1d4 creatures for nine turns. It affects all human, demihuman, or human-like creatures (bugbear, gnom, hobgoblin, Kobold, lizard man, ogre, orc, or sprite). It does not affect the undead nor creatures of 5





HD or more. The spell can be cast at a single person or at a group. If cast at a single person, a -2 penalty applies to the Saving Throw. If cast at a group, it affects up to four persons (of the cleric's choice), but with no penalty to their rolls. Each victim can make a Saving Throw vs. Spell to avoid the effect.

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

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

Know Alignment

Range: 0 (Cleric only)

Duration: 1 round

Effect: One creature within 10 feet

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

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

Resist Fire

Range: 30 feet

Duration: 2 turns

Effect: One living creature

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

Silence 15' Radius

Range: 180 feet

Duration: 12 turns

Effect: Sphere of silence 30 feet across

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

Snake Charm

Range: 60 feet

Duration: 1d4+1 rounds or 1d4+1 turns

Effect: Charms 1 HD of snakes per level of the caster

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

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

Speak with Animals

Range: 0 (Cleric only)

Duration: 6 turns

Effect: Allows conversation within 30 feet

This spell enables a cleric to speak with any animals of one type that are within 30 feet for the duration of the spell. The effect moves with the caster. The cleric must name one type of animal (such as "normal bats," "wolves," etc.). Intelligent animals and fantastic creatures are not affected. When there exist both normal and giant



forms, only one type (either normal or giant) may be named. The creatures' reactions are usually favorable (+2 bonus to reaction roll), and the cleric may talk them into doing a favor if the reaction is high enough. The animal must understand the favor requested, and the task must be possible for the creature to perform. No Saving Throw is allowed.

Magic-user Spells

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

1st-Level Magic-user Spells

Charm Person

Range: 120 feet

Duration: See below

Effect: One living person (see below)

This spell makes the target feel that the caster is his best friend. He tries to defend the caster against any real or imagined threat. *Charm person* affects only humans, demihumans, and certain other creatures. It does not affect animals, undead, creatures with more than 6 Hit Dice, or fantastic creatures (such as gargoyles or medusae).

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

If the caster speaks a language that the charmed target understands, the caster can give orders to the target. These orders should sound like sug-

gestions, as if "just between friends." The target usually obeys, but orders that are contrary to the target's nature (alignment and habits) can be resisted. A target always refuses to obey an order to kill itself.

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

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

Detect Magic

Range: 0

Duration: 2 turns

Effect: Everything within 60 feet

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

Example: Shortly after casting this spell, a magic-user walks into a room containing a door locked by magic, a magical potion lying on a table, and a treasure chest with a magic wand inside. All the magical items glow, but only the door and potion can be seen. The light of the glowing wand is hidden by the treasure chest. No Saving Throw is allowed.

Floating Disc

Range: 0

Duration: 6 turns

Effect: Disc remains within 6 feet

This spell creates an invisible, horizontal platform about the size and shape of a small round shield. It can carry up to 5,000 cns (500 pounds). It cannot be created in a place occupied by a creature or an object. The floating disc forms at the height of the caster's waist, and always





floats at that height. It automatically follows the caster, staying within 6 feet at all times. It can never be used as a weapon, because it has no solid existence and moves slowly. When the duration ends, the floating disc disappears, suddenly dropping anything upon it. No Saving Throw is allowed.

Hold Portal

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

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

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

Light

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

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

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

Magic Missile

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

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

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

Protection from Evil

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

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

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

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

Read Languages

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

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



Read Magic

Range: 0

Duration: 1 turn

Effect: The caster only

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

Shield

Range: 0

Duration: 2 turns

Effect: The caster only

This spell creates a magical barrier all around the caster (less than 1 inch away). It moves with the caster. For the spell's duration, the caster becomes Armor Class 2 against missiles, and AC 4 against all other attacks.

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

Sleep

Range: 240 feet

Duration: 4d4 turns

Effect: 2d8 Hit Dice of living creatures within a 40-foot-square area

This spell puts creatures to sleep for 4d4 turns. It affects only creatures with 4+1 Hit Dice or less—generally small or man-sized creatures. All the creatures to be affected must be within a 40-x40-foot area. The spell does not work against undead or very large creatures, such as dragons. Any sleeping creature can be awakened by force (such as a slap or kick). Any sleeping creature may be killed with a single blow of any edged weapon, regardless of its hit points or AC.

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

Ventriloquism

Range: 60 feet

Duration: 2 turns

Effect: One item or location

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

2ND-LEVEL Magic-user Spells

Continual Light

Range: 120 feet

Duration: Permanent

Effect: Volume of 60-foot-diameter sphere

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

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

Detect Evil

Range: 60 feet

Duration: 2 turns

Effect: Everything within 60 feet

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



Detect Invisible

Range: 10 feet per Level of the caster

Duration: 6 turns

Effect: The caster only

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

ESP

Range: 60 feet

Duration: 12 turns

Effect: All thoughts in one direction

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

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

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

Invisibility

Range: 240 feet

Duration: Permanent until broken

Effect: One creature or object

This spell makes any one creature or object invisible. When a creature becomes *invisible*, all items carried and worn also become *invisible*. Any *invisible* item becomes visible again when it leaves the creature's possession (dropped, set down, etc.). If the caster makes an object *invisible* that is not being carried or worn, it becomes visible again when touched by any living creature.

An *invisible* creature remains *invisible* until he or she attacks or casts any spell. A light source (such as a torch) may be made *invisible*, but the light given off always remains visible. No Saving Throw is allowed.

Knock

Range: 60 feet

Duration: See below

Effect: One lock or bar

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

Levitate

Range: 0

Duration: 6 turns +1 turn per level of the caster

Effect: The caster only

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

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

Locate Object

Range: 60 feet +10 feet per level of the caster

Duration: 2 turns

Effect: One object within range

This spell enables the caster to find a specific object, or a common type of object (such as a flight of stairs). The caster must know exactly what the specific object looks like. The spell





points to the nearest desired object within range, giving the direction but not the distance. The range increases as the caster gains levels of experience. For example, a seer can locate objects up to 80 feet away; a conjurer up to 90 feet. No Saving Throw is allowed.

Mirror Image

Range: 0

Duration: 6 turns

Effect: The caster only

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

Phantasmal Force

Range: 240 feet

Duration: Concentration (see below)

Effect: A volume 20' x 20' x 20'

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

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

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



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

Web

Range: 10 feet

Duration: 48 turns

Effect: A volume 10' x 10' x 10'

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

Wizard Lock

Range: 10 feet

Duration: Permanent

Effect: One lock, gate, or portal

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

3rd-Level Magic-user Spells

Clairvoyance

Range: 60 feet

Duration: 12 turns

Effect: See through another's eyes

With this spell the caster may see an area through the eyes of any single creature within it. The creature must be in range, and in the general direction chosen

by the caster. The effects of this spell may be blocked by more than 2 feet of rock or a thin coating of lead.

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

Dispel Magic

Range: 120 feet

Duration: Permanent

Effect: Destroys spells in a 20-foot-cube

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

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

Fire Ball

Range: 240 feet

Duration: Instantaneous

Effect: Explosion in a 40-foot-diameter sphere

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

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

Fly

Range: Touch

Duration: 1d6 turns +1 turn per level of the caster

Effect: One creature may fly

This spell enables the target (possibly the caster) to fly. The spell permits movement in any direction and at any speed up to 360 feet per turn (120 feet per round) by mere concentration. The target may also stop and hover at any point (as a



levitate spell). Hovering does not require concentration. The exact duration is not known to anyone but the DM, who rolls those dice secretly. No Saving Throw is allowed.

Haste

Range: 240 feet

Duration: 3 turns

Effect: 4d6 creatures move double speed

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

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

Hold Person

Range: 120 feet

Duration: 1 turn/level

Effect: Paralyzes 1d4 creatures

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

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

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

Infravision

Range: 60-foot-radius

Duration: 24 hours

Effect: One living creature

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

Invisibility 10' Radius

Range: 120 feet

Duration: Permanent until broken

Effect: All creatures within 10 feet

This spell makes the target and all others within 10 feet (at the time of casting) invisible. This is an area effect, and those who move farther than 10 feet from the target become visible. They may not regain *invisibility* by returning to the area. Otherwise, the *invisibility* is the same as that bestowed by the 2nd-level magic-user's spell *invisibility*. All items carried (whether by the target or others within 10 feet) also become invisible. No Saving Throw is allowed.

Lightning Bolt

Range: 180 feet

Duration: Instantaneous

Effect: Bolt 60 feet long, 5 feet wide

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



Protection from Evil 10' Radius

Range: 0

Duration: 12 turns

Effect: Barrier 20 feet in diameter

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

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

If anyone within the barrier attacks an enchanted creature, the barrier no longer prevents that creature from attacking hand-to-hand, but the bonus to Saving Throws and

penalty to hit rolls still apply. No Saving Throws may be made to negate the effects of this spell.

Protection from Normal Missiles

Range: 30 feet

Duration: 12 turns

Effect: One creature

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

Water Breathing

Range: 30 feet

Duration: 1 day

Effect: One air breathing creature

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



Escape from Zanzer's Dungeon, Part II

You're ready for your second group adventure. To play, you'll need the map sheet, fold-up counters, dice, the friends who played Part I (it's OK for a new friend to play if someone isn't available or if you want a larger party), scratch paper, a pencil for each player, and the players' Character Record Sheets. Before your friends come over, remember to read through this adventure carefully.

1. Give each player the Character Record Sheet for their PC. Read the following boxed text.

Before we start, we're going to take a few minutes to work on your characters.

In the DUNGEONS & DRAGONS® game, there are seven character classes: Fighter, Cleric, Thief, Magic-user, Dwarf, Elf, and Halfling.

Each Character Class has a special talent, such as fighting, healing, sneaking about, and so on. This is what he's best at.

The Ability Score most important to each character class is called the Prime Requisite. The higher your character's Prime Requisite, the more skill there is in the special talent of the character's class. The character class's Prime Requisites are:

Prime Requisite	Character Class
Strength	Fighter, Dwarf
Wisdom	Cleric
Intelligence	Magic-User
Dexterity	Thief
Strength & Intelligence	Elf
Strength & Dexterity	Halfling

When you choose your character class, compare your character's highest Ability Scores to the classes' Prime Requisite. Characters with high Prime Requisites advance more quickly.

DM: Help the players choose a class for their players. Tell anybody who wants to be a magic-user to wait until the next group adventure. You all need more experience before learning how to use magic. Until then, have the player choose a different character class or remain a character without a class.

Have each player make up a name for their characters. Players may use the names they already have or make up another one.

Ask each player to choose an alignment for the

character. You will need to explain the different alignments to the players (alignments are described on page 22).

At the end of Escape from Zanzer's Dungeon, Part I, the PCs found several suits of chain mail and leather armor. Ask the PCs if they wish to wear the armor they found. Make sure the armor they choose doesn't violate character class restrictions. (See the character class restrictions in The Character Classes chapter.) Help them to determine their new ACs. Consult the Armor Class table (see page 24 or the DM's Screen) to determine the basic AC for each PC's armor. Modify this number by any Dexterity adjustments on the PC's Character Record Sheet.

2. After the PCs have chosen character classes and written down their new Armor Classes, read the following boxed text to them:

The door creaks open, then a hobgoblin snarls, "What's this?" Behind him stand several more of the hairy beasts.

DM: A group of hobgoblins is entering Room #4 through the door leading to Room #5. There is one hobgoblin for each PC.

Make a Surprise Roll for the hobgoblins and ask a player to make a Surprise Roll for the PCs' side. (Surprise Rolls are explained on page 37.) Once the fight begins, use the Combat Sequence to run the battle.

Combat Sequence

A. Each side rolls 1d6 to determine initiative.

B. The side that wins initiative acts first.

2. Those who are moving do so.

The hobgoblins try to move into Room #4. Remember that the hobgoblins cannot move through a space blocked by a PC.

5. Characters fighting hand-to-hand attack.

a. They choose targets.

One hobgoblin tries to attack each PC.

b. They make hit rolls.

The hobgoblins are AC 6, so the PCs' hit roll number is 13. The hobgoblins' hit roll table is reproduced below.

Target AC	9	8	7	6	5	4	3	2	1	0
Hit Roll	9	10	11	12	13	14	15	16	17	18





c. They roll damage for successful hits.

Anybody who hits causes 1d4 damage. Remember to add Strength bonuses. The hobgoblins have 3 hit points.

C. The side that lost initiative completes all steps listed under "B."

D. The DM declares the results.

Assuming they win, tell the PCs they notice a leather purse tied to the belt of one of the hobgoblins. Inside the purse is a healing potion and two garnets. The PCs can save the potion or use it now (it restores 1d6+1 hit points). The garnets are each worth 100 gold pieces. Assuming the PCs take the potion and the gems, have the one carrying them note that fact on the Character Record Sheet.

Make a note of how the PCs fared against the hobgoblins. If any PCs died in the battle, tell those players to roll up new characters. Sometimes characters die, but it doesn't mean that the players lost. They can rejoin the game in the next section. If all of the characters died, have all the

players create new characters. Then go back to *Escape from Zanzer's Dungeon, Part I*, and start again. They'll do better now that they've had a taste of the game.

When the PCs are ready to enter Room #5, continue with the next section.

3. As the PCs open the door to Room #5, read the following boxed text to them.

The door creaks loudly, and burning torches hiss inside the room. Fortunately, there are no other sounds coming from inside.

DM: If any players lost their PCs in Room #4, their new characters are lying bound and gagged on the floor. Explain that the hobgoblins from Room #4 were taking these new player characters to jail.

The walls of this room are lined with melee weapons. Here is a list of the weapons available, along with the damage they inflict:



Small Weapon	Weapons Damage
Dagger	1d4
Short sword	1d6
Hand axe	1d6

Medium Weapon	Weapons Damage
Club	1d4
Mace	1d6
Spear	1d6
War hammer	1d6
Sword	1d8

Large Weapon	Weapons Damage
Battle axe*	1d8
Two-handed sword*	1d10
Pole-arm*	1d10

* Cannot use a shield while carrying this weapon.

The PCs may choose one weapon each. Remember that not all character classes can use all kinds of weapons. When the PCs have their weapons, continue with the next section.

4. Read the following text out loud.

Deep, guttural laughter comes from the next room. The tramp of hobnailed boots echoes through the door. It sounds as though several beings are approaching this room.

DM: Three gnolls are coming through Room #6 and will open the door in one round. Place the gnoll counter and two markers (like pennies or slips of paper) on the map, as close to the door from Room #6 as possible.

If the PCs hid, the gnolls suffer a -1 penalty to their Surprise Roll when they open the door. Since the gnolls are making a lot of noise, the PCs don't need a Surprise Roll.

After entering Room #5, the gnolls attack. Use the Combat Sequence to run the battle.

Move the gnolls into Room #5. Remember, they can't move through a PC's space.

The gnolls are AC 5, so the PCs' hit roll number is 14. The gnoll's hit roll table is reproduced below:

Target AC	9	8	7	6	5	4	3	2	1	0
Hit Roll	9	10	11	12	13	14	15	16	17	18

The gnolls carry clubs that inflict 1d6+1 points of damage. Each PC's damage depends upon the weapon he or she is using. Remember to add Strength bonuses. The gnolls have 5 hit points each.

If the PCs win the battle and search the gnolls' bodies, they find two healing potions in the pockets of one of the gnolls. Each of the other two gnolls wears a bracelet worth 350 gold pieces.

The PCs can save the potions or use them now (they each restore 1d6+1 hit points). Remind the PCs to write down anything they take with them.

Make a note of how the PCs fared against the gnolls. See section 2 for instructions on what to do if any PCs died. When the PCs are ready to enter Room #6, continue with the next section.

5. When the PCs enter Room #6, read the following boxed text to them.

The door opens silently. The room beyond is quiet, except for hissing torches.

DM: If anybody lost a character in Room #5, the new PC is lying on the floor, bound and gagged. The gnolls from the last encounter were taking this character to jail.

The walls of this room are lined with missile weapons. Here is a list:

Weapon	Ranges (Feet)			Damage
	Short	Medium	Long	
Fired				
Long bow	6-70	71-140	141-210	1d6
Crossbow	6-60	61-120	121-180	1d6
Short bow	6-50	51-100	101-150	1d6
Sling	6-40	41-80	81-160	1d4
Thrown				
Spear	6-20	21-40	41-60	1d6
Oil, Holy				
Water	6-10	11-30	31-50	
				(See page 44)
	Short	Medium	Long	Damage
Special				
Hand axe	6-10	11-20	21-30	1d6
Dagger	6-10	11-20	21-30	1d4
Misc. object	6-10	11-20	21-30	1d4





The PCs may each choose one missile weapon. Remember, not all character classes can use all missile weapons. Consult the descriptions of each character class to see which weapons they can use. After the PCs take their weapons, continue with the next section.

6. As the PCs move from Room #6 to Room #7, place a goblin counter at the opposite end of the long hallway. Read the following boxed text.

The door creaks open, revealing a long, dank hallway. From the far end comes a timid voice, "Who goes there?"

DM: The speaker is a goblin. As soon as it sees the PCs, it screams an alarm, then attacks with a sling. On the following round, an orc takes the goblin's place, and another orc pokes its head out of the door leading from Room #8. Both fire on the PCs with crossbows. (Replace the goblin's counter with an orc and one marker.)

Make a Surprise Roll for the goblin. Have the PCs make one for their side, then use the Combat Sequence to run the battle.

If the goblin sounds the alarm, the orcs spend the first round moving into attack position (the PCs cannot see this).

On the first round, the goblin attacks with a sling. On the second round, the orcs attack with crossbows. The goblin flees.

The goblin and the orcs shoot at the characters closest to them.

Here is the hit roll table for the goblin and the orcs.

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

Remember to apply Dexterity adjustments and range modifiers for the missile weapons. Also, the orc attacking from Room #8 is just sticking its head and shoulders out of the door, so one half (two-quarters) of its body is covered by the wall. Characters attacking it get a -3 penalty to their hit

rolls (-1 for each quarter of its body that is covered and -1 because the cover is impenetrable). One PC can get the same cover by sticking just head and shoulders out of the door leading to Room #6. Remember to adjust the orcs' hit rolls if a player thinks of this.

The goblin's sling causes 1d4 points of damage. The orcs' crossbow inflicts 1d6 points of damage.

The goblin and the orcs will not start hand-to-hand fighting. If the characters start melee combat, the goblin flees. The orcs fight with their short swords. Remember that no character can move more than 5 feet and fight in the same round.

If forced to melee, the orcs attack the closest character.

Use the same hit roll chart as for Missile Combat.

The orcs' short swords cause 1d6 points of damage. The goblin has 2 hit points; the orcs have 3 each.

Assuming the PCs defeat the orcs and search their bodies, they find a healing potion and a box of pearls worth 1,000 gold pieces in Room #8. Make sure they make a note of what they are doing with this treasure.

If any PCs die, have the players roll up new characters. These characters will join the party in the next adventure.

After the Adventure

Congratulations! You've completed the second part of your first DUNGEONS & DRAGONS® game adventure! Unfortunately, it's time to pack up, but the next time you'll learn about magic! Until then, don't worry about your characters. They'll be safe where they are, waiting for you to come back.

DM: Remember to write down all the monsters the PCs defeated. Set a date and time for your friends to come back for the next adventure. You will have to read the **Escape from Zanzer's Dungeon, Part III** and the chapters **Magic and Spells**, so allow yourself enough time to prepare.



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

Infra-vision

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

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

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

Hit Dice

We've already explained that Hit Dice measure a monster's size and toughness. The more Hit Dice a monster has, the more experience points it is worth. The DM rolls a monster's Hit Dice to see how many hit points it has. Sometimes the Hit Dice have a bonus or penalty included, as a plus or minus number. This makes some monsters a little more or less powerful than their Hit Dice would show. The number is added to or subtracted from the total hit points rolled on all the Hit Dice. For example, 2+1 Hit Dice means "the total of two 8-sided dice, plus

one point" or 3-17 hit points. In monster descriptions, the Hit Dice may be listed as 1 - 1 ("one minus one"), 1 + 2, 3 + 1, and so forth. Every creature has at least 1 hit point, regardless of any subtractions.

Monster Levels

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

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

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

Number of Monsters

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

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

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

Why make these adjustments? To make the game fairer and more enjoyable for your players. If low-level characters encounter too many tough monsters on the first and second levels of a





dungeon, they might be overpowered. Using these guidelines, they can still encounter dangerous monsters, but they'll only find them in very small numbers. For example, bugbears are 3rd-level monsters (3+1 Hit Dice). The number appearing is normally 2d4. Eight bugbears, the maximum number, can destroy a low-level party. Using these guidelines, you'd adjust it so the party would actually only meet, say, 1d3 bugbears on dungeon level 1.

Reactions

Monsters can have nearly any reaction to finding a party of characters. Sometimes the monster description tells you to use a particular mood. If you're uncertain how a monster reacts, use the Monster Reaction Chart on page 30 or on the DM's Screen.

Combat

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

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

Saving Throws

Monster Saving Throws are discussed on page 25.

Special Attacks

Many monsters make special attacks; these are mentioned in their descriptions. A character can usually avoid the effects of a special attack by making a Saving Throw (but note that *energy drain* has no Saving Throw). Refer to this section whenever a monster uses special attacks.

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

A blinded creature can attack, but with a -4

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

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

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

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

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

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

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

Example: An adept with 2,800 XP sees a wight, and steps forward in an attempt to turn it. The attempt fails and the wight strikes the character. The adept immediately becomes an acolyte, with 750 XP.



Monsters' Hit Roll Table

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

In the following round of combat, the wight strikes the character again, and the acolyte is killed by the *energy drain*.

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

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

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

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

Descriptions

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

Name: If the name of a monster is followed by an asterisk (*), then a special or magical weapon is needed to hit that monster. You should use these monsters with caution; they are very dangerous to low-level characters.

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

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

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

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

Move: This gives the movement rate for the monster. The number of feet the monster moves in one 10 minute turn is given first. The number in parenthesis is the movement rate per round (for encounters).

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



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

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

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

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

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

Morale: This number is the suggested morale of the monsters to determine whether the monsters run away, surrender, or fight to the death.

Treasure Type: To find whatever treasure a monster is guarding, compare the letter given here to the letters on the Treasure Type Tables (page 103). Complete instructions for using the chart are given on page 102. "Nil" means there is no treasure.

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

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

XP Value: These are the Experience Points earned for defeating one monster of the type described. However, the DM may give more XP for monsters in tough encounters, such as an attack on a well-defended lair.

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

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

An *herbivore* prefers plants to meat.

An *insectivore* prefers to eat insects, rather than plants or red meat.

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

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

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

Basilisk

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

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

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

An attacking character can hold a mirror in front of himself for more protection. If using a



mirror, the hit roll penalty is -2 (instead of -4) however, the attacker cannot use a shield. The area must be lit for the mirror to be effective. If the basilisk sees itself in the mirror (a roll of 1 on 1d6, checked each round), it must roll a Saving Throw or be turned to stone!

Bat	Normal	Giant
Armor Class:	6	6
Hit Dice:	¼ (1 hit point)*	2*
Move:	9' (3')	30' (10')
Flying:	120' (40')	180' (60')
Attacks:	Confusion	1 bite
Damage:	Nil	1d4
No. Appearing:	1d100 (1d100)	1d10 (1d10)
Save As:	Normal Human	Fighter: 1
Morale:	6	8
Treasure Type:	Nil	Nil
Alignment:	Neutral	Neutral
XP Value:	5	20

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

Normal Bats: Normal bats do not attack men, but may confuse them by flying around their heads. There must be at least 10 bats to confuse one target. A confused target gets a -2 penalty on hit rolls and Saving Throws and cannot cast spells. Normal bats must check morale each round unless they are controlled or summoned.

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

Bear	Black	Grizzly	Polar	Cave
Armor				
Class:	6	8	6	5
Hit Dice:	4*	5*	6*	7*
Move:	120' (40')			
Attacks:	2 claws/1 bite			
Damage:	1d3x2/ 1d6	1d4x2/ 1d8	1d6x2/ 1d10	2d4/X2/ 2d6
No.				
Appearing:	1d4(1d4)	1 (1d4)	1 (1d2)	1d2(1d2)
Save As:	Fighter: 2	Fighter: 3	Fighter: 3	Fighter: 4
Morale:	7	10	8	9
Treasure				
Type:	U	U	U	V
Alignment:	Neutral	Neutral	Neutral	Neutral
XP Value:	125	300	500	850

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

Black Bear: Black bears have black fur and stand about 6 feet tall. They are omnivores, but prefer roots and berries. Black bears do not usually attack unless they are cornered and cannot escape. Adult black bears fight to the death to protect their young. They have been known to raid camps, seeking food. They are especially fond of such treats as fresh fish and sweets.

Grizzly Bear: Grizzly bears have silver-tipped brown or reddish brown fur and stand about 9 feet tall. They are fond of meat and are much more likely to attack than black bears. Grizzlies are found in many climates, but are most common in mountains and forests.

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

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



Beetle, Giant

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

Fire Beetle: A fire beetle is a 2 1/2-foot-long creature often found below ground. It is nocturnal, but may be active underground at any time. A fire beetle has two glowing glands above its eyes and one near the back of its abdomen. These glands give off light in a 10-foot-radius, and continue to glow for 1d6 days after removal.

Oil Beetle: Oil beetles are 3-foot-long giant beetles that sometimes burrow underground. When attacked, an oil beetle squirts an oily fluid at one of its attackers (make a hit roll; the range is 5 feet). If the oil hits, it raises painful blisters, causing a -2 penalty to the target's hit rolls until cured by a *cure light wounds* spell or until 24 hours have passed. (If the spell is used to cure blisters, it cannot also cure damage.) Oil beetles can also attack with their mandibles (horned jaws).

Tiger Beetle: Tiger beetles are 4-foot-long giant beetles. They have a striped carapace (a shell-like covering) that resembles a tiger's skin. Carnivores, they usually prey on robber flies and have been known to attack and eat adventurers, crushing them with their powerful mandibles.

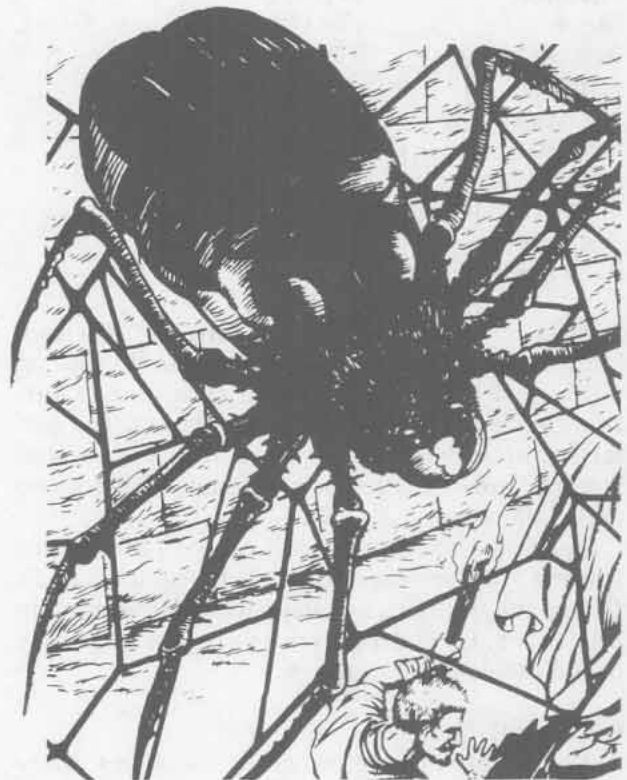
Black Pudding*

Armor Class:	6
Hit Dice:	10* (L)
Move:	60' (20')
Attacks:	1
Damage:	3d8
No Appearing:	1 (0)
Save As:	Fighter: 5
Morale:	12
Treasure Type:	See below
Alignment:	Neutral
XP Value:	1,600

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

Bugbear

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



Cat, Great

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

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

CARRION CRAWLER

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

This scavenger is a 9-foot-long, 3-foot-high many-legged worm. It can move equally well on a floor, wall, or ceiling. Its small mouth is surrounded by 8 tentacles, each 2 feet long. The tentacles paralyze unless the target rolls a successful Saving Throw vs. Paralysis. A tentacle hit does no actual damage.

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

Cat, Great

The great cats are normally cautious. They avoid fights unless forced by extreme hunger

or when trapped with no means of escape. Though they may be found in a relaxed or even playful mood, they are subject to rapid and violent changes of temper. They often develop a fondness for one type of food, and go out of their way to hunt that prey. The great cats rarely go deeply into caves, and usually memorize a quick escape route to the outdoors. Despite their shyness, they are very inquisitive, and may follow a party out of curiosity. They always chase fleeing prey.

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

Panther: Panthers are found in plains, and in forests and open shrub lands. Sometimes, they are the guardians of important individuals or treasures. They are extremely quick and can outrun most prey over short distances.

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

Tiger: Except for the sabertooth (see below), tigers are the largest of the common great cats. They prefer cooler climates and wooded lands where their striped bodies offer some degree of camouflage. They often surprise their prey (on a roll of 1-4 on 1d6) when in woodlands.

SabreTooth Tiger: Sabretooth tigers are the largest and most ferocious of the great cats. They have oversized fangs, from which they get their name. Fortunately, sabretooth tigers are mostly extinct, except in certain "lost world" areas.



Centipede, Giant

Armor Class:	9
Hit Dice:	½ (1-4 hp) (S)
Move:	60' (20')
Attacks:	1 bite
Damage:	Poison
No. Appearing:	2d4 (1d8)
Save As:	Normal Human
Morale:	7
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	6

A giant centipede is a foot-long insect with many legs. Centipedes prefer dark, damp places. The bite inflicts no damage, but the target must roll a successful Saving Throw vs. Poison or become ill for 10 days. PCs who do not make their Saving Throws move at ½ speed. They are so weak, they cannot do anything physical except walk.

Chimera

Armor Class:	4
Hit Dice:	9** (L)
Move:	120' (40')
Flying:	180' (60')
Attacks:	2 claws/3 heads + breath
Damage:	1d3/1d3/2d4/1d10/3d4 +3d6
No. Appearing:	1d2 (1d4)
Save As:	Fighter: 9
Morale:	9
Treasure Type:	F
Alignment:	Chaotic
XP Value:	2,300

A chimera is an awful combination of three different creatures. It has three heads (goat, lion, and dragon), the body of a lion, the hindquarters of a goat, and the wings and tail of a dragon. The goat's head butts, the lion's head bites, and the dragon's head can bite or breathe fire (a cone 50 feet long, 10 feet wide at the end, for 3d6 points of damage). The breath can be used only three times per day. If determined randomly, the chance of breathing fire is 50% per round, the same as for dragons. Chimera usually live in wild hills, but they may occasionally be found in dungeons.

Cockatrice

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

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

CROCODILE

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

Crocodiles are commonly found in tropical and semitropical swamps and rivers. Sometimes they are seen in underground rivers and seas. Awkward on land, they do not stray far from water. They spend hours floating just under the surface. If they are hungry, crocodiles attack creatures in the water. They are particularly attracted to the smell of blood or to violent thrashing

Large crocodiles are at least 20 feet long, and can overturn canoes and small rafts.

Giant crocodiles are normally found only in "lost worlds" where prehistoric creatures thrive. They are over 50 feet long and have been known to attack small ships.



Cyclops

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

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

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

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

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

Displacer Beast

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

A displacer beast looks like a large black panther with six legs. It has a pair of tentacles growing from its shoulders. It attacks with these tentacles, which have sharp, horn-like edges. A displacer beast's skin bends light rays, so the creature always appears to be 3 feet from its actual position. All attackers have a -2 penalty on all hit rolls, and the creature gains a +2 bonus to

all Saving Throws. If the creature is severely damaged (at 6 hit points or less), it may use its ferocious bite attack (+2 bonus to hit roll, damage 1d6). Displacer beasts are semi-intelligent.

Doppelganger

Armor Class:	5
Hit Dice:	4* (M)
Move:	90' (30')
Attacks:	1
Damage:	1d12
No. Appearing:	1d6 (1d6)
Save As:	Fighter: 8
Morale:	8
Treasure Type:	E (Q + R + S)
Alignment:	Chaotic
XP Value:	125

These man-sized, shapechanging creatures are intelligent and chaotic. A doppelganger is able to shape itself into the exact form of any human-like creature it sees (up to 7 feet tall). Once in the form of the person it is imitating, it attacks that person. Its favorite trick is to kill the original person in some way without alerting the party. Then, in the role of that individual, it attacks the others by surprise, often when they are already engaged in combat.

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

When killed, a doppelganger returns to its original form.

Dragon

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

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

Many dragons live hundreds or thousands of years. Because of their long history, they tend to think less of younger races (such as Humans). Chaotic dragons might capture men, but usually kill and eat them immediately. Neutral dragons



DRAGON

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

Dragon	Where Found	Breath Weapon	Breath Shape	Breath Range (Length x Width)	Chance of Talking	Chance of Being Asleep	Spells/ Type Level
White	Cold regions	Cold	Cone	80' x 30'	10%	50%	3 0 0
Black	Swamp, marsh	Acid	Line	60' x 5'	20%	40%	4 0 0
Green	Jungle, forest	Chlorine Gas	Cloud	50' x 40'	30%	30%	3 3 0
Blue	Desert, plain	Lightning	Line	100' x 5'	40%	20%	4 4 0
Red	Mountain, hill	Fire	Cone	90' x 30'	50%	10%	3 3 3
Gold	Anywhere	Fire/Gas	Cone/Cloud	90' x 10'/ 50' x 40'	100%	5%	4 4 4

might either attack or ignore a party completely. Lawful dragons, however, may actually help a party if the characters are truly worthy of this great honor. When playing a dragon, the DM should keep in mind that, because of its pride, even the hungriest dragon pauses and listens to flattery (if no one is attacking it, and if it understands the language of the speaker).

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

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

Any damage done to a dragon reduces the damage it can do with its breath weapon. Dragons are immune to the effects of their own breath weapons.

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

Breath Shape: The breath weapons of dragons come in three forms: cone, straight, or gas cloud.

- A cone-shaped breath weapon begins at the dragon's mouth (where it is 2 feet wide) and spreads out until it is 30 feet wide at its furthest point. For example, a white dragon's breath is a cone 80 feet long and 30 feet wide at its far end.

- A line-shaped breath weapon starts at the dragon's mouth and stretches out toward its victim in a straight line (even downward). A line-shaped breath is 5 feet wide for its entire length.

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

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

Dragons are never affected by normal or smaller versions of their breath weapon's type. They automatically make their Saving Throws against any



attack form that is the same as their breath weapon. For example, a red dragon suffers no damage from (and usually ignores) burning oil, because it is a normal fire effect. It only suffers one-half damage from fire-type magical spells, such as *fireball*.

Talking Dragons: These are intelligent, and can speak both the Dragon and Common tongues. The percentage listed under "Chance of Talking" is the chance that a dragon can't talk. Only talking dragons can use magic-user spells. The number of spells and their levels are given in the chart. For example, "3 3 0" means that the dragon can cast three 1st-level spells and three 2nd-level spells, but no 3rd-level spells. Dragon spells are usually selected randomly.

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

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

Attacks and damage are determined normally, but subduing damage is not real damage. The dragon fights normally until it reaches 0 or fewer hit points, at which time it surrenders. Any subduing damage does not reduce the damage done by the dragon's breath weapon. A dragon may be subdued because it realizes that its attackers could have killed it if they had been striking to kill. It therefore surrenders, admitting that the opponents have won the battle.

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

The dragon may be forced to serve the characters who subdued it. If a subdued dragon is ever ordered to perform a task that is apparently suicidal, the dragon attempts to escape. It may try to

kill its captors in the process.

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

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

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

Elemental

Summoning XP

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

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

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

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

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

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



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

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

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

Air Elemental: Air elementals appear as giant whirlwinds, 2 feet tall and 6 inches in diameter for each Hit Die. For example, a staff elemental would be 16 feet tall and 4 feet across. In combat, all victims of 2 HD or less hit by the whirlwind must roll a successful Saving Throw vs. Death Ray or be swept away. The elemental inflicts an extra 1d8 points of damage against any flying opponent.

Earth Elemental: The form of an earth elemental appears to be that of a huge, man-like figure, 1-foot tall for each Hit Die (a spell-conjured elemental would be 16 feet tall). It cannot cross a water barrier wider than its height. It inflicts an extra 1d8 points of damage against opponents on the ground.

Fire Elemental: The guise of a fire elemental is as a swirling pillar of roaring flames, 1-foot-high and 1-foot in diameter for each Hit Die (a device elemental would be 12 feet tall and 12 feet across). It cannot cross a water barrier wider than its own

diameter. It inflicts an extra 1d8 points of damage against any creature with cold-based abilities.

Water Elemental: Water elementals appear as great waves of water, 6 inches high and 2 feet in diameter for each Hit Die (a staff elemental is 4 feet tall and 16 feet cross). It is not able to move more than 60 feet from water. It inflicts an extra 1d8 points of damage against any opponent in water.

Gargoyle*

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

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

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

Elemental*

Types:	Air	Earth	Fire	Water
Armor Class:		2, 0, or -2 (see below)		
Hit Dice:		8, 12, or 16 (see below) (L)		
Move:	FL 360' (120')	60' (20')	120' (40')	60' (20') SW180' (60')
Attacks:		1 or Special		
Damage:		1d8, 2d8, or 3d8 (see below)		
No Appearing:		1(0)		
Save As:		Fighter: 8-16 (varies)		
Morale:		10		
Treasure Type:		Nil		
Alignment:		Neutral		



Gelatinous Cube

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

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

Ghoul

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

Ghouls are undead creatures, immune to *sleep* and *charm* spells. They are hideous, beast-like brutes that attack any living thing. Any hit from a ghoulish paralyzes any creature ogre-sized or smaller (except elves), unless the target rolls a successful Saving Throw vs. Paralysis. Once an opponent is paralyzed, the ghoulish turns and attacks another opponent, continuing until either the ghoulish or all the opponents are paralyzed or

dead. The paralysis is the normal type (lasting 2d4 turns unless magically cured).

Giants

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

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

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

Frost Giants: These awesome giants have pale skin and light yellow or light blue hair. They stand 18 feet tall, have long full beards, and wear fur skins and iron armor. Frost giants may hurl rocks (ranges 60/130/200). They often built castles above the timberline of snowcapped mountains.



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

Frost giants always have either 3d6 polar bears (20% chance) or 6d6 wolves (80%) as guards. They are not affected by cold-based attacks.

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

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

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

Storm giants live on mountain tops, in cloud castles, or deep under water. Their castles are always guarded by either 2d4 griffons (in mountains and clouds) or 3d6 giant crabs (under water). Lightning does not affect these giants,

and they are often found in the middle of fierce storms, enjoying the weather.

GNOLL

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

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

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

GNOME

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



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

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

For every 20 gnomes, one is a leader with 11 hit points who fights as a 2 Hit Die monster. A clan chieftain and his 1d6 bodyguards live in the gnome lair. The clan chieftain has 18 hit points, attacks as a 4 Hit Die monster, and gains a bonus of +1 on damage rolls. The bodyguards have 10-13 hit points and attack as 3 Hit Die monsters. As long as the clan chieftain or leader is alive, all gnomes within sight of him have a morale of 10, rather than 8.

Goblin

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

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

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

Golem

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

Golems are powerful, enchanted monsters created and animated by high-level magic-users or clerics. Golems can be made of almost any material, but the ones listed here are typical. The DM should feel free to create new ones, with any special powers desired.

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

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

Bone Golem: These 6-foot-tall creatures are made from human bones bound together into a man-like shape. Their four arms may be attached nearly anywhere on their bodies, and each arm can wield a weapon. Bone golems can use 4 one-handed weapons (or 2 two-handed ones). They can attack two enemies each round. Bone golems are immune to fire, cold, and electrical attacks.

Amber Golem: Resembling giant cats, usually lions or tigers, amber golems are flawless trackers and can detect invisible creatures within 60 feet.

Bronze Golem: These creations look somewhat like fire giants. Their skin is bronze and their blood is liquid fire. Any creature hit by a bronze golem suffers 1d10 extra points of damage from



the great heat inside it (unless the target is resistant to fire). Anyone scoring damage on a bronze golem with a handheld weapon must make a Saving Throw vs. Death Ray or take 2d6 points of damage from the fiery blood spurting out of the wound. Bronze golems are not affected by fire-based attacks.

GORGON

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

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

GRAY OOZE

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

This seeping horror looks like wet stone and is difficult to see. It secretes an acid that causes 2d8 points of damage if it touches bare skin. The acid dissolves and destroys normal armor and weapons in only one round, and magical items in one turn. After the first hit, the ooze sticks to its victim, automatically destroying any normal armor

and continuing to inflict 2d8 points of damage each round. Gray ooze cannot be harmed by cold or fire, but it can be harmed by weapons or lightning. A lair may contain 1d4 oozes, possibly with a special treasure made of stone (DM's choice).

GREEN SLIME

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

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

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

HARPY

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

A harpy has the lower body of a giant eagle and the upper body and head of a hideous-looking woman. Harpies lure creatures by singing,



then kill and devour the targets. Any creature hearing the harpies' songs must roll a successful Saving Throw vs. Spell or be *charmed*. If a target makes a Saving Throw against the songs of a group of harpies, he is not affected by any of their songs during that encounter.

Hellhound

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

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

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

Hobgoblin

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

Hobgoblins are relatives of goblins, but they are bigger and meaner. They live underground, but often hunt outdoors (having no penalties in

daylight). A hobgoblin king and 1d4 bodyguards live in the hobgoblin lair. The king has 22 hit points and fights as a 5 Hit Die monster. He gets a bonus of +2 on damage rolls. The bodyguards all fight as 4 Hit Die monsters and have 3d6 hit points each. As long as their king is alive and with them, hobgoblin morale is 10 rather than 8.

Hydra

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

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

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

Invisible Stalker

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

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



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

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

Kobold

Armor Class: 7
Hit Dice: 1/2 (14 hp) (S)
Move: 90' (30')
Attacks: 1 weapon
Damage: By weapon -1
No. Appearing: 4d4 (6d10)
Save As: Normal Human
Morale: 6 or 8
Treasure Type: (P)J
Alignment: Chaotic
XP Value: 5

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

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

Leech, Giant

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

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

Lizard Man

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

These water-dwelling creatures resemble men with lizard heads and tails. They live in tribes. They try to capture humans and demihumans and take the targets back to the tribal lair as the main course of a feast. Lizard men are semi-intelligent and use spells and large clubs (treat the



Lycanthropes	Wererat	Werewolf	Wereboar	Weretiger	Werebear
Armor Class:	7, (9)†	5, (9)†	4, (9)†	3, (9)†	2, (8)†
Hit Dice:	3* (M)	4* (M)	4 + 1* (M)	5* (L)	6* (L)
Move:	120' (40')	180' (60')	150' (50')	150' (50')	120' (40')
Attacks:	1 bite or weapon	1 bite	1 tusk slash	2 claws/1 bite	2 claws/1 bite
Damage:	1d4 or by weapon	2d4	2d6	1d6/1d6/2d6	2d4/2d4/2d8
No. Appearing:	1d8 (2d8)	1d6 (2d6)	1d4 (2d4)	1d4 (2d4)	1d4 (1d4)
Save As:	Fighter: 3	Fighter: 4	Fighter: 4	Fighter: 5	Fighter: 6
Morale:	8	8	9	9	10
Treasure Type:	C	C	C	C	C
Alignment:	Chaotic	Chaotic	Neutral	Neutral	Neutral
XP Value:	50	125	200	300	500

† Parenthetical AC is while in human form.

clubs as maces). They get a bonus of +1 to damage rolls due to their great strength. Lizard men are often found in swamps, rivers, and along sea-coasts as well as in dungeons.

Lycanthropes

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

If any lycanthrope is hit by wolfsbane, it must roll a successful Saving Throw vs. Poison or run away in fear. The sprig of wolfsbane must be swung or thrown as a weapon, using normal combat procedures. A lycanthrope returns to its "normal" form when killed. Some animals (such as horses) do not like the smell of lycanthropes and react with fear to their presence.

Animal Form: In animal form, a lycanthrope may be harmed only by magical weapons, silver weapons, and magical spells. The lycanthrope cannot speak normal languages, although it can speak with normal animals of its weretype.

Human Form: In human form, a lycanthrope often looks somewhat like its wereform. Wererats have longer noses than most humans, werebears are hairy, and so forth. In this form, they may be attacked normally, and they may speak any known languages.

Lycanthropy: Lycanthropy is a contagious disease. Any human characters who lose more than half of their hit points in battle with a lycanthrope become lycanthropes of the same type in 2d12

days. The target begins to show signs of the disease after half that time. The disease kills demihumans instead. It may be cured only by a high-level cleric, who does so for a suitable price or service. Any character who becomes a full werecreature becomes an NPC, to be run by the DM only.

Wererats: Wererats are different from most lycanthropes. They are intelligent, can speak Common in either form, and may use any weapon. Wererats usually prefer to use man-sized rat forms. They can become full-sized humans. Wererats are sneaky and often set ambushes, surprising on a roll of 1-4 (on 1d6). They summon giant rats to help them in battle. Only a wererat's bite causes lycanthropy.

Werewolves: These creatures are semi-intelligent and usually hunt in packs. Any group of five or more has a leader with 30 hit points. He attacks as a 5 Hit Die monster, adding +2 to damage rolls. Werewolves summon normal wolves to form large packs with them.

Wereboars: Wereboars are semi-intelligent and bad-tempered. In human form they often seem to be berserkers and may act the same way in battle (gaining +2 on hit rolls, never checking Morale, and fighting to the death). Wereboars summon normal boars to help them in battle.

Weretigers: These relatives of the great cats often act like them, being very curious but becoming dangerous when threatened. They are good swimmers and quiet trackers, often surprising their targets (1-4 on 1d6). They may summon any type of great cat that is in the area (preferring tigers).

Werebears: Werebears are very intelligent, even in animal form. A werebear usually prefers to live alone or with bears. They might even be friendly, if peacefully approached. In combat,



werebears may hug for 2d8 points of damage (in addition to normal damage) if both paws hit the same target in one round. Werebears may summon any type of bear in the area.

Manticore

Armor Class:	4
Hit Dice:	6+1* (L)
Move:	120' (40')
Flying:	180' (60')
Attacks:	2 claws/1 bite or 6 spikes
Damage:	1d4/1d4/2d4 or 1d6 each
No. Appearing:	1d2 (1d4)
Save As:	Fighter: 6
Morale:	9
Treasure Type:	D
Alignment:	Chaotic
XP Value:	650

A manticore is a horrid monster with the body of a lion and leathery, bat-like wings. It has a human face with large, sharp fangs. It has 24 tail spikes and can shoot six each round, even when flying (ranges 50/100/180). The creature regrows two spikes per day. Its favorite food is man.

Manticores usually live in wild mountain ranges, from which they sometimes delve into cavernous settings. They frequently track humans, ambushing with spike attacks when the party stops to rest.

Medusa

Armor Class:	8
Hit Dice:	4** (M)
Move:	90' (30')
Attacks:	1 snakebite + special
Damage:	1d6 + poison
No. Appearing:	1d3 (1d4)
Save As:	Fighter: 4 (see below)
Morale:	8
Treasure Type:	(V) F
Alignment:	Chaotic
XP Value:	175

A medusa looks like a human female with live snakes growing from her head instead of hair. The sight of a medusa turns a creature to stone unless the target rolls a successful Saving Throw. However, this affects only one character per round.

The medusa gets one hit roll for the bite of her snakes. If they hit, the target must roll a successful Saving Throw vs. Poison (in addition to

receiving 1d6 points of damage) or die in one turn. A medusa often wears a robe with a hood for a disguise. This way she can trick her targets into looking at her.

A target can watch the reflection of a medusa in a mirror without danger. If a medusa sees her own reflection, she must roll a successful Saving Throw vs. Turn to Stone or she petrifies herself!

Anyone who tries to attack a medusa without looking at her gets a -4 penalty to the character's hit roll. The snakes attack this target with a +2 bonus to their hit roll. A medusa also gains +2 on all Saving Throws vs. Spell because of her magical nature. Medusae occasionally use weapons.

Minotaur

Armor Class:	6
Hit Dice:	6 (L)
Move:	120' (40')
Attacks:	1 gore/1 bite or 1 weapon
Damage:	1d6/1d6 or by weapon +2
No. Appearing:	1d6 (1d8)
Save As:	Fighter: 6
Morale:	12
Treasure Type:	C
Alignment:	Chaotic
XP Value:	275

A minotaur is a large man with the head of a bull. It is larger than human size; it eats humans. A minotaur always attacks anything its size or smaller and pursues as long as its prey is in sight.

Minotaurs are semi-intelligent. Some use weapons, preferring spears, clubs, or axes. When using weapons, minotaurs gain +2 to damage rolls due to their strength. If a minotaur uses a weapon, it cannot gore or bite. Minotaurs usually live in tunnels or mazes.

Mule

Armor Class:	7
Hit Dice:	2 (L)
Move:	120' (40')
Attacks:	1 kick or 1 bite
Damage:	1d4 or 1d3
No. Appearing:	1d2 (2d6)
Save As:	Normal Human
Morale:	8
Treasure Type:	Nil
Alignment:	neutral
XP Value:	20



Mules are a crossbreed between a horse and a donkey. Mules are stubborn, and if bothered or excited they may either bite or kick. Mules can be taken into dungeons, if the DM wishes. A mule can carry a normal load of 3,000 coins (or 6,000 coins at most, with its move reduced to 60 feet per turn) Mules cannot be trained to attack, but they will fight in their own defense. If encountered alone in a dungeon, mules may belong to an NPC party.

Mummy*

Armor Class:	3
Hit Dice:	5+1** (M)
Move:	60' (20')
Attacks:	1 touch
Damage:	1d12 + disease
No Appearing	1d4 (1d12)
Save As:	Fighter: 5
Morale:	12
Treasure Type:	D
Alignment:	Chaotic
XP Value:	575

Mummies are undead that lurk near deserted ruins and tombs. Every character seeing a mummy must roll a successful Saving Throw vs. Paralysis or stop, paralyzed with fear, until the mummy is out of sight. The touch of a mummy causes disease in addition to damage (no Saving Throw). This hideous, rotting affliction prevents all magical healing and slows normal healing to 10% of the normal rate. The disease lasts until magically cured.

Mummies can be damaged only by spells, fire, or magical weapons, all of which cause half damage. They are immune to *sleep*, *charm*, and *hold* spells.

NPC Party

Armor Class:	By NPC class
Hit Dice:	Variable
Move:	Variable
Attacks:	Weapons and spells
Damage:	1d4 or by weapon and spell effects
No Appearing:	1 (1)
Save As:	NPC class and level
Morale:	8
Treasure Type:	(U + V)
Alignment:	Any
XP Value:	Variable

An NPC party is any group of nonplayer characters. Each NPC may be of any class, level, and alignment. All rules for player characters apply to NPCs. An NPC party can be created in great detail before a game or assembled "on the fly," as you need them.

Most parties (whether NPCs or PCs) do not want to fight other parties, preferring to challenge monsters. The DM also may wish to avoid the large complicated battle that could occur between two parties. If this is so, the DM can use the following chart to determine the actions of the NPC party.

For ease of play, the DM should give the NPC party the same number of members as in the PC party, plus 1d4 fighters (to discourage PCs from thinking about attacking the other party). You can assume similar classes and equipment, if the NPCs are nearly the same level of experience as the PCs.

NPC Reaction Chart

2d6 Roll	Result
2-5	Depart in anger
6-8	Negotiate
9-12	Offer to buy or sell information

The NPCs may offer to buy information about a dungeon, for 10 to 500 gp, or to sell similar information (for the same price range). Typical information could be monsters seen, maps found, stairs up or down, and other features. The DM should decide on the price offered by the NPCs, considering the value of the information sold. Of course, the information might not be accurate.

Ochre, Jelly*

Armor Class:	8
Hit Dice:	5* (L)
Move:	30' (10')
Attacks:	1
Damage:	2d6
No. Appearing:	1 (0)
Save as:	Fighter: 3
Morale:	12
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	300

An ochre jelly is an ochre-colored, giant amoeba that can be harmed only by fire or cold. It can



seep through small cracks. It destroys wood, leather, and cloth in one round—but it cannot eat through metal or stone. Attacks with weapons or lightning merely make 1d4+1 smaller (2 Hit Dice) ochre jellies. A normal ochre jelly causes 2d6 points of damage per round to exposed flesh. The smaller ochre jellies inflict only half damage.

OGRE

Armor Class:	5
Hit Dice:	4+1 (L)
Move:	90' (30')
Attacks:	1 club
Damage:	By weapon +2
No. Appearing:	1d6 (2d6)
Save As:	Fighter: 4
Morale:	10
Treasure Type:	(S x 10) S x 100 + C
Alignment:	Chaotic
XP Value:	125

Ogres are huge, fearsome, human-like creatures, usually 8 to 10 feet tall. They wear animal skins for clothes and often live in caves. When encountered outside their lair, a group carries d6 x 100 gp in large sacks.

ORC

Armor Class:	6
Hit Dice:	1 (M)
Move:	120' (40')
Attacks:	1 weapon
Damage:	By weapon
No. Appearing:	2d4 (10d6)
Save As:	Fighter 1
Morale:	8 or 6 (see below)
Treasure Type:	(P) D
Alignment:	Chaotic
XP Value:	10

Orcs are ugly, human-like creatures. They look like a combination of animal and man. Orcs are nocturnal omnivores that prefer to live underground. When fighting in daylight, they have a penalty of -1 to their hit rolls. Orcs have bad tempers and do not like other living things.

One member of each group of orcs is a leader with 8 hit points. He gains a +1 bonus to damage rolls. If this leader is killed, the morale of the group becomes 6 instead of 8. Orcs are afraid of anything larger or stronger than they are, but they can be forced to fight by their leaders.

Orcs are often used for army grunts by Chaotic leaders (both humans and monsters). They prefer swords, spears, axes, and clubs for weapons. They cannot use mechanical weapons (such as catapults), and only their leaders would even understand how to operate such devices.

There are many different tribes of orcs. Each tribe has as many female orcs as males, with two whelps (young) for every two adults. The leader of an orc tribe is a chieftain with 15 hit points. He attacks as a 4 Hit Die monster and gains +2 to his damage rolls. For every 20 orcs in a tribe, there may be an ogre with them (1 in 6 chance).

Owl Bear

Armor Class:	5
Hit Dice:	5 (L)
Move:	120' (40')
Attacks:	2 claws/1 bite
Damage:	1d8 /1d8/1d8
No. Appearing:	1d4 (1d4)
Save As:	Fighter: 3
Morale:	9
Treasure Type:	C
Alignment:	Neutral
XP Value:	175

An owl bear is a huge, bear-like creature with the head of a giant owl. It stands 8 feet tall and weighs 15,000 cns. If both its paws hit one opponent in one round, the owl bear hugs for an additional 2d8 points of damage. Owl bears have nasty tempers and are usually hungry, preferring meat. They are commonly found underground and in dense forests.

Rat

	Normal	Giant
Armor Class:	9	7
Hit Dice:	1 hit point (S)	1/2 (1-4 hit points) (S)
Move:	60' (20')	120' (40')
Swimming:	30' (10')	60' (20')
Attacks:	1 bite/pack	1 bite each
Damage:	1d6 + disease	1d3 + disease
No. Appearing:	5d10 (2d10)	3d6 (3d10)
Save As:	Normal Human	Normal Human
Morale:	5	8
Treasure Type:	L	C
Alignment:	Neutral	Neutral
XP Value:	2	5



Rats usually avoid humans and do not attack unless summoned (by a wererat, for example) or when defending their lairs. Rats are good swimmers and may attack while in water. They are afraid of fire and run from it unless forced to fight by a summoner.

Rats eat almost anything, and some rats carry diseases. Anyone bitten by a rat has a 5% chance of being infected. (Check each time a rat successfully hits. If the rat is diseased, the XP award is 6.) The target can still avoid the disease by rolling a Saving Throw vs. Poison. If she fails, she either dies in 1d6 days (25% chance) or lies sick in bed (75% chance) for one month, unable to adventure.

Normal Rats: Normal rats have gray or brown fur and are from 6 inches to 2 feet long. They attack in packs of five to ten individuals. If there are more than 10 rats, they attack several targets as packs of 10 or less. A pack only attacks one creature at a time and makes one attack per round. Rats climb all over the creature they are attacking, often knocking the victim down.

Giant Rats: These creatures are 3 feet long or longer and have grey or black fur. They are often found in the dark corners of dungeon rooms and in areas with undead monsters.

Rhagodessa

Armor Class:	5
Hit Dice:	4+2 (L)
Move:	150' (50')
Attacks:	1 leg/1 bite
Damage:	0 + suckers/2d8
No. Appearing:	1d4 (1d6)
Save As:	Fighter: 2
Morale:	9
Treasure Type:	U
Alignment:	Neutral
XP Value:	125

A rhagodessa is a giant spider-like carnivore, about the size of a small horse. It has an oversized head and jaws (mandibles) that are yellow and a dark brown thorax. It has five pairs of legs; the front pair end in suckers that help the creature grasp its prey. A hit with a leg causes no damage, but means that the target is caught. In the next round of combat, the target is pulled to the mandibles and bitten (automatic hit).

Rhagodessa are nocturnal—they hunt only in the dark. They are normally found in caves and can climb walls.

Rust Monster

Armor Class:	2
Hit Dice:	5* (L)
Move:	120' (40')
Attacks:	1
Damage:	See below
No. Appearing:	1d4 (1d4)
Save As:	Fighter: 3
Morale:	7
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	300

A rust monster has a body like a giant armadillo with a long tail and two long front antennae. If a rust monster hits a target with its antenna, any nonmagical metal armor or weapon immediately crumbles to rust.

They are attracted by the smell of metal and eat the rust their attacks create. They can be injured by any type of weapon and a successful hit roll means that the rust monster's body is damaged. There are no ill effects on the weapon.

If a rust monster hits magical armor or a magical weapon with its antennae, there is a 10% chance the magic resists the rust effect. If the target fails, the magical item loses one "plus" per hit. If the item loses all of its pluses, it is no longer magical. For example, a *shield +1* has a 10% chance of surviving the attack. If the player rolls 11 or greater on d%, the shield is reduced to a normal shield. If hit again, it crumbles into rust.

Scorpion, Giant

Armor Class:	2
Hit Dice:	4* (L)
Move:	150' (50')
Attacks:	2 claws/1 sting
Damage:	1d10/ 1d10/1d4 + poison
No. Appearing:	1d6 (1d6)
Save As:	Fighter: 2
Morale:	11
Treasure Type:	V
Alignment:	Neutral
XP Value:	125



A giant scorpion is the size of a small horse. It lives in deserts, caves, and ruins. It usually attacks on sight. It fights by grasping a victim with its claws and stinging. If either claw hits, the hit roll for the stinger gains a +2 bonus. Anyone struck by the stinger must roll a successful Saving Throw vs. Poison or die.

Shadow*

Armor Class: 7
Hit Dice: 2+2* (M)
Move: 90' (30')
Attacks: 1
Damage: 1d4 + special
No. Appearing: 1d8 (1d12)
Save As: Fighter: 2
Morale: 12
Treasure Type: F
Alignment: Chaotic
XP Value: 35

Shadows are noncorporeal (ghostlike), intelligent creatures. They can be harmed only by magical weapons. They look like real shadows and can alter their shape slightly. Shadows are hard to see and usually gain surprise (1-5 on 1d6). If a shadow scores a hit, it drains 1 point of Strength in addition to inflicting normal damage. This weakness lasts for eight turns.

Any creature whose Strength is reduced to 0 becomes a shadow immediately. Shadows are not affected by *sleep* or *charm* spells; they are not undead and cannot be turned by clerics.

The DM should not use shadows unless the party has at least one magical weapon.

Shrieker

Armor Class: 7
Hit Dice: 3 (M)
Move: 9' (3')
Attacks: See below
Damage: Nil
No. Appearing: 1d8 (O)
Save As: Fighter: 2
Morale: 12
Treasure Type: Nil
Alignment: Neutral
XP Value: 35

Shriekers resemble giant mushrooms. They live in underground caverns and move around slowly. They react to light (within 60 feet) and movement (within 30 feet) by emitting a piercing shriek that lasts for 1d3 rounds. For each round of shrieking, the DM rolls 1d6. A result of 4-6 means a wandering monster has heard the noise and arrives in 2d6 rounds.

Skeleton

Armor Class: 7
Hit Dice: 1 (M)
Move: 60' (20')
Attacks: 1
Damage: By weapon
No. Appearing: 3d4 (3d10)
Save As: Fighter: 1
Morale: 12
Treasure Type: Nil
Alignment: Chaotic
XP Value: 10

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

Snake

Snakes are found almost everywhere. They avoid only very hot and very cold places. Most snakes do not attack unless surprised or threatened. Some snakes have poisonous bites, and most are carnivorous.

Spitting Cobra: A spitting cobra is a 3-foot-long, grayish-white snake. It spits a stream of venom at its target's eyes, up to a distance of 6 feet away. If the spit hits, the target must roll a successful Saving Throw vs. Poison or be blinded. As with most small, poisonous snakes, a spitting cobra does not attack human-sized or larger opponents unless startled or threatened. It can either spit or bite in one round, but not both; it usually spits. The damage given (1d3 points) applies only to the bite. If bitten, the target must roll a successful Saving Throw vs. Poison or die in 1d10 turns.



Snake	Spitting Cobra	Giant Racer	Pit Viper	Giant Rattler	Rock Python
Armor Class:	7	5	6	5	6
Hit Dice:	1* (S)	2 (M)	2* (M)	4* (M)	5* (L)
Move:	90' (30')	120' (40')	90' (30')	120' (40')	90' (30')
Attacks:	1 bite or spit	1 bite	1 bite	2 bites	1 bite/1 squeeze
Damage:	1d3 + poison	1d6	1d4 + poison	1d4/1d4 + poison	1d4/2d4
No. Appearing:	1d6 (1d6)	1d6 (1d8)	1d8 (1d8)	1d4 (1d4)	1d3 (1d3)
Save As:	Fighter: 1	Fighter: 1	Fighter: 1	Fighter: 2	Fighter: 3
Morale:	7	7	7	8	8
Treasure Type:	Nil	Nil	Nil	U	U
Alignment:	Neutral	Neutral	Neutral	Neutral	Neutral
XP Value:	13	20	25	125	300

Giant Racer: This is an average type of giant snake, about 4 feet long. It has no special abilities, but it is faster than most other snakes. It is not poisonous, but its bite can be dangerous in itself. Larger racers average 2 feet long per Hit Die and inflict 1d8, 1d10, or even 2d6 points of damage per bite.

Pit Viper: A pit viper is a 5-foot-long, greenish-gray, poisonous snake with small pits in its head. These pits act as heat sensors, with a range of 60 feet. The combination of pits and infravision makes it very hard to fight a pit viper; it is so quick that it always gains the initiative (no roll needed). Any target bitten by a pit viper must roll a successful Saving Throw vs. Poison or die.

Giant Rattlesnake: This 10-foot-long snake has brown and white scales set in a diamond pattern. On its tail is a dried, scaly rattle, which it often shakes to ward off intruders or attackers who are too large to eat. The victim of a giant rattlesnake bite must roll a successful Saving Throw vs. Poison or die in 1d6 turns. This snake is very fast and attacks twice per round, the second attack coming at the end of the round.

Rock Python: This 20-foot-long snake has brown and yellow scales set in a spiral pattern. Its first attack is a bite. If the bite is successful, it

coils around the victim and constricts in the same round. This squeezing causes 2d4 points of damage per round and occurs automatically until the snake dies or releases the victim.

Spectre*

Armor Class:	2
Hit Dice:	6** (M)
Move:	150' (50')
Flying:	300' (100')
Attacks:	1 touch
Damage:	1d8+double energy drain
No. Appearing:	1d4 (1d8)
Save As:	Fighter: 6
Morale:	11
Treasure Type:	E
Alignment:	Chaotic
XP Value:	725

The ghostly specters are among the mightiest of the undead. They have no solid bodies and can be hit only by magical weapons; silver weapons have no effect. Like all undead, specters are immune to *sleep*, *charm*, and *hold* spells.

A hit by a specter inflicts 1d8 points of damage in addition to a double energy drain (victims lose two levels). A character slain by a specter rises the next night as a specter under the control of the slayer.



Spider, Giant

	Crab Spider	Black Widow	Tarantella
Armor Class:	7	6	5
Hit Dice:	2* (M)	3* (M)	4* (L)
Move:	120' (40')	60' (20')	120' (40')
In Web:	No webs	120' (40')	No webs
Attacks:	1 bite	1 bite	1 bite
Damage:	1d8 + poison	2d6 + poison	1d8 + poison
No. Appearing:	1d4 (1d4)	1d4 (1d4)	1d4 (1d4)
Save As:	Fighter: 1	Fighter: 2	Fighter: 2
Morale:	7	8	8
Treasure Type:	U	U	U
Alignment:	Neutral	Neutral	Neutral
XP Value:	25	50	125

All spiders can be dangerous, and many are poisonous. All are carnivores, either trapping their prey in webs or jumping at victims by surprise. They are rarely intelligent and often flee from fire.

Crab Spider: This 5-foot-long spider has a chameleon-like ability to blend into its surroundings. It surprises targets on a roll of 1-4 (on 1d6). It clings to walls or ceilings and drops onto its prey. After the first attack, targets can see it normally. Any bitten target must roll a successful Saving Throw vs. Poison or die in 1d4 turns. The poison is weak, so target gains a +2 bonus to the Saving Throw.

Black Widow Spider: This vicious arachnid is 6 feet long, and has a red "hourglass" mark on its belly. It usually stays close to its webbed lair. Treat as the magic-user's web spell when targets attempt to break free once entrapped. The webs can also be burned away. Any target of the bite of a black widow spider must roll a successful Saving Throw vs. Poison or die in 1 turn.

Tarantella: A tarantella is a huge, hairy, magical spider that resembles a 7-foot-long tarantula. Its bite does not kill; instead, it causes the target (if he fails a Saving Throw vs. Poison) painful spasms that resemble frantic dancing.

This dance has a magical effect on onlookers. Anyone watching the dance must roll a successful Saving Throw vs. Spell or start to dance in the same way. The effects of the bite last for 2d6 turns. Affected watchers dance for as long as the original target. However, dancers drop from exhaustion in five turns, and they are then help-

less against attacks. While they are dancing, victims suffer a -4 penalty to their hit rolls, and anything attacking them gains a +4 bonus to its hit rolls.

Sprite

Armor Class:	5
Hit Dice:	1/2* (1-4 hp) (S)
Move:	60' (20')
Flying:	180' (60')
Attacks:	1 spell
Damage:	See below
No. Appearing:	3d6 (5d8)
Save As:	Elf: 1
Morale:	7
Treasure Type:	S
Alignment:	Neutral
XP Value:	6

Sprites are small, winged people (about 1-foot tall) related to pixies and elves. Though shy, they are very curious and have a strange sense of humor. Five sprites acting together can cast one *curse* spell. This takes the form of a magical practical joke, such as tripping or having the target's nose grow. The exact effect of the curse is left to the DM's imagination. Sprites never cause death on purpose, even if they are attacked.

Stirge

Armor Class:	7
Hit Dice:	1* (S)
Move:	30' (10')
Flying:	180' (60')
Attacks:	1
Damage:	1d4
No. Appearing:	1d10 (3d6)
Save As:	Fighter: 2
Morale:	9
Treasure Type:	L
Alignment:	Neutral
XP Value:	13

A stirge is a bird-like creature with a long beak. It attacks by thrusting its beak into the target's body (it feeds on blood). A successful hit (for 1d3 points of damage) means that it attaches itself to the target. It sucks for 1d3 points of damage per round until the target dies. A flying stirge gains a bonus of +2 on its first hit roll against any opponent because of its diving attack.



Thoul

Armor Class: 6
Hit Dice: 3** (M)
Move: 120' (40')
Attacks: 2 claws or 1 weapon
Damage: 1d3/1d3 or by weapon
No. Appearing: 1d6 (1d10)
Save As: Fighter: 3
Morale: 10
Treasure Type: C
Alignment: Chaotic
XP Value: 65

A thoul is a magical combination of a ghoul, a hobgoblin, and a troll. Except when a target is very close, a thoul looks exactly like a hobgoblin. It is sometimes found as part of the bodyguard of a hobgoblin king. A thoul's touch paralyzes (the same as a ghoul's touch). If it is damaged, a thoul can regenerate 1 hit point per round as long as it is alive. (After a thoul is hit, add 1 hit point to its total at the beginning of each round of combat.)

Troglodyte

Armor Class: 5
Hit Dice: 2** (L)
Move: 120' (40')
Attacks: 2 claws/1 bite
Damage: 1d4/1d4/1d4
No. Appearing: 1d8 (5d8)
Save As: Fighter: 2
Morale: 9
Treasure Type: A
Alignment: Chaotic
XP Value: 30

Troglodytes are intelligent, human-like reptiles. They have short tails, long legs, and spiny "combs" on the head and arms. Troglodytes walk upright and use their hands as well as humans. They hate most other creatures and try to kill anyone they meet. They have the chameleon-like ability to change colors. They use it to hide by rock walls, often surprising targets (1-4 on 1d6). Troglodytes secrete an oil that produces a stench, nauseating to humans and demihumans unless



they roll a successful Saving Throw vs. Poison. Nauseated characters have a -2 penalty to their hit rolls while in hand-to-hand combat with a troglodyte.

Troll

Armor Class:	4
Hit Dice:	6+3* (L)
Move:	120' (40')
Attacks:	2 claws/1 bite
Damage:	1d6/1d6/1d10
No. Appearing:	1d8 (1d8)
Save As:	Fighter: 6
Morale:	10 (8)
Treasure Type:	D
Alignment:	Chaotic
XP Value:	650

Trolls are 8-foot-tall, thin, intelligent humanoids, with skin almost like rubber. They prefer humans and humanoids to all other foods. They live anywhere, even in the ruined dwellings of their victims.

Trolls are very strong and rend their opponents with talons and sharp teeth. They have the power of regeneration—the ability to grow back together when damaged. They begin to regenerate three rounds after being damaged, and wounds heal themselves at a rate of 3 hit points per round. Severed limbs even crawl back to the body to rejoin.

The head and claws of a troll continue to fight as long as the creature has 1 hit point or more. However, a troll cannot regenerate damage from fire or acid. When attacked by these methods, the creature's morale score is 8. Unless totally destroyed by fire or acid, a troll eventually regenerates completely.

Undead

The undead are evil creatures created by dark magic. They are not affected by things that affect living creatures (such as poison) or spells that affect the mind (such as *sleep* and *charm*). They make no noise when moving or fighting. See Ghoul, Skeleton, Vampire, Wight, Wraith, or Zombie.

Vampire*

Armor Class:	2
Hit Dice:	7**-9** (M)
Move:	120' (40')
Flying:	180' (60')
Attacks:	1 touch or special
Damage:	1d10 + double energy drain or special
No. Appearing:	1d4 (1d6)
Save As:	Fighter: 7-9
Morale:	11
Treasure Type:	F
Alignment:	Chaotic
XP Value:	7 HD: 1,250 8 HD: 1,750 9 HD: 2,300

Vampires are the most feared of the undead. They haunt ruins, tombs, crypts, and other places deserted by man. They are unaffected by *sleep*, *charm*, and *hold* spells. They can only be hit with magical weapons.

A vampire can take the form of a human, a dire wolf, a giant bat, or a gaseous cloud at will. Each change takes 1 round.

Whatever its form, a vampire regenerates 3 hit points per round, starting as soon as it is damaged. If a vampire is reduced to 0 hit points, it becomes gaseous and flees to its coffin.

In dire wolf or giant bat form, the vampire's move, attacks, and damage are those of the animal. The vampire's AC, Hit Dice, Morale, and Saving Throws remain unchanged. In gaseous form, a vampire cannot attack. It can fly at the speed given above and is immune to all weapon attacks.

In human form, a vampire can attack by gaze or touch, or it can summon other creatures. The touch of a vampire inflicts a double energy drain (removing two levels of experience) in addition to damage. The creature's gaze can *charm*. Any target who meets the gaze must roll a successful Saving Throw vs. Spell to avoid the *charm*, but there is a -2 penalty to the roll. The vampire can summon any one type of the following creatures; they come to its aid if they are within 300 feet (300 yards outdoors):



Rats	10-100	Giant Rats	5-20
Bats	10-100	Giant Bats	3-18
Wolves	3-18	Dire Wolves	2-8

Any character slain by a vampire returns from the dead in three days as a vampire under the control of the slayer.

Weaknesses of Vampires: A vampire cannot come within 10 feet of a strongly presented holy symbol, although it can move to attack from another direction. The odor of garlic repels a vampire; the creature must roll a successful Saving Throw vs. Poison or it must stay 10 feet from the garlic during that round.

A vampire cannot cross running water, either on foot or flying, except at a bridge or while in its coffin. During the day, a vampire usually rests in its coffin; failure to do so results in the loss of 2d6 hit points per day. These hit points are not regenerated until the vampire has rested in its coffin for a full day. A vampire casts no reflection and avoids mirrors.

Vampires may be destroyed by driving a wooden stake through the heart or by immersion in running water for one turn. If vampires are exposed to direct sunlight, the creatures must roll a successful Saving Throw vs. Death Ray each round or disintegrate. A *continual light* spell cannot disintegrate vampires, but it does blind them (see spell description).

If all of a vampire's coffins are blessed or destroyed, it weakens, suffering 2d6 hit points of damage per day. It dies when its hit points are reduced to 0. A vampire always has several well-hidden coffins available.

Wererecreature

See Lycanthrope: werebear, wereboar, wererat, weretiger, and werewolf.

Wight*

Armor Class:	5
Hit Dice:	3* (M)
Move:	9' (30')
Attacks:	1
Damage:	Energy drain
No. Appearing:	1d6 (1d8)
Save As:	Fighter: 3
Morale:	12
Treasure Type:	B
Alignment:	Chaotic
XP Value:	50

A wight is an undead spirit living in the body of a dead human or demihuman. It can be hit only by silver or magical weapons. Wights are greatly feared because they drain life energy when they strike a target. Each hit drains one level of experience or Hit Die. Any person totally drained of life energy by a wight becomes a wight in 1d4 days, under the control of the slayer.

Wolf

	Normal Wolf	Dire Wolf
Armor Class:	7	6
Hit Dice:	2+2 (M)	4+1 (L)
Move:	180' (60')	150' (50')
Attacks:	1 bite	1 bite
Damage:	1d6	2d4
No. Appearing:	2d6 (3d6)	1d4 (2d4)
Save As:	Fighter: 1	Fighter: 2
Morale:	8/6 (see below)	8
Treasure Type:	Nil	Nil
Alignment:	Neutral	Neutral
XP Value:	25	125

Wolves: Wolves are carnivores that hunt in packs. Though they prefer the wilderness, they can occasionally be found in caves. Captured wolf cubs may be trained like dogs (if the DM permits), but with difficulty. If three or fewer wolves are encountered, or if a pack is reduced to less than 50% of its original numbers, their morale is 6 rather than 8.

Dire Wolves: Dire wolves are larger and more ferocious than normal wolves, and they are semi-intelligent. They are fierce enemies and usually hunt in packs. They can be found in caves, woods, and mountains. They are sometimes trained by goblins as mounts. Captured dire wolf cubs can be trained like dogs (if the DM permits), but they are even more savage than normal wolf cubs.



Wraith*

Armor Class:	3
Hit Dice:	4** (M)
Move:	120' (40')
Flying:	240' (80')
Attacks:	1 touch
Damage:	1d6 + energy drain
No. Appearing:	1d4 (1d6)
Save As:	Fighter: 4
Morale:	11
Treasure Type:	E
Alignment:	Chaotic
XP Value:	175

A wraith is an undead monster with no physical body. It appears as a pale, almost transparent man-like figure of thick mist. It is immune to *sleep*, *charm*, and *hold* spells. A wraith can be hit only by silver or magical weapons. Silver weapons cause only half damage.

A successful touch attack by a wraith results in an energy drain of one level in addition to causing 1d6 points of damage. A victim slain by a wraith becomes a wraith in one day, under the control of the slayer.

Wraiths dwell in deserted lands or in the homes of creatures they have slain or frightened away.

Wyvern

Armor Class:	3
Hit Dice:	7* (L)
Move:	90' (30')
Flying:	240' (80')
Attacks:	1 bite/1 sting
Damage:	2d8/1d6 + poison
No. Appearing:	1d2 (1d6)
Save As:	Fighter: 4
Morale:	9
Treasure Type:	E
Alignment:	Chaotic
XP Value:	850

A wyvern resembles a two-legged dragon with a long tail. In combat, a wyvern bites and arches its tail over its head to hit opponents in front of it. Targets stung by the tail must roll a successful Saving Throw vs. Poison or die. These beasts prefer to live on cliffs or in forests, but may be found anywhere.

Yellow Mold

Armor Class:	Can always be hit
Hit Dice:	2* (L)
Move:	0
Attacks:	Spores
Damage:	1d6 + special
No. Appearing:	1d8 (0)
Save As:	Fighter: 2
Morale:	Not applicable
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	25

One of these deadly fungi covers an area of 10 square feet, and many may be found together. Yellow mold can be killed only by fire: A torch causes 1d4 points of damage each round. It can eat through wood and leather, but cannot harm metal or stone. It does not actually attack, but if it is touched, even by a torch, the touch may (50% chance per touch) cause the mold to squirt out a 10' x 10' x 10' cloud of spores. Anyone caught within the cloud suffers 1d6 points of damage and must roll a successful Saving Throw vs. Death Ray or choke to death within six rounds.

Zombie

Armor Class:	8
Hit Dice:	2 (M)
Move:	90' (30')
Attacks:	1 claw or 1 weapon
Damage:	1d8 or by weapon
No. Appearing:	2d4 (4d6)
Save As:	Fighter: 1
Morale:	12
Treasure Type:	Nil
Alignment:	Chaotic
XP Value:	20

Zombies are mindless, undead humans or demihumans animated by some evil magic-user or cleric. They may be turned by clerics but they are not affected by *sleep* or *charm* spells. They can be harmed by normal weapons. Zombies are often placed to guard treasures because they make no noise. They are slow fighters and always lose initiative (no roll needed).



Escape from Zanzer's Dungeon, Part III

You're ready for your third group adventure. To play, you'll need the map sheet, fold-up counters, dice, the friends who played Part II (it's OK to invite a new friend if someone isn't available or if you want a larger party), scratch paper, a pencil for each player, and the players' Character Record Sheets. Before inviting your friends over, remember to this chapter and the **Magic** chapter.

1. When you're ready to begin, give each player the Character Record Sheet for his or her PC. Read the boxed text below.

Your characters are where you left them at the end of the last adventure. Just when the place is starting to seem safe, the creak of an opening door echoes down the hall.

DM: The PCs should be in Room #7 or 8. The sound is caused by the opening of the door leading from Room #9 into Room #10. After the door opens, the dungeon is silent once more.

As the PCs start down the corridor labeled Room #9, have them move their counters on the map. When the first PC steps into the third square, the floor gives way from there back to the hall corner. Anybody in one of those spaces must roll a Saving Throw against Dragon Breath.

Ask the players to roll 1d20 and compare the result to the number in their Dragon Breath Saving Throw circle. If a PC's result is equal to or higher than this number, the saving throw succeeds. The PC has managed to grab a torch sconce or something and keeps from falling into the ten-foot-deep pit that has suddenly appeared.

If the result is less than the number in the Dragon Breath Saving Throw circle, the saving throw fails. The PC falls into the pit, suffering 1 point of damage. Unfortunately for her, the sides of the pit are steep, smooth, and greasy. She cannot climb out of the pit, but someone else can lower a rope down to her. Or she might find a way of boosting herself to a height of 10 feet or more.

Should the PCs think to check for traps along this section of the corridor, any thief character can make a Find Traps roll. If she rolls 10% or less on d%, she notices an almost invisible seam in the floor. The players must decide what the seam means, but once they do, they can avoid the pit trap by walking along

the edge of the hall.

Once the PCs have made it past the pit trap, continue with the next section.

2. Read the following text as the PCs regroup on the far side of the pit trap.

Spider webs appear on the walls to either side of you, spreading at a frightening rate.

DM: Have each PC roll a Saving Throw against Spells. (This is a saving throw against magic, so remember to apply any Wisdom adjustments listed on the PC's Character Record Sheet.) PCs who fail their saving throws find themselves entangled in a giant spider web. PCs making their saving throws manage to jump a few feet forward before the web entangles them.

The spider web is the result of a *web* spell that Zanzer Tem cast upon the PCs. It will take a human of average Strength 2d4 turns to break free of this *web*. Modify this number by any adjustments listed next to the character's Strength. The *web* can be destroyed in two rounds by burning it (there are plenty of torches hanging from the walls), but anybody caught in the *web* also suffers 1d6 points of damage from the flames. (You can learn more about the *web* spell by looking it up in the **Spells** chapter.)

On the round after the *web* spell appears, Zanzer Tem becomes visible. He is at the end of the hallway, next to the door leading to Room #10. He laughs, then says, "You should have gone to work in the salt mines! Nobody escapes from my jail and lives to tell about it!"

Zanzer prepares to cast another spell. Use the Combat Sequence (see the DM's Screen) to run the battle.

Zanzer is protected by a shield spell, so he is AC 2 against missile attacks. He does not make any missile attacks.

Zanzer casts one spell each round.

Round	Spell
1	<i>Phantasmal Force</i>
2	<i>Charm Person</i>
3	<i>Magic Missile</i>

Remember, if Zanzer takes any damage, he cannot cast a spell during that round. See below





for what happens when he casts a spell.

If attacked hand-to-hand, Zanzer flees or teleports out of danger as fast as he can.

If Zanzer takes any damage, he teleports away as soon as possible. On the first round of combat, Zanzer uses a *phantasmal force* spell to create the illusion of a huge pit between him and the PCs. Characters making a successful Saving Throw against spells don't see the pit.

On the second round of combat, Zanzer uses a *charm person* spell on the strongest PC. That character must make a Saving Throw against Spells, or believe that Zanzer is his best friend. If he fails the saving throw, the PC must try to stop his true friends from attacking Zanzer—even if he has to fight them!

On the third round of combat, Zanzer casts a *magic missile* spell. Three golden arrows of energy appear in the air beside him. Then they streak down the corridor and each strikes a different PC. The arrows hit automatically, causing 1d6 +1 points of damage. The PCs are not allowed saving throws. Zanzer will not hit a PC that he has charmed.

If any PC is killed, have the player create a new character. The new PC can join the action in the next section. If all the PCs are killed, have all the players create new characters. Then return to **Escape from Zanzer's Dungeon, Part I**, and start again. After the battle, continue with section 3.

3. When the PCs enter Room #10, read the following text.

This cluttered room is full of weapons, books, vials, rods, scrolls, and dozens of other assorted objects. There doesn't appear to be any way out of the room.

DM: This room is filled with assorted magical items. If any player wants to run a magic-user, help the player make the necessary adjustments to the Character Record Sheet. Remember, certain weapons may have to be discarded in order to become a magic-user.

One of the books is a spell book containing a *sleep* spell. This book should become the magic-user's property. (If more than one character becomes a magic-user, place another spell book in

the room. This spell book contains a *detect magic* spell. The second magic-user writes this spell on the Character Record Sheet instead of the *sleep* spell. (Your party should not have more than two magic-users.)

If any PC is an elf, the character finds a spell book with a *charm* spell. If you have more than one elf, they find spell books with (in order) a *hold portal* spell, a *shield spell*, and finally a *magic missile* spell. Tell each elf to record the spell on the Character Record Sheet.

PCs searching the room find the following magical items: *mace +1*, *bow with ten arrows +1*, *wand of secret door detection*, *staff of healing*, *cursed sword -1*, three healing potions, and a cursed ring -1. As the PCs pick up these items, read their descriptions in the **Treasure** chapter. The *wand of secret door detection* has five charges.

Remember not to tell a PC what he has found until he picks something up and tries to use it. Remember the PC who picks up a cursed sword or ring cannot discard the item until a powerful cleric removes the curse. Remind the PCs to write down any magical items they take.

The only visible exit from Room #10 leads back the way they came. Sooner or later, the PCs will realize there must be a secret door in room 10. The secret door is hidden behind a shelf and opens into space A in Room #11. The PCs can discover its location by making a successful search for secret doors. (Roll 1d6; the attempt is successful if the result is a "1," or a "1" or "2" for elves.) They can also discover the secret door by using one charge from the *wand of secret door detection*.

Continue with the next section when the PCs open the secret door.

4. In Room #11, read the following.

As the door opens, a low growl sounds from the other side.

DM: A lone wolf waits in this room. No surprise rolls are necessary, but the wolf attacks. Use the Combat Sequence to run the battle.

The wolf's AC is 7. Here's its hit roll table:

Target AC	9	8	7	6	5	4	3	2	1	0
Hit Roll	8	9	10	11	12	13	14	15	16	17



The wolf's bite causes 1d6 damage; the wolf has 16 hit points.

If the PCs search the closet, they find a *wand of magic detection* with one charge and a pair of heavy leather gloves (nonmagical) on a shelf. When the PCs leave the room and go into Room #12, continue with the next section.

5. In Room #12, read the following.

In the center of this room is a huge pile of gold coins, and the shelves are lined with all kinds of supplies.

DM: Below is a list of the items on the shelves, along with their weights:

Item	Weight in cns
Dagger	10
Short Sword	30
War hammer	50
Battle axe	60
Polearm	150
Plate armor	500
Iron spikes	60
Iron Rations	70
Torches (6)	120
Thief's tools	10
Club	50
Sword	60
Sword, 2-hand	100
Chain mail	400
Shield	100
Pole, 10'	100
Rope (50')	50
Gold coins	5,800

The gold coins are contained in 10 large sacks (which weigh 5 cns when empty, and can each hold 600 cns weight).

Allow the PCs to take all the equipment they wish, then help them figure out their encumbrances and new movement rates. (Encumbrance and Movement are explained on page 34.) In space A, a trap door is partially obscured by the pile of gold coins. On the door is written, "Caution: Poison." After the PCs have chosen their items and taken their treasure, a huge rock python slithers out of the pit beneath the trap door. It attacks immediately. Fortunately

for the PCs, the label on the door is misleading—the rock python is not poisonous.

The PCs may wish to flee. If so, the python chases them at a rate of 30' per round. If the characters are so loaded down that it catches them, use the Combat Sequence (on the DM's screen) to run the battle.

The rock python has an AC of 6; 12 hit points; moves 30' per round; bites for 1d4 points of damage; saves as a Fighter 3; and has a Morale of 8. If it successfully bites someone, the rock python coils around him and squeezes. It causes 2d4 points of damage the next round.

When the PCs enter Room #13, go on to the next section—even if the python is chasing them.

6. In Room #13, read the following.

This room contains 10 dirty cots.

DM: This is the guard barracks. There is nothing of interest in here. Continue with the next section when the PCs enter Room #14.

7. In Room #14, read the following.

A dozen grimy tables, littered with half-eaten food and dirty dishes, crowd this room.

DM: This is the guards' mess hall. Luckily for the PCs, it is empty at the moment. There is nothing of interest in the room, unless the PCs are hungry for some stale leftovers.

If they close the door leading to Room #13, they can keep the rock python at bay for three rounds. At the beginning of the fourth round, however, the powerful snake finally breaks the door down. If the PCs are still in the room, it attacks them.

When the PCs try to open the door leading into Room #15, they may be in for a bit of a surprise. The door is locked and trapped.

Anyone who attempts to pick the lock gets pricked by a poison needle. The victim immediately falls asleep for 1d10 +2 rounds, and cannot be awakened by any means until that time is up.





However, if a thief makes a successful Find Traps attempt before trying to pick the lock, he notices the needle. (Roll $d\%$; he succeeds on a result of 10 or less.) If the thief finds the trap, he may avoid its effects by making a successful Remove Traps roll (again, he succeeds on a $d\%$ roll of 10 or less.) Or he might somehow protect himself against the needle when he tries to pick the lock (such as by wearing a pair of heavy leather gloves).

A thief making a successful Open Locks attempt ($d\%$ roll of 15 or less) opens the door leading to Room #15. If the thief cannot pick the lock, the PCs can use their weapons to destroy the door. This will take five minutes.

The adventure continues with *Escape from Zanzer's Dungeon, Part IV*.

After the Adventure

Congratulations! You've completed the third part of your first *DUNGEONS & DRAGONS*® game adventure! Unfortunately, it's time to pack up, but the next time you'll learn more about magic! Until then, don't worry about your characters. They'll be safe where they are, waiting for you to come back.

DM: Remember to write down all the monsters the PCs defeated. Set a date and time for your friends to come back for the next adventure. You will have to read *Escape from Zanzer's Dungeon, Part IV*, and you may also wish to reread the Magic chapter, so allow yourself enough time to prepare.

The coins, gems, jewelry, and magical items found by the characters during an adventure are all called treasure. Wealth (coins, gems, jewelry, and other items of value) is worth experience points. The amount of treasure found helps determine how fast the characters advance. A wealthy character may also buy better equipment and purchase special services—for example, buy magical cures from higher-level clerics. Magical items are not counted for XP awards, but they are useful in other ways, especially during adventures.

Normally the characters find treasure in monsters' lairs. But they can also gain treasure as payment or reward from an NPC for performing some task. What treasure the party finds is determined randomly or chosen by the DM.

The DM should always figure out the contents of a large treasure hoard before play. In this way, he can decide how best to hide and protect the treasure from theft. If the treasure includes magical items, the DM may want to allow the monsters to use the items—such as a bugbear wielding a magical *sword +1*.

RANDOM TREASURES

To determine a monster's treasure at random, use the following step-by-step procedure:

1. Find the Treasure Type listed in the monster's description.
2. Of the possible treasures given for the Treasure Type, roll d% to find which ones are actually present.
3. Determine the amount of each treasure present.
4. If magical items are possible, roll for the exact items on the Magical Item Subtables. These four steps are described in the following sections.

1. Find the Treasure Type: Find the Treasure Type in the monster description. Now find the same letter on the Treasure Types tables. The row after that letter lists the possible types of treasure present. Each type gives a percentage, followed by a die code.

When the Treasure Type given is a letter from A to O, that treasure is found only in a full lair. To find these treasures, the players must find the monster's lair. Of course, they will also find the number of monsters listed as being in the lair!

Most monster lairs have too many creatures for a party of beginning characters to fight. You can

say that the lair has already been partially raided, or that it is a new one just being built, or something similar. In such cases, the lair might have only half as many monsters as the description gives. It would also have half as much treasure. You can adjust the capacity of the lair, and its treasure yield, as you see fit.

Treasure types P through V are carried on individuals and are found on monsters outside their lairs. When a monster is outside its lair, do not use treasure types A through O.

2. Roll Percentage Dice: Using percentage dice, if you roll a number equal to or less than the percentage given on the appropriate Treasure Type tables, that type of treasure is present. As you roll each percentage, make a note of the types of treasure actually present.

3. Roll the Indicated Dice: Roll the die code to find the exact amount of each type of treasure you found in step 2.

4. Determine Magical Items: If any magical items are present, use the Magical Item Subtables to find the actual types.



Treasure Type Table (Group)

Type	1000s of Copper	1000s of Silver	1000s of Electrum	1000s of Gold	1000s of Platinum	Magical Gems	Jewelry	Items
A	25% 1d6	30% 1d6	20% 1d4	35% 2d6	25% 1d2	50% 6d6	50% 6d6	30% Any 3
B	50% 1d8	25% 1d6	25% 1d4	25% 1d3	Nil	25% 1d6	25% 1d6	10% 1 Sword, armor, or weapon
C	20% 1d12	30% 1d4	10% 1d4	Nil	Nil	25% 1d4	25% 1d4	10% Any 2
D	10% 1d8	15% 1d12	Nil	60% 1d6	Nil	30% 1d8	30% 1d8	15% Any 2 +1 potion
E	5% 1d10	30% 1d12	25% 1d4	25% 1d8	Nil	10% 1d10	10% 1d10	25% Any 3 +1 scroll
F	Nil	10% 2d10	20% 1d8	45% 1d12	30% 1d3	20% 2d12	10% 1d12	30% Any 3 (except weapons) +1 potion +1 scroll
G	Nil	Nil	Nil	50% 10d4	50% 1d6	25% 3d6	25% 1d10	35% Any 4 +1 scroll
H	25% 3d8	50% 1d100	50% 10d4	50% 10d6	25% 5d4	50% 1d100	50% 10d4	15% Any 4 + potion +1 scroll
I	Nil	Nil	Nil	Nil	30% 1d8	50% 2d6	50% 2d6	15% Any 1
J	25% 1d4	10% 1d3	Nil	Nil	Nil	Nil	Nil	Nil
K	Nil	30% 1d6	10% 1d2	Nil	Nil	Nil	Nil	Nil
L	Nil	Nil	Nil	Nil	Nil	50% 1d4	Nil	Nil
M	Nil	Nil	Nil	40% 2d4	50% 5d6	55% 5d4	45% 2d6	Nil
N	Nil	Nil	Nil	Nil	Nil	Nil	Nil	40% 2d4 potions
O	Nil	Nil	Nil	Nil	Nil	Nil	Nil	50% 1d4 potions

Treasure Type Table (Individual)

Type	Pieces of Copper	Pieces of Silver	Pieces of Electrum	Pieces of Gold	Pieces of Platinum	Magical Gems	Jewelry	Items
P	3d8 per	Nil	Nil	Nil	Nil	Nil	Nil	Nil
Q	Nil	3d6 per	Nil	Nil	Nil	Nil	Nil	Nil
R	Nil	Nil	2d6 per	Nil	Nil	Nil	Nil	Nil
S	Nil	Nil	Nil	2d4 per	Nil	Nil	Nil	Nil
T	Nil	Nil	Nil	Nil	Nil	1d6 per	Nil	Nil
U	10% 1d100	10% 1d100	Nil	5% 1d100	Nil	Nil	5% 1d4	2% Any 1
V	Nil	10% 1d100	5% 1d100	10% 1d100	5% 1d100	Nil	10% 1d4	5% Any 1

Placed Treasures

You may select treasures instead of rolling for them randomly. You may also select a result if rolls give too much or too little treasure. Make these choices carefully because most of the experience characters get comes from treasure (usually 75% or more).

After running a few games, you may find it easier to first decide how many XP you want give out (considering the size and levels of experience in the party). Then you can place treasures to give the desired results. However, be sure to make the monsters tough so that the characters earn their treasure!

Other Treasure Types

You may create Treasure Types other than those listed. Some other valuable items could be rugs, wall hangings, or rare wines. You could include silverware and other kitchen items or even animal skins. You should give each item a value in gold pieces and an encumbrance.

Average Treasure Values

In case you want to know the value of a lair treasure first, the average values of each Treasure Type (in gp) are listed below. These averages do not include the possible magical items in the treasures. After rolling for treasure, you can refer to this list to see whether the treasure you've cre-



ated is larger or smaller than average. You may then adjust the treasure, if you wish.

Average Treasure Value (gp)

A = 17,000	E = 2,500	I = 7,500
B = 2,000	F = 7,600	J = 25
C = 750	G = 25,000	K = 250
D = 4,000	H = 60,000	L = 225
	M = 50,000	

COINS

All coins are about equal in size and weight. Each coin weighs about 1/10 pound. Electrum is a mixture of silver and gold. The rate of exchange between coins is as follows:

Coin Conversion Chart

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

GEMS

To find the value of a gem, roll Percentage dice and refer to the following Gem Value Table:

Gem Value Table (gp)

% Roll	Value	Example
01-20	10	Quartz, Turquoise
21-45	50	Citrine, Onyx
46-75	100	Amber, Garnet
76-95	500	Pearl, Topaz
96-00	1,000	Opal, Ruby

Examples of the kinds of stones you might typically find for the value are listed. Of course, a very large quartz crystal might be worth more than a very small ruby. You may wish to reveal a gem type rather than give its exact value for more realism in the adventure. If you do so, let the players discover the exact value later—at the town jeweller's shop, for example. The jeweller might charge from 1% to 5% of the gem's value as an appraisal fee.

Optional: After finding the total value of all of the gems in a treasure, you may combine or split them into different numbers of gems at any value. For example, 5 gems worth 100 gp each could instead be one pearl, or 50 onyx gems, or 4 garnets and 10 pieces of turquoise.

Jewelry

To find the value of a piece of jewelry, roll 3d6 and multiply the total by 100 (for a total of 300-1,800 gp). Jewelry can be damaged by disasters such as very hot fire, lightning bolts, crushing, and other rough treatment. Damaged jewelry is worth only half its normal value.

Jewelry Value Table (gp)

Value	Example
300-600	Bracelet, Pin
700-1,000	Brooch, Earring
1,100-1,400	Pendant, Necklace
1,500-1,800	Crown, Scepter

As with gems, you may use any type of jewelry as treasure and in whatever combinations you like. You may allow jewelry of greater value.

When both gems and jewelry occur in the same treasure, you may combine them. For example, a single gem result of 1,000 gp along with a jewelry value of 1,500 gp could be "two gold crowns, each with a large pearl set in the front; each crown is worth 1,250 gp" instead.

Magical Item Subtables

If a magical item is present in a treasure, you can find the exact item, using the following three-step process:

1. Roll percentage dice to find which subtable to use as given on the Magical Item Table.
2. Find the correct subtable and roll 1d20 to find the exact item.
3. Read the explanation of the item (on the following pages).



1. Roll Percentage Dice

Magical Item Table

D% Roll	Magical Item
01-20	A — Swords
21-30	B — Other Weapons
31-40	C — Armor and Shields
41-65	D — Potions
66-85	E — Scrolls
86-90	F — Rings
91-95	G — Wands, Staves, and Rods
96-00	H — Miscellaneous Magical Items

Subtable B—Other Weapons (roll 1d20)

D20 Roll	Type of Weapon
1-4	Arrows +1 (10 arrows)
5-6	Axe +1
7-9	Dagger +1
10	Dagger +2
11-13	Mace +1
14-16	Quarrels +1 (10 quarrels)
17	Sling +1
18-20	War hammer +1

Subtable D—Potions (roll 1d20)

D20 Roll	Type of Potion
1-4	Diminution
5-6	ESP
7-8	Gaseous Form
9-10	Giant Strength
11-12	Growth
13-16	Healing
17	Invisibility
18-19	Levitation
20	Poison

Subtable F—Rings (roll 1d20)

D20 Roll	Type of Ring
1	Cursed Ring
2-3	Animal Control
4-8	Fire Resistance
9-10	Invisibility
11-14	Protection +1
15-16	Telekinesis
17-18	Water Walking
9-20	Weakness

2. Roll ON Magical Item Subtable

Subtable A—Swords (roll 1d20)

D20 Roll	Type of Sword
1-8	Sword +1
9-10	Sword +1, +2 against Lycanthropes
11	Sword +1, +2 against spell-users
12-13	Sword +1, +3 against undead
14-15	Sword +1, +3 against dragons
16	Sword +1, <i>light</i> spell 1/day
17	Sword +1, <i>cure light wounds</i> 1/day
18	Sword +1, locate objects
19	Sword +2
20	Sword +2, <i>charm person</i>

Subtable C—Armor and Shields (roll 1d20)

D20 Roll	Type of Armor or Shield
1-2	Leather armor +2
3-4	Leather armor +1
5-9	Chain mail armor +1
10-11	Plate mail armor +1
12-17	Shield +1
18-19	Shield +2
20	Chain armor and shield (each +1)

Subtable E—Scrolls (roll 1d20)

D20 Roll	Type of Scroll
1-4	Scroll with 1 spell
5-7	Scroll with 2 spells
8	Scroll with 3 spells
9-10	Curse (occurs when read)
11-13	Protection from Lycanthropes
14-16	Protection from Magic
17-18	Protection from Undead
19	Treasure Map: location of 1,000-4,000 gp value
20	Treasure Map: location of 1 hidden magical item

Subtable G—Wands, Staves, and Rods (roll 1d20)

D20 Roll	Type of Wand, Staff, or Rod
1-6	Wand of Enemy Detection
7-10	Wand of Magic Detection
11-12	Wand of Paralyzation
13	Wand of Secret Door Detection
14	Wand of Trap Detection
15-16	Staff of Healing
17	Staff of Striking
18	Snake Staff
19-20	Rod of Cancellation

Subtable H—Miscellaneous Magical Items (roll 1d20)

D20 Roll	Type of Magical Item
1-2	Bag of Devouring
3-4	Bag of Holding
5	Boots of Levitation
6	Crystal Ball
7-8	Elven Cloak
9-10	Elven Boots
11	Gauntlets of Ogre Power
12-13	Helm of Alignment Changing
14-16	Helm of Telepathy
17-18	Medallion of ESP
19-20	Rope of Climbing



3. Explanation of Magical Items

Identifying Magical Items: The only way to identify exactly what an item does is by testing it (trying on the ring, sipping the potion, etc.). If a retainer does the testing, the retainer expects to keep the item. A high-level NPC magic-user can be asked to identify an item. The magic-user will want money (100 gp or more) or a service in advance, and it may take several weeks (game time, not real time) to do the job.

Types of Magical Items: There are two basic types of magical items. *Permanent items* are not used up (such as swords and armor). *Temporary items* are used either once (such as potions) or one charge at a time (such as wands).

Using Magical Items: A magical item is any object that a powerful wizard or supernatural being has given special properties.

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

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

Occasionally, weapons are cursed. A cursed weapon is noted by a minus (-) sign following the weapon's name (*sword -1*). This means that instead of giving a bonus, the enchantment inflicts a penalty. Subtract this penalty from both the user's hit roll and damage roll. Cursed weapons occasionally come in handy because they are magical and can be used to damage monsters that can be hit only with magical weapons!

Like weapons, armor and shields can be enchanted to give the wearer a bonus (or penalty) to Armor Class. These magical bonuses are noted by the + (or -) signs, just as with weapons. But remember that a low AC is better than a high one, so bonuses are subtracted from the character's AC, and penalties are added. For example, normal chain mail is AC 5. *Chain mail +2* is AC 3.

Special Actions: Often, PCs find weapons with special powers or objects that allow special actions. When this happens, look up the item's

description. As with magical spells, the description tells you what happens when the PC uses an item's magical powers.

Characters and Magical Items: To make a magical item work, the user must hold or wear it properly. If the item also has a special power that is not in constant effect, the user must concentrate on that effect. (For example, if a fighter has *sword +1, light* spell 1/day, the fighter must concentrate on the *light* spell to start it.) Unless the item description says otherwise, items can only be used once per round. A character who is concentrating on using an item's special powers cannot do anything else that round.

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

The PCs should never find out how many charges a magical item has. Instead, you have to keep careful track of how many times such items are used. Items with charges can never be recharged.

Magical Item Descriptions

Subtable A—Swords: When a character uses a magical sword, the player adds the bonus to both hit and damage rolls. Some swords also have a special adjustment that is used only when fighting a specific type of opponent. Normal weapon restrictions for character classes also apply to magical weapons. For example, a cleric cannot use a sword, so a cleric cannot use a magical sword, either.

Two of the swords listed can cast clerical spells. Refer to those spells to find the exact effect. Each effect can only be used once each adventure (or day). No meditating is needed to gain the spell-casting ability. If you wish, you may add other spell abilities to swords, using either clerical or magic-user spells.

You may select the size of a sword (most are normal swords, but short and two-handed swords also exist) or determine it randomly.

Cursed Swords: Any sword might be cursed!



After determining the specific type of magical sword that has been found, roll 1d20 again. If the result is 13, place a *cursed sword* in the treasure instead. It will seem to be a magical sword until used in deadly combat. At that time, the curse is revealed.

A *cursed sword* causes the player to subtract 1 from all hit and damage rolls when using that weapon, instead of giving a bonus. Once a character uses a cursed sword in battle, it may not be thrown away. If it is stolen or sold, the character is cursed with the desire to get it back. The character always uses that weapon when in battle. (DM, tell the player that this is what the character wants—and no arguments!) Only a high-level NPC magic-user or cleric can help a character get rid of the curse. After the curse is removed, the sword becomes an uncursed magical sword of whatever type was rolled.

Subtable B—Other Weapons: As with magical swords, the bonus number for other magical weapons is added to both hit and damage rolls. And, as with swords, any item may be cursed, though there is less chance with these other weapons. Roll 1d20; if the result is 12, the item is cursed. The curse is handled in the same manner as a cursed sword.

Normal weapon restrictions apply. Since a magic-user cannot use a sling, a magic-user cannot use a magical sling, either.

Subtable C—Armor and Shields: Armor comes in many shapes and sizes. The better the armor, the lower the wearer's AC number. Magical armor and shields can lower the AC number even further. Any pluses are bonuses to the wearer's Armor Class (remember, bonuses are subtracted from the AC). Magical armor has half the encumbrance of nonmagical armor of the same type.

Subtable D—Potions: Potions are usually found in small glass vials, similar to holy water. Each potion has a different smell and taste—even two potions with the same effect! Unless stated otherwise, the effect of a potion lasts 1d6 + 6 turns. Only you, the DM, should know the exact duration, and you should keep track of it when the potion is used.

The entire potion must be drunk to have an effect. A potion may be sipped to discover its

type and then used later. Drinking a potion takes one round. Sipping a potion does not decrease its effect or duration.

If a character drinks a potion while another potion is still in effect, that character becomes sick and is unable to do anything (no Saving Throw) for three turns (1/2 hour). Neither potion has any further effect. A potion of healing has no duration, so a character can drink another potion on the following round without becoming sick. Each type of potion is described in the following section.

Diminution: Anyone taking this potion immediately shrinks to 6 inches in height and can do no damage when physically attacking a creature larger than 1-foot-tall. The user can slip through small cracks and has a 90% chance of not being seen when standing still. This potion negates a potion of growth.

ESP: This potion has the same effect as the magic-user spell *ESP*. The user may "hear" the thoughts (if any) of one creature within 60 feet, by concentrating for one full turn in one direction. The user may "hear" through 2 feet of rock, but a thin coating of lead blocks *ESP*. Refer to the magic-user spell for more information.

Gaseous Form: Upon drinking this potion, the user's body takes the form of a cloud of gas. Anything the user is carrying or wearing falls through the gaseous body to land on the floor. The user keeps control over her body; she can move through small holes in walls, chests, and so forth. Creatures and characters in gaseous form cannot attack, but have an AC of -2 and cannot be harmed by nonmagical weapons.

Giant Strength: The user gains the strength of a frost giant. However, the potion has no effect if a Strength adjusting magical item (such as *gauntlets of ogre power*) is worn. Otherwise, the user inflicts twice the normal damage with any weapons, and may throw small boulders (ranges 60/130/200) for 3d6 points of damage.

Growth: This potion causes the user to grow to twice normal size, temporarily increasing Strength (doubling it, up to 18 maximum) and giving the ability to inflict double damage (twice the amount rolled) on any successful hit. The user's hit points, however, do not increase. This potion negates a *potion of diminution*.

Healing: Like the clerical *cure light wounds* spell, drinking this potion restores 1d6 + 1 lost hit points or cures paralysis for one creature.



Invisibility: This potion has the same effects as the magic-user spell *invisibility*. The potion makes the user invisible. When a character becomes invisible, all the items (but not other creatures) carried and worn by that character also become invisible. Any *invisible* item becomes visible once again when it leaves the character's possession (is set down, dropped, and so forth). See the magic-user spell for more information. The DM may allow players to drink small amounts of this potion six times, each drink being effective for only one turn.

Levitation: Drinking this potion has the same effects as the magic-user spell *levitation*. The user may move up or down in the air without any support. This potion does not enable the user to move side-to-side. The user could, however, *levitate* to a ceiling and move sideways by pushing or pulling. Motion up or down is at a rate of 60 feet per round. See the magic-user spell for more information.

Poison: Poisons look like normal magical potions. If any amount of this potion is swallowed, even a sip, the user must roll a successful Saving Throw vs. Poison or die! (Optional rule: If you wish, you may say that the poison does a specific amount of damage if the Saving Throw fails.)

Subtable E—Scrolls: A scroll is a piece of old paper or parchment upon which a high-level magic-user, elf, or cleric has written a magical formula. To use a scroll, there must be enough light to read by, and the scroll must be read aloud. A scroll can be used only once, the words fade from the scroll as they are read aloud. A spell scroll can only be read by a magic-user, elf, or cleric (depending on the type of spell), but a *protection* scroll or a treasure map can be read by anyone.

Spell Scroll: These scrolls may have one, two, or three spells written on them. If more than one spell is written on a scroll, only the cast-spell disappears when read. Spell scrolls may have either magic-user or clerical spells on them. To find the type, roll 1d4.

Type of Spell on Scroll

D4 Roll	Type
1	Cleric spell
2-4	Magic-user spell

Magic-user spells are written in a magical language and cannot be read until a *read magic* spell is cast. Clerical scrolls are written in the Common tongue, but only a cleric understands how to use the spells.

Magic-users and elves cannot use clerical scrolls, nor can clerics read magic-user scrolls.

You may either choose the spells on a scroll or determine them randomly. If you wish to choose them randomly, roll 1d6 for each spell the scroll contains and use the chart below to find the spell level. Then roll to determine the exact spell, if not already listed, using the spell lists.

Level of Spell on Scroll

D6 Roll	Number
1-3	1
4-5	2
6	3

Number of Spells on Scroll

D6 Roll	Level
1-3	1st Level
4-5	2nd Level
6	3rd Level

Cursed Scroll: Unfortunately, when the writing on a cursed scroll is even seen, the victim is immediately cursed. No reading is necessary! You, the DM, must make up each curse. Examples of a few common curses are as follows:

1. The reader turns into a frog (or some other harmless animal).
2. A wandering monster of the same level as the reader appears and attacks the reader by surprise (a free attack with bonuses).
3. One magical item owned by the reader disappears (the item is chosen or randomly determined by the DM).
4. The reader loses one level of experience, as if struck by a wight. (You should roll again for a 1st-level character to avoid unfair "instant death.")
5. The reader's Prime Requisite must be rerolled.
6. Wounds take twice as long to heal, and healing spells restore only half normal amounts.

Only a *remove curse* spell can remove a curse of this nature. However, you can allow the cursed character to be cured by a high-level NPC cleric or magic-user. Of course, the healer demands that



the character complete a special adventure or perform a worthy but difficult task in payment.

Protection Scroll: A protection scroll can be read and used by any class. When read, it creates a circle of protection 10 feet across that moves with the reader at its center. It prevents any of the given creatures from entering this circle, but does not prevent spell or missile attacks from those creatures. The circle is broken if anyone so protected attacks one of the given creatures in hand-to-hand combat.

Protection from Lycanthropes: When read, this scroll protects all those within the circle from a variable number of lycanthropes for six turns. The number of lycanthropes affected varies according to their type, as follows:

Wererats	1d10
Werewolves, Wereboars	1d8
Weretigers, Werebears	1d4

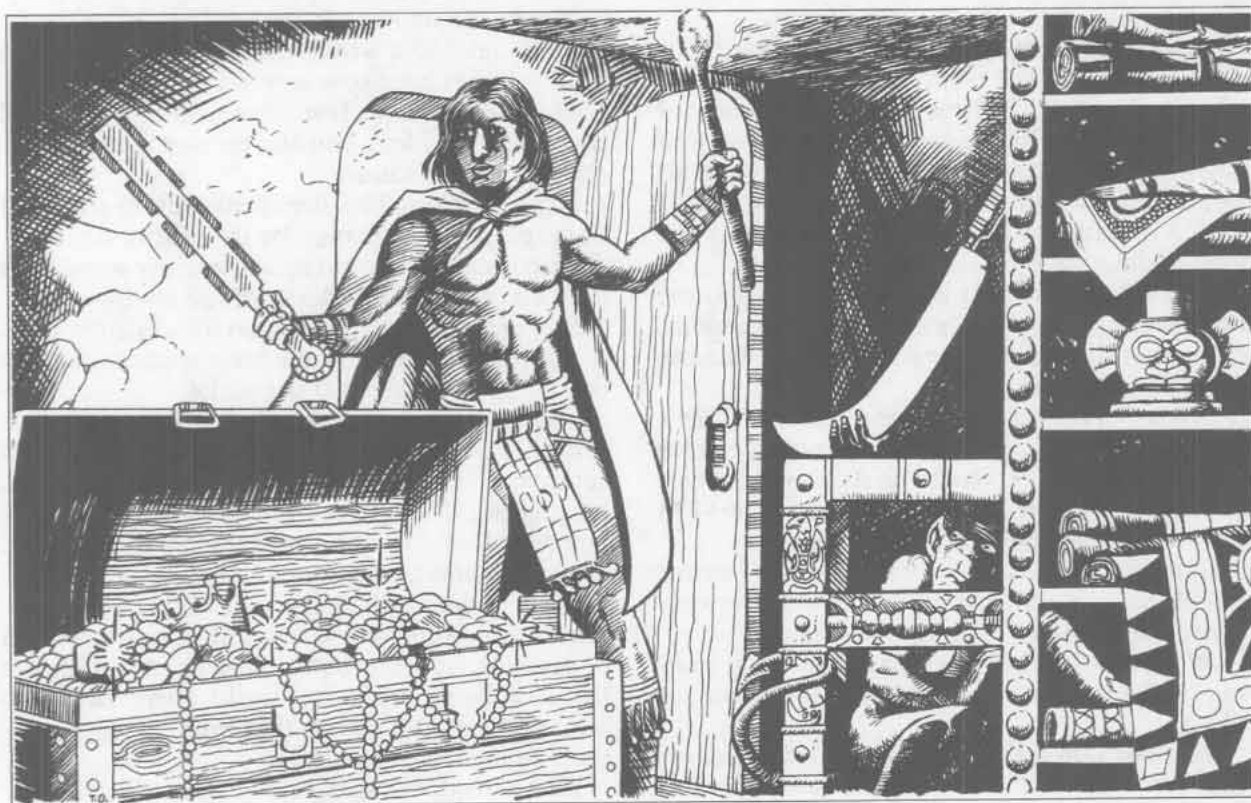
Protection from Magic: This scroll creates a circle of protection (10-foot-radius) around the reader.


No spells or spell effects (including those from items) may enter or leave the circle. The effect lasts for 1d4 turns and moves with the reader.

Protection from Undead: When read, this scroll protects all those within the circle from a variable number of undead for six turns. The number of undead affected varies according to their type, as follows:

Skeletons, Zombies, Ghouls	2d12
Wights, Wraiths, Mummies	2d6
Spectres (or tougher)	1d6

Treasure Map: The DM should make a treasure map for the PCs to find. This shows the location of some treasure hoard in the dungeon. The DM may choose any combination of treasures to equal the total value given. These treasures should be guarded by monsters. Sometimes maps are only partially complete or are written in the form of riddles. Some can be read only by using a *read languages* spell.





Subtable F—Rings: A magical ring must be worn on a finger or thumb to be used. A ring may also be carried and put on when desired. Only one magical ring can be worn on each hand. If a character wears more than one, none of the rings function, with the exception of a *ring of weakness* or a *cursed ring* (see below). Any ring may be used by any character class.

Cursed Ring: The wearer of a *cursed ring* has a -1 penalty to all Saving Throws. Since the ring does not emanate evil, the wearer is not likely to know that it is cursed. Once put on, the ring cannot be willingly discarded except with the aid of a high-level cleric.

Animal Control: The wearer of this ring may command 1d6 normal animals (or one giant-sized). The animals are not allowed Saving Throws. The ring cannot control intelligent animal races or fantastic or magical monsters. The wearer must be able to see the animals to control them. The control lasts as long as the wearer concentrates on the animals and does not move or fight. When the wearer stops concentrating, the animals are free to attack their controller or run away (roll reactions with a penalty of -1 on the roll).

This ring can be used only once per turn.

Fire Resistance: The wearer of this ring cannot be harmed by normal fires and gains a bonus of +2 to all Saving Throws vs. Fire Spells and Red Dragon breath. In addition, the DM must subtract 1 point from each die of fire damage to the wearer (with a minimum damage of 1 point per die rolled to determine the damage).

Invisibility: The wearer is *invisible* as long as the ring is worn. If the wearer attacks or casts spells, he becomes visible. The wearer can only become *invisible* once per turn.

Protection +1: This ring improves the wearer's Armor Class by 1. For example, a magic-user with no armor (AC 9) would be AC 8 when wearing the ring. This item also adds a bonus of +1 to all of the wearer's Saving Throw rolls.

Telekinesis: The wearer may slowly move inanimate objects weighing up to 2,000 cns by concentration alone, up to a distance of 50 feet.

Water Walking: The wearer of this ring may walk on the surface of any body of water and not sink.

Weakness: When this ring is worn, the wearer becomes weaker. This ring reduces any Strength score to 3 within 1d6 rounds. The wearer cannot

take off the ring. The ring may only be discarded with the help of high-level cleric.

Subtable G—Wands, Staves, and Rods: A wand is a thin, smooth stick about 18 inches long. A rod is similar, but 3 feet long; and a staff is 2 inches thick and about 6 feet long. Wands may be used only by magic-users and elves, and staves may be used only by clerics. A wand contains 1d10 charges when found. Each item is described below.

Wand of Enemy Detection: When a charge is used, this item causes all enemies within 60 feet (even those hidden or invisible) to glow as if on fire.

Wand of Magic Detection: When a charge is used, this item causes any magical item within 20 feet to glow. If the item cannot normally be seen (within a closet chest, for example), the glow cannot be seen.

Wand of Paralyzation: This wand projects a cone-shaped ray when a charge is used. The ray is 60 feet long and 30 feet wide at its end. Any creature struck by the ray must make a Saving Throw vs. Wands or be paralyzed for six turns.

Wand of Secret Door Detection: This wand points at all secret doors within 20 feet, one at a time, at a cost of one charge per secret door found.

Wand of Trap Detection: This wand points at all traps within 20 feet, one at a time, at a cost of one charge per trap found.

Staff of Healing: This item heals 1d6 +1 points of damage per use. It may be used only once per day on each person, but it can heal any number of persons once a day. It does not use charges.

Staff of Striking: This weapon inflicts 2d6 points of damage per charge if the hit is successful. Only one charge may be used per strike.

Snake Staff: This magical staff is a *staff +1*. It inflicts 1d6 +1 points of damage per hit. Upon command, it turns into a snake (AC 5, Hit Dice 3, hit points 20, Movement 60 feet per turn, 20 feet per round) and coils around the creature struck. The command may be spoken when the target is hit. The target is allowed to roll Saving Throw vs. Spell to avoid the serpent's coil. Any man-sized or smaller victim is held helpless for 1d4 turns (unless the snake is ordered by the owner to release the victim before that time). Larger creatures cannot be encircled.

When freed, the snake crawls back to its owner and becomes a staff once again. The snake is com-



pletely healed when it turns into a staff. If killed in snake form, it cannot return to staff form and loses all magical properties. This item does not use charges.

Rod of Cancellation: This rod is usable by any character, but it works only once. It drains any magical item it hits, making that item forever nonmagical. The target is treated as having an Armor Class of 9. The DM may adjust the Armor Class of an item if it is being used in combat (such as when trying to hit a sword).

Subtable H—Miscellaneous Magical Items: Each of these items is special and is fully described below.

Bag of Devouring: This item looks like a normal, small sack, but anything placed within it disappears. Anyone may reach in and find the contents by touch—if the contents are still there! If the contents are not removed within 1d6+6 turns, they are forever lost. The bag does not affect living creatures unless the entire creature is stuffed inside the bag. This is impossible to do except with very small creatures.

Bag of Holding: This item resembles a normal small sack, but anything placed within it disappears. Anyone may reach in and find the contents by touch. The bag actually holds treasures up to 10,000 cns in weight but only weighs 600 cns when full. Items placed inside the bag may be no larger than 10' x 5' x 3'. Larger items cannot fit inside.

Boots of Levitation: The wearer may *levitate* (as if using the magic-user spell). There is no limit to the duration.

Crystal Ball: This item can be used only by an elf or magic-user. Its owner may look into it and has but to think of a place or an object in order to see it. It works three times per day, and the image only lasts for one turn. Spells cannot be cast through a *crystal ball*. The more familiar the object or area to be seen, the clearer the picture is.

Elven Boots: The wearer of these boots can move with nearly complete silence (roll 1d10; heard only on a 1).

Elven Cloak: The wearer of this cloak is nearly invisible (roll 1d6; he's seen only on a 1). The wearer becomes visible when attacking or casting

a spell and may not become invisible again for a full turn.

Gauntlets of Ogre Power: These gauntlets give the wearer a Strength score of 18, gaining all normal bonuses. If the wearer is not using a weapon in combat, she may strike with one fist each round for 1d4 points of damage and gains a +3 on hit rolls (only).

Helm of Alignment Changing: This item resembles a fancy helmet. When the helm is put on, it immediately changes the wearer's alignment (the DM should determine the new alignment randomly). This device can be taken off only by using a *remove curse* spell. The wearer resists the removal. Once it is removed, the wearer's original alignment returns. The DM can allow the character to remove it by performing a special task or adventure.

Helm of Telepathy: This item resembles a fancy helmet. The wearer of this helm may send messages, by mere thought, to any creature within 90 feet. The creature receiving the thought messages can understand them. (The creature may refuse to respond.) The wearer may also read the thoughts of a living creature within range. To make the helm work, the wearer must concentrate on the creature, and he cannot move or cast spells. If the creature fails a Saving Throw vs. Spell (or permits the thought reading), the wearer then understands the creature's thoughts.

Medallion of ESP: This magical medallion is strung on a chain to be worn around the neck. If the wearer concentrates for one round, he may read the thoughts of any one creature within 30 feet. The wearer can move normally, but he cannot fight or cast spells while concentrating. The DM must roll 1d6 each time this item is used; it does not work properly on a roll of 1. Instead, it broadcasts the thoughts of the user to everyone within 30 feet! The DM can allow a Saving Throw vs. Spell to prevent the medallion from reading a creature's thoughts.

Rope of Climbing: This 50-foot-long, thin, very strong rope climbs in any direction upon the command of the owner. It may fasten itself to any protruding surface and can support up to 10,000 cns of weight.



Escpae from Zanzer's Dungeon, Part IV

You're ready for your fourth group adventure. By now, you should know how to run a DUNGEONS & DRAGONS® game, so the descriptions of the rooms below are short and to the point.

You must put the counters on the map, move them, determine NPC and monster reactions, use the Combat Sequence, and remember all of the other details by yourself. In short, you've graduated!

Sometimes, you may need information that isn't included in the description. Don't panic. If you need to know a rule, look it up in the index or on the DM's Screen. If you can't find the answer in a few moments, make up one that seems fair, then look up the correct rule later. If you need to know something else, improvise by making up whatever seems to fit the story. Remember, the most important thing is to have fun!

1. Room #15

The door opens into darkness.

DM: PCs without infravision must use a torch to see in this room. Use the map of Zanzer's Dungeon to describe what the PCs see. Help them sketch the walls and doors on a map sheet.

Room #18 Room #16

Room #15

Room #19 Room #17

2. Room #16

DM: Help the PCs map this room. As soon as the last PC steps through the door, it slams shut. This one-way door cannot be pushed open from this side. On a shelf in the corner is an opal brooch (800 gp) and a magic-user scroll with a *knock* spell that can open the door.

3. Room #17

A rumbling voice says, "Ah, dinner time!" The speaker is a man with a bull's head.

DM: The speaker is Dmitri the Minotaur. At first, he tries to convince the PCs that he plans to serve dinner to them. When the PCs sit at the table, or once it becomes clear they will not sit, he attacks.

Dmitri's statistics are as follows: AC 6; HD 6 (12 hit points); Move 120' (40'); Att 1 gore/1 bite; Dmg 1d6/1d6; Save as Fighter 6; Morale 12; Al Chaotic; XP value 275.

Dmitri has a bag of rubies (1,000 gp) and two healing potions.

4. Room #18

As the door creaks open, a blind man turns his head toward the sound. "You're not my master," he says.

DM: Help the PCs map this room. The blind man is Gorgo, Zanzer's former valet, and he is kept prisoner by a magical silver chain attached to a golden ball. What happens from here depends on the PCs. If they talk to Gorgo, he explains that, 50 years ago, Zanzer chained him to a golden ball for trying to steal some treasure. He has been a prisoner ever since.

If a PC breaks the silver chain for Gorgo (an easy task for anyone but Gorgo), the old man produces a magic-user scroll with a *web* spell. Gorgo casts a *cure light wounds* spell on any two PCs who need healing, then he disappears.

If the PCs attack, Gorgo fights back. His statistics are as follows: AC 7; HD 4 (16 hit points); Move 120' (40'); Att swing golden ball; Dmg 1d8; Save as Cleric 4; Morale 10; Al Lawful; XP value 125. Gorgo can cast one *hold person* spell.

There is a pearl necklace (500 gp) in this room. Gorgo's golden ball (500 gp) is cursed so that anybody carrying it for two rounds suddenly finds it attached to his leg by a silver chain. This reduces the Character's Dexterity by 1 point until somebody else breaks the chain.

5. Room #19

This room smells of rancid meat and rotting vegetables. It must be the kitchen.

DM: four zombies wait here to attack. Any cleric may attempt to turn the undead. The zombies' statistics are as follows: AC 8; HD 2 (7 hit points each); Move 90' (30'); Att 1 claw; Dmg 1d8; Save as Fighter 1; Morale 12; Al Chaotic; XP value 20 each.

In the pantry are two healing potions.



6. Room #20

The door from Zanzer's kitchen opens into a dark corridor. Lying on the ground in the middle of the corridor is a leather bag.

DM: As Zanzer was evacuating his house, he dropped the bag. Inside are 50 platinum pieces, sapphire earrings worth 700 gp, and a rough map of the dungeon (which is why the PCs can see the map sheet).

From this point forward, make Wandering Monster checks every other turn, as instructed in the Game Turn Checklist on the DM's Screen. (Create your own Wandering Monster Table or use the one for Dungeon Level I on page 124.)

In room 20, a crystal sphere makes a strange green glow. Any PC approaching it without making a successful Find Traps roll trips on an invisible cord encircling the ball (suffering 1 point of damage). This causes the five sprites who are hiding in the room to laugh.

If the PCs ask the sprites about the dungeon, the winged people answer, "Dark and deep, who knows how to leave, so why not sleep?"

Should the PCs be foolish enough to attack, the sprites use their curse on the first person to attack. Every time the unfortunate victim breathes, a great snore rumbles out of his nose and throat. (In this case, check for wandering monsters every turn.)

The sprites' statistics are as follows: AC 1; HD 1/2 (2 hit points each); Move 60' (20'), flying 180' (60'); Att 1 spell; Dmg none; Save as Elf 1; Morale 7; AI Neutral; XP value 6 each.

the crystal ball is worth 5 gp.

7. Room #21

This room is filled with shovels, picks, wheelbarrows, and other digging tools.

DM: Two gnolls are taking inventory. After their Surprise Checks, they set aside their task to attack. Their statistics are as follows: AC 5; HD 2 (8 hit points each); Move 90' (30'); Att 1 pickax; Dmg 1d6+1; Save as Fighter 2; Morale 8; AI Chaotic; XP value 20 each.

Each gnoll has five sp, and one has a golden key (1 gp).

8. Room #22

Four small men are at work on a forge. None of them stands more than 2 feet tall. They all have full beards and long, round noses.

DM: The gnomes are Zanzer's prisoners. They spend their days making tools for the salt mines. Their names are Willy, Billy, Gilly, and Zilly.

The gnomes are all shackled to the wall by a golden chain. The golden key that the PCs may have taken from a gnoll in Room #21 can open the shackles; Zanzer has magically *charmed* the chains to make them unbreakable.

The gnomes don't attack unless attacked first. Instead, they offer the PCs 100 gp each to free them. Assuming the PCs comply, the gnomes open a hidden trap door and remove four sacks filled with treasure. They give each PC the promised 100 gp. The fourth gnome offers the PCs a choice—the money or a *ring of fire resistance*.

In each sack is another 900 gp, but the gnomes won't willingly part with a single coin more than they promised. After being freed, the gnomes (and the remaining gold) disappear at the first opportunity.

The gnomes' statistics are as follows: AC 5; HD 1 (4 hit points each); Move 60' (20'); Att 1 hammer; Dmg 1d6; Save as Dwarf 1; Morale 8; AI Lawful; XP value 10 each.

9. Room 23

This room contains eight cramped cells.

DM: Most of the cells are empty, for Zanzer keeps his prisoners working. However, there are three cells with items of interest.

Cell A is locked. Hanging inside in plain view are a silver sword, a silver dagger, and a bow with 10 silver-tipped arrows.

Hidden in a pile of rags on the floor of Cell B are two healing potions.

Cell G's door is made of silver bars. Inside is a werewolf. (See "lycanthrope" in the Monster chapter.) The werewolf is in human form. There is no way to tell his true nature, except that he has an elongated nose, slightly pointy ears, and yellowish eyes. He begs the PCs to let him out. If they ask, he claims not to know why his cage has silver bars, and he offers to give the party the *elven boots* he is



wearing. (See the Treasure chapter.)

If the PCs let the werewolf out, he vanishes at the first opportunity. He returns in wolf form 1d4 rounds later and attacks.

The werewolf's statistics are: AC 5 (9 in human form); HD 4 (14 hit points); Move 180' (60'); Att 1 bite; Dmg 2d4; Save as Fighter 4; Morale 8; AI Chaotic; XP value 125.

In wolf form, the werewolf is hit only by spells or silver or magical weapons. Use any extra figure when the werewolf is in human form, use the wolf counter when he is in wolf form.

10. Rooms 24 through 28

DM: Add monsters and traps

11. Room #29

Five sets of leg-irons and five salt-crustured cloaks hang from pegs. There are more than a dozen pegs with nothing on them.

DM: When the guards take the prisoners to and from work, they stop here to shackle the prisoners' legs. Most prisoners also wear the cloaks to keep salt from rubbing into the cuts and scrapes they get while working in the salt mines.

12. Room #30

This room has been dug into salt. Four feeble men are using pickaxes to knock hunks of salt from the walls, while two more load the white chunks into wheelbarrows. A pair of fearsome, 8-foot-tall humanoids stand guard.

DM: If the PCs used the leg-irons and cloaks in Room #29 to disguise themselves, the ogre guards assume they are prisoners sent to dig salt. The ogres then suffer a -2 penalty to their Surprise Roll. Otherwise, the ogres attack at the first opportunity.

Though the prisoners in the room cheer the PCs on, they're too feeble to help. After the fight is over, the prisoners tell the PCs to avoid Room #32 because of the "jelly." The prisoners suggest the PCs go into room 31, using wheelbarrows, leg-irons, and cloaks to disguise themselves.

The ogres' statistics are as follows: AC 5; HD 4+1 (13 hit points each); Move 90' (30'); Att 1 club; Dmg 1d6+2; Save as Fighter 4; Morale 10; AI

Chaotic; XP value 125.

Each ogre carries a sack of gems worth 1,000 gp, and two healing potions.

13. Room #31

Six dwarves stand along a conveyer belt, using huge mallets to smash salt chunks into grains. A pair of ogres guards them.

DM: If the PCs are disguised as prisoners with wheelbarrows of salt for the conveyor belt, the ogres suffer a -2 modifier to their Surprise Roll. Otherwise, the ogres attack.

The six dwarves cheer the PCs on. If an ogre steps next to a dwarf, the dwarf attacks him with a mallet. The dwarves cannot leave the positions along the conveyor belt because they're shackled in place.

After the battle, the dwarves join the PCs in their escape attempt if the PCs continue to Room #33 (but no place else). Run the dwarves as NPCs from this point forward.

The ogres' statistics are as follows: AC 5; HD 4+1 (17 hit points each); Move 90' (30'); Att 1 club; Dmg 1d6+2; Save as Fighter 4; Morale 10; AI Chaotic; XP value 125.

One of the ogres has a magic-user scroll containing *light*, *sleep*, and *magic missile* spells. The other has a key that unlocks the dwarves' shackles.

The dwarves' statistics are: Dwarf 1; Str 12; Int 10; Wis 11; Dex 10; Con 11; Cha 11; AC 9; Hit Points 4 each; Dmg 1d6 (mallet).

14. Room #32

This room is empty and dark, save for the idle conveyor belt running down the center.

DM: After the first PC moves four spaces into this room, a green slime drops on him and anybody in the spaces right next to him. Read the description of green slime in the **Monster** chapter.

This green slime's statistics are as follows: AC can always be hit; Hit Dice 2 (9 hit points); Move 3' (1'); Att 1; Dmg dissolve leather and cloth instantly, wood and metal in six rounds, turn victim into green slime in 6+1d4 rounds; save as Fighter 1; Morale 7; AI Neutral; XP value 5.

Lying in the rubble on the floor is a tube with one magic-user scroll and one clerical scroll. The



magic-user scroll has one *web*, one *sleep*, and two *magic missile spells* (each doing 1d6+1 points of damage). The clerical scroll has three *cure light wounds* spells and one *light* spell.

15. Room #33

This room is dark.

DM: Not even torches can light this room, for Zanzer has magically *darkened* it. Only those PCs with infravision can see. If the PCs cast a *light* spell, they cancel Zanzer's *darkness* spell.

In the room are Zanzer and four bugbears. If the PCs do not have infravision or if they do not use a *light* spell to light the room, the PCs must make a Surprise Roll when they enter the room. In this case, the bugbears receive their surprise advantage. The PCs are surprised on a roll of 1-3 instead of 1-2.

If the dwarves from Room #31 are with the PCs, they warn of the bugbears' presence by attacking the bugbears. The trap door in the ceiling leads out of the dungeon.

Here are Zanzer's statistics: Magic-User 4; Str 11; Int 18; Wis 11; Dex 16; Con 11; Cha 10; AC 6; hit points 12; Dmg 1d4 or spells.

Zanzer has used his spells, but he has a magic-user scroll containing *web*, *shield*, and *magic missile* (1d6+1 dmg) spells. In addition to his native languages, Zanzer speaks hobgoblin, gnoll, and orc. Zanzer also has a *ring of animal control*, a golden crown worth 2,500 gp, and a sack of rubies worth 3,000 gp.

The bugbears' statistics are as follows: AC 5; HD 3+1 (12 hit points each); Move 90' (30'); Att 1 club; Dmg 1d6; Save as Fighter 3; Morale 9; AI Chaotic; XP value 75 each.

16. Room #34

In the floor of this closet is a trap door. On the wall is an arrow pointing down and the message, "Danger—Stonefast!"

DM: The trap door leads to Stonefast. Once you have stocked it, you're ready to start your next adventure!

After the Adventure

It's time to take stock of PC supplies, divide treasure, award experience points, adjust levels, heal, buy equipment, and take care of the other details.

After helping the PCs adjust their Character Record Sheets, set a date and time for them to explore Stonefast!



Making a DUNGEON

A dungeon is a group of rooms connected by corridors. It can be a cave, an abandoned mine, or a crypt. It can be an ancient temple, the basement of a stormy castle, or anything you can imagine—as long as it is filled with monsters, traps, and treasures!

But there is more to making a dungeon than drawing a map and filling the rooms. A good dungeon is carefully planned. There is a reason for it to exist. All of the puzzles, monsters, and traps fit together and hint at this reason.

It may sound difficult to design a dungeon like this, but it really isn't so hard. Just follow these step-by-step instructions:

1. Choose a Scenario: A scenario is an idea or theme that gives the PCs a reason to explore the dungeon. For instance, a curious sage hires the party to map an unexplored cavern. Maybe the commander of the militia sends the PCs to investigate an enemy outpost. Perhaps the king asks the PCs to rescue a kidnapped princess.

Everything in the dungeon should fit into the scenario in a logical manner. This will make the adventure seem more interesting and fun.

2. Decide on a Setting: You should decide what type of dungeon best fits the scenario you have chosen: a cave, abandoned mine, castle basement, or any other setting that suits your purpose. Don't start making your map yet. Just decide what kind of setting you're going to use.

3. Select the Special Monsters: Based on the scenario, select some special monsters to inhabit the dungeon. If the scenario suggests that an evil intelligence is after the PCs, be sure to select the appropriate monster and some tough associates. Special monsters should be 2-4 levels higher than the PCs, depending upon how tough you want to make the dungeon.

4. Draw the Map: Now, use a pencil and graph paper to draw a map of your dungeon. The first thing to do is select a scale. Usually, the scale is 1 square equals 5 feet. If that doesn't give you enough room, use 1 square equals 10 feet, or any other scale you want.

Next, draw the outside shape of the dungeon. Fill the interior of the dungeon with rooms and connect them with corridors. This will be a map of one dungeon level. Draw separate levels on separate pieces of paper.

When you draw your map, show how the PCs can get from one level to another. Levels can be

connected by stairs, slides, chutes, etc. Be sure they line up from one level to the next.

5. Stock the Dungeon: Place all the special monsters in their rooms or areas. Next, roll 1d6 for the remaining rooms and consult the Room Contents Table below:

Room Contents Table

D6 Roll	Contents	Treasure Chance
1-2	Empty	10%
3	Trap	35%
4-5	Monster	50%
6	Special	Nil

At first, you should place monsters, traps, and special items randomly, by picking them from the lists. After you have mastered random placement, you can adjust the room contents to better fit your own scenario.

Treasure: When there is a chance that the room contains treasure, roll d%. If the roll is equal to or less than the percentage chance listed, the room contains treasure.

When you are stocking a dungeon, try to abide by the rolls on the Room Contents Table. If it says there is no treasure in that room, there isn't. Even if you have a monster that might have treasure in there, the Room Contents Table is the result that counts.

Also, if the Room Contents Table says to place a treasure in a room that has a monster, and the monster's description says it has a lair treasure, then that room is the monster's lair. It should have the lair treasure and as many monsters as are usually found in the lair, according to the description of the monster.

If the Room Contents Table says to place a treasure in a room with no monster, use the Random Treasures Table in the **Treasure** chapter to determine the kind of treasure in the room.

Traps: A trap is a device someone has prepared to injure, delay, or confuse intruders. Traps can be concealed in nearly any location: a door, wall, ceiling, table, chest, on a coin, weapon, or even on an animal.

When you stock your dungeon, you can use the Room Contents Table to pick trap locations randomly, but you should always choose the kind of trap you use with care. Always select a



trap that seems appropriate to the scenario. Try not to use traps that kill PCs in one swift blow (especially if your players are just learning the game).

When you use a trap, take into consideration your players' experience and their characters' levels. Here are some typical examples of traps:

Blade: A blade sweeps out, down, or up, causing 1d6 points of damage to anyone it hits. Save vs. Paralyzation to dodge the blade and suffer no damage.

Dart: A tiny dart shoots out, striking anyone in its path. Target must roll a successful Saving Throw vs. Poison or suffer 1d4 points of damage and become so ill that the character can do nothing for three turns.

Explosion: Something blows up, causing 1d6 points of damage to everyone within a 10-foot-radius. Targets who Save vs. Dragon Breath take only half damage.

Falling Items: A block (or rubble) falls when something is touched (or at random), striking someone. The victim can Save vs. Wands to jump out of the way, or else suffer 1d4 damage.

Illusion: Something strange happens (but not really; see *phantasmal force*, a magic-user's spell), and the characters are scared away (or the illusion may have some other effect, such as giving a false clue, luring characters toward another trap, etc).

Light: A bright light flashes. All who see the light must roll a successful Saving Throw vs. Spell or suffer blindness for 1d4 rounds.

Pit: A small latch moves and a concealed trap door opens beneath the target. The target suffers 1 point falling damage, and must climb back out.

Poison: The character has touched a sticky substance—contact poison! The poison makes the victim extremely sick for three days, during that time the target's movement is halved and a -2 Penalty to hit rolls and Saving Throws is applied. Targets can roll a successful Saving Throw vs. Poison for just 1 point of damage and no sickness.

To design your own trap, decide what you want it to accomplish. Many traps just delay the party, confuse them, or force them to use up their supplies.

Next, decide what happens when the trap is triggered (the ceiling collapses, a poison needle pricks a PC, gas starts hissing into the room, etc.).

If the trap inflicts damage, decide how much.

This figure can be either a die roll or a specific amount of damage, but the trap should not inflict enough damage to kill a healthy PC.

Finally, decide what kind of Saving Throw the characters can roll to decrease or avoid its affects (see the Saving Throw rules). Traps that don't allow Saving Throws should be very rare.

Special Items: A special item is anything unusual that you place in your dungeon. Like a trap, you may pick its location randomly, but you should select the kind of special item you use. A special item should not be an encounter or inflict damage directly, but it may increase the likelihood of either of these things happening.

Some examples of special items are the following:

Alarm: The PCs trigger an alarm that rings throughout the dungeon. Roll for wandering monsters every turn instead of every other turn.

Map Change: A shifting wall moves after the party passes, cutting off their exit. They must find another way out of the dungeon. The wall shifts back after a time (one turn, one hour, one day).

Movement: The room (or stairs, or door, or item) moves (turns, drops, closes, rises, etc.) unexpectedly. It might be stopped if a roll for surprise (often with a penalty) shows that the party reacts quickly enough to prevent it.

Pool: Magical water has a strange effect if touched (or drunk, or sprinkled on someone or something), such as healing, inflicting damage, changing an ability Score, changing alignment, making something magical for a time, and so on.

Sound: The room screams when the PCs step through the door. Nothing happens as a result.

Shifting Room: As the PCs enter a room, it turns 90°, so that the door opens into a different corridor than the one from which they entered. The PCs must roll a successful Saving Throw vs. Spell to notice the movement.

Statue: A large statue of a person, monster, or gadget (nearly anything you can imagine) is found. It may be valuable, magical, too heavy to move, alive, lonesome and willing to talk (maybe a liar), covering a trap door, hiding a treasure, etc.

Transportation: This could be a trap door leading up or down, secret stairs, elevator, magical portal to elsewhere, and so forth.

To design your own special item, simply decide what unusual or peculiar thing happens when



the PCs enter the room (or corridor). The only requirement is that the special item should fit your scenario.

6. Fill in the Details: After stocking the dungeon, make notes of what kinds of things the PCs smell, hear, feel, see, etc., as they pass or look into a room. Usually, one or two details per room is enough.

7. Make a Wandering Monster List: Pick 10 monsters the PCs might meet wandering through the dungeon. Try to pick monsters within two levels above or below your PCs. Assign each monster a number from 1 to 10. When an encounter with a wandering monster occurs in the normal turn sequence, roll 1d10 to determine which monster the party meets.

Alternatively, you may also use the Wandering Monster Table. Select the table that matches the dungeon level that your PCs are on, or that you are stocking.

Roll 1d20 to determine the monster. If the monster doesn't fit your scenario, roll again (or select another monster). To see how many monsters there are, roll the indicated die. Consult the monster descriptions to see how many Hit Dice they have, then determine their hit points normally.

Tips ON DMing

Well, there you have it! You know how to create NPCs for yourself and PCs with your players. Combat and moving around are subjects you've mastered. You even know how to create your own dungeon setting for play. It must be time to play!

But how do you become a good DM, one that players enjoy adventuring with and who enjoys the game himself? Well, there's nothing that experience won't teach you. Play a few games to get your feet wet. Don't let your players run the game, but listen to their advice as you play.

Just to get you started, here are a few final tips.

Fair Play: Be fair to your players. If you bash them with unsolvable traps and unbeatable monsters, they won't enjoy the game much. Also, if the dice are winning the game, don't use them—make some decisions of your own to save the party or even things out. Remember, it's your campaign. Of course, the flip side of the coin is also true—be fair to yourself. Don't let the PCs beat up everything in your campaign. Make sure they're challenged, too.

Balance the Challenges: Try to balance the situations you present to match the power of your adventuring party. Players get frustrated if they're constantly being bested by powerful monsters. However, they get bored with hack-and-slash adventures against little critters that pose no challenge. If your players like mysteries, try to include puzzles to solve. If they like mapping, send them into intricate mazes. If they like chivalry, let them rescue a princess or two!

Try to balance the rewards with the challenges. If the PCs can manage to destroy a foe that is far more powerful than they are, they should be rewarded with ample gold and magical treasures. However, killing smaller beasts that cannot possibly harm the PCs should gain them nothing.

Have Fun: Remember that beneath all the rules, between pages of maps and tables, and behind the illusion of a brilliant fantasy world, the DUNGEONS & DRAGONS® game is still just a game. It's you and your friends getting together to have a good time. Keep the game on a positive note and everyone will feel better for it!



Stonefast

On page 121 is a map of Stonefast. You can use Stonefast for your player characters' second adventure. Much of the work on Stonefast has been completed: choosing a scenario and setting, selecting the special monsters, and drawing the map. It remains to you to stock the dungeon and fill in the room details. This will be good practice for creating your own dungeons.

Scenario: Stonefast was a dwarven stronghold on the fringes of human territory. It was a diplomatic center and trading outpost.

During the Orc Wars, an orcish army attacked the outpost. Although Stonefast did not fall, only a few dwarves survived. They sealed their stronghold with dwarven stonework, and then they returned to their kingdom—leaving behind all their treasures.

Since then, Stonefast's location has remained a mystery—at least until recently. Rumors have been circulating that Zanser Tem's servants have found the stronghold—but they have not explored it, for the outpost has become home to a wide assortment of terrible monsters.

Setting: Stonefast is an ancient dwarven fort.

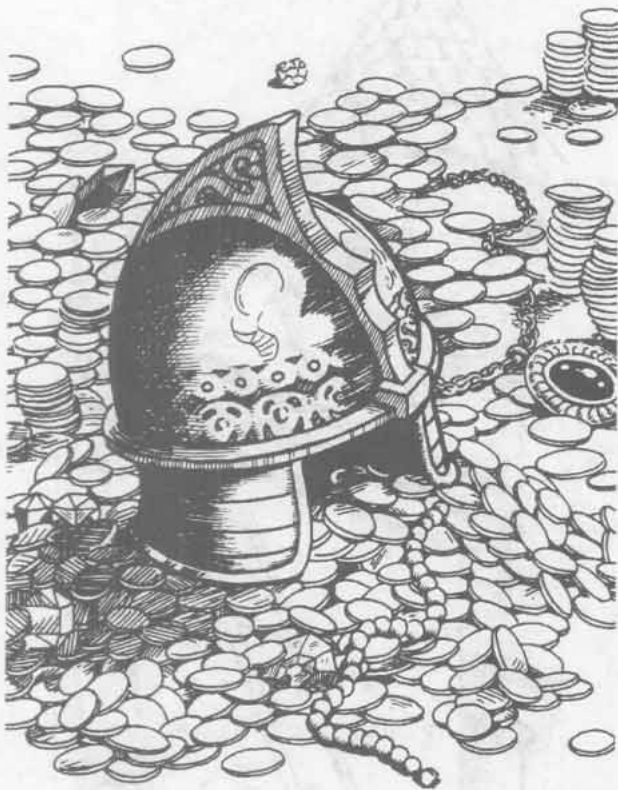
Special Monster: A young white dragon named Kamro broke into Stonefast and now makes his lair deep within its dark halls. Kamro allows a wide variety of monsters to make their lairs in his dungeon because they keep intruders away.

KAMRO

Armor Class:	3
Hit Dice:	3+2** (16 hit points)
Move:	90' (30')
Flying:	240' (80')
Attacks:	2 claws/1 bite
Damage:	1d4/1d4/2d8
No. Appearing:	1
Save As:	6th-Level Fighter
Morale:	8
Treasure Type:	Special
Alignment:	Neutral
XP Value:	275

As a young dragon, Kamro has not yet learned to speak or use spells. His breath weapon inflicts 16 points of cold damage and can be used up to three times per day.





Draw the Map: The map is on the page 121. The scale is one square = five feet.

Stock the Dungeon: If you don't remember how to stock a dungeon, reread the last chapter. Pick unintelligent monsters—no orcs, goblins, etc.

There are four special rooms in Stonefast:

- **Entrance:** Stonefast can be entered through the icy burrow Kamro dug or through a trap door from Room #34 of Zanzer's Dungeon.

- **Room #20:** This room contains the lost dwarven treasure: 6,000 gp, two diamonds (1,500 gp each), four opals (1,000 gp each) a golden, ruby-studded crown (2,500 gp), a hand axe +1, a war hammer +1, a dagger +2, and a staff of healing.

- **Room #25:** In this room, there are 100 treasure chests, each locked and trapped. If any chest is opened, (by picking or breaking the lock) without first successfully finding and removing traps, it fills the room with a cloud of gas. Everyone in the room must roll a successful Saving Throw vs. Poison or fall unconscious for 1d4 turns. Each chest contains 100 copper pieces.

- **Room #30:** This is Kamro's lair. A set of double doors guards the entrance. One door is locked, and the other is stuck. The locked door may be opened by a successful Open Locks attempt, and the stuck door may be forced open by a successful Open Doors attempt. There is a 50% chance that Kamro is asleep on his treasure pile, unless someone forces open the doors. Kamro's treasure is only 6,000 silver pieces and three healing potions. On the first round, Kamro attacks with his breath weapon.

Fill in the Details: The dungeon is cold, since it is the lair of a white dragon. Also, remember that it has been abandoned for a long time. Everything is rotten, dusty, and rusted.

Make a Wandering Monster List: If you don't remember how to make a wandering monster list, see page 118.

What Is the Last Rule?

By now, you probably realize the players will surprise you often. No matter how carefully you plan your adventure, the PCs will always do something you could not expect.

When this happens, you must resort to the last rule: *When you don't know what to do, make something up!*

Remember, the whole idea of playing a DUNGEONS & DRAGONS® game is to have fun. If you stop playing and take too much time consulting the rules, nobody will have fun. It is better to make something up and keep the game moving!

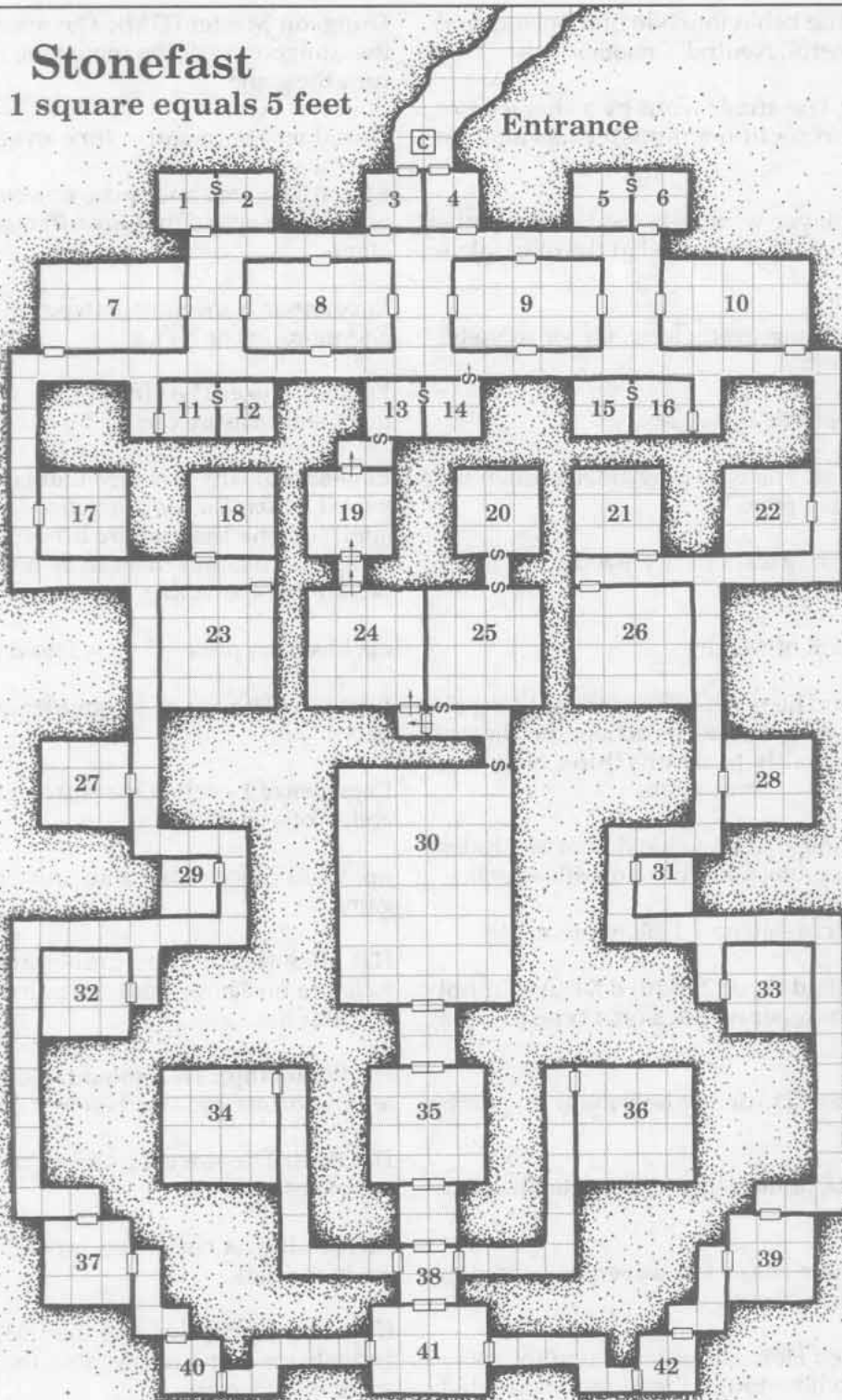
When you improvise a rule, use these steps:

1. Make sure the action happens during the proper step of the Game Turn Checklist, the Encounter Checklist, or the Combat Sequence.
2. Imagine the situation and consider how difficult it would be for the character to do what the player wants to try.
3. Assign a percentage to the chance of success.
4. Have the player controlling the character roll d% to determine success.



Stonefast

Scale: 1 square equals 5 feet



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Glossary

Alignment: The behavior code of monsters and characters; Lawful, Neutral, Chaotic.

Armor Class: The armor worn by a character or the natural protection a monster has against attacks.

Caller: The player who tells the DM what the party wants to do, based on what the other players tell him.

Caster: Any magic-user, cleric, elf, or monster who casts a spell.

Character Level: see experience.

Character Class: The type of character; often the character's job or race.

Charge: The magical energy needed to use a wand.

Coin (cn): A unit of weight.

Concentration: The result of a character fixing all attention on a single object or action; the character becomes unable to do anything else; any action breaks the concentration.

Cover: Anything, except a shield, that one hides behind to gain protection from a missile attack.

cp: Copper pieces—10 cp = 1 silver piece.

D# (d4, d6, d8, d10, d12, d20, d%): A symbol showing the number of sides on a type of die; a die code.

Damage: A die roll to decide how many hit points are lost.

Demihuman: A human-like creature that is also a character.

Dungeon: Where characters adventure; often in ruins and underground.

Dungeon Level: How far underground the room or area is; also how tough the monsters are that are found there. The greater the dungeon level, the tougher the challenge.

Dungeon Master (DM): The referee who creates the dungeon and the monsters; the player who runs the game.

Duration: The length of time an effect lasts.

Effect: The area and those objects and creatures within the space that are affected by a spell or attack.

Encounter: A meeting between player characters and monsters or NPCs.

Encumbrance: The effect of the weight of equipment and treasure carried by a character.

Enchanted: Any creature that is magically *summoned, animated, or controlled* (as with a *charm* spell) or one that can be hit only by a magical weapon. Creatures that can be hit by silver weapons are not enchanted.

ep: Electrum piece—2 ep = 1 gold piece.

Evasion: The act of fleeing from a monster or party.

Experience Level: A measure of the power and ability of a character.

gp: Gold piece. The basic unit of money in the game.

Hit Dice (HD): The number and type of dice rolled to find how many hit points a character or monster has.

Hit Points (hp): The amount of damage a character or monster can take before it dies.

Hit Roll: The lowest number needed to hit an opponent.

Infravision: A character or creature's ability to see in the dark.

Key: The description (for the DM) of a dungeon and what is found inside; also, the explanation of symbols on a map.

Lair: A monster's home or nest.



Melee: Combat where the fighters stay within arm's length (5 feet) using fists, hand-to-hand weapons or claws and teeth.

Missile Fire: Attacks using weapons that are shot or thrown from more than 5 feet away.

Monster Hit Dice: Monster use d8s for HD.

Monster Level: A measure of how tough a monster is, usually equal to its Hit Dice.

Morale: A measure of courage, loyalty, and high spirits; the willingness to face a battle or to run away.

Non-Player Character (NPC): Any character that is played by the DM.

Player Character (PC): A character who is controlled by a player.

pp: platinum piece—5 gold piece = 1 pp.

Quarrel: A shaft that is shot from a crossbow (also called a bolt).

Range: The maximum distance at which an attack can be made or a spell can be cast; also, a measure of distance (short, medium, or long).

Retreat: The process of leaving an area or battle at full speed.

Saving Throw (Save): A character's chance (by dodging, luck, willpower, etc.) to avoid or reduce the harmful effects of certain types of attacks.

Secret Door: A door that is hidden or disguised as something else; one that is hard to find.

sp: Silver piece—10 sp = 1 gold piece.

Spell Level: A measure of the difficulty and power of a spell.

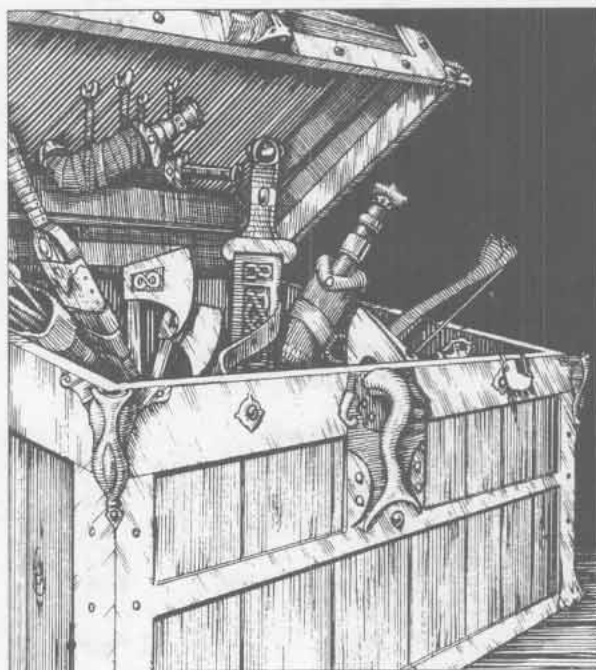
THAC0: "To Hit Armor Class 0"; an optional system for figuring attack rolls.

Turn: A cleric's ability, by the power of faith, to make undead monsters run away.

Withdrawal: The process of backing up slowly while fighting; a fighting retreat.

Abbreviations

AT: Number of Attacks	HD: Hit Dice
AC: Armor Class	hp: Hit points
AL: Alignment	Int: Intelligence
C: Cleric	M: Magic-user
Cha: Charisma	ML: Morale
Con: Constitution	MV: Movement speed
cp: copper pieces	NA: Number Appearing
D: type of dice	NM: Normal Human
D: Damage	NPC: Non-Player Character
D: Dwarf	PC: Player Character
Dex: Dexterity	pp: platinum pieces
DM: Dungeon Master	Save: Saving Throw Class and Level
E: Elf	sp: silver pieces
ep: electrum pieces	Str: Strength
F: Fighter	T: Thief
gp: gold pieces	Wis: Wisdom
H: Halfling	XP: Experience Points



WANDERING MONSTER Table

Dungeon Level 1

D20 Roll	Monster	Number
1	Bat, Giant	1d3
2	Beetle, Fire	1d6
3	Ghoul	1d2
4-5	Goblin	1d6
6	Gnoll	1d3
7	Gnome	1d6
8	Hobgoblin	1d6
9-10	Kobold	2d6
11	Lizard Man	1d3
12	NPC Party	1 Party
13-14	Orc	1d6
15-16	Skeleton	1d10
17	Snake, Racer	1d2
18	Spider, Crab	1d2
19	Stirge	1d8
20	Zombie	1d3

Dungeon Level 2

D20 Roll	Monster	Number
1	Beetle, Oil	1d6
2	Carrion Crawler	1
3	Ghoul	1d4
4-5	Gnoll	1d4
6	Goblin	1d4
7	Gray Ooze	1
8	Harpy	1
9-10	Hobgoblin	1d6
11	Lizard Man	1d6
12	NPC Party	1 Party
13-14	Orc	1d10
15	Skeleton	2d6
16	Snake, Pit Viper	1d6
17	Spider, Black Widow	1
18	Wight	1
19-20	Zombie	1d6

Dungeon Level 3

D20 Roll	Monster	Number
1	Beetle, Tiger	1d4
2-3	Bugbear	1d6
4	Carrion Crawler	1d3
5	Doppelganger	1d2
6-7	Gargoyle	1d3
8	Gelatinous Cube	1
9	Harpy	1d3
10-11	Lycanthrope, Wererat	1d6
12	Medusa	1
13	NPC Party	1 Party
14	Ochre Jelly	1

15-16	Ogre	1d3
17	Shadow	1d4
18	Snake, Giant Rattler	1d4
19	Spider, Tarantella	1
20	Wight	1d3

Dungeon Levels 4 and 5

D20 Roll	Monster	Number
1	Basilisk	1
2	Bugbear	2d4
3	Cockatrice	1d2
4	Displacer Beast	1
5	Gargoyle	1d4+1
6	Giant, Hill	1
7	Harpy	1d4+1
8	Hellhound (3-5 HD)	1d4
9	Hydra (5-headed)	1
10	Leech, Giant	1
11	Lycanthrope, Werewolf	1d4
12	Medusa	1d2
13	Mummy	1d3
14	NPC Party	1 Party
15	Ochre Jelly	1
16	Rhagodessa	1d3
17	Rust Monster	1d2
18	Scorpion, Giant	1d3
19	Troll	1d2
20	Wraith	1d2

Dungeon Levels 6 and 7

D20 Roll	Monster	Number
1	Basilisk	1d3
2	Cockatrice	1d3
3	Giant, Hill	1d2
4	Giant, Stone	1d2
5	Gorgon	1
6	Hellhound (5-7 HD)	1d4
7	Hydra (6-8 heads)	1
8	Lycanthrope, Weretiger	1d3
9	Manticore	1
10	Minotaur	1d4
11	Mummy	1d4
12	NPC Party	1 Party
13	Ochre Jelly	1
14	Ogre	2d4
15	Rust Monster	2d2
16	Spectre	1d3
17	Spider, Tarantella	1d3
18	Troll	1d4+1
19	Vampire	1
20	Wyvern	1



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DUNGEONS & DRAGONS® Character Record Sheet

Player's Name _____ Dungeon Master _____

Character's Name _____

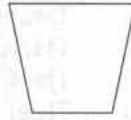
Alignment _____ Class _____ Level _____



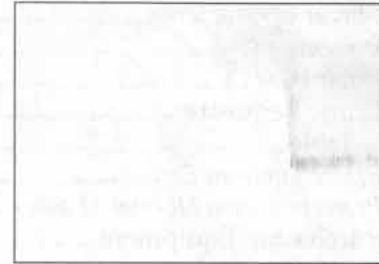
Armor Class



Hit Dice



Hit Points



Character Sketch or Symbol

ABILITIES:

ADJUSTMENTS

SAVING THROWS

	STRENGTH	_____	to melee hit, melee damage, open doors rolls
	INTELLIGENCE	_____	(see intelligence adjustments in <i>Rules and Adventures</i> for number of languages)
	WISDOM	_____	on magic-based saving throws
	DEXTERITY	_____	to missile fire hit rolls, modifies AC
	CONSTITUTION	_____	to hit die rolls for hit points
	CHARISMA	_____	to reaction rolls

	POISON or DEATH RAY
	MAGIC WAND
	TURN TO STONE or PARALYSIS
	DRAGON BREATH
	SPELLS or MAGIC STAFF

LANGUAGES: _____

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

CHARACTER HIT ROLL TABLE

HIT ROLL ADJUSTMENTS

	9	8	7	6	5	4	3	2	1	0	-1	-2
HIT ROLL NEEDED												

	Melee	Missile

EQUIPMENT CARRIED

MAGICAL ITEMS	NORMAL ITEMS	MONEY and TREASURE PP: _____ GEMS: _____ GP: _____ EP: _____ SP: _____ CP: _____ TOTAL VALUE _____
---------------	--------------	--

OTHER NOTES including places explored, people & monsters met	EXPERIENCE Prime Requisite Score <input style="width: 40px;" type="text"/> Bonus/Penalty <input style="width: 40px;" type="text"/> Needed for next level: _____
--	---



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The Classic
Dungeons & Dragons[®]

GAME



DUNGEON MASTER[®] Screen





Player Character Tables

WEAPONS

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

* ammunition is included in encumbrance.

** these weapons may be used by a cleric.

ADJUSTMENTS FOR STRENGTH, DEXTERITY, AND WISDOM

3d6 Roll	Adjustments
3	-3
4-5	-2
6-8	-1
9-12	No adjustments
13-15	+1
16-17	+2
18	+3

• **Strength:** Regardless of adjustments, any successful hit will always do at least 1 point of damage. All Strength adjustments apply *only* to hand-to-hand combat and to opening doors.

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

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

MONEY CONVERSION CHART

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

ROOM CONTENTS TABLE

Roll	Contents	Treasure
1-2	Empty	10% chance
3	Trap	35% chance
4-5	Monster	50% chance
6	Special	No treasure

SPEED AND ENCUMBRANCE TABLE

Encumbrance	Turn Move	Round Move
up to 400 cns	120'	40'
401-800 cns	90'	30'
801-1200 cns	60'	20'
1201-1600 cns	30'	10'
2400 + cns	0'	0'
Mule		
up to 3000 cns	120'	40'
3001-6000 cns	60'	20'
6000 + cns	0'	0'

MAGIC-USER SPELLS TABLE

Level	Title	Spells/Level					
		1	2	3	4	5	6
1	Medium	1	0	0	0	0	0
2	Seer	2	0	0	0	0	0
3	Conjurer	2	1	0	0	0	0
4	Magician	2	2	0	0	0	0
5	Enchanter	2	2	1	0	0	0

ELF SPELLS TABLE

Level	Title	Spells/Level					
		1	2	3	4	5	6
1	Veteran Medium	1	0	0	0	0	0
2	Warrior Seer	2	0	0	0	0	0
3	Swordmaster Conjurer	2	1	0	0	0	0
4	Hero Magician	2	2	0	0	0	0
5	Swashbuckler Enchanter	2	2	1	0	0	0

CLERICAL SPELLS TABLE

Level	Title	Spells/Level					
		1	2	3	4	5	6
1	Acolyte	0	0	0	0	0	0
2	Adept	1	0	0	0	0	0
3	Priest	2	0	0	0	0	0
4	Vicar	2	1	0	0	0	0
5	Curate	2	2	0	0	0	0

THIEVES ABILITIES TABLE

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

TURNING UNDEAD TABLE

	Cleric's Level				
	1	2	3	4	5
Undead Skeleton	7	T	T	D	D
Zombie	9	7	T	T	D
Ghoul	11	9	7	T	T
Wight	0	11	9	7	T
Wraith	0	0	11	9	7
Mummy	0	0	0	11	9
Spectre	0	0	0	0	11

Combat Tables

CHARACTER HIT ROLL TABLE

d20 roll by Class & Level	Armor Class Hit											
	9	8	7	6	5	4	3	2	1	0	-1	-2
Normal Human	11	12	13	14	15	16	17	18	19	20	20	20
Fighter, Elf & Dwarf 1-3; Magic-user 1-5; Cleric, Thief & Halfling 1-4	10	11	12	13	14	15	16	17	18	19	20	20
Fighter, Elf & Dwarf 4-5; Cleric, Thief & Halfling 5	8	9	10	11	12	13	14	15	16	17	18	19

ARMOR CLASS TABLE

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

CHARACTER SAVING THROWS

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

MISSILE FIRE TABLE

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

MONSTERS' HIT TABLE

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

MONSTER REACTION CHART

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

Spells

CLERICAL SPELLS

FIRST LEVEL

- Cure Light Wounds*
- Detect Evil*
- Detect Magic
- Light*
- Protection From Evil
- Purify Food and Water
- Remove Fear*
- Resist Cold

SECOND LEVEL

- Bless*
- Find Traps
- Hold Person*
- Know Alignment*
- Resist Fire
- Silence 15' radius
- Snake Charm
- Speak with Animals

* Spell may be cast with reverse effect.

MAGIC-USER SPELLS

FIRST LEVEL

- Charm Person
- Detect Magic
- Floating Disc
- Hold Portal
- Light
- Magic Missile
- Protection from Evil
- Read Languages
- Read Magic
- Shield
- Sleep
- Ventriloquism

* Spell may be cast with reverse effect.

SECOND LEVEL

- Continual Light
- Detect Evil
- Detect Invisible
- ESP
- Invisibility
- Knock
- Levitate
- Locate Object
- Mirror Image
- Phantasmal
- Web
- Wizard Lock

THIRD LEVEL

- Clairvoyance
- Dispel Magic
- Fire Ball
- Fly
- Haste*
- Hold Person*
- Infravision
- Invisibility 10' Radius
- Lightning Bolt
- Protection from Evil 10' Radius
- Protection from Normal Missiles
- Water Breathing

Order of Play

GAME TURN CHECKLIST

1. **Wandering Monsters:** If the wandering monsters check at the end of the previous turn was positive, the monsters arrive now, appearing 2d6 x 10 feet away in a direction of the DM's choice.
2. **Actions:** The PCs describe what their characters are doing (listening at doors, moving, searching for secret doors, etc.).
3. **Results:** The DM describes what happens:
 - a. If PC actions result in discovering something (secret door, trap, etc.) the DM tells them what they found.
 - b. If the PCs entered an unmapped section of dungeon, the DM describes the area.
 - c. If the PCs have an encounter, continue play with the encounter checklist.
4. **Wandering Monsters Check:** Every other turn, the DM rolls 1d6. On a result of one, the PCs encounter wandering monsters at the beginning of the next turn. Consult the Wandering Monsters Table on page 124 of the *Rules and Adventures* book to determine what kind of monsters they meet.

ENCOUNTER CHECKLIST

1. **Game Time:** Game time switches from 10-minute turns to 10-second rounds.
2. **Surprise:** Both sides make surprise rolls.
3. **Initiative:** Both sides make initiative rolls to see who moves, talks, or attacks first. If combat or magic begins, play proceeds from this point with the Combat Sequence.
4. **Reactions:** If he does not know how the monsters will react to the PCs, the DM makes reaction rolls to determine their initial attitudes.
5. **Results:**
 - a. If the PCs trigger a trap, the DM applies the consequences.
 - b. If both sides talk, role-play the conversation until agreement is reached, one side flees, or a fight begins.
 - c. If the PCs run away, make a morale check for the monster or NPC to see if it chases them. If it does, roll d%. On a roll of 25% or less, it pursues them and attacks again. Otherwise, the PCs escape.
 - d. If one or both sides attack after the initial meeting, play proceeds with the Combat Sequence (start with step one and roll for initiative again).
6. **Encounter Ends:** After the encounter ends, begin play with a new turn. Always assume that encounters take a full turn to resolve.

THE COMBAT SEQUENCE

- A. Each side rolls 1d6 to **Determine Initiative.**
- B. The side that wins **Initiative** acts first.
 1. Monsters (and NPCs) make **Morale Checks.**
 2. Anybody who is **Moving** does so.
 3. Characters using **Missile Fire** attack.
 - a. They **Choose Targets.**
 - b. They make their **Hit Rolls.**
 - c. They **Roll Damage** for successful hits.
 4. Characters using **Magic** cast their spells.
 - a. They **Choose Targets.**
 - b. Targets roll **Saving Throws.**
 - c. The DM **Applies the Results.**
 5. Characters fighting **Hand-to-Hand** attack.
 - a. They **Choose Targets**
 - b. They make their **Hit Rolls.**
 - c. They **Roll Damage** for successful hits.
- C. The side that lost initiative completes all steps under "B."
- D. The DM **Declares the Results.**



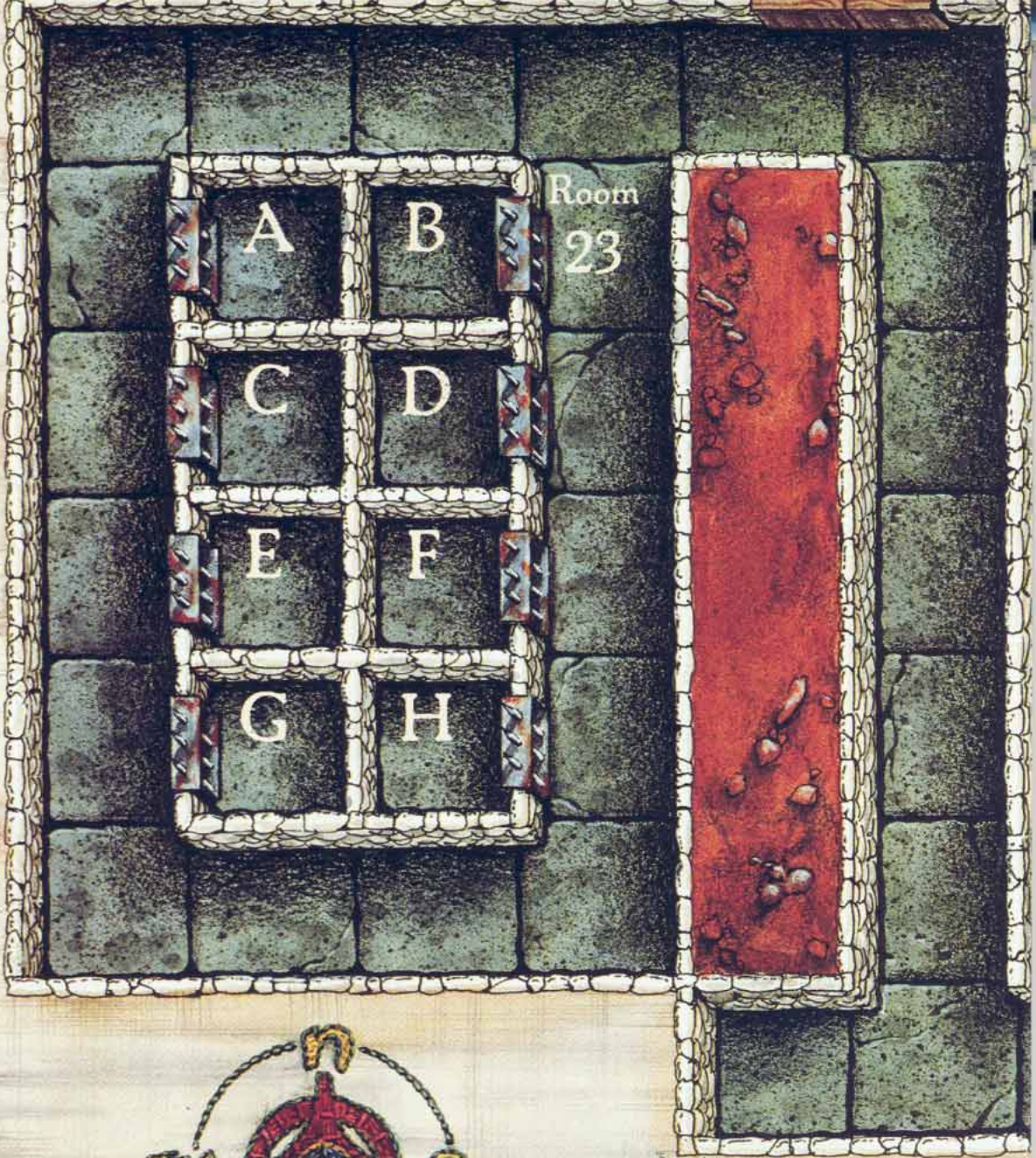
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24
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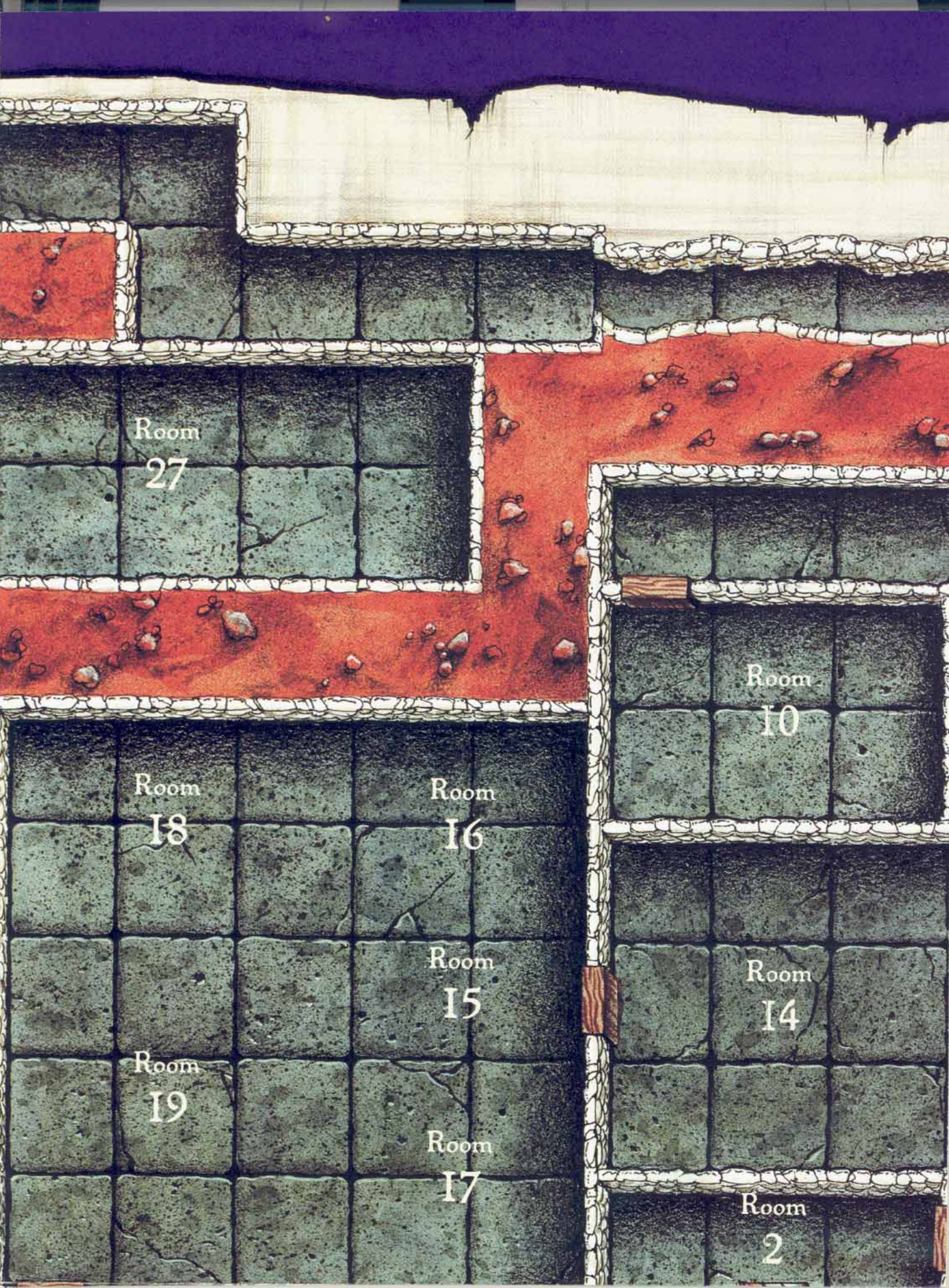
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Room
27

Room
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Room
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Room
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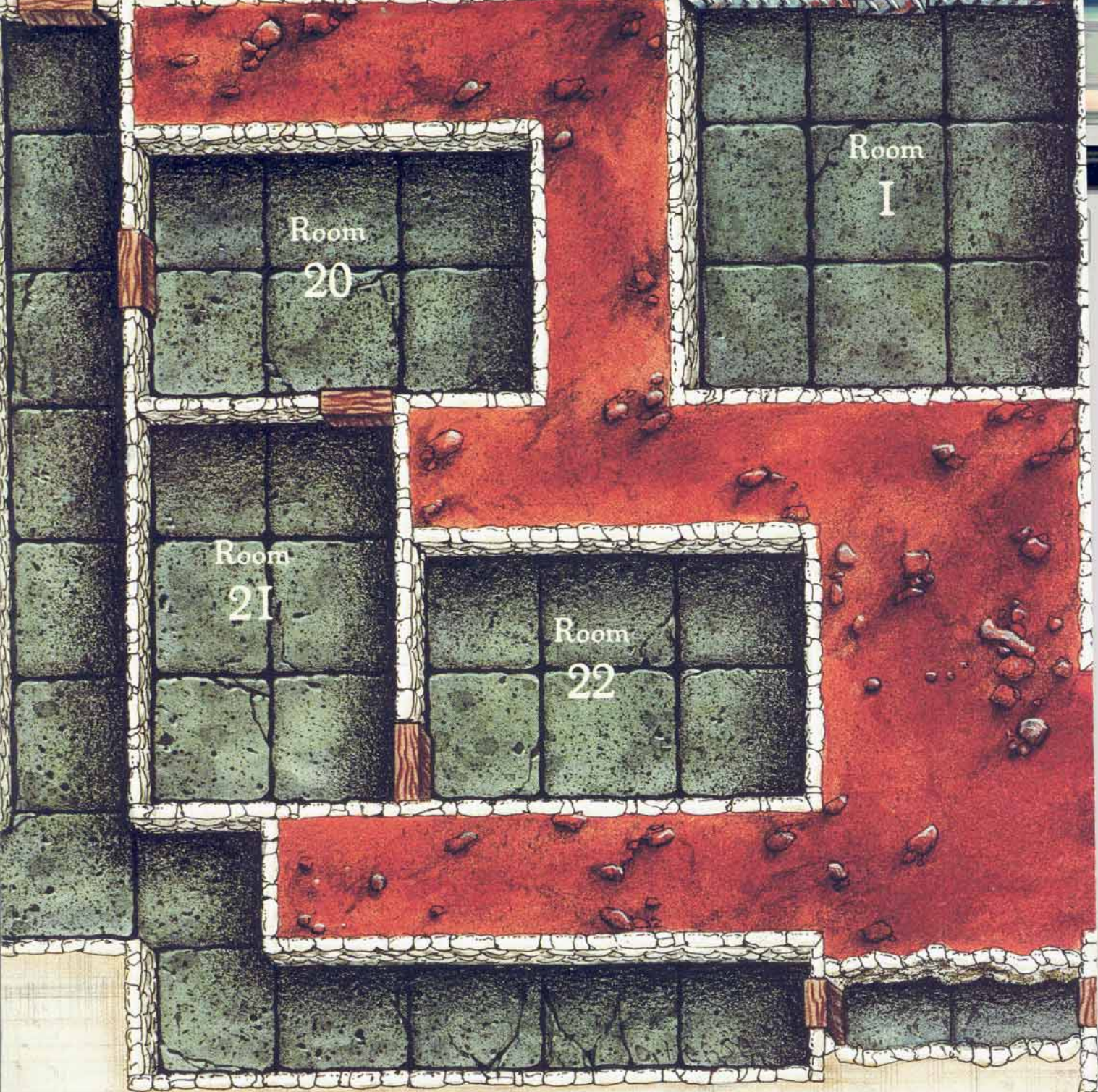
Room
15

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Room
2



Dungeon

square = Five Feet



Room
9

Room
II
A

Room
I2
A

Room
I3

Room
8

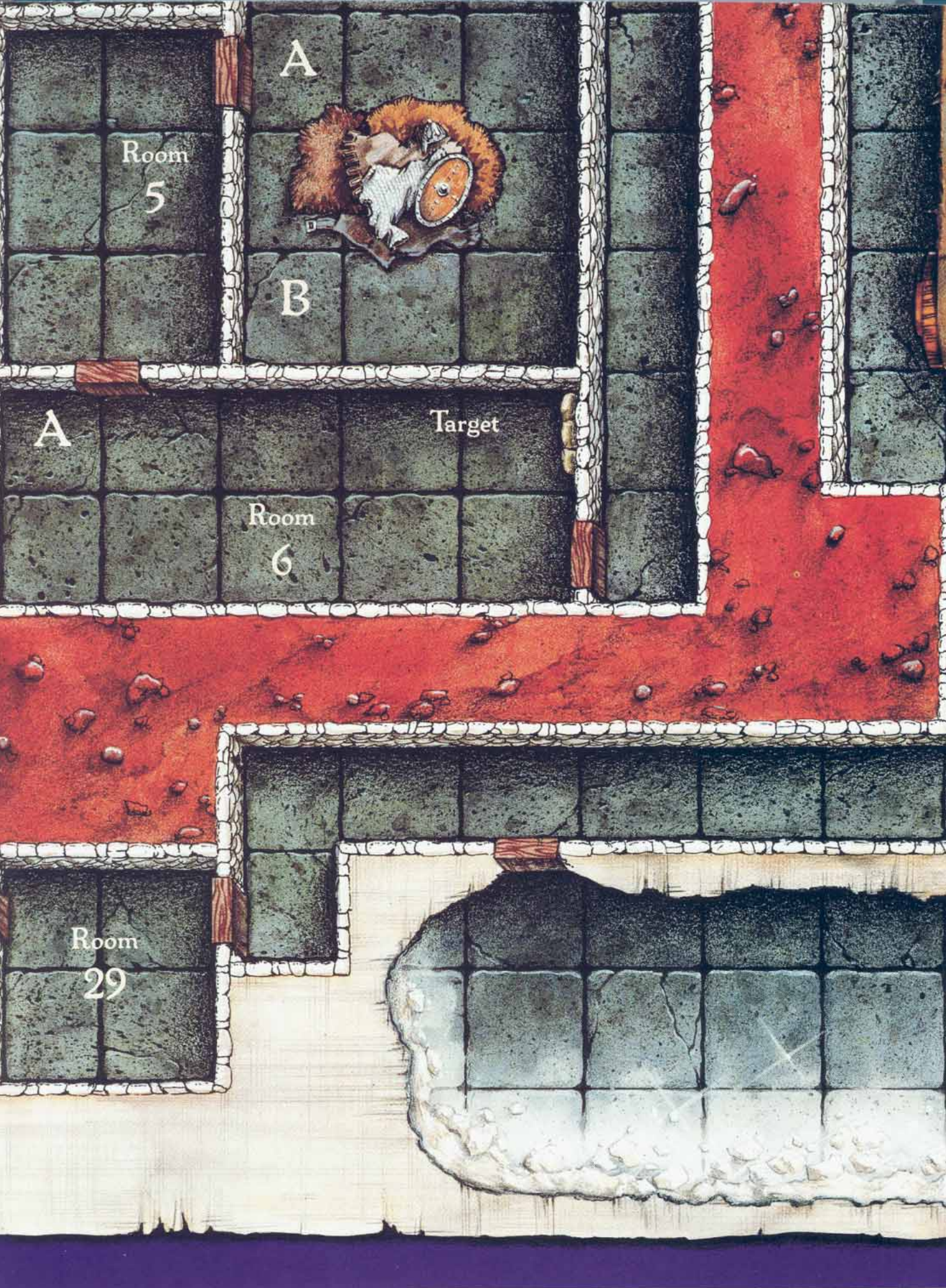
Room
3

Room
4

C

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7

Room
31



Room
5

A

B



A

Target

Room
6

Room
29





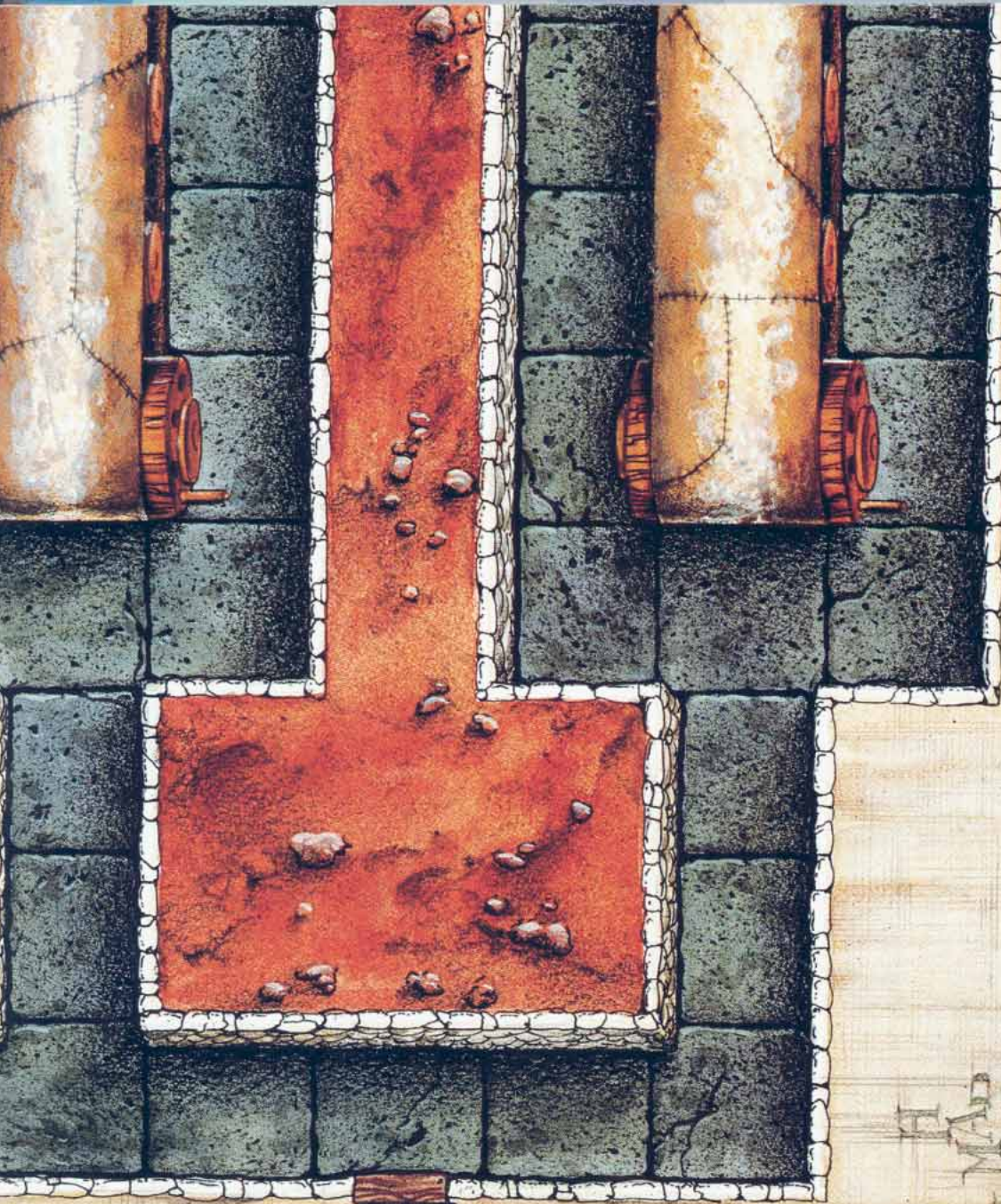
Room
33

©

Room
34

ⓕ

Room
32



H
M
A
D
B
A
M



Room
30





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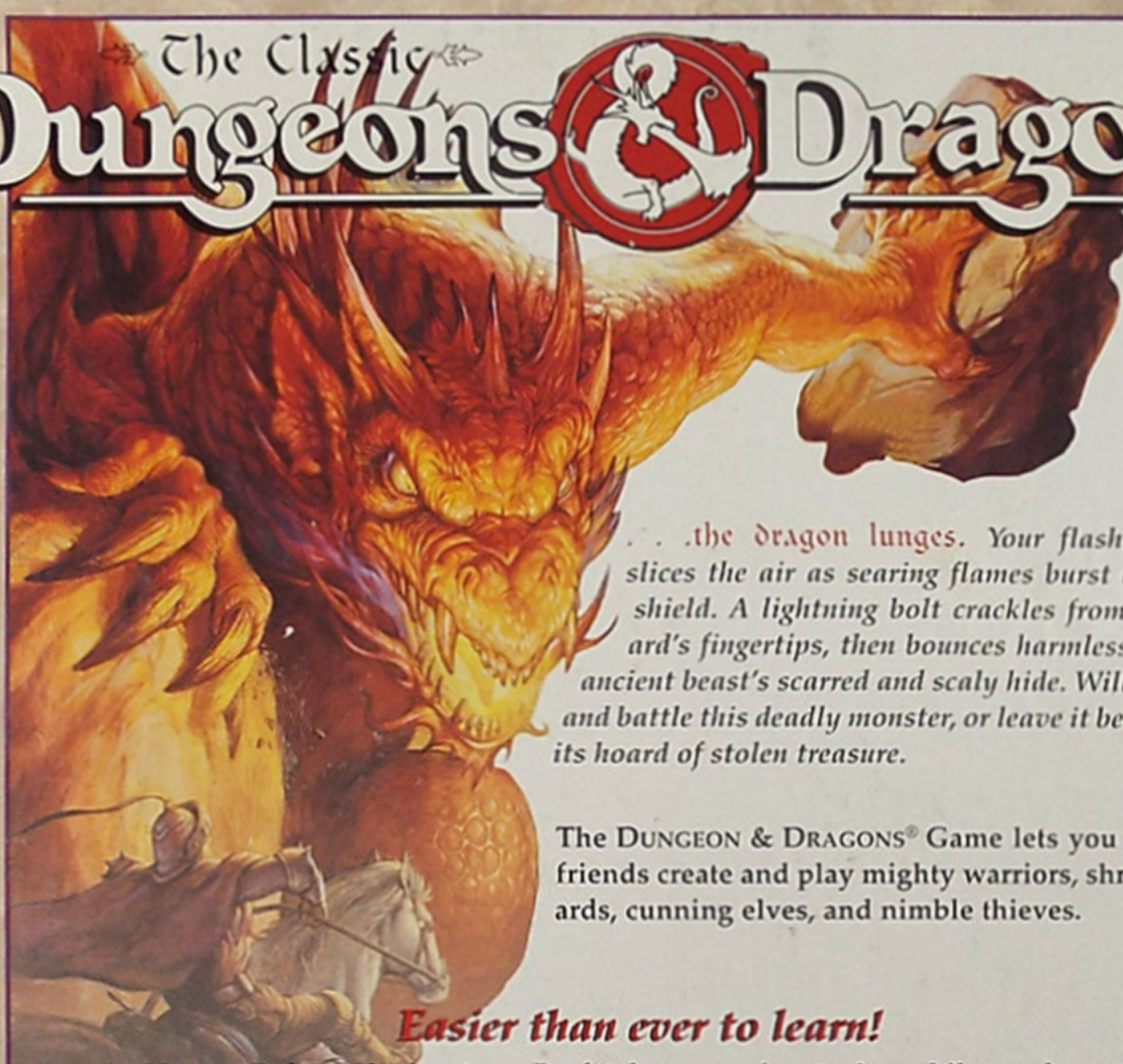
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The Classic

1106

Dungeons & Dragons®

GAME



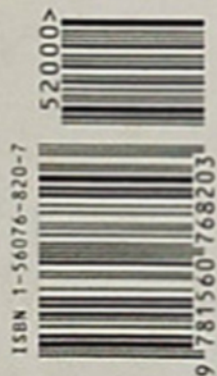
... the dragon lunges. Your flashing blade slices the air as searing flames burst over your shield. A lightning bolt crackles from the wizard's fingertips, then bounces harmlessly off the ancient beast's scarred and scaly hide. Will you stay and battle this deadly monster, or leave it behind with its hoard of stolen treasure.

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