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BASIC RULES

TSR™

DUNGEONS & DRAGONS®

**FANTASY ADVENTURE GAME
BASIC RULEBOOK**



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

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DUNGEONS & DRAGONS®

FANTASY ADVENTURE GAME BASIC RULEBOOK



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FOREWORD

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

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

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

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

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

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

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

Tom Moldvay
3 December 1980

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Special thanks to Harold Johnson and Frank Mentzer for their care and dedication in reorganizing and fine tuning this book.

PART 1: INTRODUCTION

What The D&D® Game Is All About

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

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

How To Use This Book

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Definitions of Standard D&D® Terms

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

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

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

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

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

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

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

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

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

Use of the Word "Level"

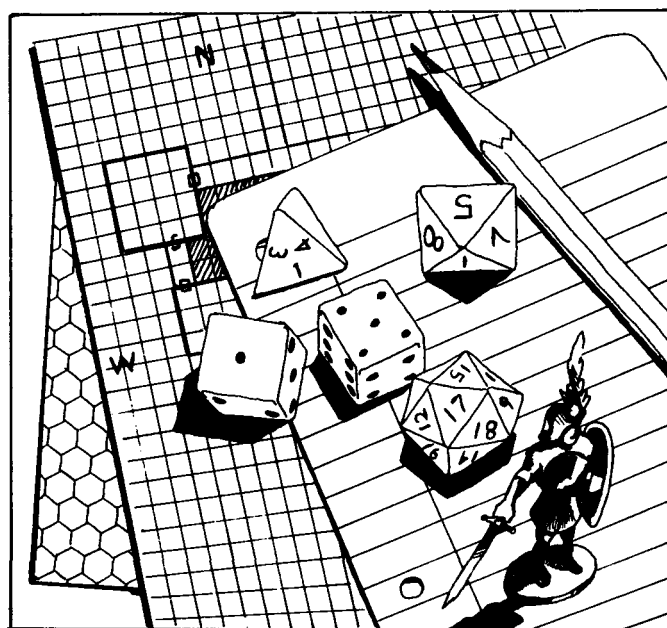
EXPERIENCE: The word "level" has several different meanings in D&D® Adventure Game. A "level of experience" is a general term meaning an amount of experience points. When a character earns a given amount of experience points (XP), that character gains one level of experience. **All player characters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

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

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

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

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



How To Use the Dice

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

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

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

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

How To "Win":

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

PART 2: PLAYER CHARACTER INFORMATION

How To Create A Player Character

- On a blank sheet of paper, write down the names of the six player character abilities: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma (in that order). If a **Dungeons & Dragons Character Record Sheet** is being used, the six names will already be printed on the sheet. It may be useful to glance at the example character record sheet hereafter (page B14) to see the form that such a sheet takes.
- Roll 3d6 (for a result of 3-18) for each ability and put the result in pencil next to the name of the ability.
- Read the sections on **Character Abilities** (page B6) and **Character Classes** (pages B9-10), and choose a class which best suits your character.
- Write down any special abilities your character possesses because of the class, for future reference (keeping in mind that your character is 1st level). Magic-users and elves should choose one spell, consulting the section on **Magic-user and Elf Spells** (pages B16-17).
- Read the section on **Ability Score Adjustments** (page B6), and then adjust your character's ability scores, if so desired.
- Consult the table of **Bonuses and Penalties** (page B7) and make a note of the results next to exceptional ability scores.
- Set aside a section of the paper for **Experience Points** or **XP**. As a new character, mark down "0" for the number of starting XP. For future reference, make a note of the number of XP needed to advance to second level.
- Determine the number of **hit points** your character has by rolling the appropriate type of hit die (as mentioned in the class description). Record the number in a special area marked **hit points** or **hp**.
- Read the section on **Character Alignment** (page B11) and choose an alignment for your character. Record the alignment next to your character's name.
- Roll 3d6 and multiply the result by 10. This new number is the total amount of money or gold pieces (abbreviated **gp**) your character starts with and can spend on equipment for adventures. Record this amount in a section marked **Money** or **gp**.
- Consult the table of **Costs of Equipment and Weapons** (page B12) and "buy" whatever equipment your character desires, within the limits of his or her starting amount of gp and class restrictions (for example, magic-users may not wear armor). Write down the equipment you have purchased on the back of the paper.
- Now that you know what type of armor your character will be wearing, check the **Armor Class** table (page B12), and write down the number of your character's Armor Class in a section marked **Armor Class** or **AC**.
- Find the **Character Attacks** table (page B27) and record the scores your character needs to hit the various armor classes when in battle. Check the **Saving Throws** table (page B26) and write down the various scores that your character may need to roll as saving throws during an adventure. Part 4 of this booklet (**The Encounter**) contains an explanation of these numbers and how they are used.
- If you have not already done so, name your character. If any problems have come up while creating your character, double-check with the example of character creation on page B13.

NAME: <u>BORG</u>		CLASS: <u>FIGHTER</u>	
STR	17	HIT POINTS:	6
INT	8		
WIS	10	ARMOR CLASS:	3
DEX	7		
CON	15	ALIGNMENT:	LAWFUL
CHR	6		
LEVEL: 1 X. POINTS: 0 MONEY: 10 GP's			
(NEED 2000)			
SAVING THROWS		ATTACK ROLLS	
POISON	12	AC 0:	17
MAGIC WAND	13	AC 1:	16
PARALYSIS	14	AC 2:	15
DRAGON BREATH	15	AC 3:	14
SPELLS	16	AC 4:	13
		AC 5:	12
EQUIPMENT		AC 6:	11
1 LONG SWORD		AC 7:	10
2 DAGGERS		AC 8:	9
1 SHIELD			
1 SHORT BOW			
20 ARROWS			
50' ROPE			
1 BACKPACK			

Summary:

- Roll for ability scores.
- Choose a class; note special abilities and spells.
- Adjust scores as desired; note bonuses for high scores.
- Roll hit points.
- Roll for money; equip the character.
- Find Armor Class, attack, and saving throw numbers.
- Name the character.



Character Abilities

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

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

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

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

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

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

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

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

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

Ability Score Adjustments

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

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

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

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

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

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

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

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

Hit Points and Hit Dice

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

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

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

Bonuses and Penalties Due to Abilities

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

Prime Requisite:

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

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

Strength:

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

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

Intelligence:

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

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

Wisdom:

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

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

Dexterity:

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

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

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

Constitution:

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

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

Charisma:

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

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

Character Class Tables

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

CLERICS

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

Clerics vs. Undead

Cleric's Level	Skeletons	Zombies	Ghouls	Wights	Wraiths
1	7	9	11	No effect	No effect
2	T	7	9	11	No effect
3	T	T	7	9	11

T means that the cleric automatically Turns the undead; a **number** is the roll needed (on 2d6) to Turn. A complete explanation of Turning **undead** is given in the class description of clerics (page B9).

DWARVES

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

ELVES

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

FIGHTERS

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

HALFLINGS

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

MAGIC-USERS

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

THIEVES

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

Thieves' Abilities

Level	Open Locks	Find or Remove Traps	Pick Pockets	Move Silently	Climb sheer Surfaces	Hide in Shadows	Hear Noise
1	15%	10%	20%	20%	87%	10%	1-2
2	20%	15%	25%	25%	88%	15%	1-2
3	25%	20%	30%	30%	89%	20%	1-3

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

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

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

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

Move Silently will always seem successful to the thief. However, the DM will know (based on the percentage roll) whether the thief's movement is actually heard by nearby enemies, and should have them take action if necessary.

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

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

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

Character Classes

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

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

CLERICS

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

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

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

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

"**No effect**" means that the cleric cannot **Turn** that type of undead monster (the cleric has not yet gained enough experience to do so).

A **number** means that the cleric has a chance at **Turning** some or all of the undead monsters. If the player rolls the given number (or greater) on 2d6, then some of the undead monsters are **Turned**. If the cleric rolls less than the given number, the attempt to **Turn** the undead monster fails (as in "no effect").

A "**T**" means that the cleric automatically **Turns** some or all of the undead monsters.

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

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

DWARVES

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

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

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

ELVES

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

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

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

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

CHARACTERS

FIGHTERS

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

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

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

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

HALFLINGS

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

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

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



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

MAGIC-USERS

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

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

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

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

THIEVES

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

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

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

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

Character Alignment

Three basic ways of life guide the acts of both player characters and monsters. Each way of life is called an **alignment**. The three alignments are named **Law**, **Chaos**, and **Neutrality**. Each alignment has a language that includes hand signals and other body motions. Player characters always know how to speak their alignment language in addition to any others they may know. If a monster is able to speak, it will also be able to use its alignment language.

Players may choose the alignments they feel will best fit their characters. A player does not have to tell other players what alignment he or she has picked, but **must** tell the DM. Most Lawful characters will reveal their alignment if asked. When picking alignments, the characters should know that Chaotics cannot be trusted, even by other Chaotics. A Chaotic character does not work well with other player characters.

The alignments give guidelines for characters to live by. The characters will try to follow these guidelines, but may not always be successful. If a DM feels that a player is not keeping to a character's chosen alignment, the DM may suggest a change of alignment or give the character a punishment or penalty.

Law (or **Lawful**) is the belief that everything should follow an order, and that obeying rules is the natural way of life. Lawful creatures will try to tell the truth, obey laws, and care about all living things. Lawful characters always try to keep their promises. They will try to obey laws as long as such laws are fair and just.

If a choice must be made between the benefit of a group or an individual, a Lawful character will usually choose the group. Sometimes individual freedoms must be given up for the good of the group. Lawful characters and monsters often act in predictable ways. Lawful behavior is usually the same as behavior that could be called "good".

Chaos (or **Chaotic**) is the opposite of Law. It is the belief that life is random, and that chance and luck rule the world. Everything happens by accident, and nothing can be predicted. Laws are made to be broken, as long as a person can get away with it. It is not important to keep promises, and lying and telling the truth are both useful.

To a Chaotic creature, the individual is the most important of all things. Selfishness is the normal way of life, and the group is not important. Chaotics often act on sudden desires and whims. They cannot be trusted, and their behavior is hard to predict. They have a strong belief in the power of luck. Chaotic behavior is usually the same as behavior that could be called "evil".

Neutrality (or **Neutral**) is the belief that the world is a balance between Law and Chaos. It is important that neither side get too much power and upset this balance. The individual is important, but so is the group; the two sides must work together.

A Neutral character is most interested in personal survival. Such characters believe in their own wits and abilities rather than luck. They tend to return the treatment they receive from others. Neutral characters will join a party if they think it is in their own best interest, but will not be overly helpful unless there is some sort of profit in it. Neutral behavior may be considered "good" or "evil" (or neither!), depending on the situation.

Example of Alignment Behavior

THE SITUATION: A group of player characters is attacked by a large number of monsters. Escape is not possible unless the monsters are slowed down.

A Lawful character will fight to protect the group, whatever the danger. The character will not run away unless the whole group does.

A Neutral character will fight to protect the group as long as it is reasonably safe to do so. If the danger gets too great, the character will try to save himself (or herself), even at the expense of the party.

A Chaotic character might fight the monsters, or might run away. The character will not care what happens to the rest of the party.



Alignment Languages

Each alignment has a secret language of passwords, hand signals, and other body motions. Player characters and intelligent monsters will always know their alignment languages. They will also recognize when another alignment language is being spoken, but will not understand it. Alignment languages are not written down, nor may they be learned unless a character changes alignment. When this happens, the character forgets the old alignment language and starts using the new one immediately.

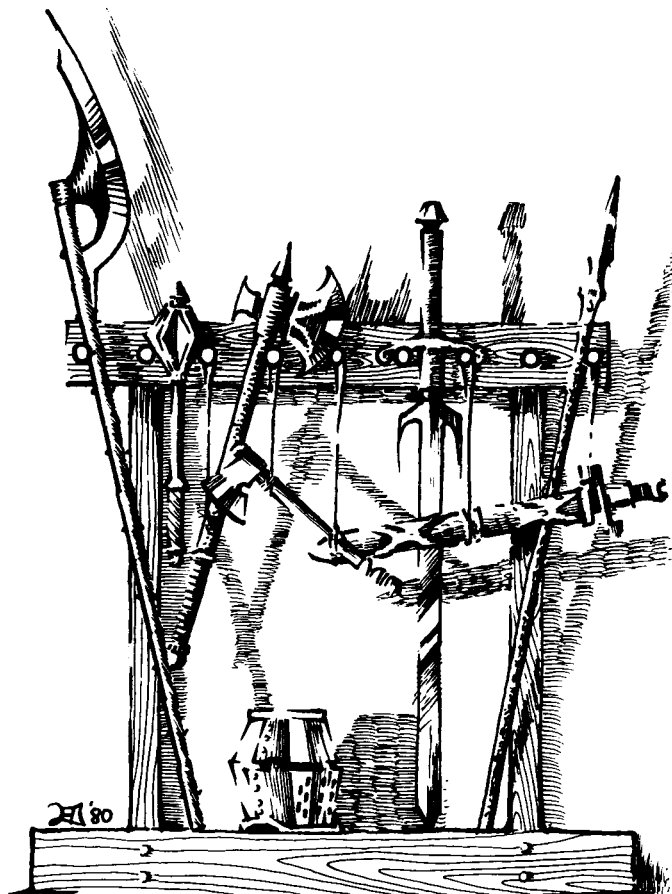
Note that playing an alignment does not mean a character must do stupid things. A character should always act as intelligently as the Intelligence score shows, unless there is a reason to act otherwise (such as a magical curse).

Cost of Weapons and Equipment

WEAPONS

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

* these weapons may be used by a cleric.



ARMOR

Item	AC	Cost in gp
Chain Mail Armor	5	40
Leather Armor	7	20
Plate Mail Armor	3	60
Shield	(-1)*	10

* deduct 1 from Armor Class number if shield is used.

ARMOR CLASSES

Type of Armor	Armor Class
Clothing only	9
Shield only	8
Leather Armor	7
Leather Armor & Shield	6
Chain Mail Armor	5
Chain Mail Armor & Shield	4
Plate Mail Armor	3
Plate Mail Armor & Shield	2

Armor Class is a measure of how well a character is protected from physical attacks. As the Armor Class number gets lower, the character becomes harder to hit. Armor Class is affected by such things as magic, magic items, and Dexterity, as well as by the type of armor worn.

Armor class may be lowered (improved) by Dexterity and magical bonuses. A fighter with a Dexterity score of 16 (a -2 adjustment), **plate mail +1**, and a **shield +1** would have a total Armor Class of -2. Magical protection pluses are *always* subtracted from the number of the Armor Class.

EQUIPMENT

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

Sometimes the characters may wish to buy an item not on this list. In this case, the DM must carefully consider whether such an item could be found for sale and, if so, how much it would cost. The item should then be added to this list.

Languages

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

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

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

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

Inheritance

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

"Hopeless Characters"

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

EXAMPLE OF CREATING A PLAYER CHARACTER

1. A printed character sheet is being used for this example, so it is not necessary to write down the ability names.
2. 3d6 are rolled six times with the results of 15, 7, 11, 13, 14, and 8. These numbers are recorded in *pencil* next to (not in) the appropriate box.
3. The highest ability score rolled was Strength; the player decides to make the character a fighter. As a new character, the character is, of course, 1st level.
4. A fighter has no special class abilities, so "None" is recorded under SPECIAL ABILITY DETAILS.
5. The player realizes that the character would earn 10% extra experience points rather than 5% extra experience points if the character's prime requisite (Strength) were 16 instead of 15. So, the player lowers the character's Wisdom score from 11 to 9 in order to raise the Strength score from 15 to 16. The character's Intelligence is already below average, so no further adjustments can be made. The final scores of 16, 7, 9, 13, 14, and 8 are recorded in the appropriate boxes.
6. The player notes the bonuses and penalties due to the character's ability scores:
 - A **Strength** score of 16 gives the character + 10% earned experience and a bonus of + 2 on "to hit" and damage rolls and for opening doors.
 - An **Intelligence** score of 7 means that the fighter can write simple Common words.
 - A **Wisdom** score of 9 gives the fighter normal magic-based saving throws.
 - A **Dexterity** score of 13 gives the fighter a + 1 on "to hit" rolls for missile attacks and improves Armor Class by -1.
 - A **Constitution** score of 14 gives the character a + 1 bonus when rolling a die (d8) to determine hit points.
 - A **Charisma** score of 8 gives the fighter a -1 penalty when checking for reactions, and allows a maximum of 3 retainers whose morale score will be 6.
7. Current experience is marked as "0", and 2000 is marked as the total necessary to become a 2nd level fighter.
8. The player rolls 1d8 to determine the number of hit points the character has as a 1st level fighter. A roll of 5 + 1 due to the Constitution bonus, equals 6 hit points.
9. The player decides to make the character Lawful, so Lawful is marked for Alignment.
10. For gold, the player rolls an 11 on 3d6, then multiplies by 10, which gives the character 110 gold pieces (gp) with which to buy equipment. 110 gp is recorded under MONEY on the back of the character sheet.
11. The player decides on the following list of equipment: chain mail armor (40 gp), a shield (10 gp), a sword (10 gp), a short bow (25 gp), a quiver of 20 arrows (5 gp), 1 silver-tipped arrow (5 gp), a 50' rope (1 gp), a 10' pole (1 gp), 12 iron spikes (1 gp), 6 torches (1 gp), 1 week's standard rations (5 gp), a large sack (2 gp), 1 quart of wine (1 gp), and a wine skin (1 gp). The player would have liked to have purchased plate mail armor, but to do so would have meant giving up a bow. The equipment is listed on the back of the character sheet. Since 108 gp were spent, the "110" is erased from under MONEY, and replaced with a "2".
12. Chain mail & shield is Armor Class 4. The character's Dexterity bonus improves the Armor Class by -1, so 3 is listed under Armor Class.
13. A first level character needs a roll of 10 to hit Armor Class 9, an 11 to hit Armor Class 8, a 12 to hit Armor Class 7, and so on. A 1st level fighter needs a 12 to make a saving throw vs. Poison or Death Ray, a 13 to save versus Magic Wands, and so forth. The information is recorded in the appropriate boxes or circles. In actual combat, the fighter will add 2 to the "to hit" roll for hand-to-hand combat due to the Strength bonus, and will add + 1 to the "to hit" rolls when firing a missile, due to the Dexterity bonus.
14. This player is female and decides that her character will also be female. Inspired by the name of Morgan le Fay from Arthurian legends, the player decides that the name of Morgan Ironwolf would be a good name for a fighter.

DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

Player's Name

MORGAN IRONWOLF

Character's Name

MORGAN IRONWOLF

FIGHTER

Class

1ST

Level

3

Armor Class

6

Hit Points

Character Sketch or Symbol

Dungeon Master

16

STRENGTH

7

INTELLIGENCE

9

WISDOM

13

DEXTERITY

14

CONSTITUTION

8

CHARISMA

+2

adjustment

—

adjustment

—

adjustment

-1 AC

adjustment

+1/HD

adjustment

-1 REACTION

adjustment

15

16

POISON or DEATH RAY

MAGIC WAND

TURN TO STONE or PARALYSIS

DRAGON BREATH

SPELLS or MAGIC STAFF

SAVING THROWS:

ABILITIES:

SPECIAL ABILITIES

NONE

SPECIAL SKILLS:

Spells, Thiefs abilities, Cleric's turning, etc.

TO HIT ROLL NEEDED

10

11

12

13

14

15

16

17

AC:

9

8

7

6

5

4

3

2

1

0

CHARACTERS

EQUIPMENT CARRIED	
MAGIC ITEMS	NORMAL ITEMS
	CHAIN MAIL ARMOR SHIELD SWORD SHORT BOW QUIVER OF 20 ARROWS 1 SILVER ARROW 50' ROPE 10' POLE 12 IRON SPIKES 6 TORCHES 1 WEEK'S STANDARD RATIONS LARGE SACK 1 QUART OF WINE WINE SKIN
OTHER NOTES including places explored, people & monsters met	
MONEY and TREASURE 2 G.P.	EXPERIENCE 0 (+10% EARNED EXPERIENCE)
Needed for next level: 2000	

PART 3: SPELLS

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

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

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

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

The victim of a spell used for attack may often avoid or lessen its effects by making a **saving throw**. A saving throw represents the victim's ability to avoid or resist the worst effects of a spell by skill, luck, or reflexes. See SAVING THROWS (page B26) for more information. The victim of a spell may only "save" (make a saving throw) if the spell description permits a saving throw to be made. If a character "saves", that character either takes 1/2 the given damage, or the spell has no effect, as listed in the spell description.

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

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

CLERICAL SPELLS

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

First Level Clerical Spells

- | | |
|-----------------------|--------------------------|
| 1. Cure Light Wounds* | 5. Protection from Evil |
| 2. Detect Evil | 6. Purify Food and Water |
| 3. Detect Magic | 7. Remove Fear* |
| 4. Light* | 8. Resist Cold |

FIRST LEVEL CLERICAL SPELLS

Cure Light Wounds*

Range: 0

Duration: permanent

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

Detect Evil

Range: 120'

Duration: 6 turns

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

Detect Magic

Range: 60'

Duration: 2 turns

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

Light*

Range: 120'

Duration: 12 turns

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

Protection from Evil

Range: 0 (caster only)

Duration: 12 turns

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

Purify Food and Water

Range: 10'

Duration: indefinite

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

SPELLS

Remove Fear*

Range: 0
Duration: 2 turns

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

Resist Cold

Range: 30'
Duration: 6 turns

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

MAGIC-USER AND ELF SPELLS

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

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

First Level Magic-user and Elf Spells

- | | |
|------------------|-------------------------|
| 1. Charm Person | 7. Protection from Evil |
| 2. Detect Magic | 8. Read Languages |
| 3. Floating Disc | 9. Read Magic |
| 4. Hold Portal | 10. Shield |
| 5. Light | 11. Sleep |
| 6. Magic Missile | 12. Ventriloquism |

Second Level Magic-user and Elf Spells

- | | |
|---------------------|----------------------|
| 1. Continual Light | 7. Levitate |
| 2. Detect Evil | 8. Locate Object |
| 3. Detect Invisible | 9. Mirror Image |
| 4. ESP | 10. Phantasmal Force |
| 5. Invisibility | 11. Web |
| 6. Knock | 12. Wizard Lock |

FIRST LEVEL MAGIC-USER AND ELF SPELLS

Charm Person

Range: 120'
Duration: See below

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

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

Detect Magic

Range: 60'
Duration: 2 turns

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

Floating Disc

Range: 6'
Duration: 6 turns

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

Hold Portal

Range: 10'
Duration: 2-12 turns

This spell will magically hold shut a door, gate, or similar portal. A **knock** (2nd level) spell will open the **held** portal. A creature of 3 hit dice (or more) greater than the caster may break open the **held** portal in one round.

Light

Range: 120'
Duration: 6 turns + the level of the caster, in turns

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

Magic Missile

Range: 150'
Duration: 1 turn

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

Protection from Evil

Range: 0 (caster only)
Duration: 6 turns

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

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Read Languages

Range: 0 (caster only)
Duration: 2 turns

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

Read Magic

Range: 0
Duration: 1 turn

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

Shield

Range: 0 (caster only)
Duration: 2 turns

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

Sleep

Range: 240'
Duration: 4-16 turns

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

Ventriloquism

Range: 60'
Duration: 2 turns

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

SECOND LEVEL MAGIC-USER AND ELF SPELLS

Continual Light

Range: 120'
Duration: permanent

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

Detect Evil

Range: 60'
Duration: 2 turns

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

ESP

Range: 60'
Duration: 12 turns

This spell will allow the caster to "hear" thoughts. The spell caster must concentrate for one full turn in one direction to "hear" the thoughts (if any) of a creature within range. Any single creature's

SPELLS

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

Invisibility

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

This spell will make the caster or any one person or object in range invisible. When a character *becomes* invisible, all the items (but not other creatures) carried and worn by that character also become invisible. Any invisible item will become visible once again and remain visible when it leaves the character's possession (is set down, dropped, and so forth). An invisible person will remain invisible until he or she attacks or casts a spell. A source of light may be made invisible, but the light will remain visible.

Knock

Range: 60'
Duration: 1 round

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

Levitate

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

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

Locate Object

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

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

Mirror Image

Range: 0 (caster only)
Duration: 6 turns

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

Phantasmal Force

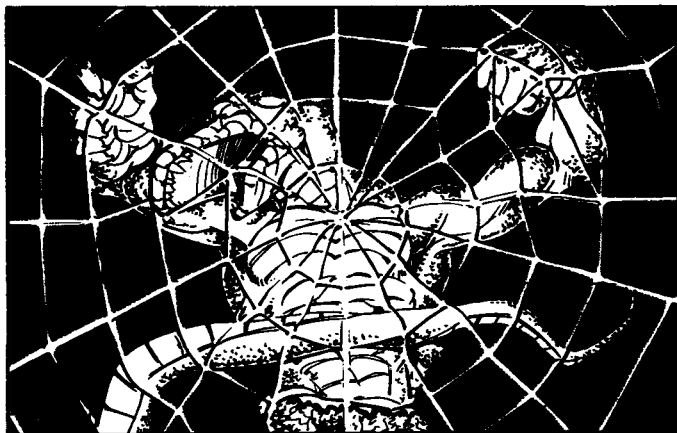
Range: 240'
Duration: concentration

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

SPELLS

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

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



Web

Range: 10'
Duration: 48 turns

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

Wizard Lock

Range: 10'
Duration: permanent

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

HIGHER LEVEL CLERIC AND MAGIC-USER SPELLS

The following spells are only for the DM's use when developing NPCs of an experience level higher than 3rd. The spells given are not the only spells of these higher levels. A full list of higher level spells is given in the D&D EXPERT SET. For now, the DM should use these as the only higher level spells available to NPCs.

Higher level spell casters will never go on adventures with player characters. They may be encountered with an NPC party, but make very dangerous enemies, and should be rarely used.

These spells might also be found on magical scrolls (treasure). The DM should be very careful when allowing this, as lower level characters should not become as powerful as these spells permit.

CLERICS

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

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MAGIC-USERS/ELVES

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

Second Level Cleric Spells

1. Bless*
2. Hold Person
3. Silence 15' radius

Third Level Magic-user Spells

1. Dispel Magic
2. Fire Ball
3. Fly

EXPLANATION OF CLERICAL SPELLS

Bless*

Range: 60'
Duration: 6 turns

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

Hold Person

Range: 180'
Duration: 9 turns

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

Silence 15' Radius

Range: 180'
Duration: 12 turns

This spell will make an area with a 30' diameter totally silent. Conversation and spells in this area will be prevented for the duration of the spell. This spell does not prevent a person within the area from hearing noises made outside the area. If cast at a person, the victim must save vs. Spells, or the spell effect will move with him! If the saving throw is successful, the spell will remain in the area in which it was cast, and the victim may move out of it.

EXPLANATION OF MAGIC-USER SPELLS

Dispel Magic

Range: 120'
Duration: permanent

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

Fire Ball

Range: 240'
Duration: instantaneous

This spell creates a missile of fire that explodes into a ball of fire 40' diameter when it strikes a target. The **fire ball** will cause 1-6 (1d6) points of fire damage *per level* of the caster to all creatures within this area. If a victim of a **fire ball** saves vs. Spells, the spell will only do 1/2 damage. **EXAMPLE:** A **fire ball** cast by a 6th level magic-user will explode for 6-36 (6d6) points of damage.

Fly

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

This spell allows the caster (or a person touched) to fly. The spell will permit movement in any direction and at any speed up to 120' per round. It will also allow the person to stop at any point (as a **levitate** spell).

PART 4: THE ADVENTURE

Beginning the Adventure

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

Party Size and Composition

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

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

Organizing a Party

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

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

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

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

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

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

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

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

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

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

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



Encumbrance (Optional)

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

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

Character Movement

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

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

Weights and Movement

Mules:

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

Items:

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

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

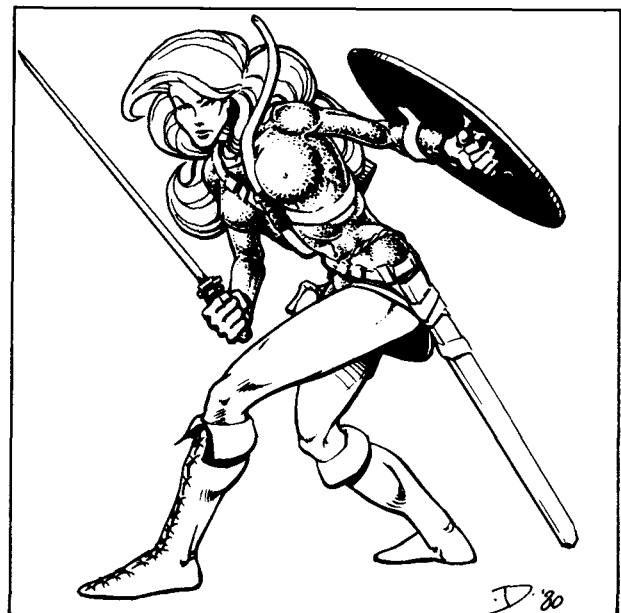
Encumbrance Table

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

EXAMPLE OF ENCUMBRANCE (Morgan Ironwolf)

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

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



Light

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

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

Doors

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

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

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

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

Retainers

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

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

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

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

Retainer Reactions

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

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

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

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

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

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

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

EXPERIENCE: Retainers will earn experience from adventures just like player characters do, and may rise a level in their character class once they have gained enough experience. Retainers, however, only receive 1/2 the experience PCs would receive, because

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

Traps

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

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

Wandering Monsters

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

GIVING EXPERIENCE POINTS

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

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

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

EXPERIENCE POINTS FOR MONSTERS

Monster's Hit Dice	Base Value	Special Abilities Bonus
Under 1	5	1
1	10	3
1 +	15	4
2	20	5
2 +	25	10
3	35	15
3 +	50	25
4	75	50
4 +	125	75
5	175	125
5 +	225	175
6	275	225

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

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

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

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

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

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

PART 5: THE ENCOUNTER

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

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

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

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

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

Order of Events in One Game Turn

1. The DM rolls for wandering monsters (1d6; see page B53).
2. The party moves, enters room, listens, and searches.
3. If monsters are *not* encountered, the turn ends. If monsters are encountered, the DM rolls for the Number Appearing.
4. The DM rolls 2d6 to check the distance between the monsters and the party.
5. The DM rolls 1d6 for both the monsters and the party to check for surprise.

The DM and the party roll 1d6 or for initiative to see who moves first.
6. The DM rolls 2d6 for the Monster Reaction.
7. The party and the monsters react:
If both sides are willing to talk, the DM rolls for monster reactions and initiative, as necessary.
If one side runs away, the DM should check the chance of Evasion and Pursuit.
If combat begins, the DM should use the **Combat Sequence** to handle combat.
8. End of Turn. Where necessary, the DM should check the character's remaining hit points, whether or not they need rest (see page B24), any changes in the party's marching order,

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

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

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

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

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

If both sides are surprised, the surprise cancels out, and neither side moves nor fights that round.

If one side surprises the other, those not surprised may move and attack the first round, and the surprised enemy may not.

If neither side is surprised, it is necessary to determine which side takes the **initiative** for that round and acts first.

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

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

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

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

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

ENCOUNTERS

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

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

If the party chooses to **fight**, combat will begin; the DM should use the **Combat Sequence** (page B24) to handle fights.

If the party chooses to **talk** (and if the monster will listen), the DM plays the part of the monster. The players can ask questions, make bold statements, and otherwise react to the creature. The encounter may then become peaceful (agreement!), hurried (as the monster or party runs away), or violent (if the talks lead to combat).

If the party chooses to **run away**, the monster might not follow, in which case the encounter is over. If the monster decides to chase them, the players must try to outrun it or distract it so that they may escape (see **Evasion**, page B24).

If the party chooses to **wait** to see what the monster will do, the DM must decide the monster's reactions.

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

Monster Reactions

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

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

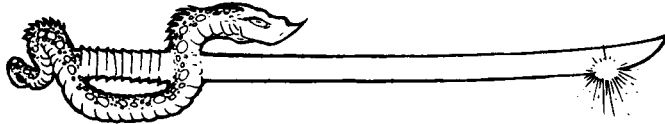
RUNNING: Running characters may move at up to three times their normal movement rate (per round). No mapping is allowed while running. Characters may only run for half of a turn (30 rounds), and must then rest for three complete turns. If forced to fight before they are fully rested, the characters will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

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

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

PURSUIT: If either side wants to pursue the other, time is counted in **rounds**, and both sides are **RUNNING** (see above). Monsters will chase evading characters only as long as the characters are in sight. Evading characters may be able to slow this pursuit by dropping things. Unintelligent monsters will stop to eat food $\frac{1}{2}$ the time (a result of 1-3 on 1d6). Intelligent monsters will stop to pick up treasure $\frac{1}{2}$ of the time. Burning oil will usually (but not always) slow or stop monsters pursuing the characters.



COMBAT

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

Combat Sequence

- A. Each side rolls for initiative (1d6).
- B. The side that wins the initiative acts first (if simultaneous all actions are performed by each side at the same time):
 1. Morale checks, if needed (page B27).
 2. Movement per round, meleed opponents may only move defensively (spell casters may not move and cast spells).
 3. Missile fire combat:
 - a. choose targets
 - b. roll 1d20 to hit; adjust result by Dexterity adjustment, range, cover, and magic
 - c. DM rolls damage
 4. Magic spells (roll saving throws, as needed: 1d20).
 5. Melee or hand-to-hand combat:
 - a. choose (or be attacked by) opponents
 - b. roll 1d20 to hit; adjust result by Strength adjustment and magic weapons
 - c. DM rolls damage; adjust result by Strength adjustment and magic weapons
- C. The side with the next highest initiative acts second, and so on using the order given above, until all sides have completed melee.
- D. The DM handles any surrenders, retreats, etc. as they occur.

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

Defensive Movement

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

FIGHTING WITHDRAWAL: A **fighting withdrawal** may be used in combat if the defender wishes to back up slowly. Movement backwards is limited to $\frac{1}{2}$ the normal movement rate per round (or less). There *must* be enough room to back up. In crowded situations, characters or monsters behind a creature attempting to use a fighting withdrawal will prevent this form of defensive movement.

RETREAT: Any movement backwards at more than $\frac{1}{2}$ the normal movement rate is a **retreat**. If a creature tries to retreat, the opponent may add +2 to all "to hit" rolls, and the defender is not allowed to make a return attack. In addition to the bonus on "to hit" rolls, the attacks are further adjusted by using the defender's Armor Class *without a shield*. (Any attacks from behind are adjusted in the same manner.)

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

How To Attack

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

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

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

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

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

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

ATTACKS ON "UNHITTABLE" CREATURES (OPTION): Some creatures can be hit only by silvered or magic weapons. The DM may want to allow two other kinds of attack to hit such creatures. First, attacks by other "unhittable" creatures may be allowed (for

example, a lycanthrope could attack a wight). Second, attacks by monsters with more than four hit dice may be allowed (an owlbear could attack a wererat).

DAMAGE

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

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

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

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

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

Missile-Fire

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

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

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

ENCOUNTERS

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

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

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

OIL: Oil (which is carried in small bottles called flasks) may be thrown as a missile weapon. It may also be spread on the floor of a dungeon and then lit. Burning oil will do 1-8 (1d8) points of damage to any creature in the flames (or who attempts to cross a pool of burning oil). Flaming oil will not harm a monster which normally uses a fire weapon (such as a red dragon). Fire will damage most **undead** monsters, such as skeletons, zombies, ghouls, and wights (though wights will only take 1/2 damage).

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

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

Saving Throws

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

If a saving throw is successful against or versus a special attack which could cause damage, the victim will only take 1/2 damage from the attack. **EXAMPLE:** If a character makes a successful saving throw or "save" vs. a dragon's 20 point Breath, that character will only take 10 points of damage. If a saving throw is successful against a special attack that has a special effect but does not cause special damage such as Turn to Stone, the victim will avoid these special effects. **EXAMPLE:** A character who saves vs. a **charm person** spell is not affected by it.

D&D: BASIC

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

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

SAVING THROWS

Character Class	Type of Attack				
	Death Ray or Poison	Magic Wands	Paralysis or Turn To Stone	Dragon Breath	Rods, Staves, or Spells
Normal Man	14	15	16	17	17
Clerics	11	12	14	16	15
Dwarves and Halflings	10	11	12	13	14
Elves	12	13	13	15	15
Fighters	12	13	14	15	16
Magic-users	13	14	13	16	15
Thieves	13	14	13	16	15

Saving Throws for Higher Level Characters

In the D&D BASIC rules, all creatures and characters save only as their character class regardless of their level; there are no level adjustments for saving throws. In the D&D EXPERT rules however, saving throws are given for different levels of each character class. The DM may want to give creatures and NPCs with a level higher than 3 a bonus of +2 on all saving throws to reflect their greater skill and ability to save vs. special attacks. This should **not** be done if the D&D EXPERT rules are being used.

MELEE COMBAT

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

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

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

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

CHARACTER ATTACKS

Attacker's Level	Defender's Armor Class															
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3			
(Normal man)	11	12	13	14	15	16	17	18	19	20	20	20	20			
1st to 3rd	10	11	12	13	14	15	16	17	18	19	20	20	20			
4th + higher*	8	9	10	11	12	13	14	15	16	17	18	19	20			

* for NPCs or higher level characters

MONSTER ATTACKS

Monster's Hit Dice	Defender's Armor Class															
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3			
up to 1	10	11	12	13	14	15	16	17	18	19	20	20	20			
1+ to 2	9	10	11	12	13	14	15	16	17	18	19	20	20			
2+ to 3	8	9	10	11	12	13	14	15	16	17	18	19	20			
3+ to 4	7	8	9	10	11	12	13	14	15	16	17	18	19			
4+ to 5	6	7	8	9	10	11	12	13	14	15	16	17	18			
5+ to 6	5	6	7	8	9	10	11	12	13	14	15	16	17			
6+ to 7	4	5	6	7	8	9	10	11	12	13	14	15	16			
7+ to 9	3	4	5	6	7	8	9	10	11	12	13	14	15			
9+ to 11	2	3	4	5	6	7	8	9	10	11	12	13	14			
11+ to 13	2	2	3	4	5	6	7	8	9	10	11	12	13			
13+ to 15	2	2	2	3	4	5	6	7	8	9	10	11	12			
15+ to 17	2	2	2	2	3	4	5	6	7	8	9	10	11			
17+ or more	2	2	2	2	2	3	4	5	6	7	8	9	10			

Missile Fire Ranges

RANGES (in feet):

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

* thrown weapons

Variable Weapon Damage

Damage	Weapon Type
1-4 (1d4)	Torch
1-4 (1d4)	Dagger
1-4 (1d4)	Sling stone
1-4 (1d4)	Club
1-6 (1d6)	Arrow
1-6 (1d6)	Hand Axe
1-6 (1d6)	Mace
1-6 (1d6)	Quarrel* (Crossbow Bolt)
1-6 (1d6)	Short Sword
1-6 (1d6)	Spear
1-6 (1d6)	War Hammer
1-8 (1d8)	Battle Axe*
1-8 (1d8)	Sword
1-10 (1d10)	Pole Arm*
1-10 (1d10)	Two-handed Sword*

* Two-handed weapon

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

MORALE (Optional)

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

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

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

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

1. After a side's first death in combat (either monsters or characters).
2. When 1/2 the monsters have been incapacitated (killed, asleep due to magic, and so forth).

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

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

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

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

EXAMPLE OF COMBAT

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

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

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

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

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

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

"Huh?" the hobgoblin wittily responds.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

PART 6: MONSTERS

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

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

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

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

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

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

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

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

"Hit dice" also determine both the chances of a monster's attack being successful and the number of experience points a character will get for defeating it. The **Monster Attacks** table and the **Experience Points for Monsters** table are both arranged by the

monster's hit dice. In each monster description, an *asterisk* (*) after the hit dice means that the *special abilities bonus* should be added when the DM gives out experience points. *Two asterisks* means that the special abilities bonus should be *added twice* when the DM gives experience points.

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

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

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

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

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

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

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

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given number of rounds, leaving the character with an Armor Class of 9. A black dragon's acid Breath Weapon is different and causes damage for only one round per breath and then it is neutralized. It does 1/2 damage if the saving throw is made, and armor will only be destroyed if the character dies.

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

Save As gives the saving throw character class and level for the monster, equal to that of a player character of the same level. Unintelligent monsters save at 1/2 their monster level, with fractions rounded up. EXAMPLE: An animal-type monster with 3 hit dice will save as a character of level 1 1/2, rounded up to 2. Intelligent monsters usually save at their monster level. Monsters will normally save as Fighters. Some monsters which are enchanted, magical

in nature, or have special abilities will have their saves adjusted as noted in the description.

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

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

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

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

MONSTER LIST: Acolyte to Zombie

Acolyte

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

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

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

Ape, White

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

White apes have lost their color due to many years of living in caves. They are nocturnal, sleeping in the day and looking for fruits and vegetables at night. If creatures approach their lair, the apes

will threaten them. If their threats are ignored, they will attack. They may throw one stone per round for 1d6 points. White apes are not intelligent and sometimes are kept as pets by Neanderthals.



Bandit

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

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

Bat:

	<u>Normal</u>	<u>Giant</u>
Armor Class:	6	6
Hit Dice:	1 point (0 level man)	2
Move:	9' (3')	30' (10")
Fly:	120' (40')	180' (60')
Attacks:	Confusion	1 bite
Damage:	Nil	1-4
No. Appearing:	1-100 (1-100)	1-10 (1-10)
Save As:	Normal Man	Fighter: 1
Morale:	6	8
Treasure:	Nil	Nil
Alignment:	Neutral	Neutral

Bats are nocturnal (sleeping during the day, moving about at night) flying mammals. They often live in caves or abandoned buildings. They don't use their eyes to see but find their way about by echolocation (a type of radar using hearing and echos to locate objects). Since they don't use their eyes, spells or abilities which depend on sight to affect their victims will not work on bats. A **silence 15' radius** spell will effectively blind a bat.

Normal Bats: Normal bats will not attack men but may confuse them by flying around their heads. There must be at least ten bats to confuse one character. Characters who are confused will have a penalty of -2 on their "to hit" rolls and saving throws and cannot cast spells. Normal bats must check morale each round unless they are controlled or summoned.

Giant Bats: Giant Bats are carnivorous (meat eaters) and may attack a party if extremely hungry. More dangerous, however, are giant vampire bats. Five percent (5%) of all giant bat encounters will be groups of giant vampire bats. The bite of a giant vampire bat does no extra damage but its victim must save vs. Paralysis or fall unconscious for 1-10 rounds. This will allow the vampire bat to feed without being disturbed, draining 1-4 points of blood per round. Any victim who dies from having his or her blood drained by a giant vampire bat must save vs. Spells or become an undead creature 24 hours after death. (If D&D EXPERT rules are used this may be a vampire.)

Bear

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

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

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

Black bear: Black bears have black fur and stand about 6' tall. They are omnivorous (will eat almost anything), but prefer roots and berries. A black bear will not usually attack unless it is cornered and cannot escape. Adult black bears will fight to the death to protect their young. They have been known to raid camps, seeking food. They are especially fond of such treats as fresh fish and sweets.

Grizzly bear: Grizzly bears have silver-tipped brown or reddish brown fur, and stand about 9' tall. They are fond of meat and are much more likely to attack than black bears. Grizzlies are found in most climates, but are most common in mountains and forests.

Polar bear: Polar bears have white fur and stand about 11' tall. They live in cold regions. They usually eat fish, but are as likely to attack as grizzly bears. These huge bears are good swimmers, and their wide feet allow them to run across snow without sinking.

Cave bear: A cave bear is a type of giant grizzly bear which lives in caves and "lost world" areas. It stands about 15' tall and is the most ferocious of all the bears. Though omnivorous, a cave bear prefers meat, and enjoys human flesh. Cave bears have bad eyesight but a good sense of smell. If hungry, they will follow a track of blood until they have eaten.

Beetle, Giant

	<u>Fire</u>	<u>Oil</u>	<u>Tiger</u>
Armor Class:	4	4	3
Hit Dice:	1 + 2	2*	3 + 1
Move:	120' (40')	120' (40')	150' (50')
Attacks:	1 bite	1 bite + special	1 bite
Damage:	2-8	1-6 + special	2-12
No. Appearing:	1-8 (2-12)	1-8 (2-12)	1-6 (2-8)
Save As:	Fighter: 1	Fighter: 1	Fighter: 1
Morale:	7	8	9
Treasure Type:	Nil	Nil	U
Alignment:	Neutral	Neutral	Neutral

Fire Beetle: Fire beetles are 2½' long creatures often found below ground. They are nocturnal, but may be active underground at any time. A fire beetle has two glowing glands above its eyes and one near the back of its abdomen. These glands give off light in a 10' radius, and will continue to glow for 1-6 days after they are removed.

Oil Beetle: Oil beetles are 3' long giant beetles that sometimes burrow underground. When attacked, they will squirt an oily fluid at one of their attackers (a "to hit" roll is needed; the range is 5'). If the oil hits it will raise painful blisters, causing the victim to fight with a penalty of -2 on his or her "to hit" rolls until a **cure light wounds** spell is used or until 24 hours have passed. If the spell is used to cure blisters, it will not also cure points of damage. Oil beetles can also attack with their mandibles (horned jaws).

Tiger Beetle: Tiger beetles are 4' long giant beetles with a striped carapace (a shell-like covering) which looks like a tiger's skin. They are carnivorous (meat-eaters) and usually prey on robber flies. They have been known to attack and eat humans, crushing them with their powerful mandibles.

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D&D: BASIC

Berserker

Armor Class: 7
Hit Dice: 1 + 1*
Move: 120' (40')
Attacks: 1 weapon
Damage: 1-8 or weapon

No. Appearing: 1-6 (3-30)
Save As: Fighter: 1
Morale: See below
Treasure Type: P (B)
Alignment: Neutral

Berserkers are simply fighters who go mad in battle. Their reactions are determined normally, but once a battle starts they will always fight to the death — sometimes attacking their comrades in their blind rage. When fighting humans or human-like creatures, such as kobolds, goblins or orcs, they add +2 to their "to hit" rolls due to this ferocity. They never retreat, surrender, or take prisoners. Treasure Type (B) is only found in the wilderness.

Boar

Armor Class: 7
Hit Dice: 3
Move: 150' (50')
Attacks: 1 tusk
Damage: 2-8

No. Appearing: 1-6 (1-6)
Save As: Fighter: 2
Morale: 9
Treasure Type: Nil
Alignment: Neutral

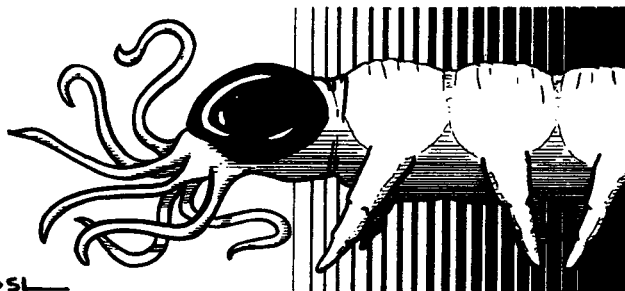
Wild boars generally prefer forested areas, but can be found nearly everywhere. They are omnivorous (eating almost anything), and have extremely nasty tempers when disturbed.

Bugbear

Armor Class: 5
Hit Dice: 3 + 1
Move: 90' (30')
Attacks: 1 weapon
Damage: 2-8 or by weapon + 1

No. Appearing: 2-8 (5-20)
Save As: Fighter: 3
Morale: 9
Treasure Type: B
Alignment: Chaotic

Bugbears are giant hairy goblins. Despite their size and awkward walk, they move very quietly and attack without warning whenever they can. They surprise on a roll of 1-3 (on 1d6) due to their stealth. When using weapons, they add +1 to all damage rolls due to their strength.



Carrion Crawler

Armor Class: 7
Hit Dice: 3 + 1*
Move: 120' (40')
Attacks: 8 tentacles
Damage: Paralysis

No. Appearing: 1-3 (1-3)
Save As: Fighter: 2
Morale: 9
Treasure Type: B
Alignment: Neutral

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



Cat, Great

	Mountain Lion	Panther	Lion
Armor Class:	6	4	6
Hit Dice:	3 + 2	4	5
Move:	150' (50')	210' (70')	150' (50')
Attacks:	... 2 claws/1 bite each ...		
Damage:	1-3/1-3/1-6	1-4/1-4/1-8	2-5/2-5/1-10
No. Appearing:	1-4 (1-4)	1-2 (1-6)	1-4 (1-8)
Save As:	Fighter: 2	Fighter: 2	Fighter: 3
Morale:	8	8	9
Treasure Type:	U	U	U
Alignment:	Neutral	Neutral	Neutral

	Tiger	Sabre-tooth Tiger
Armor Class:	6	6
Hit Dice:	6	8
Move:	150' (50')	150' (50')
Attacks:	... 2 claws/1 bite each ...	
Damage:	1-6/1-6/2-12	1-8/1-8/2-16
No. Appearing:	1 (1-3)	1-4 (1-4)
Save As:	Fighter: 3	Fighter: 4
Morale:	9	10
Treasure Type:	U	V
Alignment:	Neutral	Neutral

The Great Cats are normally cautious and will avoid fights unless forced by extreme hunger or when trapped with no escape route. Though they may be found in a relaxed or even playful mood, they are subject to rapid and violent changes of temper. They often develop a fondness for one type of food, and will go out of their way to hunt that type of prey. Sometimes this taste in food runs too deeply into caves, preferring to remain within fleeing distance of the wilderness outside. Despite their shyness they are very inquisitive, and may follow a party just out of curiosity. They will always chase a fleeing prey.

Mountain Lion: This tawny-furred species lives mostly in mountainous regions but also inhabits forests and deserts. They will wander further into dungeons than any other species of Great Cat.

Panther: Panthers are found on plains, forests, and open shrub lands. They are extremely quick and can outrun most prey over short distances.

Lion: Lions generally live in warm climates, and thrive in savannah and brush lands near deserts. They usually hunt in groups known as prides.

Tiger: Tigers are the largest of the commonly found Great Cats. They prefer cooler climates and wooded lands where their striped bodies offer some degree of camouflage, useful when hunting. They will surprise their prey on a roll of 1-4 (on 1d6) when in woods.

Sabre-Tooth Tiger: Sabre-tooth tigers are the largest and most ferocious of the Great Cats. They have oversized fangs, from which they get their name. Fortunately, sabre-tooth tigers are mostly extinct, except in "lost world" areas.

Cave Locust:

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

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

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

If cornered, a cave locust will spit a brown gooey substance up to 10'. To hit a character the locust needs to make an attack against Armor Class 9. A character hit by cave locust spittle must save vs. Poison or be unable to do anything for 1 turn due to the awful smell. After this time he or she will be used to the smell, but any

character approaching within 5' of him or her must also save or be violently ill. This effect will last until the spittle is washed off.

Centipede, Giant

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

Giant centipedes are insects with 1' long bodies and many legs. They like to live in damp, dark places. Their bite does no damage, but the victim must save vs. Poison or become violently ill for 10 days. Characters who do not save move at 1/2 speed and will not be able to perform any other physical action.

Doppelganger

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

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

Dragon

	<u>White</u>	<u>Black</u>	<u>Green</u>	<u>Blue</u>	<u>Red</u>	<u>Gold</u>
Armor Class:	3	2	1	0	-1	-2
Hit Dice:	6**	7**	8**	9**	10**	11**
Move:	Normal move: 90' (30'); flying: 240' (80')					
Attacks:	2 claws/1 bite each, plus breath weapon					
Damage:	1-4/1-4/2-16	2-5/2-5/2-20	1-6/1-6/3-24	2-7/2-7/3-30	1-8/1-8/4-32	2-8/2-8/6-36
No. Appearing:	1-4 (1-4)	1-4 (1-4)	1-4 (1-4)	1-4 (1-4)	1-4 (1-4)	1-4 (1-4)
Save As:	Fighter: 6	Fighter: 7	Fighter: 8	Fighter: 9	Fighter: 10	Fighter: 11
Morale:	8	8	9	9	10	10
Treasure Type:	H	H	H	H	H	H
Alignment:	Neutral	Chaotic	Chaotic	Neutral	Chaotic	Lawful

Dragon Type	Where Found	Breath Weapon	Range Length x Width	Shape	Chance of Talking	Chance of being Asleep	Spells (by level)		
							1	2	3
White	Cold region	Cold	80'x30'	Cone	10%	50%	3	—	—
Black	Swamp, marsh	Acid	60'x5'	Line	20%	40%	4	—	—
Green	Jungle, forest	Chlorine Gas	50'x40'	Cloud	30%	30%	3	3	—
Blue	Desert, plain	Lightning	100'x5'	Line	40%	20%	4	4	—
Red	Mountain, hill	Fire	90'x30'	Cone	50%	10%	3	3	3
Gold	Anywhere	Fire/Gas	90'x30'/50'x40'	Cone/Cloud	100%	5%	4	4	4

Dragons are a very old race of huge winged lizards. They like to live in isolated, out-of-the-way places where few men are found. Though the color of their scaly hide (their "color") makes dragons look different, they all have quite a few things in common: they are all hatched from eggs, are meat eaters, have Breath Weapons, have a great love of treasure, and will do everything possible to save their own lives, including surrender. Breath Weapons, treasure, and surrender (subduing a dragon) are all explained in the following description.

Dragons are proud of their long history (some of them live hundreds or thousands of years), and because of this they tend to think less of the younger races (such as Man). Chaotic dragons might capture men, but will usually kill and eat them immediately. Neutral dragons might either attack or ignore a party completely. Lawful dragons, however, may actually help a party if the players are truly worthy of this great honor. When playing a dragon, a DM should keep in mind that, because of its pride, even the hungriest dragon will pause and listen to flattery (if no one is attacking it, and if it understands the language of the speaker).

BREATH WEAPONS DAMAGE: All dragons have a special attack with their "Breath Weapon" in addition to their claw and bite attacks. Any dragon can use its Breath Weapon up to **3** times each day. A dragon's first attack is always with its Breath Weapon. **The number of points of damage any Breath Weapon does is equal to the dragon's remaining number of hit points.** Any damage done to a dragon will reduce the damage it can do with its Breath Weapon.

After the first Breath attack, a dragon may choose to attack with claws and bite. To determine this randomly, roll 1d6:

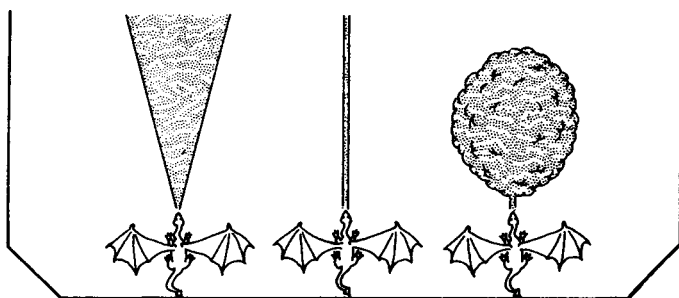
- a result of 1-3 means that the dragon will use its claw and bite attacks;
- a result of 4-6 means that the dragon will breathe again.

SHAPE OF BREATH: A dragon's Breath Weapon appears as one of three different shapes: **cone-shaped**, a **straight line**, or a **cloud of gas**.

A **cone-shaped** Breath begins at the dragon's mouth (where it is 2' wide) and spreads out until it is 30' wide at its furthest end. **EXAMPLE:** The area of effect of a white dragon's Breath is a cone 80' long and 30' wide at its far end.

A **line-shaped** Breath starts in the dragon's mouth and stretches out towards its victim in a straight line (even downwards). Even at its source, a line-shaped Breath is 5' wide.

A **cloud-shaped** Breath billows forth from the dragon's mouth to form a 50'x40'x20' tall cloud around the dragon's targets directly in front of it.



SAVING THROWS: Anyone caught within the area of effect of a dragon's Breath Weapon may make a saving throw. A successful saving throw means that the victim takes only $\frac{1}{2}$ damage from the Breath. Dragons are never affected by the normal or smaller versions of their Breath Weapons, and automatically make their saving throws against any attack form which is the same as their Breath Weapon. **EXAMPLE:** A red dragon will take no damage from (and usually ignores) burning oil, and will always take only $\frac{1}{2}$ damage from a fire-type magic spell, such as a **fire ball**.

TALKING: Dragons are intelligent, and some dragons can speak Dragon and Common. The percentage listed under **Chance of Talking** is the chance that a dragon will be able to talk. Talking dragons are also able to use Magic-user/Elf spells. The number of spells and their levels are given above, under **Spells (by Level)**. For example, 3 3 — would mean that the dragon can cast 3 first level spells and 3 second level spells, but no third level spells. Dragon spells are usually selected randomly.

SLEEPING DRAGONS: The percentage chance given under **Chance of Being Asleep** applies whenever a party encounters a dragon on the ground (flying dragons are never asleep). Any result greater than the percentage means that the dragon is *not* asleep (though it may be pretending to be!). If a dragon is asleep, it may be attacked (with a bonus of +2 on "to hit" rolls) for one round,

during which it will wake. Combat will proceed normally for the second and further rounds.

SUBDUING DRAGONS: Whenever characters encounter a dragon, they may choose to try to subdue it rather than kill it. To subdue a dragon, all the attacks *must* be with "the flat of the sword"; thus, missile weapons and spells may not be used to subdue. Attacks and damage are determined normally when trying to subdue the dragon. The dragon will fight normally (the subduing damage does not reduce the damage done by the dragon's Breath Weapon) until it reaches 0 or less hit points, at which time it will surrender. A dragon, like any other intelligent animal or monster, may be subdued because it realizes that its attackers, *could* have killed it if they had been striking to kill. It therefore surrenders, admitting that the opponents have won the battle but saving its own life.

A subdued dragon will attempt to escape or turn on its captor if given a reasonable chance to do so through the party's actions. For example, a dragon left unguarded at night, or who is ordered to guard a position alone, would consider these "reasonable chances". A subdued dragon must be sold. The price is up to the DM, but should never exceed 1,000 gp per hit point. The dragon may be forced to serve the characters who subdued it. If a subdued dragon is ever ordered to perform a task which is apparently suicidal, the dragon will attempt to escape and/or kill its captors.

AGE: The statistics given are for an average-sized dragon of its type. Younger dragons are smaller and have acquired less treasure; older dragons are larger and have acquired more. Dragons generally range in size from 3 hit dice smaller to 3 hit dice larger than average. For example, red dragons could be found having 7 to 13 hit dice, depending on their age.

TREASURE: Younger dragons may have collected as little as $\frac{1}{4}$ to $\frac{1}{2}$ the normal listed treasure; older dragons may have as much as double the listed amount. Dragon treasure is only found in the dragon's lair. These lairs are rarely left unguarded, and are well-hidden to prevent easy discovery.

GOLD DRAGONS: Gold dragons always talk and use spells. They can also change their shape, and often appear in the form of a human or animal. Gold dragons may breathe either fire (like a red dragon) or chlorine gas (like a green dragon), though they still have a total of 3 Breath Weapon attacks per day (*not* 6). The type of Breath attack should be chosen by the DM to fit the situation.

Dragons are extremely powerful monsters and should be used with caution when encountered by low level player characters (such as those found in the D&D BASIC rules). It is recommended that until characters reach the fourth and higher levels of experience (see the D&D EXPERT rules) that only the *youngest* and smallest dragons be used by the DM.

Driver Ant

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

Driver ants are giant black ants about 6' long. They are omnivorous. When hungry, they will devour anything edible in their path. Once engaged in combat, they will fight to the death, even trying to cross flames to reach their opponents. The nest-lair will always be guarded by 4-24 driver ants. There are legends of driver ants mining gold, and there is a 30% chance that a driver ant lair will contain 1-10 thousand gp worth of nuggets.

Dwarf

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

Dwarves can also appear as NPCs, usually in clan groups or as war or mining expeditions. For every 20 dwarves there will be one leader (level 3-8: 1d6 + 2) and who may have magical items. To check for possible magical items, multiply the leader's level by 5. The result is the percentage chance for that leader to own a magical item from any one particular subtable. Roll separately for each type (subtable) of magic treasure. Check all the subtables except the **Scroll** subtable and the **Wand/Rod/Staff** subtable. As long as their leader is fighting with them and still alive, dwarven morale is 10 rather than 8. Dwarves hate goblins, and will usually attack them on sight.

Elf

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

Elves can also appear as NPCs. Each elf will have one 1st level spell (chosen at random). When a group of 15 or more elves appears, one of them will be a leader of level 2-7 (1d6 + 1). Check for possible magical items that the leader may have. To check for items, multiply the leader's level by 5. The result is the percentage chance for that leader to have a magic item from any one of the magic subtables. Roll separately for each subtable, and check all the magic subtables. As long as their leader is alive, elven morale is 10 rather than 8.

Ferret, Giant

Armor Class:	5	No. Appearing:	1-8 (1-12)
Hit Dice:	1 + 1	Save As:	Fighter: 1
Move:	150' (50")	Morale:	8
Attacks:	1 bite	Treasure Type:	Nil
Damage:	1-8	Alignment:	Neutral

Giant ferrets look like 3' long weasels. They hunt giant rats underground, and are sometimes trained for this purpose. Unfortunately, their tempers are highly unpredictable, and they have been known to attack their trainers and other humans.

Gargoyle*

Armor Class:	5	No. Appearing:	1-6 (2-8)
Hit Dice:	4	Save As:	Fighter: 8
Move:	90' (30')	Morale:	11
Flying:	150' (50')		
Attacks:	2 claws/1 bite/ 1 horn	Treasure Type:	C
Damage:	1-3/1-3/1-6/ 1-4	Alignment:	Chaotic

Gargoyles are magical monsters and save as Fighter: 8. They can only be hit with magic or magical weapons. As pictured in medieval architecture, they are horned, clawed, fanged, winged, hideous-looking beasts. Their skin often looks exactly like stone and are often mistaken to be statues. Gargoyles are very cunning and at least semi-intelligent. They will attack nearly anything that

approaches them. Gargoyles are not affected by **sleep** or **charm** spells. The DM is advised to use gargoyles only if the player characters have at least one magical weapon.

Gelatinous Cube

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

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

Ghoul

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

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

Gnoll

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

Gnolls are beings of low intelligence that appear to be human-like hyenas. They may use any weapons. They are strong, but dislike work and prefer to bully and steal for a living. For every 20 gnolls encountered, one will be a leader with 16 hit points who attacks as a 3 hit dice monster. Gnolls are rumored to be the result of a magical combination of a gnome and a troll by an evil magic-user.

Gnome

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

MONSTERS

Gnomes are a human-like race related to dwarves. They are smaller than dwarves, and have long noses and full beards. Gnomes have well developed infravision (heat-sensing sight), and can "see" heat to 90' in the dark. They usually live in burrows in the lowlands. Gnomes are excellent metalsmiths and miners. They love gold and gems and have been known to make bad decisions just to obtain them. They love machinery of all kinds and like to use crossbows as missile weapons and war hammers in hand-to-hand combat. Gnomes like most dwarves, but war with goblins and kobolds who steal their precious gold. They will usually attack kobolds on sight.

For every 20 gnomes, one will be a leader with 11 hit points who fights as a 2 hit dice monster. In the gnome lair lives a clan chieftain and his 1-6 bodyguards. The clan chieftain has 18 hit points, attacks as a 4 hit dice monster, and gains a bonus of +1 on damage rolls. The bodyguards will have 10-13 (1d4 + 9) hit points and attack as 3 hit dice monsters. As long as the clan chieftain or leader is alive, all gnomes within sight of him have a morale of 10 rather than 8.

Goblin

Armor Class:	6	No. Appearing:	2-8 (6-60)
Hit Dice:	1-1	Save As:	Normal Man
Move:	60' (20')	Morale:	7 or see below
Attacks:	1 weapon	Treasure Type:	R (C)
Damage:	1-6 or by weapon	Alignment:	Chaotic

Goblins are a small incredibly ugly human-like race. Their skin is a pale earthy color, such as chalky tan or livid gray. Their eyes are red, and glow when there is little light, somewhat like rat's eyes. Goblins live underground and have well-developed infravision (heat-sensing sight) to 90'. In full daylight they fight with a penalty of -1 on their "to hit" rolls. Goblins hate dwarves and will attack them on sight. There is a 20% chance that when goblins are encountered, 1 of every 4 will be riding a dire wolf.

In the goblin lair lives a goblin king with 15 hit points who fights as a 3 hit dice monster and gains +1 on damage rolls. The goblin king has a bodyguard of 2-12 goblins who fight as 2 hit dice monsters and have 2-12 hit points each. The king and his bodyguard may fight in full daylight without a penalty. The goblin morale will be 9 rather than 7 as long as their king is with them and still alive. Treasure type C is only found in the goblin lair or when encountered in the wilderness.

Gray Ooze

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

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

Green Slime*

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

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Green slime looks like green, oozing slime. This creature can be harmed by fire or cold but cannot be hurt by any other attacks. It dissolves wood and metal (in 6 rounds), but cannot dissolve stone. Green slime often clings to walls and ceilings and will drop down on surprised characters. Once in contact with flesh, it will stick and turn the flesh into green slime. It cannot be scraped off, but must be **burnt** off (or treated with a **cure disease** spell; see the D&D EXPERT rules). When green slime drops on a victim (or is stepped on), the victim can usually burn it while it is dissolving armor and clothing. If it is not burned off, the victim will turn completely into green slime 1-4 (1d4) rounds after the first 6-round (one minute) period. Burning does 1/2 damage to the green slime and 1/2 damage to the victim.

Halfling

Armor Class:	7	No. Appearing:	3-18 (5-40)
Hit Dice:	1-1	Save As:	Halfling: 1
Move:	90' (30')	Morale:	7
Attacks:	1 weapon	Treasure Type:	V (or B)
Damage:	1-6 or by weapon	Alignment:	Lawful

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

Harpy

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

A harpy has the lower body of a giant eagle and the upper body and head of a hideous-looking woman. By their singing, harpies lure creatures to them, to be killed and devoured. Any creature hearing the harpy's song must save vs. Spells or be **charmed** (see special attacks at the beginning of the **MONSTERS** section). **Charmed** individuals will move toward the harpies, resisting any attempt to stop them, but not otherwise attacking. If a character saves against the songs of a group of harpies, the character will not be affected by any of their songs during the encounter. Harpies are resistant to magic and have a +2 on all their saves.

Hobgoblin

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

Hobgoblins are bigger and meaner relatives of goblins. They live underground but often hunt above ground and have no penalties for fighting in full daylight. A hobgoblin king and 1-4 (1d4) bodyguards live in the hobgoblin lair. The king has 22 hit points and fights as a 5 hit dice monster, gaining a bonus of +2 on damage. The bodyguards all fight as 4 hit dice monsters and have 3-18 (3d6) hit points each. As long as their king is alive and with them, hobgoblin morale is 10 rather than 8.

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

Insect Swarms

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

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

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

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

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

Killer Bee

Armor Class: 7	No. Appearing: 1-6 (5-30)
Hit Dice: 1/2 * (1-4 hp)	Save As: Fighter: 1
Move: 150' (50')	Morale: 9
Attacks: 1 sting	Treasure Type: See below
Damage: 1-3 + special	Alignment: Neutral

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

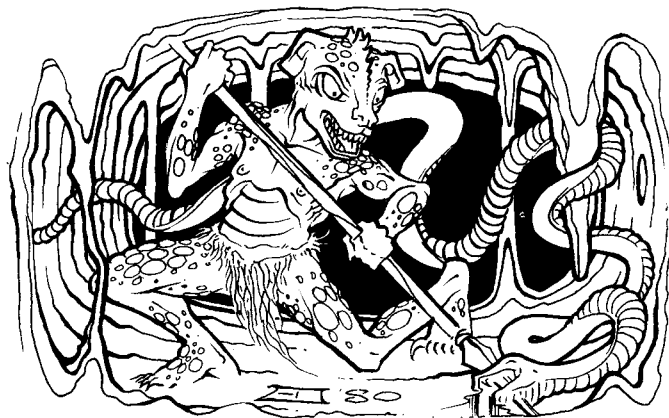
A special kind of honey may be found inside the beehive. If eaten, it acts as one half-strength **potion of healing**, curing 1-4 (1d4) points of damage (this will require all the honey in the hive — about 2 pints). There will always be at least 10 killer bees with their queen in or near the hive. At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



Kobold

Armor Class: 7	No. Appearing: 4-16 (6-60)
Hit Dice: 1/2 (1-4 hp)	Save As: Normal Man
Move: 60' (20')	Morale: 6 or see below
Attacks: 1 weapon	Treasure Type: P (J)
Damage: 1-4 or weapon - 1	Alignment: Chaotic

These small, evil dog-like men usually live underground. They have scaly rust-brown skin and no hair. They have well developed infravision (heat-sensing sight) to a 90' range. They prefer to attack by ambush. A kobold chieftain and 1-6 bodyguards live in the kobold lair. The chieftain has 9 hit points and fights as a 2 hit dice monster. The bodyguards each have 6 hit points and fight as 1 + 1 hit dice monsters. As long as the chieftain is alive, all kobolds with him have a morale of 8 rather than 6. Kobolds hate gnomes and will attack them on sight. Treasure type J is only found in encounters in the lair or in the wilderness.



Living Statue

	<i>Crystal</i>	<i>Iron</i>	<i>Rock</i>
Armor Class:	4	2	4
Hit Dice:	3	4	5**
Move:	90' (30')	30' (10')	60' (20')
Damage:	1-6/1-6	1-8/1-8 + special	2-12/2-12
No. Appearing:	1-6 (1-6)	1-4 (1-4)	1-3 (1-3)
Save As:	Fighter: 3	Fighter: 4	Fighter: 5
Morale:	11	11	11
Treasure Type:	Nil	Nil	Nil
Alignment:	Lawful	Neutral	Chaotic

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

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

Iron: Living iron statues have bodies which can absorb iron and steel. When hit, they will take normal damage, but if a non-magical metal weapon is used, the attacker must save vs. Spells or the weapon will become stuck in the body of the living iron statue, and may only be removed if the statue is killed.

Rock: Living rock statues have an outer crust of stone but are filled with hot magma (fiery lava). When the living rock statue attacks, it will squirt the magma from its finger tips for 2d6 points of damage per hit.

MONSTERS

D&D: BASIC

Lizards, Giant

	<i>Gecko</i>	<i>Draco</i>	<i>Horned Chameleon</i>	<i>Tuatara</i>
Armor Class:	5	5	2	4
Hit Dice:	3 + 1	4 + 2	5*	6
Move:	120' (40')	120' (40') Fly 210' (70')	120' (40')	90' (30')
Attacks:	1 bite	1 bite	1 bite/ 1 horn	2 claws/ 1 bite
Damage:	1-8	1-10	2-8/1-6	1-4/1-4/ 2-12
No. Appearing:	1-6 (1-10)	1-4 (1-8)	1-3 (1-6)	1-2 (1-4)
Save As:	Fighter: 2	Fighter: 3	Fighter: 3	Fighter: 4
Morale:	7	7	7	6
Treasure Type:	U	U	U	V
Alignment:	Neutral	Neutral	Neutral	Neutral

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



Draco: A draco is a 6' long lizard with wide flaps of skin between its legs which it can spread to glide through the air (like a flying squirrel). Dracos are generally found above ground, though they sometimes creep into caves to escape very cold or very hot weather. Dracos are carnivorous and have been known to attack humans.

Horned Chameleon: A horned chameleon is a 7' long lizard which can change color to blend into its surroundings. It surprises on a roll of 1-5 (1d6). A horned chameleon can shoot out its sticky tongue up to 5' long. A successful hit means that the victim is pulled to the horned chameleon's mouth and automatically bitten for 2d4 points of damage. The horned chameleon can also attack with its horn (for 1d6) and may use its tail to knock other attackers down (roll for a hit, not doing any damage but preventing the victim from attacking that round).

Tuatara: A tuatara is a 8' long lizard that looks like a cross between an iguana and a toad. It has pebble-colored olive skin with white spikes along its back. It is carnivorous and sometimes attacks humans. A tuatara has a membrane over its eyes which, when lowered, is sensitive to changes in temperature, allowing it to "see" in darkness (90' infravision).

Lizard Man

Armor Class:	5	No. Appearing:	2-8 (6-36)
Hit Dice:	2 + 1	Save As:	Fighter: 2
Move:	60' (20')	Morale:	12
In water:	120' (40')		
Attacks:	1 weapon	Treasure Type:	D
Damage:	2-7 or weapon + 1	Alignment:	Neutral

These water-dwelling creatures look like men with lizard heads and tails. They live in tribes. They will try to capture humans and demi-humans and take the victims back to the tribal lair as the main course of a feast. Lizard men are semi-intelligent and use weapons such as spears and large clubs (treat the clubs as maces) gaining a bonus of +1 on damage rolls due to their great strength. Lizard men are often found in swamps, rivers, and along seacoasts as well as in dungeons.

Lycanthropes*

	<i>Wererat</i>	<i>Werewolf</i>	<i>Wereboar</i>
Armor Class:	7,(9)†	5,(9)†	4,(9)†
Hit Dice:	3*	4*	4 + 1*
Move:	120' (40')	180' (60')	150' (50')
Attacks:	1 bite or weapon	1 bite	1 tusk-bite
Damage:	1-4 or by weapon	2-8	2-12
No. Appearing:	1-8 (2-16)	1-6 (2-12)	1-4 (2-8)
Save As:	Fighter: 3	Fighter: 4	Fighter: 4
Morale:	8	8	9
Treasure Type:	C	C	C
Alignment:	Chaotic	Chaotic	Neutral

	<i>Weretiger</i>	<i>Werbear</i>
Armor Class:	3,(9)†	2,(8)†
Hit Dice:	5*	6*
Move:	150' (50')	120' (40')
Attacks:	2 claws/1 bite	2 claws/1 bite
Damage:	1-6/1-6/2-12	2-8/2-8/2-16
No. Appearing:	1-4 (1-4)	1-4 (1-4)
Save As:	Fighter: 5	Fighter: 6
Morale:	9	10
Treasure Type:	C	C
Alignment:	Neutral	Neutral

† Armor Class when in human form.

Lycanthropes are humans who can change into beasts (or in the case of wererats, beasts who can change into humans). They do not wear armor, since it would interfere with their shapechanging. Any lycanthrope can summon 1 or 2 of the animals of their were-type (werebears may summon bears, werewolves may summon wolves, etc.) who will arrive in 1-4 (1d4) rounds. If a lycanthrope is hit by wolfsbane, it must save vs. Poison or run away in fear. The sprig of wolfsbane must be swung or thrown as a weapon, using normal combat procedures. All lycanthropes will turn back into human form when killed. Some animals (such as horses) do not like the smell of lycanthropes and will react with fear.

ANIMAL FORM: In animal form, a lycanthrope may only be harmed by magic weapons, silvered weapons, or magic spells. The lycanthrope cannot speak normal languages, though it can speak with normal animals of its were-type (for example, wererats can speak with normal rats).

HUMAN FORM: In human form, a lycanthrope often looks somewhat like their were-form (wererats have longer noses, werebears are hairy, and so forth). In this form, they may be attacked normally, and may speak any known languages.

LYCANTHROPY: Lycanthropy is a disease. Any human character who is severely hurt by were-creatures (losing more than half of his or her hit points when in battle with them) will become a lycanthrope of the same type in 2-24 (2d12) days. The victim will begin to show signs of the disease after only half that time. The disease will kill non-humans instead of turning them into were-creatures. It may only be cured by a high level cleric (11th level or greater, as explained in the D&D EXPERT rules), who will do so for a suitable price or service. Any character who becomes a full werecreature will become an NPC, to be run by the DM only.

Wererats: Wererats are different from most lycanthropes. They are intelligent, can speak Common in either form, and may use any weapon. A wererat usually prefers to use a man-sized rat form, but may become a full-sized human. Wererats are sneaky and often set ambushes, surprising on a roll of 1-4 (on 1d6). They summon giant rats to help them in battle. Only a wererat's bite causes lycanthropy.

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Werewolves: These creatures are semi-intelligent and usually hunt in packs. Any group of 5 or more will have a leader, who has 30 hit points, attacks as a 5 hit dice monster, and adds +2 to damage rolls. Werewolves summon normal wolves to form large packs with them.

Wereboars: Wereboars are semi-intelligent and have bad tempers. In human form they often seem to be berserkers, and may act the same way in battle (gaining +2 on "to hit" rolls and fighting to the death). Wereboars summon normal boars to help them in battle.

Weretigers: These relatives of the Great Cats often act like them, being very curious but becoming dangerous when threatened. They are good swimmers and quiet trackers, surprising on a roll of 1-4 (on 1d6). They may summon any type of Great Cat that is in the area (preferring tigers).

Werbears: Werbears are very intelligent, even in animal form. A werbear usually prefers to live alone or with bears. It might be friendly, however, if peacefully approached. In combat, werbears may hug for 2-16 (2d8) points of damage (in addition to normal damage) if both paws hit the same target in one combat round. A werbear may summon any type of bear in the area.

Medium

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

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



Medusa

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

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

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Minotaur

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

A minotaur is a large man with the head of a bull. It is larger than human size, and eats humans. A minotaur will always attack anything its size or smaller and will pursue as long as its prey is in sight. Minotaurs are semi-intelligent and some use weapons, preferring a spear, club, or axe. Minotaurs gain +2 to damage done with a weapon due to their strength. If a minotaur uses a weapon, it may not gore or bite. Minotaurs usually live in tunnels or mazes.

Mule

Armor Class:	7	No. Appearing:	1-8 (2-12)
Hit Dice:	2	Save As:	Normal Man
Move:	120' (40')	Morale:	8
Attacks:	1 kick or 1 bite	Treasure Type:	Nil
Damage:	1-4 or 1-3	Alignment:	Neutral

A mule is a crossbreed between a horse and a donkey. Mules are stubborn, and if bothered or excited they may either bite or kick. If the DM permits it, mules can be taken into dungeons. A mule can carry a normal load of 2000 coins (or 4000 coins at most, with its move reduced to 60'/turn). Mules cannot be trained to attack, but will fight in their own defense.

Neanderthal (Caveman)

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

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

Neanderthals usually attack with thrown spears and use stone axes, clubs, or stone hammers in hand-to-hand combat. They choose their leaders from a similar race that is much larger than the average Neanderthal. These leaders have 6 hit dice, and are 10' tall. There will be 10-40 Neanderthals in the lair with 2 leaders, one male and one female. Neanderthals often hunt cave bears and keep white apes as pets. They are friendly toward dwarves and gnomes, but hate goblins and kobolds. They will attack ogres on sight. They are shy and will avoid humans, but are not usually hostile unless they are attacked.

Noble

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

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

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traditional ones; a few sample titles are:

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

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

Normal Human

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

A normal human is a human who does not seek dangerous adventure. A normal human does not have a class. Normal humans have their own saving throws and "to hit" numbers. They have from 1 to 4 hit points (depending on their age, health, and profession). **EXAMPLE:** An adult blacksmith would have 4 hp, but a young child or sickly beggar would have 1 hp.

Most humans are "normal" humans, though people with certain professions (such as merchant, soldier, lord, scout, and so forth) help in some adventures. As soon as a human gets experience points through an adventure, that person must choose a character class. Some type of normal humans are: peasants, children, housewives, workers, artists, villagers, townspeople, slaves, fishermen, and scholars.

NPC Party

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

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

Ochre Jelly*

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

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

Ogre

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

Ogres are huge fearsome human-like creatures, usually 8 to 10 feet tall. They wear animal skins for clothes, and often live in caves. When encountered outside their lair, they will be carrying 100-600 gp (1d6 x 100) in large sacks. Ogres hate Neanderthals and will attack them on sight.

Orc

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

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

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

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

There are many different tribes of orcs. Members of different tribes are not usually friendly with each other, and may start fighting unless their leaders are present. An orc lair has only one tribe. Each tribe will have as many female orcs as males, and 2 children ("whelps") for each 2 adults. The leader of an orc tribe is a chieftain who has 15 hit points, attacks as a 4 hit dice monster, and gains +2 on damage rolls. For every 20 orcs in a tribe, there may be an ogre with them (a 1 in 6 chance). (If the D&D EXPERT rules are used, there is a 1 in 10 chance of a troll living in the lair as well.)

Owl Bear

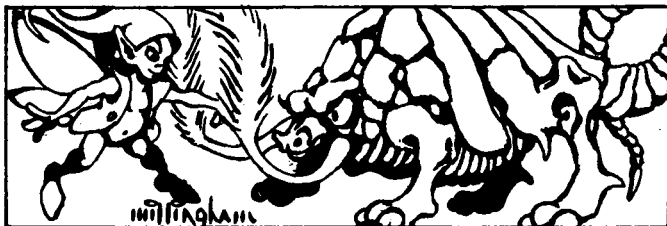
Armor Class:	5	No. Appearing:	1-4 (1-4)
Hit Dice:	5	Save As:	Fighter: 3
Move:	120' (40')	Morale:	9
Attacks:	2 claws/1 bite	Treasure Type:	C
Damage:	1-8 each	Alignment:	Neutral

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

Pixie

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

Pixies are small (1-2' tall) human-like creatures with insect-like wings distantly related to elves. They are invisible unless they want to be seen (or unless a **detect invisible** spell is used when they are nearby). Unlike the effects of the **invisibility** spell, pixies can attack and remain invisible, and they always gain surprise when doing so. They may not be attacked in the first round of combat, but after that their attackers will see shadows and movement in the air and may attack the pixies with a -2 penalty on "to hit" rolls. Their small insect-like wings can only support pixies for 3 turns, and they must rest one full turn after flying.



Rat

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

Rats will eat almost anything and some rats carry diseases. Anyone bitten by a rat has a 1 in 20 chance of being infected (this chance should be checked each time a rat successfully hits). The victim may still avoid the disease by making a saving throw vs. Poison. If failed, the victim will either die in 1-6 (1d6) days, otherwise the victim will be sick in bed (unable to adventure) for one month. Roll 1d4: the disease is only deadly on a result of 1. (The disease may be cured magically; see the D&D EXPERT rules.)

Rats usually avoid humans and will not attack unless summoned (by a wererat, for example) or defending their lair. Rats are good swimmers and may attack without penalty while in water. They are afraid of fire, and will run from it unless forced to fight by their leader (the creature summoning them).

Normal Rats: Normal rats may be from 6" to 2' long and have gray or brown fur. They attack in "packs" of 5 to 10. If there are more than 10 rats they will attack several creatures as packs of 10 or less. A pack will only attack one creature at a time, but may bite for 1-6 points of damage (plus the normal chance of a disease, checked once per pack attack). Rats will climb all over the creature they are attacking and the victim must save vs. Death or be knocked down by them and unable to fight until the victim regains its feet.

Giant Rats: Giant rats are 3' long or more, and have gray or black fur. They are often found in the dark corners of dungeon rooms and in areas where **undead** monsters lurk.

Robber Fly

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

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

Rock Baboon

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

Rock baboons are larger versions of normal baboons, and are more intelligent. They will eat anything, but prefer meat. They do not make tools or weapons but will pick up bones or branches to use as clubs. Rock baboons form packs, each led by a dominant male. They are ferocious and have vicious tempers. They do not speak a true language, but use simple screams to communicate warnings and needs.

Rust Monster*

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

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

Shadow*

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

Shadows are in-corporeal (ghost-like) intelligent creatures. They can only be harmed by magical weapons. They look like real shadows and can alter their shape slightly. Shadows are hard to see and surprise on a 1 to 5 on a d6. If a shadow scores a hit, it will drain 1 point of Strength in addition to doing normal damage (1d4 points). This weakness will last for 8 turns. Any creature whose Strength is reduced to 0 or less will become a shadow. Shadows are *not* undead, and cannot be "Turned" by clerics. They are not

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

Shrew, Giant

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

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

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

Shrieker

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

Shriekers look like giant mushrooms. They live in underground caverns and are able to move around slowly. They react to light (within 60') and movement (within 30') by emitting a piercing shriek which lasts for 1-3 rounds. There will be a 50% chance per round of a wandering monster encounter for each round that a shrieker shrieks. The wandering monster will arrive in 2-12 (2d6) rounds.



Skeleton

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

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

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Snake

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

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

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

Spitting Cobra: A spitting cobra is a 3' long grayish-white snake which can squirt a stream of venom up to a distance of 6 feet. It aims for its victim's eyes. If the spit hits, the victim must save vs. Poison or be blinded. (This blindness can normally only be removed by a **cure blindness** spell from the D&D EXPERT rules, but the DM may wish to invent other ways — such as eating a shrieker.) As with most small poisonous snakes, a spitting cobra will not attack human-sized or larger opponents unless startled or threatened. It can either spit or bite in one round, but not both. It will usually spit. The damage given (1-3 points) only applies to the bite; in this case, the victim must save vs. Poison or die in 1-10 (1d10) turns.

Pit Viper: A pit viper is a 5' long greenish-gray poisonous snake with small pits in its head. These pits act as heat sensors, with a range of 60'. The combination of pits and infrared vision makes it very hard to fight a pit viper; it is so quick that it always gains the initiative (no roll needed). Any victim bitten by a pit viper must save vs. Poison or die.

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

Giant Rattlesnake: A giant rattlesnake is a 10' long snake with brown and white scales set in a diamond pattern. On its tail is a dried, scaly rattle, which it often rattles to warn off intruders or attackers who are too large to eat. Giant rattlesnakes are meat-eaters and their bite is poisonous (save vs. Poison or die in 1-6 turns.)

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

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

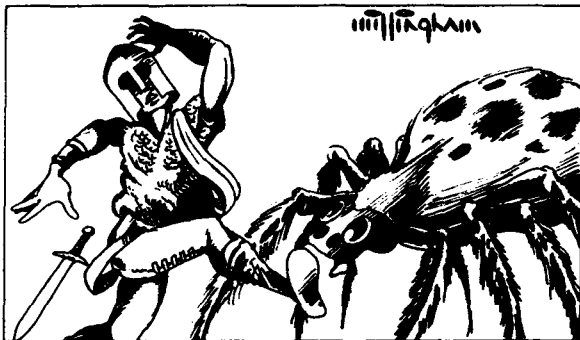
Spider, Giant

	<u>Crab Spider</u>	<u>Black Widow</u>	<u>Tarantella</u>
Armor Class:	7	6	5
Hit Dice:	2*	3*	4*
Move:	120' (40')	60' (20')	120' (40')
In Web:	No webs	120' (40')	No webs
Attacks:	1 bite	1 bite	1 bite
Damage:	1-8 + poison	2-12 + poison	1-8 + poison
No. Appearing:	1-4 (1-4)	1-3 (1-3)	1-3 (1-3)
Save As:	Fighter: 1	Fighter: 2	Fighter: 2
Morale:	7	8	8
Treasure Type:	U	U	U
Alignment:	Neutral	Neutral	Neutral

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

Black Widow Spider: Black widow spiders are 6' long and colored black with a red "hourglass" mark on their abdomens. They tend to stay close to their webbed lairs. They are carnivorous and have been known to attack humans. Their webs should be treated as the magic-user's spell **web**, with respect to the chances of breaking free (once entrapped). The webs may also be burned away. Any victim of the bite of a black widow spider must save vs. Poison or die in 1 turn.

Tarantella: A tarantella is a huge hairy magical spider which looks like a 7' long tarantula. Its bite does not kill; instead, it causes the victim (if a saving throw vs. Poison is failed) to have painful spasms which resemble a frantic dance. This dance has a magical effect on onlookers, and they may be affected. Anyone watching must save vs. Spells or start to dance in the same way. Dancing victims have a penalty of -4 on their "to hit" rolls, and attackers gain +4 "to hit" the victim. The effects of the bite last for 2-12 turns. However, dancers will drop from exhaustion in 5 turns, and they will then be helpless against attacks. Those caught while watching will dance as long as the original victim. (In the D&D EXPERT rules, there are magical means to cure the poison, and a **dispel magic** spell will stop the dance.)



Sprite

Armor Class:	5	No. Appearing:	3-18 (5-40)
Hit Dice:	1/2* (1-4 hp)	Save As:	Elf: 1
Move:	60' (20')	Morale:	7
Flying:	180' (60')		
Attacks:	1 spell	Treasure Type:	S
Damage:	See below	Alignment:	Neutral

Sprites are small winged people about 1 foot tall related to pixies and elves. While shy, they are very curious and have a strange sense of humor. Five sprites acting together can cast one **curse** spell. This will take the form of a magical practical joke, such as tripping or having one's nose grow. The exact effect of the spell is up to the DM's imagination. Sprites will never cause death on purpose even if they are attacked. (In the D&D EXPERT rules, the effects of the sprites' **curse** can be removed by a **remove curse** spell.)

Stirge

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

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

Thoul

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

A thoul is a magical combination of a ghoul, a hobgoblin, and a troll (see D&D EXPERT rules). Except when very close, thouls look exactly like hobgoblins, and they are sometimes found as part of the bodyguard of a hobgoblin king. The touch of a thoul will paralyze (in the same way as that of a ghoul). If it is damaged, a thoul will regenerate 1 hit point per round as long as it is alive. (After a thoul is hit, the DM should add 1 hit point to its total at the beginning of each round of combat.)

Trader

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

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

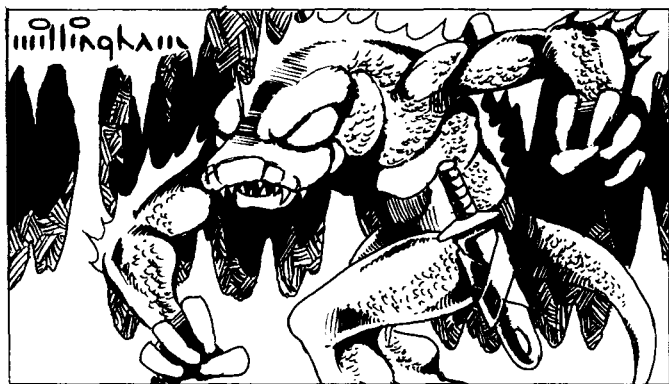
MONSTERS

D&D: BASIC

Troglodyte

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

A troglodyte is an intelligent human-like reptile with a short tail, long legs, and a spiny "comb" on its head and arms. Troglodytes walk upright and use their hands as well as humans. They hate most other creatures, and will try to kill anyone they meet. They have a chameleon-like ability to change colors, and use it to hide by rock walls, surprising on a roll of 1-4 (on 1d6). They secrete an oil which produces a stench that will nauseate humans and demi-humans unless the victims save vs. Poison. Nauseated characters will have a penalty of -2 on their "to hit" rolls while in hand-to-hand combat with the troglodytes.



Undead: (see **Ghoul**, **Skeleton**, **Wight** and **Zombie**)

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

Veteran

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

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

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

Wight*

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

A wight is an **undead** spirit living in the body of a dead human or demi-human. It can only be hit by silvered or magical weapons. Wights are greatly feared, as they drain life energy when striking a victim. Each hit drains one level of experience or hit die (life

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

Wolf

	<u>Normal Wolf</u>	<u>Dire Wolf</u>
Armor Class:	7	6
Hit Dice:	2 + 2	4 + 1
Move:	180' (60')	150' (50')
Attacks:	1 bite	1 bite
Damage:	1-6	2-8
No. Appearing:	2-12 (3-18)	1-4 (2-8)
Save As:	Fighter: 1	Fighter: 2
Morale:	8 (6)	8
Treasure Type:	Nil	Nil
Alignment:	Neutral	Neutral

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

Dire Wolves: Dire wolves may be found in caves, woods, or mountains. They are larger and more ferocious than normal wolves, and are semi-intelligent. They are fierce enemies and usually hunt in packs. They are sometimes trained by goblins to be used as mounts. Captured dire wolf cubs can be trained like dogs (if the DM permits), but they are even more savage than normal wolves.

Yellow Mold*

Armor Class:	Can always be hit	No. Appearing:	1-8 (1-4)
Hit Dice:	2	Save As:	Fighter: 2
Move:	0	Morale:	Not applicable
Attacks:	Spores	Treasure Type:	Nil
Damage:	1-6 + special	Alignment:	Neutral

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

Zombie

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

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

PART 7: TREASURE

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

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

1. Find the Treasure Type in the monster description. Find the same letter on the **Treasure Types** table hereafter; that line will be used to find the actual treasure.
2. Read across the Treasure Type line to find which types of treasure may be present. Each type will have a percentage and a range. If the DM rolls (on d%) a number equal to or less than the percentage given, that type of treasure is present. The DM should roll for each percentage and make a note of what types are present.
3. Roll dice (the type depends on the range given) to find the *amount* of each type of treasure (found in step 2, above) which is present.
4. If any magic items are present, the magic item subtables (page B46) must be used to find the actual types.

PLACED TREASURES: The DM may choose treasures instead of rolling for them randomly, or may choose a result if rolls give too much or too little treasure. The choices should be made carefully, since most of the experience the characters will get will be from treasure (usually $\frac{3}{4}$ or more). It will often be easier for the DM to decide how much experience to give out (considering the size and levels of experience in the party) and place the treasures to give this result. However, the monsters should be tough enough to make sure that the characters earn their treasure!

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

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

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

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

TREASURE TYPES

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

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

INDIVIDUALS' TREASURE TYPE

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

GENERAL MAGIC ITEMS

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

MAGIC ITEMS

SWORD (roll 1d8)

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

WEAPON/ARMOR (roll 1d8)

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

POTION (roll 1d8)

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

SCROLL (roll 1d8)

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

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

RING (1d6)

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

WAND/STAFF/ROD (roll 1d6)

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

MISCELLANEOUS MAGIC ITEM (roll 1d10)

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

COINS

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

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

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

GEMS

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

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

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

JEWELRY

A piece of jewelry is worth from 300-1800 gp, determined by rolling 3d6 and multiplying the result by 100. Jewelry can be dam-

aged by such things as very hot fire, lightning bolts, crushing, and other rough treatment. Damaged jewelry is worth 1/2 normal value. As with gems (see the **EXAMPLE** above), the DM may change the amount and value of the jewelry found. The DM may choose to allow jewelry of greater value than that given, although this is not advised for use with the D&D BASIC rules.

MAGIC ITEMS

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

IDENTIFYING MAGIC ITEMS: A character can only identify the exact type of item by testing it (trying on the ring, sipping the potion, etc.). If a retainer does this testing, he or she will expect to keep the item. A high level NPC magic-user may be asked to identify an item, but will want money or a service in advance and may take several game weeks to do it.

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

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



EXPLANATION OF MAGIC ITEMS

Swords, Weapons, and Armor

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

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

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

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

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

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



Potions

Potions are usually found in small glass vials, similar to Holy Water. Each potion has a different smell and taste, even two potions with the same effect. Unless stated otherwise, the effect of any potion lasts 7-12 (1d6 + 6) turns. Only the DM should know the exact duration. The entire potion must be drunk to have this effect. A potion may be sipped to discover its type and then used later. Drinking a potion takes one round.

If a character drinks a potion while another potion is still in effect, that character will become sick and will be unable to do anything (no saving throw) for 3 turns (½ hour) and neither potion will have any further affect. A **potion of healing** has no duration for purposes of the sickness described above. Each type of potion is described hereafter:

Diminution: Anyone taking this potion will immediately shrink to 6" in height, and can do no damage when physically attacking a creature larger than 1'. The user can slip through small cracks and has a 90% chance of not being seen when standing still.

ESP: This potion will have the same effect as the magic-user and elf spell **ESP**. The user may "hear" the thoughts (if any) of one creature within 60' by concentrating for one full turn in one direction. The user may "hear" through 2 feet of rock, but a thin coating of lead will block the **ESP**. See the magic-user and elf spell (page B17) for more information.

Gaseous Form: Upon drinking this potion, the user's body will take the form of a cloud of gas. Anything the user is carrying or wearing will fall through the gaseous body to land on the floor. The user will keep control over his or her body, and can move through small holes in walls, chests, and so forth. Any creature or character in gaseous form cannot attack, but has an AC of -2 and cannot be harmed by non-magical weapons.



Growth: This potion causes the user to grow to twice normal size, temporarily increasing Strength and giving the ability to inflict double damage on any successful hit. The user's hit points, however, will not increase.

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

Invisibility: This potion will have the same effects as the magic-user and elf spell **invisibility**. The potion will make the user invisible. When a character *becomes* invisible, all the items (but not other creatures) carried and worn by that character also become invisible. Any invisible item will become visible once again when it leaves the character's possession (is set down, dropped, and so forth). See the magic-user and elf spell (page B17) for more information. The DM may allow players to sip this potion 6 times causing a shorter duration.

Levitation: Drinking this potion will have the same effects as the magic-user and elf spell **levitation**. The user may move up or down in the air without any support. This potion does not enable the user to move side-to-side. The user could, however, **levitate** to a ceiling and move sideways by using his or her hands. Motion up or down is at a rate of 60' per round. See the magic-user and elf spell (page B17) for more information.

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

Scrolls

A scroll is a piece of old paper or parchment upon which a high level magic-user, elf or cleric has written a magical formula. To use a scroll there must be enough light to read by, and the scroll must be read aloud. A scroll can only be used *once*, for the words will fade from the scroll when they are read aloud. A **spell scroll** can only be read by a magic-user, elf, or cleric, but a **Protection scroll** or a **Treasure Map** can be read by anyone.

SPELL SCROLL: These scrolls may have 1, 2, or 3 spells written on them. If more than one spell is written on a scroll only the spell cast will disappear when read. Spell scrolls may have either magic-user or elf spells (75%) or clerical spells (25%). Magic-user and elf spells are written in a magical language and require that the spell-caster use a **read magic** spell in order to understand the scroll so that it may be used later. Clerical scrolls are written in a common tongue, but only clerics have the spiritual contacts necessary to make the spell work. Magic-users and elves cannot use clerical scrolls, nor can clerics read magic-user or elf scrolls.

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

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

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

CURSED SCROLL: Unfortunately, when any writing on a **cursed** scroll is looked at, the reader will immediately be cursed. It is up to the DM to make up each curse. Examples of a few common ones are:

1. The reader turns into a frog (or some other harmless animal).
2. A wandering monster of the same level as the reader appears next to the reader and attacks with surprise.
3. One magic item owned by the reader disappears (the item is chosen or randomly determined by the DM).
4. The reader loses one level of experience (as if struck by a wight); 1st level characters will simply die.
5. The reader's prime requisite must be rerolled.
6. Wounds will take twice as long to heal, and healing spells only restore half normal amounts.

Only a **remove curse** spell (see the D&D EXPERT SET) can remove the curse of this nature. However, the DM may allow the cursed characters to remove it by completing a special adventure or performing a worthy but difficult task.

PROTECTION SCROLL: A protection scroll may be read and used by any class. When read, it creates a circle of protection 10' across (unless the description or the DM states otherwise), which can move with the reader at its center. It will prevent any of the given creatures from entering this circle, but does not prevent spell or missile attacks from those creatures. The circle will be broken if anyone protected attacks one of the given creatures in hand-to-hand combat.

Protection from Lycanthropes: When read, this scroll will protect all those within the circle from a variable number of lycanthropes for 6 turns. The number of lycanthropes affected varies according to their hit dice, as follows:

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

Protection from Undead: When read, this scroll will protect all those within the circle from a variable number of undead for 6 turns. The number of undead affected varies according to their hit dice, as follows:

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

TREASURE MAP: A treasure map should be made by the DM in advance, and should show the location of some treasure hoard in the dungeon. The DM may choose any types of treasures to equal the total value given. These treasures should be guarded by monsters. Sometimes maps are only partially complete, or are written in the form of riddles, and can only be read by using a **read languages** spell.

Rings

A magical ring must be worn on a finger or thumb to be used. A ring may also be carried and put on when desired. Only one magic ring can be worn on each hand. If more than that are worn, *none* of the rings will function, with the exception of a **ring of weakness** (see below). Any ring may be used by any character class.

Animal Control: The wearer of this ring may command 1-6 normal or 1 giant-sized animal(s) and the animals are not allowed a saving throw. The ring will not control *intelligent* animal races or fantastic or magical monsters. The wearer must be able to see the animals to control them. The control will last as long as the wearer concentrates on the animals and does not move or fight. When the wearer stops concentrating, the animals will be free to attack their controller or run away (roll reactions with a penalty of -1 on the roll). This ring can only be used once per turn.

Fire Resistance: The wearer of this ring will not be harmed by normal fires, and gains a bonus of +2 on any saving throws vs. fire Spells and vs. Red Dragon Breath. In addition, the DM must subtract 1 point from each die of fire damage to the wearer (with a minimum damage of 1 point per hit die).

Invisibility: The wearer is invisible as long as the ring is worn. If the wearer attacks or casts spells, he or she will become visible. The wearer can only become invisible once per turn.

Protection +1: This ring will make the wearer's Armor Class better by 1. For example, a magic-user with no armor (AC 9) would have AC 8 when wearing it. The ring will also give a bonus of +1 to all of the wearer's saving throw rolls.

Water Walking: The wearer of this ring may walk on the surface of any body of water, and will not sink.

Weakness: When this ring is put on, the wearer becomes weaker, and his or her Strength score becomes 3 within 6 rounds (1 minute). The wearer has a penalty of -3 on "to hit" and damage rolls. In combat, any successful hit will still do at least 1 point of damage. The wearer cannot take off this ring (unless a **remove curse** spell is used, found in the D&D EXPERT rules). The DM may choose to allow characters to remove the ring by performing some special task or adventure.

Wands, Staves, and Rods

A wand is a thin smooth stick about 1½' long. A rod is similar, but 3' long; and a staff is 2" thick and 6' long. In D&D BASIC rules, wands may only be used by magic-users and elves, and staves may only be used by clerics. Unless otherwise specified, a wand, staff, or rod will contain 1-10 (1d10) charges when found. Each item is described below:

Wand of Enemy Detection: When a charge is used, this item will cause all enemies within 60' (even those hidden or invisible) to glow, as if on fire.

Wand of Magic Detection: When a charge is used, this item will cause any magic item within 20' to glow. If the item cannot normally be seen (within a closed chest, for example), the glow will not be seen.

Wand of Paralyzation: This wand projects a cone-shaped ray when a charge is used. The ray is 60' long and 30' wide at its end. Any creature struck by the ray must save vs. Wands or be paralyzed for 6 turns.

Staff of Healing: This item will heal 2-7 (1d6 + 1) points of damage per use. It may only be used once per day on each person, but will heal any number of persons once a day. It does not have nor use any charges.

Snake Staff: This magical staff is a **Staff + 1**, and will inflict 2-7 (1d6 + 1) points of damage on a successful hit. Upon command, it will turn into a snake (Armor Class 5, Hit Dice 3, hit points 20, Movement rate 60' per turn, 20' per round) and coil around the creature hit. The command may be spoken when the victim is hit. Any victim man-sized or smaller will be held helpless for 1-4 turns (unless the snake is ordered by the owner to release the victim before that time), larger creatures are unaffected. Victims are allowed to make a save vs. Staves to avoid the serpents coil. When freed, the snake will crawl back to its owner and become a staff again. The snake is completely healed when it turns into a staff. If killed in snake form, it will not return to staff form and loses all magical properties. This item does not have nor use any charges.

Rod of Cancellation: This rod is usable by any character. It will only work *once*, but will drain magical items it hits of all magic, making that item forever nonmagical. The target is treated as having an Armor Class of 9. The DM may adjust the Armor Class of an item if it is being used in combat (such as when trying to hit a sword).

Miscellaneous Magic Items

Bag of Devouring: This item looks like a normal small sack, but anything placed within it disappears and is lost forever 7-12 turns later. It will not affect living creatures unless the *entire* creature is stuffed inside the bag. This is impossible to do except with very small creatures.

Bag of Holding: This item looks like a normal small sack, but will actually hold treasures up to 10,000 coins in weight, but will only weigh 600 coins when full. An item to be placed inside the bag may be no larger than 10' x 5' x 3'. An object any larger than that will not fit inside.

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

Crystal Ball: This item can only be used by an elf or magic-user. Its owner may look into it and see any place or object thought of. It will work 3 times per day, and the image will only last for 1 turn. Spells cannot be cast "through" the crystal ball. The more familiar the object or area to be seen, the clearer the picture will be.

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

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

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

Helm of Alignment Changing: This item looks like a fancy helmet. When the **helm** is put on, it will immediately change the wearer's alignment (the DM should determine the new alignment randomly). This device may only be taken off by using a **remove curse** spell (see the D&D EXPERT RULES); the wearer will resist the removal. The DM may allow the character to remove it by performing a special task or adventure.

Helm of Telepathy: This item looks like a fancy helmet. The wearer of this **helm** may read the thoughts of any creature within 90' by concentrating on that creature. To make the **helm** work, the wearer must concentrate on the creature and not move. The wearer will understand the creature's thoughts, and may "send" thoughts to the creature; however, the creature may refuse to respond.

Medallion of ESP: This magical medallion is strung on a chain to be worn around the neck. If the wearer concentrates for 1 round, he or she may read the thoughts of any one creature within 30'. The wearer may move normally but cannot fight nor cast spells while concentrating. The DM must check this item each time it is used: it will not work properly on a roll of 1 (on 1d6). If this occurs, it will broadcast the thoughts of the user to everyone within 30'. The DM may allow a saving throw vs. Spells to prevent the **medallion** from reading a creature's thoughts.

Rope of Climbing: This 50' thin, strong rope will climb in any direction upon the command of the owner. It may fasten itself to any protruding surface, and will support up to 10,000 coins of weight.

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

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

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

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

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

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

PART 8: DUNGEON MASTER INFORMATION

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

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

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

A. CHOOSE A SCENARIO.

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

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

Scenarios

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

1. Exploring the Unknown: The party is hired to map unknown territory. The area might once have been familiar but is now overrun or destroyed; a strange tower might mysteriously appear overnight in a familiar area. Dungeon modules **B1 (In Search of the Unknown)** and **B3 (Palace of the Silver Princess)** are examples of exploration scenarios.

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

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

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

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

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

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

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

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

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

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

B. DECIDE ON A SETTING.

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

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

C. DECIDE ON SPECIAL MONSTERS TO BE USED.

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

D. DRAW THE MAP OF THE DUNGEON.

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

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

E. STOCK THE DUNGEON.

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

First Roll: CONTENTS

Second Roll: TREASURE?

Die Roll	Result	Die Roll	Monster	Trap	Empty
1-2	Monster	1	Yes	Yes	Yes
3	Trap	2	Yes	Yes	No
4	Special	3	Yes	No	No
5-6	Empty	4-6	No	No	No

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

ROOM TRAPS:

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

TREASURE TRAPS:

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

SPECIALS:

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

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

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

Unguarded Treasure

Dungeon Level	*Silver Pieces	Gold Pieces	Gems	Jewelry	Magic Items
1	1d6 x 100	50%: 1d6 x 10	5%: 1d6	2%: 1d6	2%: Any 1
2-3	1d12 x 100	50%: 1d6 x 100	10%: 1d6	5%: 1d6	8%: Any 1

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

F. FILLING IN FINAL DETAILS.

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

CREATING AN NPC PARTY

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

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

1 Fighter	5 Dwarf
2 Magic-user	6 Elf
3 Cleric	7 Halfling
4 Thief	8 Fighter
 - Determine the level of each character (roll 1d6):

1,2 First level
3,4 Second level
5,6 Third level
 - Determine the alignment of each character (roll 1d6); the DM may only roll once, if desired, and make all the alignments the same:

1,2 Lawful
3,4 Neutral
5,6 Chaotic
 - Randomly determine or choose any magic-user, elf, and cleric spells.
 - Choose special treasures or roll for possible treasure (U + V). If a magic item is rolled up, a member of the NPC party will use it in combat if at all possible.
 - Decide on a marching order for the group.
- The DM may want to roll for NPC ability scores, also.

WANDERING MONSTERS

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

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

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

Most Wandering Monsters are the same level as the level of the dungeon (in other words, they have a number of hit dice equal to



the number of the dungeon level). The "Number Appearing" of some monsters has been adjusted to make them more appropriate for encounters on a dungeon level.

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

WANDERING MONSTERS: LEVEL 1

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

* Monster: need special weapons to hit
HD: experience award bonus

† poison in addition to damage

weapon damage by weapon type

special see monster description

WANDERING MONSTERS: LEVEL 2

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

WANDERING MONSTERS: LEVEL 3

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

* or ** Monster: need special weapons to hit

HD: experience award bonus

†† poison and petrification

° paralysis in addition to damage

var variable by situation

weapon damage by weapon type

special see monster description

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

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

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

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

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

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

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

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

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

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

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

E. STOCK THE DUNGEON:

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

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

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

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

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

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

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

DM INSTRUCTIONS

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

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

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

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

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

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

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

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

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

In the following Key, monsters will be presented in a standard form. This form will be followed whenever D&D monsters are used. The form is:

Monster name (Armor Class, Hit Dice or level, hit points, Movement Rate, Number of Attacks, Damage, Save As, Morale, Alignment).

This form will be used with the following standard abbreviations:

Monster name (AC, HD, hp, MV, #AT, D, Save, ML, AL).

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

DUNGEON KEY

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

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

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

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

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

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

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

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

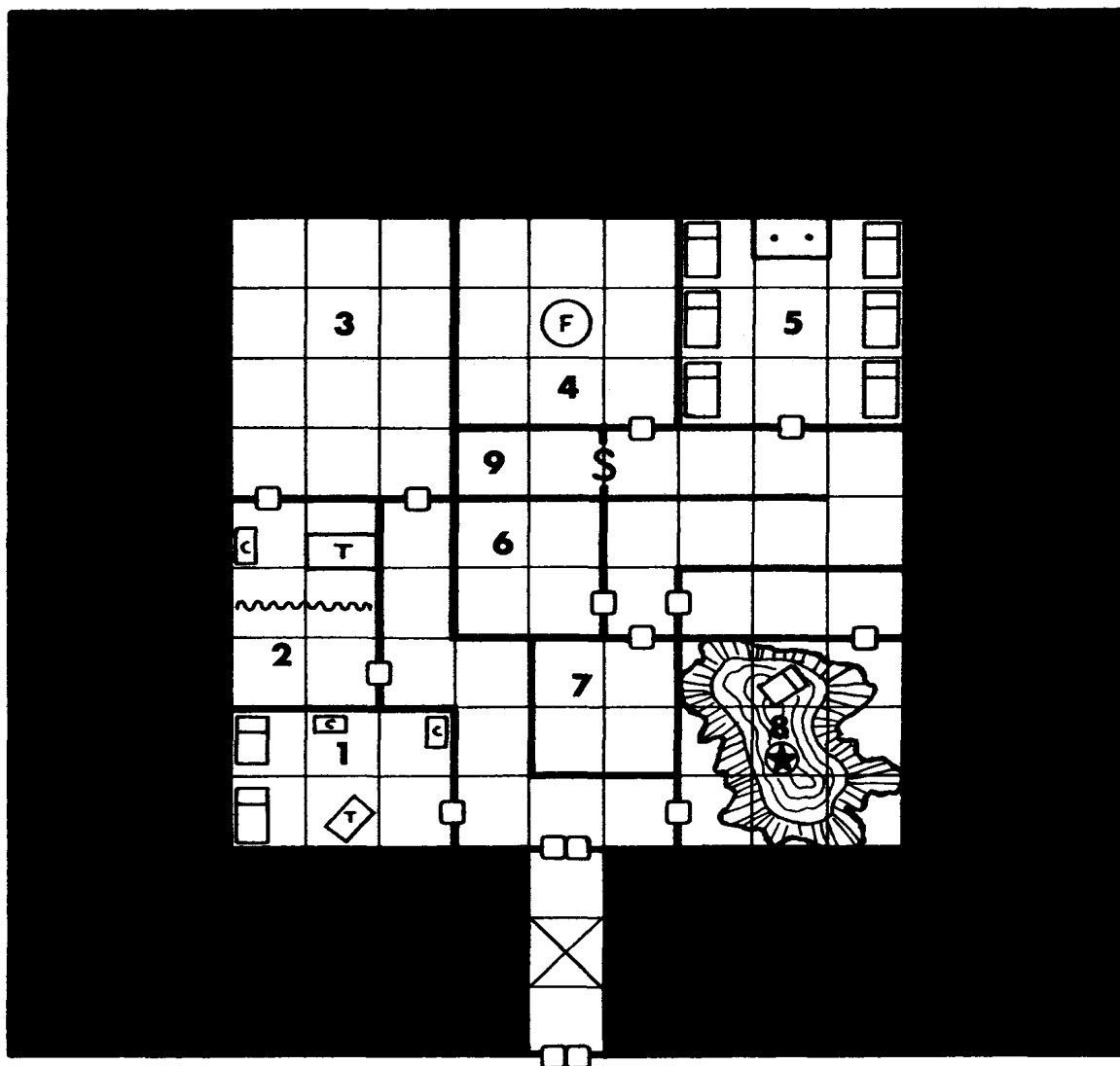
Room #7 (10' square): This room is similar to #6, but there is a green slime (AC none, HD 2*, hp 13, MV 3' (1'), #AT special, D special, Save F: 1, ML 12, AL Neutral) clinging to the ceiling. A cautious party will see the slime, but an unwary party will not see it until it falls on one of them.

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

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

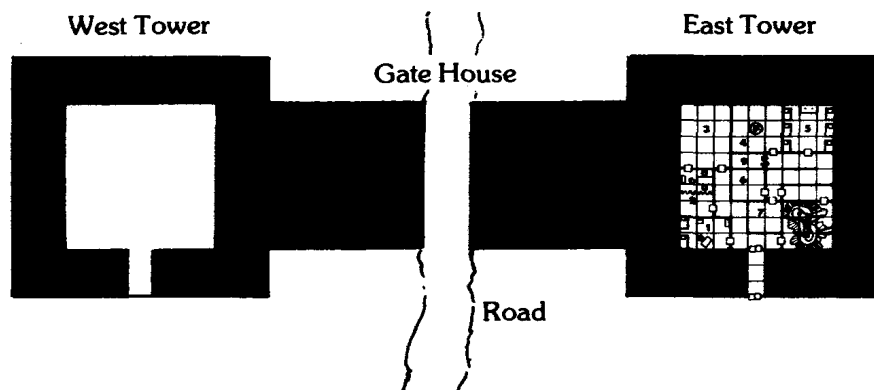
HAUNTED KEEP

East Tower



Scale: 1 square = 5'

Haunted Keep — First Level



Ruins

Sample Dungeon Expedition

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Fredrik: "I don't like this."

Dougal: "You've got infravision."

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

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

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

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

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

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

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

Dougal: "I'll guard the rear!"

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

Fredrik: "Let me at them!"

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

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

Morgan: "Fred rolled a 2."

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

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

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

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

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

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

Morgan: "Fred examines the block."

Fredrik: "For traps."

Morgan: "Sorry, Fred; for traps."

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

DM (rolling for Fred, even though the block is not trapped; the DM also rolls for Dougal's "find traps" ability. The roll indicates that Dougal has failed to find the poisoned needle in the latch.) "Neither of you finds a trap."

Fredrik: "I'm pushing, pulling, and trying to twist the block."

DM: "When you push it, a secret door opens in the west section of the southwest wall. You see a 5' wide corridor that goes south for 30' and ends at a door."

Morgan: "Fred and Silverleaf will guard the secret door, and Black Dougal will open the box. I'll search through the rags. Anything that looks like a cloak or boots?"

DM: "Black Dougal, you find out that you missed a tiny discolored needle in the latch. Roll a saving throw vs. Poison, please!"

Dougal (rolling): "Missed it!"

DM: "Black Dougal gasps 'Poison!' and falls to the floor. He looks dead."

Fredrik: "I'm grabbing his pack to carry treasure in."

Rebecca: "I'm giving Black Dougal the last rites of my church."

DM: "OK. Meanwhile, Fred, you find the box is full of silver, perhaps two thousand pieces. Morgan, you do find a pair of old boots, but nothing like a cloak."

Morgan: "Fred will dump the silver and look for hidden compartments in the box. I'll try on the boots and see if I move silently — we could use a pair of **elven boots**!"

DM (rolling another wandering monster check): "Fred finds a false bottom in the box. It contains another smaller box of carved ivory that holds two gold bracelets set with jade."

Fredrik: "How valuable do they look?"

DM: "You think the jewel case is worth 100 gp and each bracelet is worth about 600 gp. Morgan seems to be moving very quietly."

Morgan: "GREAT! I'll put the case and jewels in my pack and then watch the door as the others take turns filling their packs with silver."

Fredrik: "I'll dump out Dougal's pack and fill it with coins."

DM: "OK; the loading will take four turns." (The DM makes the wandering monster checks. As the party finishes loading, a large party of bandits approaches. Since Morgan is watching the door, the DM gives a very high chance that the bandits

will be heard.) "As you finish loading, Morgan hears the tramp of many booted feet coming from the north. It's getting louder. . . ."

Morgan: "We'll beat a hasty retreat through the secret door. Fred will go first, then me. Silverleaf is next, and Sister Rebecca will bring up the rear. She'll spike the door shut behind us."

Fredrick: "Before we do I grab Dougal's body. We can't leave him behind."

DM: "OK. As you reach the end of the secret passage, you hear a cry of discovery and a babble of voices from the room behind you. Black Dougal's tools and rations have been discovered."

Morgan: "What?! Didn't anyone bring his things along?"

All: "No!"

Morgan: "Nuts! We're going to be more careful from here on, gang. Anyhow, Fred will listen at the door. I have my bow ready."

DM (rolling): "Fred, you don't hear anything."

Morgan: "Fred will force open the door."

DM (rolling): "It opens. You see a square room, 30' on a side and 20' high. Your door is in the west section of the north wall. You don't see any other exits. The room appears to be empty."

Rebecca: "What about behind us?"

DM: "The voices have died down and you don't hear anything."

Morgan: "We'll search the room *very* carefully, taking at least two turns. Silverleaf and Sister Rebecca are looking for secret doors and Fred is looking for shifting walls. I'm guarding the rear."

DM (rolling for wandering monsters): "OK. You search for two turns. You don't find anything, but something finds you. A secret door that Silverleaf and Sister Rebecca didn't find in the south wall opens, and two hobgoblins stroll in"

(At this point, the time scale shifts from turns to rounds. This encounter is the example at the end of **COMBAT**, page B28).

Dungeon Mastering as a Fine Art

The success of an adventure depends on the DM and his or her creation, the dungeon. The DM should have the dungeon carefully mapped out before play begins. Even so, a DM will quickly find that it is impossible to predict every possibility. After all, there are several players, and only one DM! It is not unusual for players to find a solution, or pose a new problem, that the DM has not even thought of. It is very important for the DM to be *flexible*.

It is important that the DM be *fair*, judging everything without favoring one side or another. The DM is there to see that the adventure is interesting and that everyone enjoys the game. **D&D is not a contest between the DM and the players!** The DM should do his or her best to act impartially when taking the part of monsters or handling disputes between characters.

"That's not in the rules!" The players will often surprise the DM by doing the unexpected. Don't panic. When this happens, the DM should just make sure that everything is done in the order given by the outline or sequence of events being used. Minor details may be made up as needed to keep the game moving. All DMs learn how to handle both new ideas and unusual actions quickly and with imagination.

Quite often a DM can decide on a solution to a player's actions not covered by these rules. Other times, a problem may have no simple solution. One quick way for a DM to decide whether a solution will work is by imagining the situation, and then choosing percentage chances for different possibilities. For example, suppose the DM is running a combat that is taking place on a ledge next to an unexplored chasm. One player suddenly decides that his character has no chance to survive combat. The player announces "My character wants to jump into the chasm to escape!" There may be a chance that he will fall to a nearby ledge or land in a pool of water at the bottom of the chasm. The DM thinks about

the dungeon for a minute, and remembers that an underground river flows through some of the lower dungeon levels, so there *might* be a pool below. Even so, the character will fall 60', and a normal fall will do 1d6 points of damage per 10' fallen. This character has only 7 hp, and seems likely to die even if the water cushions his landing and reduces the damage. However, there should always be a chance to do something nearly impossible. A player should have, at the very least, a saving throw or a stated percentage chance of a miraculous occurrence saving the character. The DM answers: "Looking down into the chasm, your character can estimate that he has a 98% chance of dying, no saving throw, if he jumps. If you decide your character jumps, roll percentage dice. A result of 99 or 00 will mean that your character lives, but any other result will mean that he will die in the attempt. Do you still want to jump?"

"There's always a chance." The DM may want to base a character's chance of doing something on his or her ability scores (Strength, Dexterity, and so forth). To perform a difficult task (such as climbing up a rope or thinking of a forgotten clue), the player should roll the ability score or less on 1d20. The DM may give a bonus or penalty to the roll, depending on the difficulty of the action (-4 for a simple task to +4 for a difficult one). A roll of 1 should always succeed, and a roll of 20 should always fail.

"The DM is the Boss." The DM decides how these rules will be used in the game. A good DM talks about problem areas with the players and considers reasonable requests by them. The players should realize, however, that the final decision is the DM's: not theirs, and not this booklet's! If a disagreement holds up play, the DM may make a temporary decision and talk it over with the players when the adventure is over. If a player disagrees strongly enough, he or she may quit the game. It is up to the DM to create an adventure the players can enjoy.

"Everyone is here to have fun." The DM should make the adventure seem as "real" to the players as possible. All should avoid getting stuck in long discussions about rules or procedures. The game should move along with humor, as well as excitement.

"Everything is balanced." The DM should try to maintain the "balance of play". The treasures should be balanced by the dangers. Some groups prefer adventures where advancement between levels is swift. In such a case, since the treasures are generally greater, the monsters should be "tougher". Other groups prefer adventures where character development is more important, and advancement is slower. If the monsters are too tough, and if the parties are reduced by many deaths, then few characters will ever reach higher levels. (The DM should keep in mind that further supplements will detail character levels up to the 36th. It should be very difficult for a character to attain this level, but it should not be impossible).

"Your character doesn't know that." A player should not allow his or her character to act on information that character has no way of knowing (for example, attacking an NPC because the NPC killed a previous character run by the player, even though the NPC and current character have never met). If the players get careless about this the DM should remind them. The DM may, in addition, forbid certain actions to the characters involved. The DM should make it clear to the players *before* the adventure begins that characters may not act on information they don't have. It will save lots of time later.

The following tips are optional suggestions, which the DM may or may not wish to use:

MAPPING: Mapping during an adventure can sometimes be a difficult task. One way to save mapping time is to describe the map in terms of squares rather than feet. Such a description is easier for

the mapper to follow, since the mapper need not translate feet to squares before drawing the map. Scale is very important when giving directions in terms of squares.

Whenever the characters are expected to know the shape of a dungeon, the DM should draw this outline before play begins. Even if the outline cannot be given to the players, the DM should still draw in a starting door, room, or corridor. The DM can also save mapping time by drawing in complex rooms for the mapper. However, this should only be done in extreme situations. Players should learn to become good mappers, and the only way they will learn is by doing it themselves.

MONSTER DESCRIPTIONS: When the characters first encounter monsters, the DM should describe what the monsters look like, instead of merely giving the name of the monsters. The players will eventually recognize monsters by their descriptions.

MONSTER HIT POINTS: The DM should *never* reveal the hit points of the monsters. It is enough to tell the players how a monster reacts after a successful attack. For example: "It's bleeding from a number of wounds and staggering a bit, but it's still fighting". The players should not know the level of an NPC until they have adventured with him or her.

SURPRISE: When monsters attack by surprise, the DM does not need to describe the monster. It is enough for the DM to describe the attack. For example: "From out of the dark shadows, Morgan Ironwolf suddenly feels a paw reach out and claw her leg. She takes 3 points of damage." Of course, the monster should be described after the surprise round is over. Continuing the above example: "You then see by your flickering torchlight that a huge bear-like creature with a head like a great bird is charging you!" If the party had seen an owlbear before, it could just be named; however, the mysterious appearance of an unknown monster is part of the thrill of the game.

MAGIC ITEMS: When describing magical treasure items, the DM should only do so in general terms. For example: "A ring" should be mentioned, not "a ring of invisibility". Characters must experiment to find out what an item does. Magical weapons and armor usually reveal their true natures after being used in combat.

DIVIDING MAGICAL TREASURE: While it is not the DM's job to divide treasure between the players, the DM may offer suggestions. Non-magical treasure is usually divided evenly among all surviving players. Magical treasures may be divided by the players' choice, or by having each player roll d%: the highest roll would get first pick of magical items, the second highest would get second pick, and so forth.

PLAYER ADVANCEMENT: If no one has reached the 2nd level of experience in three or four adventures, the DM should consider giving more treasure. If most of the players have reached the 3rd level of experience in this time, the DM should consider cutting down the amount of treasure, or increasing the "toughness" of the monsters.

GRUDGES: Occasionally, a grudge develops between characters. A small grudge can often make the game more interesting, particularly if the grudge develops because the players are playing their character roles well. For example, a Lawful character might have a grudge with a Chaotic character who slew a prisoner after the Lawful character gave his word that the prisoner would not be harmed. If any grudge gets out of hand, the DM should try to subtly warn the players. If a grudge develops to a point where it is ruining the adventure, the DM may have a powerful creature interfere. The DM may plan an encounter with a gold dragon who tells the players that, unless the grudge ends immediately, severe steps will be taken (at most, the deaths of the offending characters).

MINIATURE FIGURES: D&D adventures are more interesting to play when figures are used. Metal miniatures (about 15 to 25 millimeters high) are often used, for they can be easily painted to look like real dungeon adventurers. Many excellent figures are designed specially for fantasy role playing games. These are available from TSR or from local hobby stores. If metal miniatures cost more than the players want to spend, many companies make inexpensive packs of plastic figures. These are not specifically made for fantasy role playing, but can easily be adapted for it. Inexpensive plastic monsters of many sizes are also available in local stores.

PLAYING SURFACE: Combats are easy to keep track of when large sheets of graph paper, covered with plexiglass or transparent adhesive plastic (contact paper), are used to put the figures on. The best sheets for this use have 1" squares, and the scale of 1" = 5' should be used when moving the figures. With water-based markers or grease pencils, an entire room or battle can be drawn in just a few seconds. When the battle is over, the board may be wiped off, leaving it ready for the next combat. Dominoes or plastic building blocks can also be used to outline walls and corridors. When using figures, the DM should make sure that a solid table top is used, so the figures won't fall over when the table is bumped.

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AFTERWORD

This concludes the D&D BASIC rules. While it was not possible to cover everything that might happen in a game, the ideas here give a solid framework to build on. And there is more to come! The D&D EXPERT SET expands the game, with lots of new monsters, spells, treasures, and information for character levels 4-14. The D&D COMPANION SUPPLEMENT adds even more, and explains characters to 36th level. To add to the games, TSR also publishes dungeon modules especially for use with DUNGEONS & DRAGONS® games. The "B" series of modules (including **B1: In Search of the Unknown** and **B2: The Keep on the Borderlands**) are an excellent source of ideas to build on or add to a campaign "world".

TSR is happy to answer questions about DUNGEONS & DRAGONS rules. When writing, leave room to put the answers with the questions, enclose a stamped self-addressed envelope, and send it to:

D&D Questions
TSR Games
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Lake Geneva, WI 53147

INSPIRATIONAL SOURCE MATERIAL

A good D&D campaign is imaginative and creative. Sometimes a little research is useful to improve a dungeon, flesh out a scenario, and provide inspiration for a campaign. Books on folklore, mythology, fairy tales, bestiaries, and knightly legends can often help the DM fill in important details of a campaign, but fictional tales and fantasy novels usually provide the best sources of inspiration. The following list includes some books which might prove useful. A title list followed by "et al." means that the author has written more fantasy titles than those which can be listed in the limited space available. Note that some books listed as "non-fiction" are about myths or legends, but are labeled as non-fiction because they are not on the fiction shelves of the library or bookstore.

FICTION: YOUNG ADULT FANTASY

Alexander, Lloyd — **The Book of Three; Black Cauldron; Castle of Llyr**, et al.
 Baum, L. Frank — **The Wizard of Oz; The Emerald City of Oz; The Land of Oz**, et al.
 Bellairs, John — **The Face in the Frost; The House Without a Clock on Its Walls; The Figure in the Shadows**, et al.
 Burroughs, Edgar Rice — **A Princess of Mars; At the Earth's Core; Tarzan of the Apes**, et al.
 Carroll, Lewis — **Alice's Adventures in Wonderland; Through the Looking Glass**
 Garner, Alan — **Elidor, The Weirdstone of Brisingamen; The Moon of Gomrath**, et al.
 Le Guin, Ursula K. — **A Wizard of Earthsea; The Tombs of Atuan; The Farthest Shore**, et al.
 Lewis, C. S. — **The Lion, The Witch, and the Wardrobe; Prince Caspian; The Voyage of the "Dawn Treader"**, et al.

NON-FICTION: YOUNG ADULT

Barber, Richard — **A Companion to World Mythology**
 Buehr, Walter — **Chivalry and the Mailed Knight**
 Coolidge, Olivia — **Greek Myths; The Trojan War; Legends of the North**
 d'Aulaire, Ingri and Edgar Parin — **Norse Gods and Giants; Trolls**
 Hazeltine, Alice — **Hero Tales from Many Lands**
 Hillyer, Virgil — **Young People's Story of the Ancient World: Prehistory — 500 B.C.**
 Jacobs, Joseph — **English Folk and Fairy Tales**
 Macauley, David — **Castles**
 McHargue, Georgess — **The Beasts of Never: A History Natural and Unnatural of Monsters, Mythical and Magical; The Impossible People**
 Renault, Mary — **The Lion in the Gateway**
 Sellow, Catherine F. — **Adventures with the Giants**
 Sutcliff, Rosemary — **Tristram and Iseult**
 Williams, Jay — **Life in the Middle Ages**
 Winer, Bart — **Life in the Ancient World**

FICTION: ADULT FANTASY

Anderson, Poul — **Three Hearts and Three Lions; The Broken Sword; The Merman's Children**, et al.
 Anthony, Piers — **A Spell for Chameleon; The Source of Magic; Castle Roogna**
 Asprin, Robert — **Another Fine Myth**
 Brackett, Leigh — **The Coming of the Terrans; The Secret of Sinharat; People of the Talisman**, et al.
 Campbell, J. Ramsey — **Demons by Daylight**
 Davidson, Avram — **The Island Under the Earth; Ursus of Ultima Thule; The Phoenix in the Mirror**, et al.
 de Camp, L. Sprague — **The Fallible Fiend; The Goblin Tower**, et al.
 de Camp, L. Sprague and Pratt, Fletcher — **The Incomplete Enchanter; Land of Unreason**, et al.

Dunsany, Lord — **Over the Hills and Far Away; Book of Wonder; The King of Elfland's Daughter**, et al.
 Edison, E. R. — **The Worm Ouroboros**
 Eisenstein, Phyllis — **Born to Exile; Sorcerer's Son**
 Farmer, Phillip Jose — **The Gates of Creation; The Maker of Universes; A Private Cosmos**, et al.
 Finney, Charles G. — **The Unholy City; The Circus of Dr. Lao**
 Heinlein, Robert A. — **Glory Road**
 Howard, Robert E. — **Conan; Red Nails; Pigeons from Hell**
 Lee, Tanith — **Night's Master; The Storm Lord; The Birth-grave**, et al.
 Leiber, Fritz — **The Swords of Lankhmar; Swords Against Wizardry; Swords Against Death**, et al.
 Lovecraft, H. P. — **The Doom that Came to Sarnath; The Dream Quest of Unknown Kadath; The Dunwich Horror**
 Merritt, A. E. — **The Moon Pool; Dwellers in the Mirage; The Ship of Ishtar**, et al.
 Moorcock, Michael — **The Stealer of Souls; The Knight of the Swords; Gloriana**, et al.
 Mundy, Talbot — **Tros of Samothrace**
 Niven, Larry — **The Flight of the Horse; The Magic Goes Away**
 Norton, Andre — **Witch World; The Year of the Unicorn; The Crystal Gryphon**, et al.
 Offutt, Andrew — **The Iron Lords; Shadows Out of Hell**
 Pratt, Fletcher — **The Blue Star; The Well of the Unicorn**
 Smith, Clark Ashton — **Xiccarph; Lost Worlds; Genius Loci**
 Stewart, Mary — **The Crystal Cave; The Hollow Hills; The Last Enchantment**
 Stoker, Bram — **Dracula**
 Swann, Thomas Burnett — **Cry Silver Bells; The Tournament of the Thorns; Moondust**, et al.
 Tolkien, J. R. R. — **The Hobbit; The Lord of the Rings** (trilogy)
 Vance, Jack — **The Eyes of the Overworld; Dying Earth; The Dragon Masters**, et al.
 Wagner, Karl Edward — **Bloodstone; Death Angel's Shadow; Dark Crusade**, et al.
 White, Theodore H. — **The Once and Future King**
 Zelazny, Roger — **Jack of Shadows; Lord of Light; Nine Princes in Amber**, et al.

Some additional authors of fantasy fiction are:

Beagle, Peter S.	Kurtz, Katherine
Bok, Hannes	Lanier, Sterling
Cabell, James Branch	McCaffrey, Anne
Carter, Lin	McKillip, Patricia A.
Cherryh, C. J.	Moore, C. L.
Delany, Samuel R.	Myers, John Myers
Fox, Gardner	Peake, Mervyn
Gaskell, Jane	Saberhagen, Fred
Green, Roland	Walton, Evangeline
Haggard, H. Rider	Wellman, Manly Wade
Jakes, John	Williamson, Jack

SHORT STORY COLLECTIONS:

Carter, Lin (ed.) — **The Year's Best Fantasy Stories** (in several volumes); **Flashing Swords** (also in several volumes)
 Offutt, Andrew (ed.) — **Swords Against Darkness** (in several volumes)

NON-FICTION

Borges, Jorge Luis — **The Book of Imaginary Beings**
 Bullfinch, Thomas — **Bullfinch's Mythology: The Age of Fable, The Age of Chivalry**
 Funk and Wagnalls Standard Dictionary of Folklore, Mythology, and Legend

GLOSSARY

- adventure** — Any session where a DM and players meet to play a D&D game.
- alignment** — The general pattern of behavior of monsters and characters in D&D rules.
- area** (of effect) — The space and those objects and creatures within the space which are affected by the results of a spell, breath weapon, magical device and other attacks which can strike multiple targets.
- Armor Class** (or **AC**) — The armor worn by a character or the natural protection a monster has against missile and melee attacks.
- caller** — The player who normally tells the DM what his or her party will do, based on what the other players tell him or her.
- campaign** — A series of adventures taking place on the same fantasy world.
- character class** — The profession the player has chosen for his or her character in a game.
- character level** — see **experience level**.
- charge (magical)** — The magical energy needed to use a wand or staff once.
- class** — see **character class**.
- coin** (or **cn**) — A unit of weight and treasure in D&D rules.
- combat round** — A length of game time equal to 10 seconds used when combat occurs between players and monsters.
- concentration** — A character putting all his or her attention on an object or action, during which the character may do nothing else, and which, if distracted (attacked) will cause the concentration to be lost.
- cover** — Anything, besides a shield, that a character hides behind to gain protection from an attack.
- cn** — see **coins**.
- cp** — Copper pieces. There are 10 copper pieces to a silver piece.
- d*** (**d4**, **d6**, **d8**, **d10**, **d12**, **d20**, **d%**) — A symbol showing what type of die to roll. For example, a d20 is a twenty-sided die.
- damage roll** — The die roll to find how much damage an attack does.
- demi-human** — A human-like creature that is also a character class (elves, dwarves, and halflings).
- dungeon** — A place, underground and often among ruins, where characters adventure.
- dungeon level** — This refers to how far a dungeon area is below the ground, with the danger increasing with the depth of the level.
- Dungeon Master (DM)** — The referee who creates the dungeon, provides the setting for the game, and handles all monsters encountered.
- duration** — The length of time an effect lasts, given in combat rounds, game turns, or game days.
- enchanted monster** — A monster created, conjured, or animated by magic. This includes normal monsters summoned by spells or magic items, but does not include mental summons (like the animals called by lycanthropes). Enchanted monsters in the D&D BASIC rules are skeletons, zombies, and living statues.
- encounter** — A meeting between player characters and monsters.
- encumbrance** — The equipment, treasure, and other burdens carried by a character given in one pound equal to 10 coins.
- ep** — Electrum pieces. There are 2 electrum pieces per gold piece.
- evasion** — An attempt to get away from a monster or avoid an encounter.
- experience level** — An indication of the power and ability of a character.
- experience points** (or **XP**) — Awards given to characters representing improvements in abilities and skills through adventuring.
- fighting withdrawal** — Backing up slowly while trading blows with an opponent.
- game turn** — Ten minutes of game time, often used to measure the time spent moving through or exploring an area.
- gp** — Gold piece. The basic unit of money in a D&D campaign.
- hit dice** — The number of dice rolled to find how many hit points a character or monster has, the type of die used dependent upon the creature or class.
- hit points** (or **hp**) — The amount of damage a character or monster can sustain before dying.
- infravision** — A kind of "sight" that allows the possessor to see in darkness to a limited range.
- initiative** — A die roll to determine which side may act first in a combat situation.
- key** — Information used by the DM that describes and locates anything in a dungeon.
- lair** — The place where a monster lives.
- level** — see **character level**, **dungeon level**, **experience level**, **monster level**, and **spell level**.
- game time** — Imaginary time within the game spent by characters doing actions, not equal to actual time spent by the players.
- magical monster** (or **fantastic creature**) — Creatures which are "impossible" combinations (harpy) or those creatures with magical powers (doppelgangers or dragons), although giant animals and **enchanted monsters** are not the same as magical monsters.
- melee** — Physical combat that occurs when opponents are within 5' of each other using hand-held weapons and claws and teeth.
- missile fire** — Attacks at opponents more than 5' away, not including breath weapons or spell attacks using thrown and shot weapons.
- module** — Completely designed and challenging adventures available from TSR Hobbies, Inc. that contain maps, keys, background information, NPCs, and other information for use by the DM to use in his or her campaign.
- monster** — Any creature or character not controlled by a player.
- monster level** — A measure of how tough a monster is, usually equal to the number of hit dice the creature has.
- morale** — The willingness of a creature or character to face danger.
- nocturnal** — A word used to describe creatures that are active at night, in darkness or in dark underground areas.
- NPC** (or **non-player character**) — Any character that is controlled by the DM, other than player characters who have the misfortune of being temporarily charmed, confused, or deluded.
- party** — A group of characters or creatures who join together for adventure or a common purpose.
- percentage dice** (or **d%**) — d10 is used to roll a number from 1 to 100, where the first die roll is read as the tens and the second die is the ones.
- person (charm or hold)** — Humans, demi-humans, and human-like creatures such as bugbears, gnolls, goblins, hobgoblins, kobolds, lizard men, ogres, orcs, pixies, or sprites.
- player balance** — The matching of challenges to characters with their abilities and the rewards, to provide an exciting game without making it too easy for players to succeed or too hard to survive.
- player character** (or **PC**) — A character that is controlled by a player all the time (not an NPC).
- pole arm** — Any of several two-handed medieval weapons consisting of a blade or point fixed to a 5 to 12 foot pole. Typical pole arms are halberds, pikes, glaives, or bill hooks.
- pp** — Platinum piece. A platinum piece equals 5 gold pieces.
- prime requisite** — The ability that is most important to a given character class.
- quarrel** — A short, heavy shaft that is shot from a crossbow (also called a bolt).
- range** — The maximum distance at which an attack may be made

or a spell may be cast.

retainer — A non-player character adventurer in the employ of a player character.

saving throw (or **saves**) — A character's chance (by dodging, luck, willpower, etc.) to avoid or lessen the harmful effects of certain types of attacks.

scenario — An adventure or series of adventures designed around a common theme or background.

secret door — A door that is hidden or disguised as something else, thereby making it hard to find.

sp — Silver piece. There are 10 silver pieces to one gold piece.

spell level — A measure of the difficulty and power of a spell.

tinder box — A small box containing flint, steel and tinder, used for making fires.

"to hit" roll — The lowest number an attacker must roll to strike an enemy in combat (not required for certain attacks).

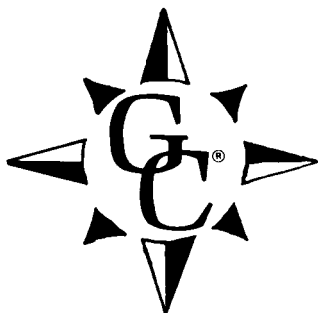
treasure — The wealth and magic items guarded by monsters and found by adventurers.

turn (undead monsters) — The ability of a cleric to make undead monsters run away by the power of the cleric's faith.

wandering monsters — Any monster, encountered by a party, that is not prepared or placed ahead of time by the DM.

wolfsbane — A small flowering plant that can be used to ward off lycanthropes.

XP — Experience points.



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INDEX

This index lists alphabetically many of the rules a Dungeon Master will have to look up most often. If the subject has more than one word and isn't listed under the first word, try looking for another key word in the name. (Example: **Character, Player**) Note also that sub-categories will be found under general listings. (Example: Under the **Character, Player** listing will be found the sub-listings: "creation of", "example", and "hopeless characters".)

If you decide to reorganize the rules to make them easier for you to use, the index will be helpful in keeping track of the rules. Renumber the pages in the new order you place them in and then write the appropriate new page numbers next to each listing on the index.

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DUNGEONS & DRAGONS®

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Dungeon Module B1 (In Search of the Unknown) — This module is especially designed as an instructional aid for beginning Dungeon Masters and players, specifically created to enable new Dungeon Masters to initiate play with a minimum of preparation.

Dungeon Module B2 (The Keep on the Borderlands) — This instructional module provides a ready made scenario for use with the DUNGEONS & DRAGONS® Basic Rules.

Dungeon Module X1 (The Isle of Dread) — This outdoor adventure is the first module designed for use with the DUNGEONS & DRAGONS® Expert Rules.

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Fantasy Adventure Game

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