

READ THIS BOOK NEXT!

DUNGEONS & DRAGONS®

DUNGEON MASTERS RULEBOOK



FANTASY ROLE-PLAYING GAME



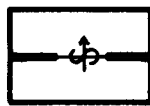
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KEY



Door



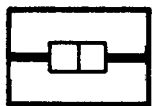
One way
secret door



Well



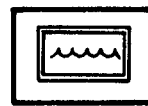
Rock column



Double door



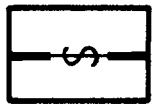
Open pit



Pool



Stalactite



Secret door



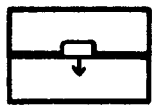
Covered pit



Dais



Stalagmite



One way door



Trap



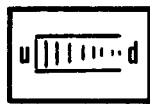
Altar



Rubble



False door



Stairs



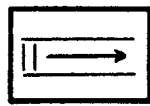
Fireplace



Crevasse



Revolving
door



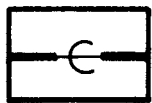
Stairs/
slide trap



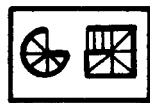
Table, chest



Sinkhole



Concealed
door



Spiral stairs



Bed



Submerged
path



Archway
door



Natural stairs



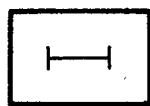
Curtain



Subterranean
passage



Open
doorway



Ladder



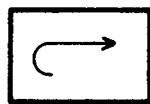
Window



Depression



Portcullis
or bars



Slide



Arrow slit



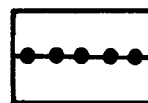
Pool or lake



Trap door
in ceiling



Statue



Railing



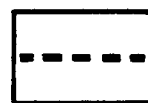
Stream



Trap door
in floor



Pillar



Illusionary
wall



Elevated ledge



Secret
trap door



Fountain



Rock
wall



Natural
chimney

DUNGEONS & DRAGONS®

Dungeon Masters Rulebook by Gary Gygax and Dave Arneson

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Preface

This booklet will show you how to run a DUNGEONS & DRAGONS® game. It will NOT show you how to play the game!

You may play a DUNGEONS & DRAGONS® game either by yourself or with others. If you want to play alone, use the Solo Adventure in the PLAYER'S MANUAL.

If you want to play a game with others, one person must first learn *how* to be the DUNGEON MASTER — the person who runs the game — and the others will be the players. You *must* know how to be a player before learning how to be a Dungeon Master. For now, if you only wish to play and not run games, then —

DO NOT READ THIS BOOKLET.

This booklet contains information for the Dungeon Master. You will have less fun playing if you learn the information *ahead* of time! A big part of the game is the mystery and excitement that comes from not knowing all the answers.

Later, when you are an experienced player, you may wish to look up some details, or even become a Dungeon Master yourself. And when the time comes, everything you need is right here.

If you have not read the PLAYERS' MANUAL, you will probably not understand most of this booklet. But if you have played the Solo Adventure, finished reading the rest of the PLAYERS' MANUAL, and want to become a Dungeon Master, then — **WELCOME!**

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Introduction

Read through this booklet from front to back, just as you did the PLAYERS' MANUAL. A vast wealth of information awaits you!

In your adventures so far, you have met many fearsome monsters — goblins, skeletons, and even a Rust Monster. There are dozens of other monsters described in this booklet.

You have found treasures — coins of all types, gems, and a magical potion. There are dozens of other treasures here.

You have visited a “dungeon” — some caves near a town. There is a new dungeon in this booklet!

You will also learn how to put all these things together, make your *own* dungeons, run games for other players, and probably have more fun than you ever imagined.

Terms and Abbreviations

Let's review the most commonly used terms in the game; they will often be used in this booklet.

A character being run by a player is simply called a **Player Character**, or “PC.” The D&D games you will run are actually stories about the PCs in a fantasy world, and you and your players will make up these stories together. You will play the roles of the **Non-Player Characters** (NPCs) and monsters.

Take a moment to review these terms and abbreviations and become familiar with them:

Definitions:

Character: Any imaginary person (human, dwarf, elf, or halfling) in a D&D game.

Player: A person who plays the role of a character in a D&D game.

Adventurer: Any character which seeks adventure, daring to face monsters and dangers in search of fame and fortune.

Class: The profession of an adventurer.

Party: A group of adventurers, gathered to share their talents for the good of all.

Monster: Any creature that is not a character.

Normal Man: A typical townspeople, who is not an adventurer.

Treasure: Any valuable item, usually a coin, gem, piece of jewelry, or magic item.

Dungeon: Any place where monsters and treasures can be found (including caves, old ruins, and so forth).

Dungeon Master: A person who runs a D&D game, playing the roles of the monsters.

Non-Player Character: Any character that is run by the Dungeon Master instead of a Player.

Level: A number indicating the power of an adventurer or a spell.

Alignment: A term generally describing the behavior of any creature — Lawful, Neutral, or Chaotic.

Saving Throw: A creature's chance to save itself from a special attack (magic, poison, etc.).

Abbreviations

PC: Player Character

NPC: Non-Player Character (run by the Dungeon Master)

DM: Dungeon Master

Str: Strength

Int: Intelligence

Wis: Wisdom

Dex: Dexterity

Con: Constitution

Cha: Charisma

NA: Number Appearing

AC: Armor Class

HD: Hit Dice

hp: hit points

d: type of dice

D: Damage

MV: Movement Speed

#AT: Number of Attacks

Save: Saving Throw Class & Level

C: Cleric

M: Magic-User

F: Fighter

T: Thief

D: Dwarf

E: Elf

H: Halfling

NM: Normal Man

ML: Morale

AL: Alignment

XP: Experience Points

cp: copper pieces

sp: silver pieces

ep: electrum pieces

gp: gold pieces

pp: platinum pieces

The Most Important Rule

There is one rule which applies to everything you will do as a Dungeon Master. It is the most important of *all* the rules! It is simply this:

BE FAIR.

A Dungeon Master must not take sides. You will play the roles of the creatures encountered, but do so fairly, without favoring the monsters or the characters. Play the monsters as they would actually behave, at least as you imagine them.

The players are *not* fighting the DM! The characters may be fighting the monsters, but everyone is playing the game to have fun. The players have fun exploring

and earning more powerful characters, and the DM has fun playing the monsters and entertaining players.

For example, it's not fair to change the rules unless everyone agrees to the change. When you add optional rules, apply them evenly to everyone, players *and* monsters. Do not make exceptions; stick to the rules, and be fair.

The Dungeon Master's Job

A DUNGEONS & DRAGONS game is basically a series of encounters, with other actions (such as movement and problem solving) between them. The dice are often used to find results when choices must be made. All the dice rolls are called “*game mechanics*.” The game consists mostly of role playing, game mechanics, and strategy.

During an Encounter, the players make the Hit rolls, damage rolls, and Saving Throws for their characters. You, the Dungeon Master, make similar rolls for the monsters, plus other rolls to find the monsters' actions (such as reactions and morale).

The DM's Roles

You will play the roles of all the monsters, townspeople, and other creatures encountered. The best Dungeon Masters are able to play several roles at once — such as when the characters meet another party of adventurers, all played by the DM!

However, your creatures are not as detailed as the PCs, and are easier to play. Their actions are often determined by dice rolls. One rule applies to all the creatures, even though there are many different types: Imagine how the creature feels.

The actions of a creature are often determined by its Alignment or Intelligence. *For example*, an animal is not very smart, and will act very simply — hungry and hostile, neutral and unconcerned, or friendly. More intelligent creatures may be thinking of many different things; food, treasure, home and friends, and so forth.

When an encounter seems likely, think about how the creatures feel, and how they might act. When the encounter begins, you will often roll dice to find the actual reactions of the creatures. The results should be adjusted for the creatures' intelligence, habits, and other details.

Imagine how your creatures will react to these dangerous, greedy characters stomping around the caves! The monsters will try to survive and be happy in their own ways, and will often fight to defend their homes and treasures.

But *remember* — although the monsters may be fighting the characters, *you* are not fighting the players. If you try to entertain them, they will entertain you. Play the roles of the monsters, but forget them when they are slain. Their only purpose, in the long run, is entertainment.

Reactions

When an encounter begins, you may find the actions of monsters by making Reaction rolls. The results are a guide to playing the monsters' response to the arrival of the characters.

An encountered creature might attack automatically. The ghouls in your first adventure, for example, will always attack anyone entering their area, because the description of this monster says so. Most monsters do *not* always attack, so be sure to read the descriptions carefully.

Many creatures can be friendly or unfriendly, depending on the situation. Their reactions can sometimes be determined by the actions of the characters. If a fighter has a sword out and charges at a goblin, the goblin is not going to think the fighter is friendly! The goblin might attack and might run away, but probably won't try to talk.

More often, however, the characters will wait and "see what the monsters do" before they start anything. Likewise, most monsters will usually wait to see how the characters act! When this type of encounter begins, you should make a Reaction Roll for the monsters, using 2d6. Up to 3 Reaction Rolls may be needed to finish the encounter.

Whenever the characters attack the monsters, **stop** rolling for reactions. The monsters will fight to defend themselves, and might run away (depending on their Morale score, as explained on page 14).

Reaction Rolls are explained in detail on pages 22 – 23. Read that section before starting your first group game.

Running the Game

During most of a D&D game, the Dungeon Master leaves the decisions to the players. The DM presents the setting — describing what the characters see, offering choices of actions, and so forth. But the course of the game is determined by the actions of the party, as decided by all the players. The DM can almost relax and enjoy the characters' progress as they explore, make maps, solve puzzles, and so forth.

The DM usually deals with the characters as a group, rather than the individuals. However, when an encounter begins, a change occurs. The DM takes a more



active role, becoming more aware of the actions of each character. The players have a more limited choice of actions as they confront a monster or NPC. The DM plays the roles of each of the creatures encountered, and decides their actions while considering those of the characters. Game time passes in "slow motion," as the DM carefully considers the round-by-round action (10 seconds at a time) and announces the results.

An experienced Dungeon Master can play the roles of several monsters at once. It can be very hard to do this fairly, without favoring the monsters or the characters. Just as players should keep "player knowledge" and "character knowledge" separate,

so should the DM keep the "monster knowledge" completely separated from the "DM information." This challenging task is further complicated by the need to keep the game running smoothly at the same time!

The following checklists can be used to make sure that everything is handled smoothly during normal play (ORDER OF EVENTS IN A GAME TURN), during an encounter (ORDER OF EVENTS IN AN ENCOUNTER), and during an encounter that results in combat (ORDER OF EVENTS IN COMBAT). You may concentrate on the roles of the monsters, using these lists as reminders of the necessary game mechanics.

ORDER OF EVENTS IN AN ENCOUNTER

1. *Number Appearing*: determined by the DM (page 22).
2. *Surprise*: DM rolls 1d6 for each side (monsters and party) (page 58 of the Player's Manual).
3. *Reactions*: DM rolls 2d6 for the monsters' first reactions (page 22).
4. *Results*: If —
 - a. both sides talk, continue reaction rolls, negotiation, etc. as needed.
 - b. one side runs away, the DM handles Evasion and Pursuit (page 16).
 - c. one side attacks, continue with ORDER OF EVENTS IN COMBAT.

ORDER OF EVENTS IN A GAME TURN

1. *Wandering Monsters*: DM rolls 1d6 (Normally checked every 2 turns)
2. *Actions*: Caller describes all party actions (movement, listening, searching, etc.)
3. *Results*: If —
 - a. a new area is mapped, the DM describes it.
 - b. an encounter occurs, skip to ORDER OF EVENTS IN AN ENCOUNTER.
 - c. something is discovered (secret door, item, etc.), the DM announces the results.
 - d. no encounter occurs, the game turn ends; return to #1.

ORDER OF EVENTS IN COMBAT

1. *Intentions*: The DM asks each player what the character intends to do in the coming round.
2. *Initiative*: Each side rolls 1d6. The side that wins the initiative acts first.
3. *Actions*, side that wins initiative:
 - a. *Morale checks*, if needed (page 19).
 - b. *Movement* (and optional combat movement, page 56 of the Player's Manual).
 - c. *Missile fire* (page 59 of the Player's Manual).
 - d. *Magic spells and magic items used* (such as wands).
 - e. *Hand-to-hand combat*.
4. *Actions*, side losing initiative; follow steps a through e above.
5. *Results*: If —
 - a. all the monsters are defeated, the combat (and game turn) ends; return to ORDER OF EVENTS IN A GAME TURN.
 - b. one side runs away, the other may pursue, and the fleeing side may attempt to evade (page 16).
 - c. the combat continues; return to the first step in the ORDER OF EVENTS IN COMBAT and repeat all the steps.

Your first game

The following adventure is designed for use by a beginning Dungeon Master. It will tell you what to say to the players, when and what to roll, and includes page references for additional information.

Before you start, you should look through the rest of this booklet, to see what information is given. One section called **"Procedures and Rules"** (pages 14 – 21) gives details on handling most situations. Retainers should not be needed if there are 4 or more players, but if you use them, be sure they are properly handled (page 20). The Order of Events checklists will be helpful during the game.

Monsters and treasures are explained afterwards in separate sections. All the details on the monsters and treasures found in this adventure are fully explained here, and you will not need to refer to those sections.

Before you start the game, make sure all the pre-game details have been handled, using the Pre-game Checklist.

PRE-GAME CHECKLIST

1. Do all the players know how to play? Have they played the Solo Adventure in the PLAYERS' MANUAL?
2. Have you read this book up to this point? Have you looked through the rest of this booklet?
3. Do you and the players know the "Who-Why-What-Where-When" of the adventure?
4. Are all the characters ready to go, including equipment?
5. Have the players chosen a Caller and a Mapper? Do they have a piece of graph paper and a pencil, to map with?

If any answer is "No," stop and fix the problem.

In this adventure, you will find many sections to be read *to* the players. Listen to them while you are reading; they contain information for you, too!

Whenever you find a paragraph that starts with "DM:" it contains information for you *only*. Stop for a minute and read it. The DM Information contains instructions on how to run the coming encounter, or how to handle a new situation.

Adventure Record Sheet

Using a blank piece of scrap paper, make a list of the details you will need during the adventure. Near the top of the page, write the name of each character, making a list. To the right of each name, write the class of the character. To the right of the class, write the Armor Class of the character.

Ask the Caller for the party's marching order. The characters would normally travel in single file or in pairs. Write the marching order below the character list,

using initials, and note which end is the front to avoid confusion.

The rest of the sheet may be used for keeping track of time, the details of monsters encountered, treasure found, and any other notes you wish to make.

When you are ready, turn the page and start reading, following the instructions given.

Group Adventure

Start: Read the following to the players:

"Many years ago, this part of the Realm of Man was ruled by a magic-user named Gygar, a man of great and mysterious powers. He ruled the lands from his mighty castle Mistamere, located at the foot of the mountains to the north.

"Gygar died after a long and peaceful rule, but no successor was named. Over the years, the unclaimed castle fell into ruins.

"Now, centuries later, the outline of the broken towers can still be seen from the town, ever beckoning to seekers of danger, fame and fortune.

"You have gathered around a dinner table in the Gold Dragon Inn, in the center of town, to discuss your plans. The Inn is busy, filled with ruddy-faced townsfolk and other adventurers, who are eating, drinking, laughing, and having a splendid time.

"You have all heard the tales told by others, tales of monsters lurking within the ruins and guarding rich treasures. None of you have been there, but after an evening of discussion, you decide to try your luck in the castle ruin, and plan to meet at dawn for the short journey.

"One special note: the town rulers have offered a reward of 1,000 gp for the capture of Bargle, the renegade magic-user! The death of Aleena, a well-known cleric, was the 'last straw.' They want to stop this danger once and for all, so keep your eyes open!"

DM: Stop a moment and make sure that all the characters are ready to go. Then continue reading:

"It's morning, and you're off to the castle. It lies only 3 miles from town, just a healthy walk past a local farmer's fields. As you follow the dirt road past the farm, you greet the workers tending the crops. It's a lovely summer's day, and all seems peaceful.

"The land owner himself sits atop a wagon, watching his men, and chats with you before you continue onward. He mentions that he has had no prob-

lems with monsters, and if any lurk in the nearby ruins, they stay there 'like respectable monsters should.' Every night, however, he carefully locks up all his animals.

"After bidding him a good day, you continue toward the ruin. As you approach, you see that the walls are jagged and full of small holes, and a few large stone blocks have tumbled to the earth, laying scattered around the ruins.

"A gateway in the center of the front wall stands empty, and the massive outer doors now lay rotting nearby. This gateway seems to be the easiest entrance through the wall. A 10' wide gaping hole is in the wall off to your left, and could be another entrance.

"You do not see any other entrances; the rest of the wall is crumbling, but few wide holes have opened. This outer area has no other interesting features. A sheer cliff, the face of a mountain, rises at the north edge of the ruins."

DM: Now read the next section to yourself, and then continue with #1.

DM Information

Find #1 on the map on this page; that is the location of the characters at this point. They have approached from the south (from the bottom of the map), heading north (towards the top of the page).

Assume that the walk from town took about 1 hour, and that the time is now 8:00 a.m. Note this near the top of your Adventure Record Sheet, and keep track of the passage of game time from now until the adventure ends.

The Hit roll charts and Saving Throws that you will need during the adventure are given here, for your convenience:

HIT CHART

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

Saving Throws	Monster Saves As:			
	Normal Man	Fighter 1-3	Saves As: 4-6	
Poison	14	12	10	
Magic Wand	15	13	11	
Paralysis	16	14	12	
Dragon Breath	17	15	13	
Spell	18	16	14	

1 Read the following:

"The path through the rubble passes the fallen door. As you carefully approach, you notice some slight movement beneath it. You stop, wary of danger."

DM: Encourage the players to send someone forward to examine the door. They should do so, to be sure their path will be safe. If they don't investigate now, a hidden monster could surprise the party as they pass by. The following encounter is a "warm-up" for both you and the players to practice playing in a group.

Find out which characters are examining the door closely, and which are keeping watch for other dangers. Then read the following:

"Suddenly, the ground along one edge moves, and a hole appears. There's something under the door!"

DM: If the characters closely examining the door, select a fighter or dwarf (if possible), or randomly pick a character, to be the victim of the coming attack. Do not tell the players what you have done!

Ask the players, one by one and starting with the victim you have chosen, what their characters intend to do. Remember what they say, and make notes if you wish. Then read the following:

"You see a large worm-like monster stick its head out of a hole under the door. It has eight long tentacles in a circle around its mouth. It doesn't come all the way out — just far enough to attack you —" (name the victim).

You will need the following details about the monster. Copy them onto your adventure Record Sheet:

CARRION CRAWLER

Armor Class:	7
Hit Dice:	3 + 1
Move:	120' (40')
Attacks:	8
Damage:	Paralysis
Save as:	Fighter: 2
Morale:	9
Hit points:	10
Align:	Neutral
XP Value:	75

If the monster is put to sleep by a **Sleep** spell, read #2. If the monster is killed, read #3.

The carrion crawler will use all 8 of its tentacles to attack the single victim you have chosen. Tell that player to roll 1d6 for initiative, while you roll 1d6 for the monster. If your roll is higher, make 8 Hit rolls

for the carrion crawler. If the player's roll is higher, allow the party to move or attack first.

Be aware of the actions of the other characters, but do not allow any of them to attack in the first round unless they are next to the victim. If any Missile Fire attacks are desired, tell the players "You must move around for a clear shot, to avoid hitting your friends. You may fire next round."

If any of the carrion crawler's attacks hit, the character must make a Saving Throw vs. Paralysis (one per hit) or be paralyzed. If any Saving Throw is failed, tell the victim "You fall over." Tell the rest of the players that they see the victim fall, but do not say whether the character is alive or dead.

After the first round of combat, ask each player for actions for the coming round. If the first victim is paralyzed, the monster will attack the next closest character. If no characters are nearby, it will crawl out of its hole and attack the nearest.

If more than one character moves in to attack the monster, the 8 attacks will be divided among the two closest opponents. Anyone hit must make a Saving Throw or fall over, paralyzed.

Continue running the battle as long as necessary. The party should be able to kill the carrion crawler fairly easily. Any paralyzed characters will recover in 3 turns (½ hour), unharmed. The party may wait in the outer ruins (this area) while their friends are recovering, or may drag them out to the edge of the fields (an even safer move). Whichever they choose, be sure to keep track of the passage of game time, counting the battle as 1 full turn.

2 The carrion crawler is put to sleep by a magic-user or elf spell. When it goes to sleep, it merely stops moving, and its tentacles slump to the ground. Any character with a sword or dagger can kill the monster with one blow, and without waking it up. When the monster is killed, read #3.



3 The carrion crawler is killed. It slumps to the ground, motionless. Read the following:

"Looking at the dead creature, you see that it is about 9' long and has many small legs, like a centipede. You have heard talk of such a creature, back in town. They called it a carrion crawler. You peer into its hole under the door, to see if any others are still hiding there."

DM: If the monster climbed out to attack the party, skip to #4. Otherwise, continue:

"You don't see anything moving, but the glint of treasure lies below! However, the body of the monster blocks the opening. Do you want to pull it out of the way?"

DM: The huge door is too heavy to be moved, and it would take hours to dig another hole through the rubble. If the characters cooperate, they can grasp the body of the monster and pull it out of the hole. Its tentacles are not dangerous after death, and the creature may easily be pulled out of the hole. Read #4.

4 Read the following:

"With the body out of the way, you can clearly see a pile of coins at the bottom of the hole, about 8' down. Do you want to just go in and get it, or does anyone want to search for traps first?"

DM: In the future, you should not remind the players about traps. But in this "warm-up encounter," try to help them decide what to do. There are no traps or other unusual features to be found, but the characters should always check.

A skeleton will be found at the bottom of the hole, mostly covered by the treasure. Close inspection will reveal that it is the skeleton of a short man-like creature whose head is similar to a dog's. It does not move, being merely an old skeleton of one of the carrion crawler's past victims. Read the following:

"This looks like the remains of another creature you've heard about, called a kobold. Kobolds act and live much like goblins, but are a different race."

"You carefully gather the treasure, putting it into sacks and dividing it among yourselves to balance the load. The coins are all copper and silver, about a thousand of each, and two gems — garnets — are uncovered near the bottom of the pile. You also find a small leather bag, almost rotted away. It may have belonged to the dead kobold."

DM: The garnets are worth 100 gp each. If a dwarf examines them, the value will be discovered; otherwise, they must be identified in town. The bag contains 15 cp and a brass key.

On your Adventure record, under the carrion crawler information, make a note of all the treasure found.

Anyone may take parts of the carrion crawler or kobold skeleton if they wish, but they are useless and have no value. When the players are ready to continue the adventure, read #5.

Your first game

5 Read the following:

"As you gather the treasure, you hear a loud THUMP. You see that the main gateway is closed! Although the huge outer doors lie here, rotting, a pair of inner doors remain. They have been closed; the only entrance is now the 10' wide hole in the wall, off to the left.

"Start mapping. Each square on the graph paper represents an area 10' long. The gateway, now closed, is 40' wide; put that near the bottom of your map, in the center. The wall to the right of the gateway is 130' long. The wall to the left goes 100', then has a 10' wide hole, then continues west another 20'. The entire south wall, counting the gate, is 300' long.

"The wall is about 50' high, and very shaky. Any climbing might pull some blocks loose, and they could kill you if they hit you."

DM: Make sure that the mapper has an accurate picture of the area. You may add the path leading to the front gate and the fallen doors if you wish.

Offer the players the following choices of action. If they pick one, turn to the entry number given. If they insist on actions not given in the list, do the best you can.

- | | |
|--------------------------|---|
| Examine fallen blocks | 6 |
| Peek into holes in wall | 7 |
| Go to the closed gateway | 8 |
| Enter the gaping hole | 9 |

6 Read the following:

"As you prowl around the rubble, you find several large blocks of stone, apparently fallen from the decaying walls. Another kobold skeleton lies under one of the blocks, but no treasure is visible, and the block is too heavy to move."

DM: Allow the players to choose from the list of options given in #5. Mark off 1 turn of time for examining the fallen blocks.

7 Read the following:

"You carefully move up to the wall, looking for holes to look through, hoping to discover some clue about what lies on the other side. But all of the holes are too high to reach. You cautiously explore a bit more, and find some other holes along the east wall, to the right. Some are near ground level, and you carefully peer through.

"You see a large courtyard inside the wall, and the remains of a castle. The castle ruin is old and cracked, but not as badly as the outer wall, where you are now. Only one story of the castle still stands; the upper parts have crumbled,

and the rubble is scattered throughout the courtyard.

"You see a group of creatures hiding in the shadow of the wall, avoiding the open sunlight. They are kobolds! There seems to be about 10 of them, but you cannot see them clearly enough to determine their exact numbers or their equipment carried."

DM: Mark off 1 turn of time for finding the holes and looking through them. Encourage the players to talk about what to do next.

As they talk, tell the mapper to draw the area inside the outer walls, and read the following:

"The outer wall is 10' thick. A pathway leads through the rubble, starting at the gateway and leading 90' north to a pair of doors in the middle of the south wall of the castle ruin. Those doors are 20' wide. The castle wall extends 80' to each side of the doors, east and west. The side walls of the castle are each about 100' long, reaching north to the face of the mountain's rugged cliff."

DM: If the party decides to enter the hole in the wall, read #10. If they go to the closed gateway, read #8. Mark off another turn of time for discussion and some movement, back to the outer ruins in front of the wall.

8 DM: The party decides to go to the closed doors at the front gate. When they get there, they may try to open the doors, but will have no success. Give them the options listed in #5.

9 DM: If the characters did not look through the holes in the wall, roll 1d6. If the result is 1-3, the kobolds gain surprise: In the coming battle, each kobold will get one free missile fire attack before the party can act. If the result is 4-6, no free attacks will occur, but the kobolds will attack anyway. Read #10.

10 DM: The kobolds in the courtyard are guards. They have been ordered to not let anyone enter the ruin. Seeing the party, they have closed the front gate, and will hold it shut if the party tries to break in.

These kobold guards are the biggest in their tribe, and have maximum hit points (4 each). They are armed with short bows, arrows, and short swords. Each kobold has 2 quivers of arrows (20 per quiver), so you will not need to keep track of their equipment. A hit from a kobold arrow will inflict 1-6 points of damage, but the short sword attack of these weak creatures causes only 1-4 points of damage. Use the "up to 1 Hit Die" line of the Hit roll as chart, kobolds

are merely ½ Hit Die creatures. Each kobold carries a small leather bag containing 3-18 cp, but no other treasure.

A **Sleep** spell cast at the kobolds will automatically put them *all* to sleep. If this occurs, *stop* (regardless of what is happening at the time) and read #16.

Read the following to the players:

"As the kobolds start firing, some of you may take cover behind the boulders in the courtyard. What do you want to do — fire back at them, move in, or what?"

DM: Find the planned actions of each character, one by one. If they want to talk about the situation, rounds of time will pass, and the kobolds will keep firing. For each minute of real time the players spend talking, count off one round of game time, and make one round of Hit rolls for the kobolds! Treat any part of a minute as a full round. The characters should take cover before they start talking, and you may remind them of this.

Missile fire is featured in this encounter. The kobolds begin firing as the party enters through the hole in the wall. The battle could result in the following situations:

- The characters respond with missile fire of their own, and do not approach the kobolds. Some characters may take cover behind boulders. If this occurs, read #12.
- One or more characters move towards the monsters, and are fired upon several times. If this occurs, read #13.
- The characters move cautiously towards the kobolds, using boulders for cover. If this occurs, read #14.
- One or more characters remain inside the hole entrance, keeping the attention of the kobolds while the others circle around. If this is done, the kobolds will be busy with missile fire, and the party may break in. If this occurs, read #15.
- The characters all go back out, circling around to enter by the gateway. They will still not be able to get in, and must return to the hole in the wall (or go home).

KOBOLDS

Armor Class:	7
Hit Dice:	½
Move:	90' (30')
Attacks:	1 sword or 1 arrow (range 50/100/150)
Damage:	1-4 or 1-6
Save as:	Normal Man
Morale:	6
Hit points:	4 each
Align:	Chaotic
XP value:	5 each

11 DM: The party attacks the kobolds hand-to-hand. If possible, each monster will attack a different character. You may choose opponents, or pick targets randomly.

In each round of combat, remember to ask each player for actions, make an initiative roll, and then run the action.

When the first kobold is killed, roll 2d6 to check morale. If the result is 5 or less, the kobolds will try to run away, toward the castle ruin. They are slow creatures, however, and can be caught by anyone not wearing metal armor. If any kobold is caught, they will *all* stop and fight to the death.

If all the kobolds are dead or gone, the encounter ends. Stop keeping track of time in rounds. Count the entire battle as 1 turn of time, and read #18.

12 DM: One or more characters start firing missiles at the kobolds. The range is 110'. If a character uses a long bow or crossbow, the range is medium, and no range adjustment is used. The range is long if a short bow is used, for a -1 penalty to each Hit roll. The range is too great for a sling to be used, or if hand-hurled weapons are thrown. Remind the players to keep track of the arrows or quarrels shot! If they run out of missiles, they cannot continue firing.

The kobolds are under cover, and the characters may also take cover. The kobolds will fire at those characters firing back at them. When firing at any target completely under cover, a -4 penalty should be applied to all Hit rolls. Thus, the kobolds need a Hit roll of 20 to hit a character in plate mail armor (since a 20 always hits unless the range is too great). A character needs a Hit roll of 16 (instead of the 12 normally needed to hit AC 7), unless a range or Dexterity adjustment applies.

The kobolds will keep firing until most are dead. When only 3 (or less) kobolds are left alive, the survivors will run for the door to the inner castle ruin. Characters may fire for two rounds while they run. The running kobolds do *not* have cover, and are AC:7. The characters are too far away to catch them. If any survivors get to the door, they will go inside, close and lock the door behind them, and go downstairs to Dungeon Level Two.

13 DM: Look at the range of the kobolds' short bows: 50/100/150. The distance between the kobolds and their targets is 101-150 feet, the range is long, and Hit rolls are penalized by -1. At 50' range or less, the range is short, for a +1 bonus to Hit rolls. Any distance in between (51-100 feet) is medium range, with no adjustment.

You must carefully keep track of the exact position of each character during this encounter. As characters move, the missile fire range will change. Characters in metal armor move 20' per round; in leather armor, 30' per round; unarmored, 40' per round.

When the party first enters, the kobolds are hiding behind some rubble next to the path inside the gateway. They are 110' away from the party, so their first missile fire attacks are at long range (-1 penalty on each Hit roll). These attacks may be aimed at any characters, either selected or randomly determined.

During the first round of movement, the approaching characters move into medium range (no range adjustment). All the missile fire is aimed at the approaching characters. The kobolds ignore those characters taking cover.

Carefully keep track of both the positions of the characters and the passing of each round of game time. Remember to roll for initiative each round, to see if the characters move before or after the kobolds fire their arrows.

When any character gets within 20' of the kobolds, all the monsters will drop their bows and draw their swords. They will all attack immediately; read #11.

14 Read the following:

"You see that the hail of arrows is dangerous, and approach with caution, taking cover behind boulders and moving from rock to rock."

DM: Using this strategy, the characters will have cover, but will move at half normal speed. Keep track of the positions of each character, from round to round. Apply a -2 penalty to all the kobolds' Hit rolls when attacking the approaching characters that use this strategy. Read #13 to handle the missile fire, but remember to use

(a) half normal movement rate for characters, and

(b) a -2 penalty to all kobold Hit rolls for missile fire.

15 Read the following:

"You decide to split up. Someone stays at the hole in the wall, keeping the kobolds' attention, while some of you go back out to circle around to the front gate."

DM: Other than using a **Sleep** spell on the kobolds, this is the best possible strategy. The kobolds will keep firing at the characters by the hole in the wall.

Keep track of time! A character in metal armor (moving 20' per round) will take 6 rounds to get to the doors. During this time, the kobolds will all keep firing at their targets by the hole in the wall. If no characters are firing back at them or moving toward them, 3 kobolds will stop firing and hold the doors.

When characters try to break into the front gate, roll 1d6. Modify the result as follows:

Subtract 1, because the doors are locked.

Add the Strength adjustment of the strongest character forcing the door (+1 for 13-15 Strength, etc.).

Add 1 for each additional character helping to force the door, whatever their Strength scores (+1 for 2 characters forcing the doors, +2 for 3 characters, etc.).

Subtract 3 if kobolds are holding the doors closed.

If the adjusted total is 5 or 6, the doors are broken open. If the total is 4 or less, the doors hold fast. Characters may repeat the attempt once per round.

If the doors are broken open, the characters may move in while the kobolds draw their swords. No free attacks are gained by either side. Read #11 to run the hand-to-hand combat.

16 Read the following:

"As you cast the **Sleep** spell, you see all the kobolds stop and fall over."

DM: Stop keeping track of time in rounds; the battle is over. The characters may approach the kobolds or do whatever they wish.

The characters may kill all the sleeping kobolds easily. However, if they keep one or more as prisoners, binding them with ropes, read #17. Otherwise, read #18.

17 Read the following:

"You tie the kobold securely; you have a prisoner. Do you want to wake him up and talk to him?"

DM: If the players do not wake the kobold, read #18. If they wake him, continue:

"The kobold awakens, and looks around in panic. He struggles a bit but finds himself securely tied. In a strange dog-like voice, he growls, 'What do you want?'"

Your first game

DM: Play the role of the kobold prisoner. He will not say anything about the rest of the dungeon, but will reveal that he is one of the guards, placed here to prevent anyone from entering the ruins.

The kobold will offer to give money if the party will let him (and any other surviving kobolds) go. He asks to be untied to show the party where the treasure is. If the party unties him, however, he will run for the door to the ruined castle, and get away!

If the party insists on keeping a rope tied to him, he will lead them to a pile of rubble by the east tower ruin. After digging for a minute, he will pull out a small iron box, which is not locked. The box contains 100 gp and a black gem (onyx, worth 50 gp).

If the characters want to kill the kobold after getting the treasure, remind the lawful characters that they would keep their part of the bargain, and let the kobolds go. If released, the kobolds will all leave peacefully. After thanking the party, they leave by the front gate and run away to hide in the mountains.

When all the kobolds are gone, read #18.

18 Read the following:

"You gather the treasure from the kobolds, and find a total of 80 cp in their sacks. You also get 8 quivers of arrows, with 10 in each quiver. Their short swords are not well-made, and are worthless."

DM: Now stop the game. Tell the players about each of the possible strategies given in #10. You may either read each section to the players, or play each one, as if it actually happened! If you play them, treat them as practice only. Remember what the characters' hit points and equipment are now, so they can be returned to "normal" after the practice.

When you are ready to continue the game, read #19.

19 DM: To run the rest of this adventure, use the following Encounter Key for descriptions of each area of the dungeon. Keep track of the location of the party on your map. When they approach a numbered location, find that number in the key, and read the description.

Remember to keep track of time. The party's movement rate per turn is equal to the movement rate of their slowest character (probably 60' per turn).

Use the Order of Events checklists to be sure you are running each turn and encounter properly. If you have any problems, remind the players that you are still learning, find the explanation of the situation in this booklet, and read it.

Dungeon Level One

Notes for the DM

The first level of this dungeon may be used for two or three group games. It was designed using the guidelines given on pages 46 – 47. Treasure is placed according to the frequency given. Of all the rooms, $\frac{1}{3}$ are empty, $\frac{1}{3}$ have monsters, $\frac{1}{6}$ have traps, and $\frac{1}{6}$ are "Specials."

One room (#27) contains dangerous monsters and a difficult situation, and should not be entered by beginning characters (nor run by an inexperienced DM!). Its doors are specially locked to prevent first level characters from entering. When any character reaches the 2nd level of experience, the room may be entered.

The second level of the dungeon is left for you to fill! A map is given, along with a list of possible monsters. No Wandering Monsters are encountered on Level One, but they should now start appearing occasionally on levels 2 and 3. Dungeon level 3 is left entirely for you to create, and you may add lower levels if you wish.

The characters should be able to leave the dungeon at any time, whenever they need rest and healing. Since the dungeon is near to their home town, they should not have to spend a night inside. Other dungeons may be so far away as to make the return trip to town nearly useless. A brief stay overnight in an unoccupied room may allow spell casters to relearn their spells, curing any badly wounded characters in the morning. A dungeon may thus be easily explored for a few days, or until a full load of treasure is found.

Some standard features of this dungeon (which may be told to the players) are:

All walls, ceilings, and floors are made of stone.

All walls are 10' high (inside).

All areas are dark; characters must carry light sources.

All room descriptions include the following information, in this order:

1. size, measuring north to south, then east to west
2. exits
3. contents

Encounter Key: Dungeon Level One

20 Entrance:

The path through the rubble leads from the main gate to the doors of the castle ruin. The walls of this castle are still firm,

and this is the only entrance. The doors are not locked, and will open easily.

If anyone climbs the walls outside, they will discover that the first floor of the castle remains intact, but the upper stories have fallen completely apart. The rubble in the area is all that remains.

When the doors open, the characters see the first room inside the castle. Read the following to the players:

"This large 30' x 60' room has five doors, two in the east and west walls and one in the middle of the south wall. A large marble fireplace is in the middle of the north wall.

"A long wood table, 10' wide and 40' long, fills the center of the room. It is surrounded by 12 plain wooden chairs,

DM: As the party enters the room, sunlight will brighten the area, but the rooms to the sides will remain dark. Ask the characters what their light sources are, and make notes of which characters light torches or lanterns. Everyone does *not* have to have their own light source.

The party should search this area before continuing, but nothing of interest remains.

The party can choose to go north, to the next door, west to room 22, or east to room 23.

21 Wrong way:

DM: You should not be reading this to the players. As the party approaches a numbered area on the map, find that number in this Encounter Key and use the information given. There is no #21 on the map. Look carefully at the map, find the party's location, and turn to that number.

22 West hall:

This 30' x 30' room has doorways in the east and west walls. It contains the remains of 3 chairs and 2 small tables. A fireplace is in the middle of the north wall.

If they search carefully, the characters will find 3 old silver teaspoons, worth 10 sp each, and a small bag of dried-up peas.

If they search the fireplace, they will see that the chimney is clogged with old timbers. If they search the chimney, read the following:

"You look up the chimney, poking around to see if anything of value might be hidden there. Suddenly, a shower of rubble comes down on you, and a large dark shape comes flying out!"

1 GIANT BAT

Armor Class:	6
Hit Dice:	2
Move:	180' (60')
Attacks:	1 bite
Damage:	1d4
Save As:	Fighter: 1
Morale:	8
Hit points:	9
Align:	Neutral
XP value:	20

The movement rate given is only for flying. The bat flies out and attacks the character disturbing it. If the bat is hit, roll 2d6 to check morale; if the result is 7 or less, the bat will fly off through the west doorway, landing on a chest in room 28. If an 8 or more is rolled, the bat will fight to its death.

One of the pieces of rubble shaken loose by the bat is an onyx gem, worth 50 gp. However, it will not be found unless characters examine the fresh rubble carefully.

23 Hallway:

This 30' x 20' area has doorways (without doors) in the east and west walls. Normal wooden doors are in the north and south walls. The room contains some trash but nothing of interest.

24 East hall:

This 30' x 30' room has empty doorways in the east and west walls, and the doors are missing. A fireplace is in the north wall, and the room contains the remains of 4 chairs and one small table.

An old pillow stuffed with feathers will be found if the characters search the room. There is also one loose brick inside the chimney of the fireplace. However, the chimney is filled with old fallen timbers. If a character searches the chimney, some timbers fall, and a Saving Throw vs. Wands must be made. If failed, the character takes 2-5 points of damage from falling timbers; if successful, 1 point of damage is still inflicted. The loose brick is automatically found while the chimney is searched. A finely made silver dagger is hidden in a niche behind the loose brick. It is not magical, but may be sold in town for 75 gp.

25 Bedroom:

This room is 30' x 40', with two empty doorways in the west wall and one in the east wall. The doors are missing. A large fireplace is in the south wall.

This area was once a fine bedroom, but its once-rich furnishings — the canopy bed, plush chairs, tables and rugs — are now tattered, moldy, and worthless.

Somehow, the moldy bed looks very comfortable. The first two characters to enter the room must each make a Saving Throw vs. Spells! If successful, nothing happens, but if failed, the victim(s) will walk over to the bed, lie down, and take a nap. The victim may sleep for years, but will not age nor need food or drink.

A victim can only be awakened from this magical sleep in one of three ways:

A **Dispel Magic** spell will remove the enchantment (available in town for a price).

A normal pea placed under the mattress will cause the victim to awaken immediately, but with a sore back (-2 on all Hit rolls until a good night's rest is had).

If placed on the bed in room 26, the victim will wake. Tickling the victim (with a feather, for example) has no effect. The room contains nothing else of interest.

26 Bedroom:

This room looks exactly the same as room 25, but with two doorways in the east wall and one to the west. The bed is completely harmless, and even helpful. If a sleeping victim of the bed in room 25 is placed on this bed, the victim will wake in 3 minutes, completely unharmed by the experience and refreshed by the nap.

If the victim is tickled while on the bed (with a feather, for example), the entire bed will magically sneeze. This sneeze will cause the mold in the room to fly into the air, and everyone in the room must make a Saving Throw vs. Spells or start sneezing themselves, unable to do anything else! This sneezing lasts for 4 rounds, and attracts the monsters in room 35, which arrive 1 round after the sneezing starts. The monsters and the sleeping victim are not affected by the mold.

This bed may also be used to cure the deadly choking effect of yellow mold (see room 27).

27 Dining hall:

Special Note: The doors to this room can only be opened by a character of 2nd Level or greater. You should read this entire encounter description *before* starting to run it. When you are ready, read the following to the players:

"This large 30' x 60' room has five doors, two in the east and west walls and one in the middle of the south wall. A large marble fireplace is in the middle of the north wall.

"A long wood table, 10' wide and 40' long, fills the center of the room. It is surrounded by 12 plain wooden chairs,

5 on each side and one on each end. The end chairs and two chairs on each side are occupied by skeletons, 6 in all. They are all dressed in rags, apparently the remains of fine dinner clothes, for both male and female. They are sitting up, but do not move.

"On the table in front of each chair sits a golden dinner plate, with a dusty glass goblet on each plate and dull silverware to either side. The table is bare wood, with no tablecloth."

DM: From any doorway, the party cannot see into the fireplace. There, lurking in the shadows, are two harpies.

2 HARPIES

Armor Class:	7
Hit Dice:	3*
Move:	60' (20')
or Flying:	150' (50')
Attacks:	2 claws/1 weapon + special
Damage:	1-4/1-4/1-6 + charm
Save As:	Fighter
Morale:	7
Hit points:	15 each
Align:	Chaotic
XP value:	50 each

These horrible creatures are feared by the kobolds and all other creatures in the area, and are avoided. They, in turn, stay in this room, feasting on the victims who wander in. The skeletons are all that remain of their past meals.

When any door is opened, the harpies start singing a duet. Every character must make a Saving Throw vs. Spells. The song of the harpies is enchanting; if the Saving Throw is failed, the victim is **Charmed** (fully explained on page 23), and hears beautiful music.

If the door is closed immediately, the characters will be able to drag their **Charmed** comrades away from the room. The **Charm** may be removed by a **Dispel Magic** spell (available in town, for 100 gp), or by placing the victim on the bed in room 25 (causing sleep) and then on the bed in room 26 (waking the victim and removing the **Charm**).

If the door is not closed, the victim will walk into the room, circle the table, and continue toward the fireplace. If the Saving Throw is successful, the harpies' song is heard to be screeching noise, and has no effect. Only one Saving Throw must be made for the song of the two harpies.

Your first game

If a cleric tries to Turn the skeletons, make the rolls normally, but there will be no effect. The skeletons are not animated monsters.

If any character attacks the harpies, the monsters will fly around the room and over the table, avoiding combat as much as possible. They will not land on or disturb the table, however. If cornered by two or more characters, a harpy will fight.

If any character touches a gold plate or climbs onto the table to attack the flying harpies, a terrible thing may occur. The "gold" plates are actually tin, covered with yellow mold!

YELLOW MOLD

Armor Class:	—
Hit Dice:	1*
Move:	0
Attacks:	Spores
Damage:	1-4 plus special
Save As:	Fighter: 1
Morale:	Not applicable
Hit points:	4 each
Align:	Neutral
XP value:	15 each

These molds are smaller than normal. For each plate touched, roll 1d6; if the result is 1-3, the mold releases a small cloud of spores, catching only the character disturbing the plate. The victim takes 1-4 points of damage and must make a Saving Throw vs. Poison or start choking, unable to do anything else. A choking victim will die in 6 rounds unless taken to, and placed in, the bed in room 26.

Anyone climbing onto the table will disturb 2 plates, which may both produce clouds of spores (roll for each), inflicting 1-4 points for each cloud but only requiring a single Saving Throw.

Yellow mold can only be harmed by fire. The touch of a torch will automatically destroy the mold on one plate, but a roll must be made for each such touch to determine whether a spore cloud is released.

If one harpy is killed, roll 2d6 to check the morale of the other. If the total is 6 or less, it will surrender, offering to give all its treasure to the party in exchange for its freedom. If the party accepts, it will pull a long flat chest out from under the table. The chest is locked, but the harpy has a key. It will open the lock and the chest, and then leave (if the characters permit) by the door in the south wall, continuing outside to flee into the mountains.

If questioned after it surrenders, the harpy will tell of a magic-user who came one day and took charge of the dungeon. This man lives below, on a lower level of the dungeon, and the kobolds serve him.

If the harpies are slain, a search of the room will reveal the harpies' chest. The key

found in the carrion crawler pit will fit the lock! The chest is not trapped.

The harpies' treasure box contains: a few more dinner outfits, all moldy and ragged (worthless), 2,000 sp, 2 pairs of turquoise earrings (value 500 gp per pair), and two potions of healing. In addition, the 12 sets of silverware on the table are worth 5 gp per set. The goblets are only worth 1 gp for all 12, and will probably crack on the journey to town. The tin plates are corroded and worthless.

28 Storage:

If the giant bat in room 22 flew away from the party, it will be found here. Read the following to the players:

"This room is 30' x 30', with doorways in the north and east walls; the doors are missing. The room is filled with boxes and crates of many shapes and sizes, and looks like a storage area."

DM: All the boxes are covered with a thick layer of dust, and have not been disturbed for a long time. None of the boxes can be moved, opened, or damaged in any way!

If the searching characters tap on any box, a deep voice will come from a larger one in a corner, saying: "Who's there?" Whatever the characters say, it will respond with "Is Barge with you?" Again, whatever the characters say, it will finish with "Oh — well then, never mind!" It will not speak again.

29 Closet:

This small 10' x 30' room has doorways in the south and east walls, but no doors. A dusty old round hatbox is lying on the floor in the northwest corner.

The hatbox is tied with a string. If the string is cut, the hatbox can be opened safely. But if the large bow knot on top of the box is untied, the character untying it must make a Saving Throw vs. Poison or take 1-6 points of damage, from poison placed on the string.

A woman's red hat, now faded and moldy, is in the box. The hat itself is worthless, but if removed from the box, a hatpin will be found beneath it. The hatpin is solid platinum, and worth 100 gp.

30 Stairs:

This 20' x 30' room has doorways in the north and east walls, but no doors. A stairway by the south wall leads down to Dungeon Level 2. There is a fireplace in the northwest corner of the room. Lurking on the stairway are 4 kobolds, who are

watching for intruders. They will only be encountered if the party starts down the steps.

4 KOBOLDS

Armor Class:	7
Hit Dice:	1/2
Move:	90' (30')
Attacks:	1 sword
Damage:	1-4
Save As:	Normal Man
Morale:	6
Hit points:	3 each
Align:	Chaotic
XP value:	5 each

When encountered, roll 2d6 to find the reactions of the monsters. If friendly, they will warn the characters not to proceed down the steps to the dangerous Second Level of the dungeon. If they Negotiate, they will want payment of at least 10 gp to reveal the same information.

Each kobold has a bag containing 5 cp, and no other treasure or equipment except for their crude short swords.

31 Trap room:

This room is 30' x 30', with doorways in the south and east walls (but no doors).

A large log is in the center of the room. One end is on the floor, but the other end is held up by a strong rope, which runs through hooks in the ceiling, wall, and floor. It is tied to a large chest, which is on the floor directly below the upraised log.

If the rope is cut, the log falls, smashing the chest and scattering its contents.

The lid of the chest is not held shut by the rope, and can be opened easily. It is not trapped. Inside the chest are 500 sp, 50 gp, and one citrine gem (value 10 gp).

The kobolds and other monsters in the dungeon have avoided this area, believing it to be a deadly trap. It is harmless unless the rope is cut.

32 Statue room:

This room is 20' x 20', with a normal door in the east wall and a doorway (without door) in the west wall.

In the center of the room stands a statue of a short dog-headed man, clad in leather armor and apparently swinging a short sword (a kobold).

If the statue is touched, the center portion of the statue (from chin to waist) spins in a complete circle. The stone sword will hit the character touching the statue unless a Saving Throw vs. Wands is made, but with a penalty of -2 to the roll. If failed, the character is hit for 2-8 points of damage; if successful, the character jumps out of the way in time.

This trap may be made harmless if a small button on the belt buckle of the statue is pushed. This button will not be found, however, except by a thief's search (normal Find Traps roll). Once the button is found, the thief may automatically "remove" the trap by pushing the button; no Remove Traps roll is made.

33 Closet:

This small room is 10' x 20', and has only one entrance, the normal door on the east wall. The room contains piles of rags and trash. Hiding in the pile are 4 giant rats, which will attack if the room is entered.

4 GIANT RATS

Armor Class:	7
Hit Dice:	1/2
Move:	120' (40')
Attacks:	1 bite
Damage:	1-3
Save As:	Normal Man
Morale:	8
Hit points:	1 each
Align:	Neutral
XP value:	5 each

The rats will fight to the death, but there is nothing of value in the room.

34 Storage:

This 30' x 30' room has doorways in the north and west walls, but no doors. It is identical to room 28, filled with boxes of all shapes and sizes. These boxes, however, can be moved and opened, but they are all empty. All, that is, except for one, a large box at the bottom of one pile. Inside the box is a zombie, which will stand and attack with a sword if the box is opened. It surprises the character opening the box on a roll of 1-4 (on 1d6), gaining one free swing.

1 ZOMBIE

Armor Class:	8
Hit Dice:	2
Move:	90' (30')
Attacks:	1 sword
Damage:	1-8
Save As:	Fighter: 1
Morale:	12
Hit points:	12
Align:	Chaotic
XP value:	20

The zombie will climb out of the box as it attacks. If Turned by a cleric, it will either go to room 35 to join its comrades (if the Turning cleric enters by the west door) or to room 24 (if the cleric enters from the north).

There is nothing of value in this room.

35 Closet:

This small 10' x 30' room has doorways in the south and west walls, but no doors. It is piled with trash and rubble. There are 4 zombies hiding in the room (5 if the zombie from room 34 joins them).

4 ZOMBIES

Armor Class:	8
Hit Dice:	2
Move:	90' (30')
Attacks:	1 sword
Damage:	1-8
Save As:	Fighter: 1
Morale:	12
Hit points:	10 each
Align:	Chaotic
XP value:	20 each

These monsters have been waiting for visitors for years. They cannot surprise anyone entering, and will always lose initiative in combat (no roll needed).

If Turned by a cleric, the zombies will either go into room 36 to wait by the stairway (if the cleric Turning them is by the south door) or to room 34 (if the cleric enters by the west door).

If anyone starts sneezing in room 26, they will go there to attack the intruders. If then Turned, they retreat to this room.

A forgotten bracelet (worth 500 gp) lies under the trash in this room, and will be found if the characters search carefully. The zombies' swords are rusty and worthless.

36 Stairs:

This 20' x 30' room has doorways in the north and west walls, but no doors. A stairway leads down to Dungeon Level 2. Trash and rubble is scattered about the floor, but nothing of value or interest remains. (If the zombies in room 35 are Turned, they may be found here. If Turned again, they will retreat to room 35 or room 37, depending on the location of the cleric Turning them.)

37 Kobolds:

This room is 30' x 30', with doorways in the west and south walls (but no doors). The room contains some trash and rubble.

Standing in the center of the room are 5 kobolds, who are looking around the dungeon to chase off intruders.

5 KOBOLDS

Armor Class:	7
Hit Dice:	1/2
Move:	90' (30')
Attacks:	1 sword
Damage:	1-4
Save As:	Normal Man
Morale:	8
Hit points:	3 each
Align:	Chaotic
XP value:	5 each

38 Statue room:

This 20' x 20' room has an empty doorway in the east wall and a normal door in the west wall.

In the center of the room stands a statue of a short dog-headed man, clad in leather armor and apparently swinging a short sword (a kobold). The statue is completely harmless.

39 Closet:

This 10' x 30' room has one entrance, the door in the west wall. It contains some trash, but nothing of interest.

END OF DUNGEON LEVEL 1

Dungeon Level Two

General Notes:

The map of this level is given, see inside front cover, but is left for you to fill with monsters and treasures, using the guidelines given on page 47. The following monsters may be included:

1 kobold lair (20-40 with chieftain, divided among 4-10 rooms)

1 Crab Spider lair (avoided by the kobolds)

Beetles and Centipedes
Rats (Normal and Giant)

Wandering monsters may include:

Kobolds
Beetles and Centipedes
Gelatinous Cube
Undead (skeletons, zombies, ghouls)

Dungeon Level Three

This area is left entirely for you to design. It should include the lair of Bargle (Chaotic magic-user Level 5-7) and his guards (Charmed ogres), plus his wandering decoys (Living Crystal Statues dressed like Bargle), and possibly some Doppelgangers as well.

You may also include a small tunnel leading to a large cavern, the lair of a small dragon. Such a cavern should have a large exit leading outside in the nearby mountains, and the dragon should *not* be part of the "normal" dungeon. You may make this cavern known to Bargle, and the dragon might be a friend of his. The cavern could provide an escape route for Bargle if the party is conquering the dungeon.

Ending an adventure

Before any game begins, the DM and players should set a time for the game to end — and stick to it. An adventure might end before that time (if the characters become severely wounded, use up all their spells, are fully loaded with treasure, etc.). They may be allowed to “go home, rest a day or two, and return” if time permits further adventuring.

At the end of an adventure, you announce the total treasure found (and kept) by the party, so the players can divide it. The method of division should have been decided before the adventure began. Some methods are described in the *PLAYERS' MANUAL*, on page 55.

While the players are dividing treasure, you may spend the time calculating the Experience Points earned during the adventure. An electronic pocket calculator is helpful.

You should have records of all the creatures defeated by the party on an adventure Record Sheet. If not, take a few minutes to remember the creatures encountered. If necessary, ask the players to remind you — and remember to keep a record next time.

In each monster description, an “XP value” is given. This is the number of Experience Points to be awarded for each monster of that type. Multiply the XP value by the number of monsters defeated to find the total XP award for that encounter. Note that a captured monster is counted as “conquered” for XP awards, even if released. This does not occur often; the monster must usually surrender (as the result of a morale check) or be magically caught (by a Hold Person or Web spell, for example) for this situation to arise. Monsters that run away are not counted unless they are caught or defeated later.

Add all the XP awards for all the encounters to find the total XP for the adventure. Find the number of shares in the party. NPC retainers count as ½ share for XP division; each character counts as a full share. Finally, divide the total XP by the number of shares to find the XP per share, and announce that total. A retainer will get ½ the amount you announce.

Remind the players to adjust that award for high or low Prime Requisites (+5%, +10%, or a penalty). They may ask you to help calculate it. You should also remind them that they get 1 XP for each 1 gp of treasure. As treasure is divided by the party, without your interference, they must make such calculations themselves. Their bonus or penalty (for high or low PR score) also applies.

Gaining Levels

If any character gains a level of experience



as a result of the XP earned in an adventure, you should watch the roll made for additional hit points. If the character is a magic-user or elf, you should privately tell the player what additional spell is put into their spell book. If the character is a thief, remind the player to change the Percentage chances for the special abilities (*PLAYERS' MANUAL*, page 44).

A character *cannot* gain more than one level of experience in one adventure. Beware if this occurs; it is a sign that you are giving out far too much treasure. If it does occur, some XP should not be counted! The character's XP total stops just short of the amount needed for the second level of experience that would have been gained.

EXAMPLE: A beginning first level fighter (0 XP) finds a gem worth 10,000 gp during an adventure. At the end of the adventure, the fighter has 3,999 XP, and no more — just short of the amount needed for 3rd level. Only one level of experience is gained. The fighter moves up from first level to second level, and rolls 1d8 for additional hit points (modifying the result for Constitution bonus, if any). The extra 6,001 XP (plus any other gained during the adventure) are not counted!

XP for Monsters

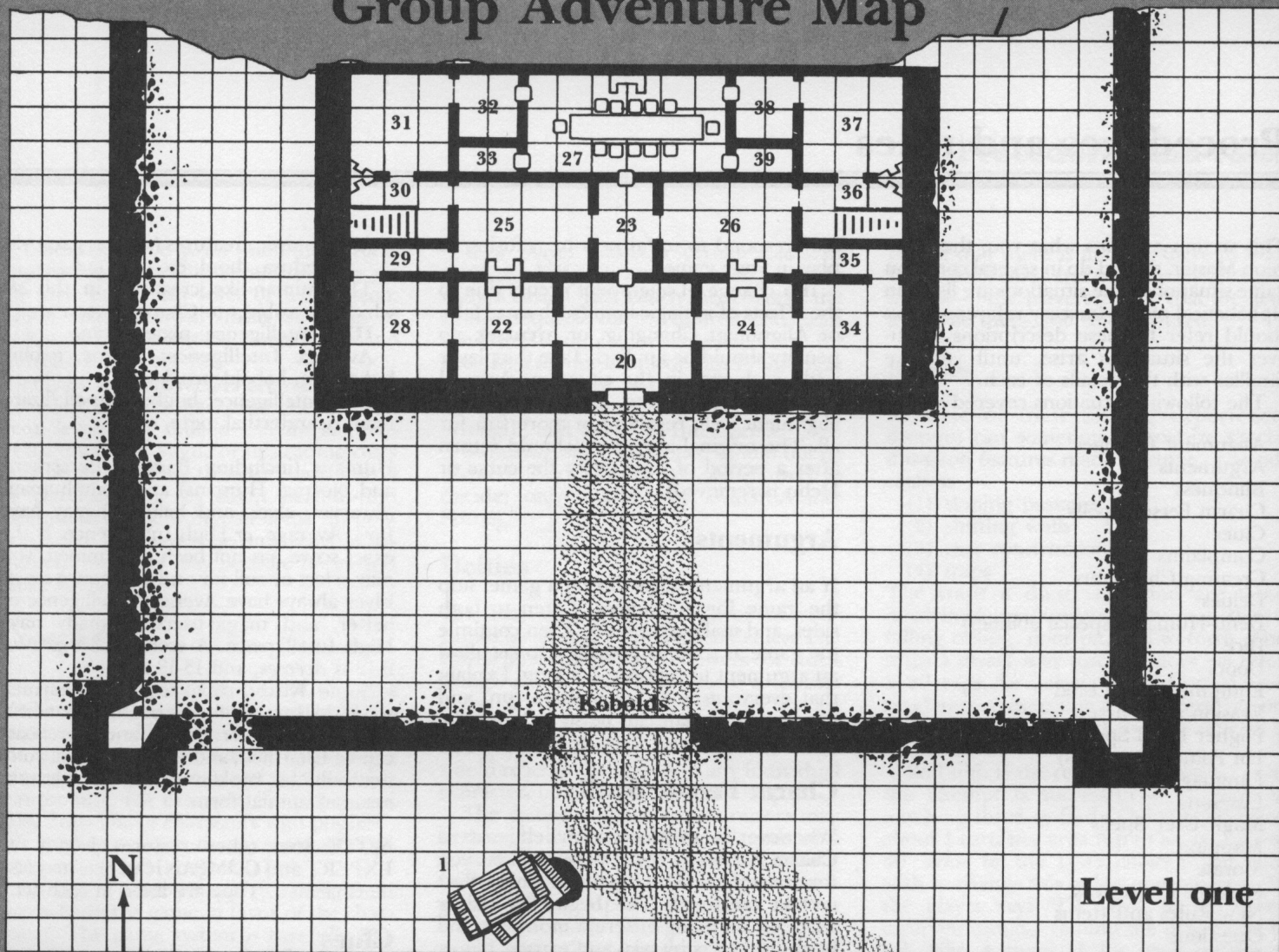
The **Experience Points for Monsters Table** may be used to calculate the XP awards for monsters created by the DM, or for variations of the given monsters. The XP awards in the monster descriptions are calculated using this chart. The *Special Ability* bonus is multiplied by the number of asterisks given with the monster's Hit Dice, and added to the Base XP value.

EXPERIENCE POINTS FOR MONSTERS

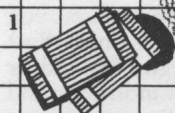
Monster's Hit Dice	Special Base XP value	Ability bonus
up to 1	5	1
1	10	3
1+	15	4
2	20	5
2+	25	10
3	35	15
3+	50	25
4	75	50
4+	125	75
5	175	125
5+	225	175
6	275	225
6+	350	300
7	450	400
8	650	550








Group Adventure Map

Mountain side



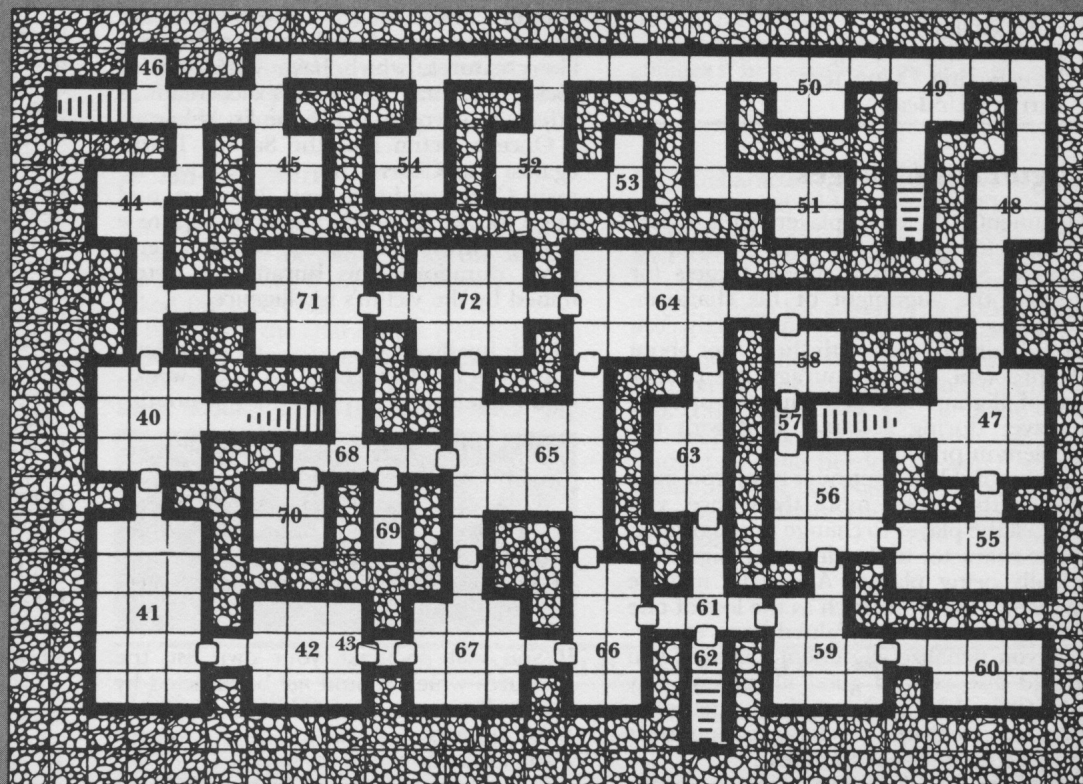
N



-  Small fireplace
-  Door
-  Double door
-  Stairs
-  Large fireplace
-  Rubble
-  Path

1 square = 10 feet

Level two



Procedures and rules

This section explains what you, the Dungeon Master, should do in several common game situations. The situations are listed in alphabetical order, for easy reference. You should refer to these descriptions whenever the situations arise, until you are familiar with the details of each.

The following situations covered are:

- Alignment Changes
- Arguments
- Blindness
- Charm Person spells
- Clues
- Complaints
- Creating Characters
- Deities
- Demi-Humans (special abilities)
- Dice
- Doors
- Equipment not Listed
- Evasion and Pursuit
- Higher Level Spells
- Hit Points (Low rolls)
- Languages
- Listening
- Magic-User Spells
- Mapping
- Morale
- Multiple Characters
- New Rules and Items
- Questions
- Retainers
- Sleep spells
- Thief Abilities
- Timekeeping
- Transferring Characters
- Turning Undead

Alignment Changes

Alignment is the way a player wants to play a character, either Lawful, Neutral, or Chaotic. Sometimes a player forgets (or ignores) the alignment of his character, and plays the adventurer incorrectly. You should talk privately with the player about the problem, and encourage the proper play of alignment. Never threaten or tease a player during a game; deal with the problem in private.

If the problem continues after you have warned the player more than once, you may tell the player to change the alignment of the character to the different alignment actually being played. A penalty may be applied at this time, such as the loss of one level of experience, a valued item, etc.

If you penalize alignment changes, you should also reward good alignment play (for example), by increasing experience awarded, treasures or changing monsters to make them easier to defeat.

Be sure that you are playing the alignments of monsters correctly! The players

may respond to unfairness by refusing to play in your game.

If a change of alignment occurs due to the effects of a magic item (such as a Helm of Alignment Changing, or a curse), no penalty should be applied. Take the player aside and explain the situation. A good player will cooperate, playing the new alignment well, resulting in more fun for all. The original alignment should return after a period of time (after the curse or Helm is removed).

Arguments

If an argument starts during a game, stop the game for a moment. Listen to both sides, and make a decision. Then continue the game as soon as possible. Do *not* allow an argument to continue for long. Explain that everyone is trying to have fun, and that the argument can be settled *after* the game if necessary.

Charm Person Spells

Whenever a magic-user or elf casts a **Charm Person** spell, the player will ask you for the effect. This spell will only affect certain creatures. The beginning player will try it on many different monsters, and learn its effects by trial and error.

Generally, the creatures affected by a **Charm Person** spell are those which are "normal" human, demi-human, or human-like creatures, which have some sort of society. You may decide the exact creatures affected, or you may use the list below.

Once a victim fails the Saving Throw against the **Charm**, the creature will remain Charmed for at least 24 hours, and often longer. The victim may make a new Saving Throw to break the **Charm** after a given duration. This duration is determined by the victim's intelligence:

High intelligence:	1 day
Average intelligence:	1 week
Low intelligence:	1 month

EXAMPLE: A hobgoblin (average) remains Charmed for at least one week. At the end of that week, you roll another Saving Throw. If successful, the **Charm** is broken; otherwise, the hobgoblin remains Charmed for another week.

If you wish to make your own list, the creatures which should *not* be affected by this spell are

- (a) animals
- (b) undead
- (c) any creatures with 6 or more Hit Dice

- (d) fantastic creatures (such as gargoyle, medusa, thoul, etc.)

The human-like creatures in this set which are subject to Charm Person are:

High Intelligence: pixie, sprite.

Average Intelligence: gnome, goblin, hobgoblin, kobold, troglodyte.

Low Intelligence: bugbear, gnoll, lizard man, neanderthal, ogre, orc.

Humans (including Bandits, Berserkers, and Normal Humans) and demi-humans (dwarves, elves, and halflings) may have Low, Average, or High Intelligence. If the exact score has not been determined, you may select or roll for an Intelligence score. Elves always have Average Intelligence or better, and magic-users normally have High Intelligence. A score of 3-8 is *Low*, 9-12 is *Average*, and 13-18 is *High*.

Some lycanthropes can be Charmed when in human form, but this is nearly useless. Only werewolves and wereboars can be Charmed, and the Charm will automatically be broken when the creature assumes animal form!

NOTE: Some other creatures given in the EXPERT and COMPANION Sets may also be Charmed. They are listed in each set.

Clues

Beginning players often need help in learning to play. When running a game for beginners, the DM should encourage them by saying such things as "Do you want to search for secret doors?" or other suggestions. This should not be continued once the players have experience with the game, but such clues can be very helpful to beginners.

You may wish to allow some "automatic success" situations to encourage the players. Those who never find secret doors will soon stop looking for them.

When the players gain experience with the game, they may start asking questions like "Do we find any traces of passing creatures?" or "We don't know which way to go from here. Are there are clues?" You may offer descriptive information that players will have to determine what it means. *For example*, "some footprints lead off to the left, but you're not sure what made them." Such clues may help to steer the party in the right direction within a dungeon. You may insert clues as part of the room descriptions.

Clues should be given when the party is approaching a deadly area, especially on the first or second level of a dungeon. Clues, such as, awful smells or bones of earlier victims. Extreme danger with no warning is not very fair.

Higher level characters are more accustomed to great dangers, and deeper dungeon levels may indeed contain sudden-death situations. Vague or misleading clues may be provided by treasure maps found or purchased, or by slight hard-to-find indications in the dungeon areas. In general, when the players become more experienced, the clues may become fewer and more subtle.

Complaints

If a player complains about the way you are handling something in the game, try to listen to the objection. Be reasonable! If the problem can be fixed by changing a procedure, try to work out a reasonable compromise. For example, if a player says "You keep killing characters with poison!", you might try using the optional damage system for poison (page 24).

Be careful not to change rules that could overbalance the game in favor of the characters. The game system is carefully balanced to provide fun for all while challenging the characters.

Some complaints may be caused by greed. It should not be too easy to get treasure or experience; these things should be earned slowly, using the guidelines given. Beware of the "giveaway game"! Your players may quickly become bored with easy riches, and their characters will easily overpower most monsters.

If you are not sure how to handle a situation, just tell the players! Everyone has to learn, and learning a game like this can be a slow process. Your players will understand if you explain that you made a mistake. When you admit your mistakes and try to correct them, you and your players will have a better game in the long run.

Creating Characters

When a newly created character has all low scores, the player should discard it — unless you, the DM, say that it should be kept.

You should allow beginning players to use characters they like! It's hard to have fun playing when you are forced to use a poor character, with no score above 9 or two scores below 6. If the character is reasonable, then the player should keep the character.

If a player wants a certain Class of character but rolls another type, you may allow a switch. Just switch the scores of the Prime Requisite for the desired Class with the Prime Requisite for the rolled Class. *For example*, a fighter is rolled, with 17 Strength and 9 Intelligence, but the player wants to have a magic-user. Just put the 9 in Strength, and the 17 in Intelligence.

Switching more than once should not be allowed. And players are *not* allowed to decide; only a DM may switch Ability Scores.

Deities

You may choose to add flavor to your games by adding mythological deities. The characters would be followers of such beings, and a cleric could serve a specific deity. However, all such activities are assumed, and should not influence play or change the rules in any way. No deity would react to the actions of any individual character, nor offer any special help.

The deities of the game characters may be similar to the mythological gods and goddesses of days long past. The ancient Greeks, for example, worshipped many gods — Zeus, Apollo, Poseidon, and so forth. According to legend, these gods would grant favors to their worshippers, and that is one way to explain the magic spells a cleric character can cast in the game.

The DM should be careful not to needlessly offend players, and current beliefs should be avoided.

Demi-Humans

All the demi-human classes have *special abilities*. When the player wants the character to use one of these abilities, you will be asked for the result.

Whenever the character is searching for something, the player must describe the exact area being searched. Each search takes about 1 turn. If a player says "My character is looking for ..." and names one of the special abilities, roll 1d6. You should *always* roll, whether the item is actually there or not. If you merely reply "You don't find anything," the players will

realize that there is nothing there to find. But if you roll — and possibly say the same things! — the players realize that the item might be there, still undiscovered.

Dwarves

Because of their mining experience, dwarves can sometimes recognize special dungeon features made of stone or wood, such as

- (1) sloping passages
- (2) shifting walls
- (3) new constructions
- (4) traps

The traps a dwarf can find are those involving large dungeon features, such as a falling ceiling, floor pit, and so forth. The traps a dwarf may discover does *not* refer to *all* traps. *For example*, a dwarf would have no chance at detecting a small dart trap on a chest; this could be detectable only by a thief.

Roll 1d6. If the result of the roll is 1 or 2, the attempt is successful — if there is anything there to find. The attempt takes about 1 turn per area (up to about a 30' x 30' area, or the DM's choice). You may wish to change this to less or more time. If the player says "I'll check for all those dwarven things," remind the player that it will take 4 turns (1 for each of the 4 abilities), and ask the party if they want to do anything while the dwarf is searching. You may change this to 1 turn for all 4 abilities if in a smaller area or single room.

Elves

An elf character has a special skill at finding secret and hidden doors. This is because elves have very keen sight. They have become more skilled at finding hidden things than are other characters.

The search for a secret door takes about 1 turn for each 10' long section of wall (or floor or ceiling) being searched. An elf discovers a secret door on a roll of 1 or 2 on 1d6. If the player says "I'll search the room for secret doors," figure out the total amount of time needed to search *all* the room, and tell the player. The rest of the party may wish to do other things while the elf is searching.

DEMI-HUMAN SPECIAL ABILITY CHANCES

Class	Abilities	Dice	Success
Dwarf	Find new construction, slope, shifting wall, stone trap	1d6	1-2
Elf	Find secret doors	1d6	1-2
Halfling	Hide indoors	1d6	1-2
	Hide outdoors	1d10	1-9

Procedures and rules

Halflings

A halfling character has special skills at hiding. This is because of the halfling's small size and ability to "freeze," or hold very still, not moving, for short periods of time. A halfling is also harder to hit when attacked by any creature larger than man-sized.

Hiding

If a player says "My halfling will hide," you should roll to see if the attempt is successful. If outdoors, roll 1d10. If the result is 1-9, the attempt is successful. Only a roll of 0 (10) will indicate failure to "freeze" properly. The attempt at hiding assumes that the character has crawled into some nearby underbrush, and is *not* merely standing somewhere.

In a dungeon, a halfling may attempt to hide if some cover or shadow is nearby. Cover could be furniture (table, barrel, etc.), a nearby corner or large niche, or even another character (if the other character cooperates and does not move). If a halfling tries to hide within a dungeon, roll 1d6. The attempt is successful if the result is 1 or 2.

A halfling trying to hide will always believe that he has succeeded, but only the DM knows for sure. Failure to hide might be revealed when a monster suddenly attacks. If a monster sees a halfling and approaches the character, you may say "It seems to be coming right at you!" or something similar.

Dodging

In combat against creatures larger than man-sized, halflings gain a bonus to their Armor Class. Due to their small size and skill at dodging, remember to penalize all attacks from creatures larger than man-size by -1. You may wish to ask the player to remind you each time.

Dice

The dice included in this set are all you need to play DUNGEONS & DRAGONS® games. Whenever two or more events could occur and a decision is needed, or whenever a variety of results is possible, dice may be used to randomly select a result. Experienced Dungeon Masters may select results instead of rolling dice.

EXAMPLE: A character with 3 hit points is hit by a monster with a normal sword (damage 1-8). Death could easily result — through no fault of the player's, merely a random result of the Hit roll. To keep the character alive as long as possible, the DM rolls for

damage — but ignores the result, and announces that 2 points of damage were done. The character retreats and the game continues.

Ranges (low and high numbers, such as 1-6 and 2-20) are given throughout this booklet, most common in the MONSTERS and TREASURES sections. The DM may select any number given in the range for Number Appearing, Damage, and so forth, depending on the situation. The dice to roll for a random result may be easily calculated from the given range. Some guidelines are:

1. If the first number is one, the second gives the type of die to roll. Examples: 1-8 = 1d8. 1-100 = d%.
2. If the first number is two, two dice are (usually) used. If you divide the second number in half, the type of dice is given. Examples: 2-8 = 2d4; 2-12 = 2d6; 2-24 = 2d12.
3. If the first number is more than two, it may indicate the number of dice, by the method given above.
4. If these methods do not identify the type and number of dice, subtract 1 or more from each number. The remainder will be a simple dice range. Examples: The range 3-13 is 1 more than 2-12, so 3-13 = 2d6 + 1. 5-10 = 1d6 + 4; 4-10 = 2d4 + 2.

With a little practice, you will quickly learn the combinations of dice for the given ranges.

Doors

Doors are common in most dungeons. Many doors are locked, and most doors are stuck. If locked, a door cannot be opened until a thief unlocks it or until a magic-user casts a Knock spell upon it. Any unlocked door can be easily opened by any monster. After a door is opened, it will usually slowly swing shut unless a spike is used to wedge the door open or it is held open.

Forcing Open Doors

If not locked, a stuck door can be *forced open* by any character. If a player says "I'll open the door," roll 1d6. If the result is 5 or 6, the door is successfully forced open. This roll should be modified by a character's Strength score adjustment, but a roll of 6 should *always* open a stuck door.

The attempt may be made once per round per character. However, if the first attempt fails, any monsters on the other side of the door cannot be surprised, having heard the noise.

Secret Doors

Any character may search for secret doors. The player must describe the exact area being searched. This takes about 1 turn for each 10' x 10' area searched. If a player says "My character will look for secret doors," roll 1d6. You should *always* roll, whether a secret door is there or not, to keep the players guessing. If there is a secret door and the result is a 1, the secret door has been found. Elves find secret doors with a roll of 1 or 2. Once a secret door has been found and its exact location noted on a map, anyone reading that map can find the secret door later (no roll necessary). A secret or hidden door may *not* be opened until it has been found.

Special Doors

Some doors may be made to open only in one direction. Such doors may not be forced open from the wrong side, but will open normally if a Knock spell is used (from either side).

Equipment Not Listed

Beginning players should not be allowed to purchase equipment other than the items given on the list (PLAYERS' MANUAL, page 29) unless you decide otherwise. Allowing "invented" equipment can lead to problems, and should be avoided.

In the D&D EXPERT rules, the players have many more items to choose from, including wagons, horses, boats, and more weapons. But those items should not be allowed until you and the players are ready for them.

Evasion and Pursuit

Monsters may try to run away from the characters, as determined by a *morale* check (page 19) or the DM's decision. The characters may try to run away from the monsters, a decision left to the players.

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

Monsters Flee

When the monsters first start to run away, ask the characters whether they want to pursue. If the answer is no, the monsters get away. If yes, the chase begins with the monsters 1 round ahead of the party.

Find the monsters' movement rate per round to find the number of feet between the groups at the start of the pursuit.

Next, compare the movement rates of the individual characters. Unarmored characters will move faster than the others. In this case, you should ask the players whether they want their characters to stay with the party or to continue ahead of the rest.

Compare the movement rates of the fastest party members (or, if the party stays together, the rate of the slowest character) to the movement rate of the fleeing monsters. If the monsters are faster, they will get away, unless trapped or stopped in some way. If the characters are faster, they will catch up to the monsters unless the monsters evade. The difference in movement rates is the number of feet the pursuing characters gain, per round, on the fleeing monsters.

The fleeing monsters may stop to fight if they see only one or two characters in pursuit (though the others may arrive shortly thereafter). You may simply decide, based on the situation, or make a reaction roll to determine the monsters' actions.

If the monsters are familiar with the area (have a lair nearby), they may be able to evade the party by rapidly turning corners, closing doors behind them, and so forth. The DM must decide whether the evasion is successful, as determined by the situation.

Characters Flee

If the party runs away from the monsters, the monsters may decide to pursue them. Make a reaction roll (2d6), adjusting the roll as follows:

- 2 if any monsters have been slain.
- +2 if no monsters have been hit.
- +3 if the monsters are hunting the characters.

No adjustment if any monster has been hit but not slain.

If the adjusted result is 9 or greater, the monsters will pursue. Compare the movement rates of each group. The characters have a one-round "head start," as described under "Monsters Flee."

If the party is faster, they automatically evade the monsters unless they are stopped or trapped (or unless they stop too soon; see Length of Pursuit, below). If the monsters are faster, they will catch the party.

Delaying Pursuit

The party can slow down pursuing monsters by dropping things which might in-

terest the monsters. Unintelligent monsters may stop to eat dropped food, and intelligent monsters may stop to pick up dropped treasure. If any character drops something which could cause the pursuing monsters to stop, roll 1d6. The monsters will stop, and give up pursuit, if the result is 1, 2, or 3.

Mindless or magical creatures, such as Undead, Living Statues, and so forth, do not stop to pick up anything, and might pursue characters for a very long time.

Length of Pursuit

If nothing is dropped to cause them to stop, monsters will pursue for any length of time, as determined by further reaction checks. After *each* 5 rounds of pursuit, roll 2d6 and apply the same adjustments for wounds as originally made (-2, 0, or +2). In addition, add +2 if the number of monsters is greater than the number of characters. If the adjusted result is 9 or greater, the monsters will continue to pursue (or search for) the characters. However, monsters will usually give up pursuit after 1-2 hours if the party has not been found, and will rarely continue searching longer than a day (8 hours) unless some valuable item was stolen by the characters.

Higher Level 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 as part of an NPC party, but make very dangerous enemies, and should rarely be 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.

HIGH LEVEL CLERICS	
Level	Spells
4	2 First level, 1 Second level
5	2 First level, 2 Second level

Second Level Cleric Spells	
1.	Bless*
2.	Hold Person
3.	Silence 15' radius

Explanation of Second Level Clerical Spells

Bless*

Range: Touch

Duration: 6 turns

Effect: All friends within 60'

This spell raises the morale of all friendly creatures in range by +1, and gives a bonus of +1 to all their Hit and Damage rolls. It only affects those not yet in battle.

Hold Person

Range: 180'

Duration: 9 turns

Effect: 1-4 persons (cleric's choice)

This spell will affect any human, demi-human or human-like creature (such as bugbears, gnolls, gnomes, hobgoblins, kobolds, lizard men, ogres, orcs, pixies or sprites). It will not affect undead nor creatures of 5 Hit Dice or more. The victim(s) must make a Saving Throw vs. Spells or be paralyzed.

This spell may be cast either at a single creature or at a group. If cast at a single creature, that victim must make a Saving Throw vs. Spells with a -2 penalty to the die roll. If cast at a group, it may affect up to 4 creatures, but no penalties apply to the Saving Throws.

Silence 15' Radius

Range: 180'

Duration: 12 turns

Effect: A spherical volume 30' across

This spell will make the given area totally quiet. 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 creature, the victim must make a Saving Throw vs. Spells, or the silence will move along with the victim! If the Saving Throw is successful, the spell will remain in the area to which it was cast, and the intended victim may move away from it.

HIGH LEVEL MAGIC-USERS AND ELVES	
Level	Spells
4	2 First Level, 2 Second Level
5	2 First Level, 2 Second Level, 1 Third Level
6	2 First Level, 2 Second Level, 2 Third Level

Third Level Magic-user Spells	
1.	Dispel Magic
2.	Fire Ball
3.	Fly

Procedures and rules

Dispel Magic

Range: 120'

Duration: permanent

Effect: A volume 20' x 20' x 20'

This spell will automatically destroy other spell effects within the given volume. It cannot affect magic items, but will remove any spell effect created by a magic-user, elf, or cleric of a level equal to lower than the spell caster. It may fail to remove magical effects created by a higher level caster. This chance of failure is 5% per level of difference between the spell casters. A monster's level is its Hit Dice, ignoring any "plusses." *For example*, a 5th level elf trying to dispel a **Charm Person** cast by a 7th level magic-user has a 10% chance of failure.

Fire Ball

Range: 240'

Duration: instantaneous

Effect: A spherical volume 40' across

This spell creates a missile of fire which explodes into a ball of fire of 20' radius when it reaches the desired range or strikes a target. The **Fire Ball** inflicts 1-6 (1d6) points of fire damage *for each level of the spell caster*. Each victim within the area of effect takes full damage unless a Saving Throw vs. Spells is made. Even if the Saving Throw is successful, the victims take half the rolled damage. *For example*, a **Fire Ball** cast by a 6th level magic-user explodes for 6-36 (6d6) points of damage. If the total roll is 24, all within the area who make their Saving Throws take 12 points of fire damage.

Fly

Range: Touch

Duration: 1d6 turns +1 turn per level of the spell caster

Effect: Any one living creature

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). The person the spell is cast on has control over the flying. The exact duration is not known to anyone but the Dungeon Master. *For example*, a 5th level elf may fly, using this spell, for 6-11 (1d6 + 5) turns.

Hit Points

A player who rolls a low number of hit points for a beginning character may ask "Can I roll again?"

There are three possible answers. Whatever system you use, apply it to all the players fairly.

- No — all characters must start with the hit points rolled.
- If the result was 1 or 2, roll again. (You might choose not to apply this to magic-users or thieves, who would roll 1-2 more often than others, as they use 1d4.)
- Don't roll — all characters start with *maximum* hit points for their class, plus Constitution bonus, if any. (A fighter or dwarf starts with 8, a thief and magic-user with 4, others with 6 hp.) Roll for hit points normally starting with 2nd level.

Languages

A human character with Intelligence of 13 or more knows how to speak and write additional languages. You, the DM, must decide what languages are available.

In most D&D games, there are about 20 different languages used by monsters and characters. You may select languages from the List of Common Languages, or you may allow the player to choose. Or if you wish, you can make up more language names if you think they will be used in your games. (It is *not* necessary to actually make up the languages themselves!) *For example*, if you read the "Monsters" section carefully, you will discover that a Rock Baboon communicates with simple screams, and you may decide to allow this "language" for player characters. Remember that the Undead do not have languages.

LIST OF COMMON LANGUAGES

1. Bugbear	11. Harpy
2. Doppelganger	12. Hobgoblin
3. Dragon	13. Kobold
4. Dwarf	14. Lizard Man
5. Elf	15. Medusa
6. Gargoyle	16. Minotaur
7. Gnoll	17. Ogre or Giant
8. Gnome	18. Orc
9. Goblin	19. Pixie
10. Halfling	20. Other human tongue

Listening

Any character may listen for noises. This occurs most often at doors, but may occur anywhere. When an attempt at listening is made, the area must be quiet to result in any success. At a door by a waterfall, for example, listening is nearly impossible. If the area is quiet, all the characters must also be quiet to have any success. This means that everyone must stop and wait while one or more characters listen, because armor, weapons, and other items make noise when moving.

If any player says "I'll listen for noises," roll 1d6. You should always roll, whether or not there is anything to hear, to keep the players guessing. If the result is a 1 (1-2 for a dwarf, elf or halfling), any noise being made is heard, if conditions permit success.

A 1st or 2nd level thief has the same chances to Hear Noise as a demi-human. As more levels are gained, the thief becomes more expert at hearing noise.

Giving Magic-Users Spells

When a player starts a magic-user or elf character, the player will ask you what spells the character has in the spell book. The magic-user's teacher is a higher level NPC magic-user, and the spells come from the teacher. The "spell book" assumed in the game can simply be a list of spells kept on the character sheet. You may play the role of the teacher if you wish, but this may also be assumed.

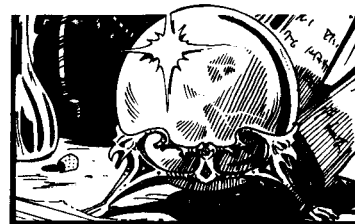
This system for spells allows you, the DM, to keep control of the spells used in the game. *For example*, you may wish to avoid **Charm Person** spells. You can avoid it simply by not giving it to the characters.

The *first spell* given should *always* be **Read Magic**. This allows the character to read scrolls found, and would be a basic part of the character's training.

The *second spell* given to a beginning magic-user character should be fairly powerful. You should avoid giving Detect Magic, Light, or Protection From Evil as the second spell, as these are nearly the same as the cleric versions (easily acquired by a 2nd or higher level cleric).

You may give any "second spell" to a beginning elf character. The elf's many talents keep that character class balanced with the others, whatever spells are known. The player of an elf can feel useful in many ways; the spell is an additional bonus, not the character's only specialty. A magic-user character is different. The magic-user has only one specialty — spells — and suffers from low hit points, poor Armor Class, and severe weapon restrictions.

For magic-user characters, good "second spells" are Charm Person, Magic Missile, Sleep (all useful attack-type spells), and Shield (a valuable protection).



The Floating Disc, Hold Portal, read Languages, and Ventriloquism spells are useful; however, the player of a beginning magic-user may feel useless in an adventure if "miscellaneous" spells (which includes Read Magic) are the only ones known. These spells make good "third spells," when the character reaches second level.

You may wish to give one spell to one beginning magic-user and a different spell to another beginner. This increases the number of different spells available to a party. However, be sure to give spells fairly. Try to give one powerful spell to each, to avoid complaints of unfairness.

Lost Spell Books

If a magic-user or elf character loses a spell book, the character has a big problem. Nobody would allow the character to use a borrowed book, and without a book the character has no spells to memorize! You should always offer some method for the character to find a lost book or gain a new one. This should not be easy; it may involve paying a large sum of money (or an unbreakable promise to pay in the future), a special service or journey, dangerous adventure, or some other method. Remember that the character is heavily penalized by the loss of the book, and the player will probably not have much fun until it is recovered.

Mapping

Mapping a dungeon is one of the biggest problems for beginning players. You can make it easier by following some simple guidelines:

1. Describe areas clearly and accurately. If you make a mistake, tell the players right away, and make necessary corrections.
2. Use the same terms in descriptions, and try to describe room details (size of the room, exits, creatures, other contents) in the same order each time. If the players become familiar with certain often-used terms, they can map more easily. Some common terms for corridors are:

Side passage (or **Sideroad**): A corridor branches off to one side, but the main corridor continues.

Four-way Intersection: Corridors branch off to both sides of the main corridor.

T-Intersection: The main corridor ends at an intersection where corridors continue left and right.

3. Set a standard description at the start of the adventure for corridors, rooms, walls, and other typical features. *For example*, if you start by saying "A standard corridor is 10' wide and 10' high," you can simply say "standard corridor" instead of describing it each time. Standard walls might be "made of stone blocks, each 2' long and 1' tall, mortared on all sides," and no further wall description is needed unless it differs from the Standard.
4. When you design your own dungeons, use straight corridors and square rooms at first. You may try other shapes and twisty corridors when you and the players are more experienced — but even then, it will still slow down the game.

Morale (Optional)

Morale is a measure of a creature's courage, loyalty, and high spirits. It is optional in your first games. The beginning Dungeon Master should *not* use Morale until *all* the other game mechanics have been learned. Morale should be added after everyone, both DM and players, has participated in 2 or more group games.

In combat, any creature may try to run away or surrender. A character may do this, but this is the decision of the player. No PC can be forced to surrender or run if the player doesn't want to.

To determine whether an NPC or monster wants to surrender or run away, the DM uses the creature's Morale Score, given with the monster's description. Good Morale (a high score) indicates a willingness to keep fighting; bad Morale (a low score) means that the creature may panic and try to get away from combat. The Morale Score is used when the DM Checks Morale at certain times, by rolling dice.

How to Check Morale

When a Morale Check is necessary, the DM rolls 2d6:

If the result is *greater than* the creature's Morale Score, the creatures will try to stop the fight or get away from it.

If the result is *less than or equal to* the Morale Score, the creatures will continue to fight.

When to Check Morale

A Morale Check is *not* made for any creature with a Morale Score of 2 or 12. A Morale of 2 means that the creature will not fight. A score of 12 means that the creature will not quit, once it has begun to fight.

For all Morale Scores from 3 to 11, a Morale Check is made twice after Combat begins. For a single creature encountered alone, a Morale Check is made:

1. When the creature is first hit (taking 1 or more hit points of damage)
2. When the creature is reduced to $\frac{1}{4}$ of its starting hit points (damaged for $\frac{3}{4}$ or more)
3. Groups of creatures, a Morale Check is made for the entire group:
 1. When the first death on *either* side occurs (either a monster or character)
 2. When half of the monsters are not free to act — killed, magically asleep or controlled, etc.

Retainer's Morale

A retainer's morale is determined by the employer's Charisma score, and is *not* checked for every situation occurring in the description above. Instead, a retainer's morale is *only* checked during an adventure if:

1. The employer orders the retainer to endanger himself (or herself) while the party is in less danger; *or* —
2. The retainer is damaged, and down to $\frac{1}{4}$ of the original hit points or less (damaged for $\frac{3}{4}$ or more).

Adjustments to the Morale Check

The DM may decide to adjust a Morale Check by a penalty of +2 or +1, no adjustment, or a bonus of -1 or -2. *For example*, if the monsters have slain a PC, a Morale Check is made, but with a bonus to the roll; if no monsters have been killed, a -2 bonus is applied, or -1 if they have lost one or more of their group at the same time. If the party is using a lot of magic against the monsters, the Morale may be penalized, due to fear.

Results of the Morale Check

If a creature (or creatures) fail to make the Morale Check, it (or they) will try to get away from the battle. This could be a Retreat or Fighting Withdrawal (see the Additional Rules section of the PLAYERS' MANUAL) or, if neither of those is possible, a Surrender. If an intelligent creature Surrenders, it will usually offer treasure (from its lair or friends) as payment for its life.

Procedures and rules

Surrender: Though a creature may offer to surrender, the opponent (whether monster or character!) does *not* have to accept the offer, nor even stop fighting long enough to listen. The DM should play the role of a surrendering monster with care; remember that even non-intelligent creatures will usually act reasonably and run from hopeless battles.

Multiple Characters

You should *not* allow beginning players to play more than one character at the same time. It can be hard enough to play the role of *one* character; two or more can be very confusing. However, when the players are more experienced, you may consider this as an optional system.

If you have two towns in your fantasy game world, you may allow each player to have a character in each town. This can be more interesting, and allows the players to try different classes.

New Rules and Items

During the play of the game, a player will eventually try something not explained in these rules.

If a character wants to do something that could be based on an Ability Score, a test of that score could be used. *For example*, if a huge boulder blocks the corridor and a Fighter says "I'll try to move it," this action is based on Strength. Two ways a DM might decide to handle this are:

1. If the Strength score or less is rolled on 1d20, the attempt succeeds. Penalties for heavier objects are decided by the DM by adding a number to the roll.
2. If the Strength score or less is rolled on 3d6, the attempt succeeds. More or different dice are used for heavier objects (4d6, 5d4, 3d8, 5d6, and so forth).

Be sure to write down any rules you create, and apply them fairly to everyone.

These are only suggestions; you are free to make up any reasonable rules and apply them as needed. However, remember that more rules are given in the D&D EXPERT set, and even more in the COMPANION and MASTERS sets. If you create a rule and then find a different rule for the situation in one of these sets, the rule should be changed to the official one. Just tell the players that there is a change, to be fair to them.

New Items and Monsters

Experienced Dungeon Masters often make up their own monsters, treasures, spells,

and so forth. This is *not* recommended for beginners. The entire game system is carefully balanced, and a too-powerful item is very hard to get rid of, once it has been put into the game. When you start to include your own creations, make them similar to the things in this book, at first. Magic items usually have charges, monsters and character classes all have strengths and weaknesses, and spells have definite uses, divided between the two types. More items are also given in the EXPERT and COMPANION Sets.

Questions

If you don't understand how something is done in the game, look carefully for the rules. Many answers can be found by reviewing all the rules after playing a few games.

Some of your remaining questions are answered in the D&D EXPERT Set, which gives rules for outdoor adventuring, NPC specialists (such as Armorer and Spy), and many other situations.

You may also find answers from other more experienced players in your area. Millions of people play D&D games, and you may find others at hobby shops, schools, libraries, and other places.

If you can't find an answer to your questions, you may write to the creators of the DUNGEONS & DRAGONS game. Please enclose a *self-addressed stamped envelope*, and print or type all your questions. Send them to:

D&D BASIC Questions
TSR Hobbies, Inc.
P.O. Box 756
Lake Geneva, WI 53147

Retainers

Be sure you are familiar with the rules for retainers (PLAYERS' MANUAL, page 62). If there are 3 or more players, no retainers should be needed. However, if only 1 or 2 players are available, many dungeons may be too difficult for their characters alone, and you may allow them to find and hire retainers.

This will only be necessary if there are very few players *and* if the player characters are not powerful enough to do well on their own. Fighter characters can usually do well alone, as can clerics, dwarves, elves, and halflings.

First and foremost — if you want the characters to take one or two retainers, go ahead and do it. Don't worry about the retainer reactions, pay rates, or other details. Assume that a retainer (or more if you wish) has been found, hired for a price (just tell the player the amount), and is

ready to go. Make up a retainer sheet, and start the game.

If you AND THE PLAYERS decide to make the finding and hiring of retainers part of the game, you should be ready for the following situations:

1. The character will search for retainers. You should be ready to describe the "local tavern" in town, or some other location where retainers can be found.
2. Many "Normal Men," unsuited for adventure, would apply for the job. Among them should be one or more 1st level NPCs of the types sought. The details of the Normal Men need not be specified, but you should be ready to describe them generally if the player asks.
3. The details of the NPC hired may be made up, instead of rolled. You can assume that an NPC fighter would have above-average Strength, for example. Personality traits, such as "miserly" or "hates elves") can add flavor to a game, and help make the NPC memorable — and more fun for all.

Retainer Reactions

When the rate of pay is offered and the job described, you should roll 2d6 to see if the retainer accepts the job. You may adjust the roll by +1 for good pay, or by -1 for a poor offer. Charisma adjustments should also apply.

If the characters are too poor to afford the proper pay of a retainer, you may allow the retainer to accept a half-share of treasure found. With such an offer, add 3 to the following die roll.

RETAINER REACTION TABLE

Dice Roll	Retainer Reaction
2	Refuse, insulted*
3-5	Refuse
6-8	Roll again
9-11	Accept
12	Accept, impressed**

*Insulted: Reactions of other potential retainers in the area are penalized by -1.

**Impressed: Retainer's morale is high, for +1 bonus.

Retainer Morale

The morale of a retainer is a measure of the NPC's willingness to follow the PC in the face of danger. If the morale score is a high number (good morale), the retainer will stand fast, but if it is a low number (bad morale), the NPC may run away in a dangerous situation. The morale score is

determined by the employing character's Charisma score (PLAYERS' MANUAL, page 51). It may be adjusted due to PC actions, rewards, and so forth. Retainer morale should be checked after each adventure, and may be checked during adventures.

Morale is an optional rule, fully explained on page 19. Retainers should not be used without also using the Morale rules.

Sleep Spells

Whenever a magic-user or elf casts a sleep spell, the player will ask you for the effect. This powerful spell will affect any "normal" creature with 4+1 Hit Dice or less. There is no Saving Throw against its effects. Undead are not affected, nor are magical or fantastic creatures (such as gargoyle, medusa, etc.).

To randomly determine the number of creatures affected, roll 2d8. The result is the number of Hit Dice affected. Ignore any additions or subtractions to the Hit Dice, and use the first Hit Dice number alone. *For example*, Lizard Men (2+1 Hit Dice each) are treated as 2 Hit Dice creatures. Goblins (1-1 Hit Dice) are treated as 1 Hit Die each.

A victim cannot be "partially asleep." *For example*, the spell is used against 5 Tiger Beetles (3+1 Hit Dice). You roll 14 (on 2d8). Four of the monsters fall asleep, while the fifth attacks the party. The "extra 2 Hit Dice" rolled are not used.

If cast at a mixed group of creatures, the spell will affect the smallest ones first. *Example*: The spell is cast at a group of 3 bugbears (3+1 HD) and 2 ogres (4+1 HD). You roll 12 on 2d8. All three bugbears fall asleep, but the ogres are not affected.

Optional: If you wish, you may select the number affected instead of rolling dice. *For example*, you might place 7 Carrion Crawlers (3+1 Hit Dice) in a room and allow a maximum (5) to be affected by this spell, leaving 2 for the party to fight.

Thief Abilities

All DMs should be familiar with the special abilities of thieves. If you are not, turn to page 44 of the PLAYERS' MANUAL and read the descriptions. Most dungeon designs include several traps for only thieves to (hopefully) find and remove, locks for them to open, and sheer walls for their special climbing skills.

When a player says "My thief character will try to . . ." and names one of these abilities, you must roll to determine the success of the attempt. Hear Noise is checked by rolling 1d6; all the other abilities are checked by rolling Percentage dice (d%).

Ask the player what the Percentage chance is for the skill used. If you keep records of the characters (in addition to the character sheets — such as index cards), be sure that the thief's percentages are in your records. Roll the Percentage dice. If the result is less than or equal to the chance of success given, the attempt succeeds.

A failed attempt will often simply have no result. The thief will know, for example, that the lock has not been opened, that no traps were found, that the wall was not climbed, and so forth. However, a failed attempt at Remove Traps may set off the trap (DM's decision), or may leave it to be triggered when a certain action occurs (opening the chest or door, lifting the item, etc.).

Attempts to Move Silently or Hide in Shadows will always seem successful to the thief. Only the DM knows for sure, based on the result of the roll.

You may decide on any result without rolling. *For example*, if a party is being chased by an unbeatable monster and a locked door stands between them and the exit, you may automatically allow an Open Locks attempt to succeed, to make the game more fun by allowing the party to escape — possibly after fighting the creature for a short time.

Timekeeping

You should keep a careful record of the time used by characters during an adventure. Many spells have given durations, movement is based on time, and your rolls for Wandering Monsters are based on time. You may simply make notes on the time used during an adventure, or you can create a system (check marks, boxes to cross off, etc.) for keeping track.

Transferring Characters

A player may come to your game with a character created somewhere else. If this occurs, examine the character sheet carefully. In general, you may allow the character to "transfer" into your game *unless*:

- it is of a higher level than the other characters in the game
- more or better magic items are owned than by other characters
- if the money owned is more than 50% greater than the amount owned by any other character in your game.

Any one of these problems may be corrected, simply by changing the details on the character sheet. But if allowed to remain unchanged, any one of them can ruin your game! If any changes are necessary, you should talk about them with the player, in private, before the game.

Turning Undead

Whenever a cleric character tries to Turn undead monsters, the player will roll 2d6 and compare the total to the Turn Undead chart (PLAYERS' MANUAL, page 25). If the attempt at Turning the undead is successful, the player will then ask you how many monsters are affected.

To determine the number at random, roll 2d6. The result is the number of Hit Dice of Undead affected. An easy reference chart is given.

Optional: You may decide on the number of Undead Turned, without rolling, if desired. *For example*, you may place 15 skeletons in an area, and give the cleric an automatic maximum (12) Turned, leaving 3 for the party to fight.

Undead Monster	Hit Dice each	(Optional) Maximum Turned
Skeleton	1	12
Zombie	2	6
Ghoul	2	6
Wight	3	4
Wraith*	4	3
Mummy*	5+1	2

*These monsters are explained in the D&D EXPERT Set. They cannot be Turned by low level clerics, but are included here for use with higher level cleric NPCs.

Higher Level Clerics vs. Undead

Cleric Level	Wight	Wraith	Mummy
3	9	11	—
4	7	9	11
5	T	7	9
6	T	T	7
7	T	T	T

A wraith looks like a shadow which flies, and drains levels as a wight. A mummy does not drain levels.

A monster cannot be "partially Turned." *For example*: A cleric Turns some wights (3 HD each), and your roll is 8 (on 2d6). Two wights (6 Hit Dice) run away; the 2 "extra" Hit Dice are not used.

If an attempt at Turning Undead is successful and more Undead remain, the cleric may Turn them again. Once a failure to Turn occurs, further attempts by that cleric will have no effect.

The Turned monsters will leave the area, but may return. They will stay away for 1-10 rounds (roll or choose a time). After the Turning "wears off," you may decide whether the monsters return, or make a Reaction roll. If the result of the roll is 8 or more, the undead return.

Monsters

General Notes

Many types of monsters are listed on the following pages in alphabetical order. Monsters may be friendly or unfriendly, wild or tame, normal animals or fantastic. The DM uses these monsters as the friends and opponents of the player characters.

Infravision

Many non-human monsters have infravision, in addition to normal sight. Infravision is the ability to see 60' in the dark by seeing heat (and the lack of it). Normal and magical light makes infravision useless. Fire and other heat sources can interfere with infravision, much as a bright flash can interfere with normal vision for a short time.

To infravision, warm things seem red, and cold things seem blue. *For example*, a party of characters hiding in darkness could be seen as a group of reddish shapes. Some bodies would seem a faint pink (armor), while others — an unarmored magic-user, for example — would be a brighter red. A cold pool of water would seem a deep blue color. Even an item or creature which is the same temperature as the surrounding air (such as a table or a skeleton) can be dimly seen with infravision.

Note that a character (such as a thief of halfling) in complete darkness cannot hide from a monster with infravision. Some light source must be nearby to interfere with the monster's infravision, while casting shadows in which the character could hide.

Hit Dice

A monster's size and "toughness" is measured by its hit points. A monster's hit points are determined by rolling *eight-sided dice*. The number of dice used to determine the monster's hit points is called the monster's "Hit Dice."

The more Hit Dice a monster has, the bigger and tougher it is, and the more XP (experience points) it is worth.

EXAMPLES: A skeleton has 1 Hit Die; it has 1-8 (1d8) hit points. A Rust Monster has 5 Hit Dice; it has 5-40 (5d8) hit points. A red dragon has 10 Hit Dice; it has 10-80 (10d8) hit points.

Sometimes the Hit Dice have a bonus or penalty included, as a minus or plus number. This makes some monsters a little more or less powerful than their Hit Dice would indicate.

This number is added to or subtracted from the *total* hit points rolled on all the Hit Dice. *For example*, 2+1 Hit Dice means "the total of two eight-sided dice, plus one point," or 3-17 hit points. In monster descriptions, the Hit Dice may be listed as 1-1 ("one minus one"), 1+2, 3+1, and so forth. Every creature has at least 1 hit point, regardless of any subtractions.

EXAMPLES: A Fire Beetle has 1+2 Hit Dice; it has 3-10 hit points (1d8+2). A Bugbear has 3+1 Hit Dice; it has 4-25 (3d8+1) hit points. A Goblin has 1-1 Hit Dice; it has 1-7 (1d8-1) hit points. When rolling for a Goblin's hit points, a result of 1 OR 2 would indicate 1 hit point.

Dungeon Levels

Dungeons are often more than just a few caves. In your first group adventure, the ruins of a castle were explored. The cellar below that floor of the castle is left for you to fill with monsters and treasures. This is called the "second level" of the dungeon.

The least dangerous (easiest) level of a dungeon is always called the "first level" of the dungeon, or "dungeon level one." A dungeon may be any number of levels deep. In general, the deeper you explore in a dungeon, the more dangerous it becomes. Tougher (higher level) monsters are discovered — but the treasures should also be larger. Dungeon levels and designs are explained in more detail on pages 47 – 48.

Monster Levels

A monster with 1 Hit Die is called a "first level" monster. A monster with 2 Hit Dice is a "second level" monster, and so forth. Any "plusses" are ignored; for example, "2+1" Hit Dice are treated simply as "2" for this purpose.

Monsters are encountered most often on the dungeon level equal to their level. *For example:* A Goblin has 1-1 Hit Dice; it is a first level monster.

Therefore, most of the Goblins encountered by a party will be found on the first level of a dungeon. Goblins will be encountered less frequently on other levels of a dungeon.

If encountered elsewhere in a dungeon, the difference between the monster's level and the dungeon level is usually no more than 2.

EXAMPLES: Goblins have 1-1 Hit Dice. They are most commonly found on the 1st level of a dungeon, but are rarely found any deeper than level three. Bugbears have 3+1 Hit Dice. They are most often found on dungeon level 3, but may be encountered on level 1. They are rarely found lower than dungeon level 5.

Number of Monsters

The number of monsters normally encountered is given in each monster description as "Number Appearing." These numbers are used when the monster's level is equal to the dungeon level. The Number Appearing should be adjusted if the monster's level is different from the dungeon level on which they are encountered. The following guideline should be used:

If a monster is encountered on an upper (easier) level of the dungeon, the number encountered should be *less* than the number given. *For example:* Gnolls have 2 Hit Dice; they are second level monsters. On dungeon level 2, 1-6 (1d6) should be encountered (the number given in the description). However, on dungeon level one, the number should be less; 1-4 (1d4) might be found.

If a monster is encountered on a lower dungeon level than its Hit Dice, the number appearing should be *more* than the number given. *For example:* On dungeon level three, 2-8 (2d4) gnolls might be encountered. On level 4, 2-12 (2d6) might be encountered — or more.

The DM may change the number appearing as desired. These guidelines are not rules, but are offered to help in creating good, fair dungeons. If low level characters encounter tough monsters on the first and second levels of a dungeon, they might be overpowered. Even using these guidelines, they might encounter dangerous monsters, but in very small numbers. For example, The Number Appearing for Bugbears is 2-8 (2d4). Eight Bugbears can destroy a low-level party; using these guidelines, only 1-3 should be encountered on dungeon level one.

Reactions

Monsters may have nearly any reaction to the appearance of a party, unless the monster description says otherwise. To find the monsters' reactions, roll 2d6 and find the total on the left side of the Monster Reaction Chart. Use the chart to find the monsters' actions and any further rolls needed.

MONSTER REACTION CHART	
First Roll	Reaction
2	Immediate Attack
3-5	Possible attack, roll again*: 2-8 Attack 9-12 Uncertain, roll again*: 2-5 Attack 6-8 Leave 9-12 Friendly
6-8	Uncertain, roll again*: 2-5 Attack 6-8 Negotiate, roll again*: 2-5 Attack 6-8 Leave 9-12 Friendly 9-12 Friendly
9-11	Possibly friendly, roll again*: 2-5 Uncertain, roll again*: 2-5 Attack 6-8 Leave 9-12 Friendly 6-12 Friendly
12	Immediately Friendly

*Wait 1 or more rounds, and consider character actions, the speaker's Charisma, and the overall situation before rolling again (as explained below).

Character Actions

The actions of the PCs may affect the monsters' reactions. The characters may talk (negotiate), or may use hand motions if the creatures don't understand the PC languages. Your Reaction Roll may include an adjustment to account for the actions of the characters. Adjustments from PC actions could be a -2 or -1 penalty, or a +1 or +2 bonus, or no adjustment.

Effects of Charisma

If the monster or NPC encountered can understand what is said by the PCs, the bonus or penalty due to Charisma is applied to the result, *in addition* to bonuses or penalties due to Character Actions.

EXAMPLE: The party meets a Bugbear, and decides to be friendly. One player says "I'll talk to it in Common; I've got a +2 from Charisma" (due to a score of 18). Another says, "I'll try in Goblin, but I've got a -1" (due to a Charisma score of 6). If the monster understood the Common tongue, you would add +2 to the next Reaction Roll; however, the bugbear knows only the Bugbear and Goblin tongues, and the -1 penalty is used.

Negotiation

Uncertain monsters may try to talk or Negotiate. If they can communicate somehow, through words or hand motions, the monsters may suggest that some sort of agreement be made.

For example, a monster might fear the party, and offer to pay them if they will go away! In exchange for its friendship, a hungry creature might ask for food. (A hungry animal might lick its lips, obviously hungry but apparently not wanting to attack the characters.) A more intelligent monster might want a bribe, threatening to attack unless the characters give it something. This process of making offers and discussing them is called Negotiation.

A Chaotic monster will not necessarily keep its promises! Chaotics are not dependable. There are many Chaotic monsters.

A Neutral monster will usually keep its word, especially if it could be risky to break it. It will do what is best for itself. More monsters are Neutral than either of the other Alignments.

A Lawful monster will always do what it has promised; its word is as good as a written contract. However, there are very few Lawful monsters.

Reactions can make the game much more fun than having fights. With some careful thought, a good DM can keep everyone interested and challenged by the situations that can arise. Remember that no creature

wants to get killed, and if the party looks or acts fierce, many creatures can be scared away or forced to surrender — although large and tough monsters probably won't scare very easily.

You may find more information on the reactions and behavior of animals and other "normal" monsters at your local library.

Combat

Running a monster in combat is usually easier than running a player character. Hit

rolls and damage rolls are made the same way for both monsters and characters. The Monsters' Hit Table, however, is different. In general, the bigger or tougher the monster, the easier it hits.

To find the Hit Roll needed by an attacking monster, find the monster's Hit Dice (always given in the description) on the chart. The Hit Chart for that monster is the line of numbers next to the Hit Dice. Part of the chart is given here; the entire chart is given on page 49, for easy reference.

MONSTERS' HIT TABLES

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

Saving Throws

When a character casts a magic spell at a monster, the creature has a chance to avoid the effects, just as characters do. Similarly, monsters have the same types of Saving Throws as characters — vs. Death Ray or Poison, Magic Wands, and so forth.

Monsters' Saving Throws are found on the Characters' Saving Throw Charts. In every monster description, a Character Class and Level will be given for the DM to find the creature's Saving Throw. This is noted as "Save As: . . ." A full chart is given on page 49, for easy reference.

In general, monsters make Saving Throws as the character type to which they are the most similar. Unintelligent monsters make Saving Throws as if Fighters of a level equal to one-half of their Hit Dice.

EXAMPLES: The goblin description gives the note "Save As: Normal Man." To find a Goblin's Saving Throws, look for "Normal Man" on the SAVING THROWS Chart. For a Werewolf: "Save As: Fighter 4"; the creature's Saving Throws are the same as those of a 4th Level fighter.

Special attacks

Many monsters have Special Attacks, which are mentioned in the descriptions. A character can usually avoid the effects of a Special Attack if a Saving Throw is successfully made (though Energy Drain has no saving throw). Read the following explanations carefully, and refer to this section whenever Special Attacks are used in a game.

Blindness: In the Basic game, blindness may result from certain spells or actions, or when fighting in the dark without infravi-

sion. Some forms of "blindness" do not involve sight! The bat and giant shrew, for example, "see" using sound, and may be "blinded" by the cleric spell **Silence 15' radius**. The rule given is simply "the victim of blindness may not move or attack." However, you may use the following optional system if desired.

A blinded creature may attack, but with a -4 penalty on all Hit rolls. Anyone attacking a blinded creature gains a +4 bonus to all Hit rolls, since the victim cannot properly defend itself. A blinded creature may move at 1/3 normal speed, or up to 2/3 normal speed if guided or led.

A character cannot normally attack an invisible opponent. However, if the magic-user spell **Detect Invisible** is used, the caster may guide others, by words or actions, making attacks possible. The characters attacking the invisible creature may be treated as if blinded, using the guidelines given above.

Charm: Some monsters can enchant a character so that the character is confused, believing that the monster is a friend. If a character is the victim of a **Charm** attack (from a Harpy, for example) and fails a Saving Throw vs. Spells, the character is immediately Charmed. (Bargle, the magic-user in your first adventure, Charmed your fighter.)

A Charmed character is confused and unable to make decisions. The Charmed character will not attack or harm the Charming monster in any way, and will obey simple commands from the creature if they both understand a language (whether the alignment tongue or some other language). If the Charmed character does not understand the monster's speech, the character will still try to protect the monster from harm. Charmed characters are too confused to use any spells or magic items which require concentration.

Monsters

If the Charming monster is killed, the Charm effect disappears. (A higher level spell, **Dispel Magic**, can be used to break the Charm without killing the monster.)

Energy Drain: This is a dangerous attack form, with no Saving Throw allowed. If a character is hit by an Energy Drain attack (by a wight, for example), the character loses one Level of Experience! (A monster would lose one Hit Die from this effect.) The Energy Drain removes all the benefits of that Level — hit points, spells, and so forth — as soon as it occurs. The victim's Experience Point total drops to the *midpoint* of the new level.

A 1st level character hit by an Energy Drain attack is killed. There is normally no way to cure an Energy Drain. The character can only regain the Level through normal adventuring and earning the Experience Points all over again.

EXAMPLE: An adept with 2800 XP sees a wight, and steps forward in an attempt to Turn it. The attempt fails, and the character is struck by the wight. The adept immediately becomes an acolyte, with 750 XP. In the following round of combat, the wight strikes the character again, and the acolyte is killed by the Energy Drain.

In the D&D COMPANION set, a high level cleric spell can restore a Level lost by Energy Drain.

Paralysis: This effect “freezes” a character. If a character is hit by a Paralyzing attack and fails the Saving Throw vs. Paralysis, the character is unable to do anything. The character is *not* dead, and a character cannot die from mere paralysis.

A paralyzed character remains awake, aware of what is happening, but cannot do anything that requires movement (including speaking, spell casting, and so forth) until the paralysis ends. All attacks on a paralyzed creature will *automatically* hit; only a roll for damage is made. Paralysis itself has no permanent effects of any kind. It lasts for 2-8 turns (unless a different number is given in the monster description). The cleric spell **Cure Light Wounds** can be used to remove the paralysis, but will not cure any damage when used for this purpose.

Poison: Poison is a danger to all characters. If a character is hit by a poisonous attack (by a snake, for example) and misses the Saving Throw vs. Poison, the character will usually die. (In the D&D EXPERT rules, poison can be cured with a magic spell.)

Poison Damage

(Optional): Since “instant death” by poison can swiftly remove the fun of a game, the DM may change the effect of

failure to a number of hit points of damage. The failed Saving Throw may still cause death from damage, but often will not, and the game may continue. A regular system of damage — such as 1, 2, 3, or 4 points *per hit die* of the monsters — is recommended.

Monster Descriptions

Each entry on the following pages has a description of the monsters, often including notes on their behavior. A list of details is given above each description. These details are called the **statistics** for that monster. They are always given in the same order.

Name: If the name of a monster is followed by an asterisk (*), then a *special* or *magical* weapon is needed to hit that monster. You should use these monsters with caution; they are very dangerous to low-level characters.

Armor Class: This number is based on several things, including the toughness of the creature's skin, its speed or agility, and armor worn (if any). The DM may adjust the AC for special situations. *For example*, a hobgoblin is normally AC 6 (probably wearing leather armor), but may be changed to AC 2 if plate mail armor is somehow found and used by the creature.

Hit Dice: This gives the number of *eight-sided dice* (d8) used to find the monster's hit points. Read the full explanation of Hit Dice on page 22 to be sure you understand the term.

If an asterisk (*) appears next to the Hit Dice number, the monster has a special ability (given in the description). Two or three asterisks may be given, one for each special ability. Special abilities affect the number of XP earned for defeating the monster, as explained on page 12.

Move: This gives the movement rate for the monster. The number of feet the monster moves in one 10-minute turn is given first, followed by the movement rate per round (for encounters).

Some monsters have a second movement rate. The first is the rate when walking, and the second is a special form of movement, such as swimming, flying, or climbing.

Attacks: This gives the number and type of attacks which the monster can use in one round.

Damage: If a monster hits a target, damage is inflicted; the amount is given here as a range. When a monster has more than one attack in a round, the attacks and damages are given in the same order. “By weapon” means that the monster always attacks with a weapon. The damage is either 1-6 or, if Variable Weapon Damage is used, deter-

mined by the weapon type.

No. Appearing (Number Appearing): The first range of numbers given here shows the number of monsters normally found in a dungeon room. If “0” is given, the creatures are not normally found in a dungeon. The second range (in parentheses) gives the number found outdoors, in wilderness. This is also the suggested number of monsters in a dungeon lair. In the wilderness lair, 5 times this number is suggested. If “(0)” is given, the creatures are not normally found outside of dungeons.

If a monster is found on a dungeon level different from its level (Hit Dice), the Number Appearing should be changed. This is explained fully on page 22, in the “Number of Monsters” section.

Save As: The Saving Throw numbers for monsters are the same as those for character classes. The Saving Throws for all classes, including higher level characters and “Normal Men,” are given on page 49.

Morale: This number is the suggested morale of the monsters. Morale is an optional rule (explained on page 19), which is used in combat to determine whether the monsters run away, surrender, or fight to the death.

Treasure Type: To find the treasure guarded by the monsters, compare the letter given here to the letters on the Treasure Types Chart (pages 40-41). Complete instructions for using the chart are given on that page. “Nil” indicates no treasure.

If a Treasure Type is given in parentheses, it is the treasure carried by the monster. If two Treasure Types are given, the first (*in parentheses*) is the treasure carried, and the second is the treasure in the monster's lair. *If no parentheses are used, the monster carries no treasure.*

Alignment: Monsters may be Lawful, Neutral, or Chaotic. Animals are usually Neutral. A good Dungeon Master always considers alignment when playing the role of a monster. Only intelligent monsters can speak an Alignment language.

XP value: The Experience Points to be awarded for the defeat of ONE of that type of monster are given here. However, the DM may give more XP for monsters in “tough” encounters, such as an attack on a well-defended lair. See page 12 for more details on XP awards.

Description: A general description of the monster's habits is given below the statistics, including details of any special abilities or behavior. The following terms may be used:

A **Carnivore** is a creature that prefers to eat meat, and does not usually eat plants.

An **Herbivore** is a creature that prefers to eat plants rather than meat.

An **Insectivore** is a creature that prefers to eat insects, rather than plants or red meat.

An **Omnivore** is a creature that will eat nearly anything edible.

A **Nocturnal** creature is normally active at night, sleeping during the day. However, dungeons are often dark as night, and a nocturnal creature may be awake during "daylight hours" if found within a dark dungeon.

A monster's home is called its **lair**. Most monster lairs are in dungeon rooms or outside, hidden in the wilderness. Most monsters will defend their lairs fiercely.

Monster List

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

Ant, Giant

Armor Class: 3
Hit Dice: 4*
Move: 180' (60')
Attacks: 1
Damage: 2-12
No. Appearing: 2-8 (4-24)
Save As: Fighter: 2
Morale: 7 (and see below)
Treasure Type: U (and see below)
Alignment: Neutral
XP value: 125

Giant ants are black ants about 6' long. They are omnivores, and will devour anything edible which lies in their path (no reaction roll). 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 giant ants. There are legends of giant ants mining gold, and there is a 30% chance that a lair will contain 1-10 thousand gp worth of nuggets.

Ape, White

Armor Class: 6
Hit Dice: 4
Move: 120' (40')
Attacks: 2 claws
Damage: 1-4/1-4
No. Appearing: 1-6 (2-8)
Save As: Fighter: 2
Morale: 7
Treasure Type: Nil
Alignment: Neutral
XP value: 75

White apes have lost their color due to many years of living in caves. They are nocturnal

herbivores, 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 each. White apes are not intelligent and are sometimes kept as pets by Neanderthals (Cavemen).

Baboon, Rock

Armor Class: 6
Hit Dice: 2
Move: 120' (40')
Attacks: 1 club/1 bite
Damage: 1-6/1-3
No. Appearing: 2-12 (5-30)
Save As: Fighter: 2
Morale: 8
Treasure Type: U
Alignment: Neutral
XP value: 20

Rock baboons are larger versions of normal baboons, and are more intelligent. They are omnivores, 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.

Bandit

Armor Class: 6
Hit Dice: 1
Move: 90' (30')
Attacks: 1 weapon
Damage: By weapon
No. Appearing: 1-8 (3-30)
Save As: Thief: 1
Morale: 8
Treasure Type: (U) A
Alignment: Chaotic or Neutral
XP value: 10

Bandits are NPC thieves who have joined together for the purpose of robbing others. Bandits will act as normal humans so they can surprise their intended victims. Treasure Type A is only found when bandits are encountered in their wilderness lair. Bandits may have an NPC leader of any human character class, who is one or more levels of experience greater than the bandits.

Bat

Armor Class: 6
Hit Dice: 1/4 (1 hit point)
Move: 9' (3')
Flying: 120' (40')
Attacks: Confusion
Damage: Nil
No. Appearing: 1-100 (1-100)
Save As: Normal Man
Morale: 6
Treasure Type: Nil
Alignment: Neutral
XP value: 5

Bats are nocturnal flying insectivores. They often live in caves or abandoned buildings, and find their way about by echo-location (a type of radar using hearing and echos to locate objects). Since they have very weak eyes, spells which affect sight (such as Light) do not work on bats. However, 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 have a -2 penalty on their Hit Rolls and Saving Throws and cannot cast spells. Normal bats must check morale each round unless they are controlled or summoned.

Giant

Armor Class: 6
Hit Dice: 1/4 (1 hit point)
Move: 9' (3')
Flying: 120' (40')
Attacks: Confusion
Damage: Nil
No. Appearing: 1-100 (1-100)
Save As: Normal Man
Morale: 6
Treasure Type: Nil
Alignment: Neutral
XP value: 5

Normal

Armor Class: 6
Hit Dice: 2
Move: 30' (10')
Attacks: 1 bite
Damage: 1-4
No. Appearing: 1-10 (1-10)
Save As: Fighter: 1
Morale: 8
Treasure Type: Nil
Alignment: Neutral
XP value: 20

Giant Bats: Giant Bats are carnivores and may attack a party if extremely hungry. Five percent of all giant bat encounters will be groups of giant vampire bats, far more dangerous creatures (XP value 25). The bite of a giant vampire bat does no extra damage but its victim must make a Saving Throw 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 victims who die from having their blood drained by a giant vampire bat must make a Saving Throw vs. Spells or become an undead creature 24 hours after death. (If D&D EXPERT rules are used, this may be a vampire.)

Monsters

Bear

	<u>Black</u>	<u>Grizzly</u>		<u>Polar</u>	<u>Cave</u>
Armor Class:	6	8	Armor Class:	6	5
Hit Dice:	4	5	Hit Dice:	6	7
Move:	120' (40')	120' (40')	Move:	120' (40')	120' (40')
Attacks:	2 claws/1 bite	2 claws/1 bite	Attacks:	2 claws/1 bite	2 claws/1 bite
Damage:	1-3/1-3/1-6	1-8/1-8/1-10	Damage:	1-6/1-6/1-10	2-8/2-8/2-12
No. Appearing:	1-4 (1-4)	1 (1-4)	No. Appearing:	1 (1-2)	1-2 (1-2)
Save As:	Fighter: 2	Fighter: 4	Save As:	Fighter: 3	Fighter: 4
Morale:	7	10	Morale:	8	9
Treasure Type:	U	U	Treasure Type:	U	V
Alignment:	Neutral	Neutral	Alignment:	Neutral	Neutral
XP value:	75	175	XP value:	275	450

Bears are well-known to all adventurers. If any bear hits one victim with both paws in one round, the bear hugs its victim and inflicts 2-16 points of additional damage in that same round.

Black bear: Black bears have black fur and stand about 6' tall. They are omnivores 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, seek-

ing 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 often attack adventurers. 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 it is an omnivore, a cave bear prefers fresh meat. It has poor eyesight but a good sense of smell. If hungry, it will follow a track of blood until it has eaten.

Bee, Giant

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

Giant Bees are foot-long giant bees with very nasty tempers. They often attack on sight, and will always attack anyone within 30' of their underground hive. If a giant bee attack hits, the bee dies, but the creature stung must make a Saving Throw vs. Poison or die. The stinger will continue to work its way into the victim, inflicting 1 point of damage per round, unless a round is spent pulling it out.

There will always be at least 10 bees with their queen in or near the hive. At least 4 of these bees will have 1 Hit Die each. The queen bee has 2 Hit Dice and can sting repeatedly without dying. Giant bees make magical honey. If the honey of an entire hive is eaten (about 2 pints), it has an effect like a half-strength potion of healing, curing 1-4 points of damage.

Beetle, Giant

	<u>Fire</u>	<u>Tiger</u>	<u>Oil</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: 2
Morale:	7	8	9
Treasure Type:	Nil	Nil	U
Alignment:	Neutral	Neutral	Neutral
XP value:	15	25	50

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, an oil beetle squirts an oily fluid at one of its attackers (a Hit Roll is needed; the range is 5'). If the oil hits it raises painful blisters, causing a -2 penalty on the victim's Hit Rolls until cured by a **Cure Light Wounds** spell or until 24 hours have passed. If the spell is used to cure blisters, it will not also cure 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 carnivores, and usually prey on robber flies. They have been known to attack and eat adventurers, crushing them with their powerful mandibles.

Berserker

Armor Class: 7
 Hit Dice: 1 + 1*
 Move: 120' (40')
 Attacks: 1 weapon
 Damage: By weapon
 No. Appearing: 1-6 (3-30)
 Save As: Fighter: 1
 Morale: 12
 Treasure Type: (P) B
 Alignment: Neutral
 XP value: 19

Berserkers are 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 Hit Rolls due to this ferocity. They never retreat, surrender, or take prisoners.

Boar

Armor Class: 7
 Hit Dice: 3
 Move: 90' (30')
 Attacks: 1 tusk
 Damage: 2-8
 No. Appearing: 1-6 (1-6)
 Save As: Fighter: 2
 Morale: 9
 Treasure Type: Nil
 Alignment: Neutral
 XP value: 35

Wild boars generally prefer forested areas, but can be found nearly everywhere. They are omnivores, and have extremely bad tempers when disturbed.

Bugbear

Armor Class: 5
 Hit Dice: 3 + 1
 Move: 90' (30')
 Attacks: 1 weapon
 Damage: By weapon + 1
 No. Appearing: 2-8 (5-20)
 Save As: Fighter: 3
 Morale: 9
 Treasure Type: (P + Q) B
 Alignment: Chaotic
 XP value: 75

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 Hit and Damage rolls because of their strength.

Carrion Crawler

Armor Class: 7
 Hit Dice: 3 + 1*
 Move: 120' (40')
 Attacks: 8 tentacles
 Damage: Paralysis
 No. Appearing: 1-4 (0)
 Save As: Fighter: 2
 Morale: 9
 Treasure Type: B
 Alignment: Neutral
 XP value: 75

This scavenger is a 9' long, 3' high many-legged worm. It can move equally well on a floor, wall, or ceiling. Its small mouth is surrounded by 8 tentacles, each 2' long, which can paralyze on a successful hit unless a Saving Throw vs. Paralysis is made. A tentacle hit does no actual damage. Once paralyzed, a victim will be eaten (unless the carrion crawler is being attacked). Unless magically cured, the paralysis will wear off in 2-8 turns. Carrion crawlers are not normally found outside of dungeons.

Cat, Great

	<i>Mountain Lion</i>	<i>Panther</i>	<i>Lion</i>
Armor Class:	6	4	6
Hit Dice:	3 + 2	4	5
Move:	150' (50')	210' (70')	150' (50')
Attacks:	2 claws/1 bite	2 claws/1 bite	2 claws/1 bite
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
XP value:	50	75	175

	<i>Tiger</i>	<i>Sabre-tooth Tiger</i>
Armor Class:	6	6
Hit Dice:	6	8
Move:	150' (50')	150' (50')
Attacks:	2 claws/1 bite	2 claws/1 bite
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
XP value:	275	650

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. The Great Cats rarely go deeply into caves, and usually remember a quick escape route to the outdoors. Despite their shyness, they are very inquisitive, and may follow a party 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 often surprise their prey (on a roll of 1-4 on 1d6) when in woodlands.

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.

Monsters

Centipede, Giant

Armor Class: 9
Hit Dice: 1/2 (1-4 hp)
Move: 60' (20')
Attacks: 1 bite
Damage: Poison
No. Appearing: 2-8 (1-8)
Save As: Normal Man
Morale: 7
Treasure Type: Nil
Alignment: Neutral
XP value: 6

A giant centipede is a foot-long insect with many legs. Centipedes prefer dark, damp places. The bite does no damage, but the victim must make a Saving Throw vs. Poison or become violently ill for 10 days. Characters who do not make their Saving Throws move at ½ speed and will not be able to perform any other physical action.

Doppelganger

Armor Class: 5
Hit Dice: 4*
Move: 90' (30')
Attacks: 1
Damage: 1-12
No. Appearing: 1-6 (1-6)
Save As: Fighter: 8'
Morale: 8
Treasure Type: E
Alignment: Chaotic
XP value: 125

These man-sized shapechanging creatures are intelligent and evil. A doppelganger is able to shape itself into the exact form of any human-like creature it sees (up to 7' tall). Once in the form of the person it is imitating, it attacks that person. Its favorite trick is to kill the original person in some way without alerting the party. Then, in the role of that individual, it attacks the others by surprise, often when they are already engaged in combat. **Sleep** and **charm** spells do not affect doppelgangers and they make all Saving Throws as Fighter: 8 due to their highly magical nature. When killed, a doppelganger turns back into its original form.

Dragon

	<u>White</u>	<u>Black</u>	<u>Green</u>
Armor Class:	3	2	1
Hit Dice:	6**	7**	8**
Move:	90' (30')	90' (30')	90' (30')
Flying:	240' (80')	240' (80')	240' (80')
Attacks:	2 claws/1 bite	2 claws/1 bite	2 claws/1 bite
Damage:	1-4/1-4/2-16	2-5/2-5/2-20	1-6/1-6/3-24
No. Appearing:	1-4 (1-4)	1-4 (1-4)	1-4 (1-4)
Save As:	Fighter: 6	Fighter: 7	Fighter: 8
Morale:	8	8	9
Treasure Type:	H	H	H
Alignment:	Neutral	Chaotic	Chaotic
XP Value:	725	1250	1750
	<u>Blue</u>	<u>Red</u>	<u>Gold</u>
Armor Class:	0	-1	-2
Hit Dice:	9**	10**	11**
Move:	90' (30')	90' (30')	90' (30')
Flying:	240' (80')	240' (80')	240' (80')
Attacks:	2 claws/1 bite	2 claws/1 bite	2 claws/1 bite
Damage:	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)
Save As:	Fighter: 9	Fighter: 10	Fighter: 11
Morale:	9	10	10
Treasure Type:	H	H	H
Alignment:	Neutral	Chaotic	Lawful
XP Value:	2300	2300	2700

Type	Where Found	Breath Weapon	Range Length x Width		
White	Cold region	Cold	80' x 30'		
Black	Swamp, marsh	Acid	60' x 5'		
Green	Jungle, forest	Chlorine Gas	50' x 40'		
Blue	Desert, plain	Lightning	100' x 5'		
Red	Mountain, hill	Fire	90' x 30'		
Gold	Anywhere	Fire/Gas	90' x 30'/50' x 40'		

Type	Breath Shape	Chance of Talking	Chance of being Asleep	Spells (by level)		
				1	2	3
White	Cone	10%	50%	3	—	—
Black	Line	20%	40%	4	—	—
Green	Cloud	30%	30%	3	3	—
Blue	Line	40%	20%	4	4	—
Red	Cone	50%	10%	3	3	3
Gold	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 makes dragons look different, they all have quite a few things in common: they are all hatched from eggs, are carnivores, 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.

Many dragons live hundreds or thousands of years. Because of their long history, 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 characters 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).

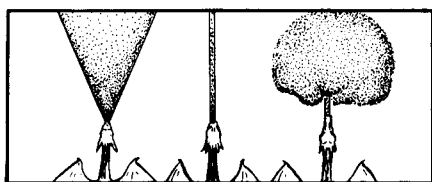
Dragons are extremely powerful monsters and should be used with caution when encountered by low level player characters (such as those found in the D&D BASIC rules). It is recommended that until characters reach the fourth and higher levels of experience (see the D&D EXPERT rules) that only the youngest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

Breath Weapon Damage: All dragons have a special attack with their "Breath Weapon" in addition to their claw and bite attacks. Any dragon can use its Breath Weapon up to 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 number of the dragon's 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 might choose to attack with claws and bite. To determine this randomly, roll 1d6:

1-3: the dragon will use its claw and bite attacks;

4-6: 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. *For 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 toward its victim in a straight line (even downward). 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' x 40' cloud, 20' tall, around the dragon's targets directly in front of it.

Saving Throws: Each victim within a dragon's Breath must make a Saving Throw. This is always the Saving Throw vs. Breath, even if the breath is similar to another type of attack. If successful, the victim takes only ½ damage from the Breath. Dragons are never affected by the normal or smaller versions of their Breath Weapons, and automatically make their Saving Throws against any attack form which is the same as their Breath Weapon. *For example*, a red dragon will take no damage from (and usually ignores) burning oil, and will always take only ½ damage from a fire-type magic spell, such as a **Fire Ball**.

Talking: Dragons are intelligent, and some dragons can speak the Dragon and Common tongues. 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 spells. The number of spells and their levels are given in the chart. *For example*, "3 3 —" means 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 for one round (with a bonus of +2 on all Hit Rolls), during which it will awaken. Combat is handled 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 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, but this "subduing damage" is not real damage. The dragon will fight normally until it reaches 0 or less hit points, at which time it will surrender. The subduing damage does not reduce the damage done by the dragon's Breath Weapon.

A dragon may be subdued because it realizes that its attackers could have killed it if they had been striking to kill. It therefore surrenders, admitting that the opponents have won the battle 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 may try to kill its captors in the process.

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

Treasure: Younger dragons may have collected as little as ¼ to ½ the normal listed treasure; older dragons may have as much as double the listed amount. Dragon treasure is only found in a 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** six). The type of Breath used should be chosen by the DM to fit the situation.

Dwarf

Armor Class:	4
Hit Dice:	1
Move:	60' (20')
Attacks:	1 weapon
Damage:	By weapon
No. Appearing:	1-6 (5-40)
Save As:	Dwarf: 1
Morale:	8 or 10 (see below)
Treasure Type:	(Q + S) G
Alignment:	Lawful or Neutral
XP value:	10

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

Monsters

Elf

Armor Class: 5
Hit Dice: 1*
Move: 120' (40')
Attacks: 1 weapon
Damage: By weapon
No. Appearing: 1-4 (2-24)
Save As: Elf: 1
Morale: 8 or 10 (see below)
Treasure Type: (S + T) E
Alignment: Neutral
XP value: 13

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 (level 2-7). To check for possible magical items that the leader may have, 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, elfen morale is 10 rather than 8.

Ferret, Giant

Armor Class: 5
Hit Dice: 1+1
Move: 150' (50')
Attacks: 1 bite
Damage: 1-8
No. Appearing: 1-8 (1-12)
Save As: Fighter: 1
Morale: 8
Treasure Type: Nil
Alignment: Neutral
XP value: 15

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
Hit Dice: 4**
Move: 90' (30')
Flying: 150' (50')
Attacks: 2 claws/1 bite/1 horn
Damage: 1-3/1-3/1-6/1-4
No. Appearing: 1-6 (2-8)
Save As: Fighter: 8
Morale: 11
Treasure Type: C
Alignment: Chaotic
XP value: 125

Gargoyles are magical monsters, and 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 they are often mis-

taken 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 should not use gargoyles unless the player characters have at least one magical weapon.

Gelatinous Cube

Armor Class: 8
Hit Dice: 4*
Move: 60' (20')
Attacks: 1
Damage: 2-8 + special
No. Appearing: 1 (1-4)
Save As: Fighter: 2
Morale: 12
Treasure Type: (V)
Alignment: Neutral
XP value: 125

This monster is made of a clear jelly, usually in the form of a 10' x 10' x 10' cube (though other shapes are possible). It is hard to see, and it surprises often (1-4 on 1d6). A gelatinous cube moves through the rooms and corridors of a dungeon, sweeping the halls clean of all living and dead material. In the process, it may pick up items it cannot dissolve (such as weapons, coins, and gems). It will attack any living creature it encounters. Any successful hit will paralyze the victim unless a Saving Throw vs. Paralysis is made. An attack on a paralyzed victim will automatically hit (only a damage roll is needed). This paralysis is the normal type (lasting 2-8 turns unless magically cured). A gelatinous cube may be harmed by fire and weapons, but not by cold or lightning. The lair of these strange monsters may contain 1-4 cubes, each with Treasure Type V but usually with no additional treasure.

Ghoul

Armor Class: 6
Hit Dice: 2*
Move: 90' (30')
Attacks: 2 claws/1 bite
Damage: 1-3/1-3/1-3 + special
No. Appearing: 1-6 (2-16)
Save As: Fighter: 2
Morale: 9
Treasure Type: B
Alignment: Chaotic
XP value: 25

Ghouls are *undead* creatures, immune to **Sleep** and **Charm** spells. They are hideous, beast-like humans who will attack any living thing. Any hit from a ghoul will paralyze any creature of ogre-size or smaller (except elves) unless the victim makes a Saving Throw vs. Paralysis. Once an opponent is paralyzed, the ghoul will turn and attack another opponent, continuing until either the ghoul or all the opponents are paralyzed

or dead. This paralysis is the normal type (lasting 2-8 turns unless magically cured).

Gnoll

Armor Class: 5
Hit Dice: 2
Move: 90' (30')
Attacks: 1 weapon
Damage: By weapon + 1
No. Appearing: 1-6 (3-18)
Save As: Fighter: 2
Morale: 8
Treasure Type: (P) D
Alignment: Chaotic
XP value: 20

Gnolls are beings of low intelligence that appear to be human-like hyenas. They may use all weapons. They are strong, but dislike work and prefer to bully and steal. 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
Hit Dice: 1
Move: 60' (20')
Attacks: 1 weapon
Damage: By weapon
No. Appearing: 1-8 (5-40)
Save As: Dwarf: 1
Morale: 8 or 10 (see below)
Treasure Type: (P) C
Alignment: Lawful or Neutral
XP value: 10

Gnomes are a human-like race related to (but smaller than) dwarves, with long noses and full beards. Gnomes have well-developed infravision, with a 90' range. 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 prefer crossbows and war hammers as weapons. Gnomes like most dwarves, but war with goblins and kobolds who steal their precious gold. They 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 have 10-13 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
Hit Dice: 1-1
Move: 90' (30')
Attacks: 1 weapon
Damage: By weapon
No. Appearing: 2-8 (6-60)
Save As: Normal Man
Morale: 7 or 9 (see below)
Treasure Type: (R) C
Alignment: Chaotic
XP value: 5

Goblins are a human-like race, small and very ugly. Their skin is a pale earthy color, such as chalky tan or livid gray. Their eyes are red, and glow when there is little light. Goblins live underground and have well-developed infravision, with a 90' range. In full daylight they fight with a penalty of -1 on their Hit Rolls. Goblins hate dwarves and will attack them on sight. There is a 20% chance that when goblins are encountered outdoors, 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 a +1 bonus to 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 is 9 rather than 7 as long as their king is with them and still alive.

Gray Ooze

Armor Class: 8
Hit Dice: 3*
Move: 10' (3')
Attacks: 1
Damage: 2-16
No. Appearing: 1-4 (1-2)
Save As: Fighter: 2
Morale: 12
Treasure Type: Nil
Alignment: Neutral
XP value: 50

This seeping horror looks like wet stone and is difficult to see. It secretes an acid which does 2-16 points of damage if it touches bare skin. This acid will dissolve and destroy normal armor or weapons in only 1 round, and magic items in one turn. After the first hit, the ooze sticks to its victim, automatically destroying any normal armor and continuing to inflict 2-16 points of damage each round. Gray ooze cannot be harmed by cold or fire, but can be harmed by weapons and lightning. A lair may contain 1-3 oozes, possibly with a special treasure made of stone (DM's choice).

Green Slime

Armor Class: Can always be hit
Hit Dice: 2**
Move: 3' (1')
Attacks: 1
Damage: See below
No. Appearing: 1 (0)
Save As: Fighter: 1
Morale: 7
Treasure Type: (P + S) B
Alignment: Lawful
XP value: 5

Green slime cannot be harmed by any attacks except fire or cold. It dissolves cloth or leather instantly, wood and metal in 6 rounds, but cannot dissolve stone. Green slime often clings to walls and ceilings and drops down by surprise. Once in contact with flesh, it sticks and turns the flesh into green slime. It cannot be scraped off, but may be burnt off (or treated with a **Cure Disease** spell in 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 rounds after the first 6-round (one minute) period. Burning does ½ damage to the green slime and ½ damage to the victim.

Halfling

Armor Class: 7
Hit Dice: 1-1
Move: 90' (30')
Attacks: 1 weapon
Damage: By weapon
No. Appearing: 3-18 (5-40)
Save As: Halfling: 1
Morale: 7
Treasure Type: (P + S) B
Alignment: Lawful
XP value: 5

Halflings can also be NPCs. They live in small villages of 30-300 inhabitants. Each village has a leader (Level 2-7) and a village guard of 5-20 militia (each with 2 Hit Dice). Treasure type B is only present if the halflings are encountered in the wilderness.

Harpy

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

A harpy has the lower body of a giant eagle and the upper body and head of a hideous-looking woman. By their singing, harpies lure creatures to them to be killed and devoured. Any creature hearing the harpies' songs must make a Saving Throw vs. Spells or be **Charmed** (see page 23). If a victim makes a Saving Throw against the songs of a group of harpies, the victim will not be affected by any of their songs during the encounter.

Hobgoblin

Armor Class: 6
Hit Dice: 1 + 1
Move: 90' (30')
Attacks: 1 weapon
Damage: By weapon
No. Appearing: 1-6 (4-24)
Save As: Fighter: 1
Morale: 8 or 10 (see below)
Treasure Type: (Q) D
Alignment: Chaotic
XP value: 15

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

Human

Humans may be encountered nearly anywhere. This description deals with occasional random encounters with 1-3 humans. Other groups of humans are explained in other entries (**Bandit**, **Berserker**, **Normal Man**, and **NPC Party**).

Human encounters can provide many opportunities for role playing by both the DM and the players. They also create a more realistic mood for the adventure. In addition, they can be used to provide goals for the player characters, and can lead to entire adventures. In some cases, the reasons for the encounter may cause some changes in nearby rooms of the dungeon. For example, if the NPCs are Bait, the DM may wish to place a harpy in a nearby empty room, or to change a given monster to a harpy. Treasure should also be changed as necessary.

An encounter with humans will require some work by the DM, but can be quite entertaining. The NPC humans do **not** need to be as detailed as player characters. The DM may create each human NPC character in full detail, or may use the following procedure to find the necessary details.

This same type of encounter may be applied to demi-humans if desired; if so, omit step #2.

Monsters

TYPE OF HUMAN

- 1. Find Number Appearing
- 2. Determine Class of each (roll 1d6):
 - 1 Cleric
 - 2-4 Fighter
 - 5 Magic-User
 - 6 Thief
- 3. Determine Alignment of each (choose or roll 1d6):
 - 1-3 Lawful
 - 4-5 Neutral
 - 6 Chaotic
- 4. Find the reason for the NPCs' appearance. Eight possible reasons are explained below; select one or roll 1d8.
- 5. Select the equipment carried by the NPCs. Magic items may be added if desired. If so, the items should be used by the NPCs wherever needed. Remember that the NPCs' equipment may become party treasure if they are slain, and powerful items should not be given out carelessly.
- 6. Add other details as necessary, either by selecting or rolling randomly for Armor Class, hit points, spells, and so forth.

Possible Reasons for Appearing:

- 1 Alone (and scared)
- 2 Bait
- 3 Escaping
- 4 Looking for a friend
- 5 Looking for an item
- 6 Not what they seem
- 7 Running away
- 8 Sole Survivors

Explanations of Reasons for Appearing:

- 1 The NPCs had set out by themselves for an adventure, but discovered that the dungeon is more dangerous than they expected. They wish to join the PC party for safety.
- 2 The NPCs are bait, either Charmed or controlled by a nearby monster. The NPCs will attempt to lead the party to the monster's location without creating suspicion. The monster may appear while the NPCs distract the party.
- 3 The NPCs were prisoners of a nearby monster, but have escaped. They have little or no equipment. The monster might appear soon if aware of their escape.
- 4 The NPCs are looking for a friend, either rumored or known to have disappeared in the dungeon. The friend might be a prisoner of a nearby monster.
- 5 The NPCs are looking for a special item either rumored or known to be in the dungeon.
- 6 The NPCs are not mere humans. They may be lycanthropes, dopplegangers, or gold dragons. The DM should determine the monster type and run the monsters normally.
- 7 The NPCs are running away from an encounter with a nearby monster. The monster may be chasing them.
- 8 The NPCs are the only survivors of a recent battle with monsters. The remains of the rest of their party may be found in a nearby monster lair.

Insect: see Bee, Beetle, Centipede, Locust, or Robber Fly.

Kobold

Armor Class: 7
Hit Dice: 1/2 (1-4 hp)
Move: 90' (30')
Attacks: 1 weapon
Damage: By weapon - 1
No. Appearing: 4-16 (6-60)
Save As: Normal Man
Morale: 6 or 8
Treasure Type: (P) J
Alignment: Chaotic
XP value: 5

Living Statue

	Crystal	Iron	Rock
Armor Class:	4	2	4
Hit Dice:	3	4*	5*
Move:	90' (30')	30' (10')	60' (20')
Attacks:	2	2	2
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
XP value:	35	125	300

A living statue is an enchanted animated creature made by a powerful wizard. It appears to be a perfectly normal statue — until it moves! A living statue may be any size or material. Living crystal, iron, and rock statues are given as examples, and the DM may create others. Living statues are not affected by Sleep spells.

Crystal: A living crystal statue is a life form made of crystals instead of flesh. It can look like a statue of anything, but often appears human.

These small, evil dog-like men usually live underground. They have scaly, rust-brown skin and no hair. They have well developed infravision with a 90' 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.

Iron: A living iron statue has a body which can absorb iron and steel. It takes normal damage when hit, but if a non-magical metal weapon is used, the attacker must make a Saving Throw 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: A living rock statue has an outer crust of stone but is filled with hot magma (fiery lava). When the creature attacks, it squirts the magma from its fingertips for 2-12 points of damage per hit.

Lizard, Giant

	Gecko	Draco	Horned Chameleon	Tuatara
Armor Class:	5	5	2	4
Hit Dice:	3+1	4+2	5*	6
Move:	120' (40')	120' (40')	120' (40')	90' (30')
Glide:		150' (50')		
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: 3
Morale:	7	7	7	6
Treasure Type:	U	U	U	V
Alignment:	Neutral	Neutral	Neutral	Neutral
XP value:	50	125	300	275

Gecko: A gecko is a 5' long lizard colored pale blue with orange-brown spots. Geckos are nocturnal carnivores. They hunt by

climbing 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. It spreads these flaps 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 hot weather. They are carnivores and have been known to attack adventurers.

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 (on 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 bitten for 2-8 points of damage. The creature can also attack with its horn (for 1-6 points of damage) and may use its tail to knock other attackers down (make another Hit Roll, not doing any damage but preventing the target struck from attacking that round).

Tuatara: A tuatara is an 8' long carnivore which looks like a cross between an iguana and a toad. It has pebble-colored olive skin with white spikes along its back. 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
Hit Dice: 2+1
Move: 60' (20')
Swimming: 120' (40')
Attacks: 1 weapon
Damage: By weapon +1
No. Appearing: 2-8 (6-36)
Save As: Fighter: 2
Morale: 12
Treasure Type: D
Alignment: Neutral
XP value: 25

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 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.

Locust, Giant

Armor Class: 4
Hit Dice: 2**
Move: 60' (20')
Flying: 180' (60')
Attacks: 1 bite or 1 bump or 1 spit
Damage: 1-2 or 1-4 or see below
No. Appearing: 2-20 (0)
Save As: Fighter: 2
Morale: 5
Treasure Type: Nil
Alignment: Neutral
XP value: 30

Giant locusts are 2'-3' long and live underground. They may be mistaken for statues (or might not be noticed at all) until approached, because of their stone-gray color. They are herbivores, and also eat fungus such as yellow mold and shriekers. They cannot be harmed by yellow mold or most poisons. Instead of fighting, they usually flee by jumping away (up to 60'). Unfortunately they often become confused, and may accidentally jump into a party (50% chance per jump). If so, a victim is determined randomly and a Hit Roll is made. If the giant locust hits a character, the victim is battered for 1-4 points of damage. The locust then flies away.

Lycanthrope

	<u>Wererat</u>	<u>Werewolf</u>	<u>Wereboar</u>
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
XP value:	50	125	200

	<u>Weretiger</u>	<u>Werebear</u>
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
XP value:	300	500

† 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 1-2 animals of its weretype; werebears may summon bears, werewolves may summon wolves, and so forth. Summoned animals will arrive in 1-4 rounds. If a lycanthrope is hit by wolfsbane, it must make a Saving Throw vs. Poison or run away in fear. The sprig of wolfsbane must be swung or thrown as a weapon, using normal combat procedures. A lycanthrope returns to its "normal" form when killed. Some animals (such as horses) do not like the smell of lycanthropes and 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

When frightened or attacked, giant locusts make a loud shrieking noise to warn their fellows. This shriek has a 20% chance per round of attracting Wandering Monsters. If cornered, a giant locust will spit a brown gooey substance up to 10'. The target is treated as AC 9. A victim hit by giant locust spittle must make a Saving Throw vs. Poison or be unable to do anything for 1 turn, due to the awful smell. After this time the victim will be used to the smell, but any character approaching within 5' must also make a Saving Throw or suffer the same effects. This aroma will last until the spittle is washed off.

animals of its weretype.

Human Form: In human form, a lycanthrope often looks somewhat like its wereform. 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 a werecreature, and loses more than half of his or her hit points when in battle with it, will become a lycanthrope of the same type in 2-24 days. The victim will begin to show signs of the disease after half that time. The disease will kill demi-humans instead of turning them into werecreatures. 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.

Monsters

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

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

Wereboars: Wereboars are semi-intelligent and bad-tempered. In human form they often seem to be berserkers, and may act the same way in battle (gaining +2 on Hit rolls 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 often (1-4 on 1d6). They may summon any type of Great Cat that is in the area (preferring tigers).

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

Medusa

Armor Class:	8
Hit Dice:	4**
Move:	90' (30')
Attacks:	1 snakebite + special
Damage:	1-6 + poison
No. Appearing:	1-3 (1-4)
Save As:	Fighter: 4 (see below)
Morale:	8
Treasure Type:	(V) F
Alignment:	Chaotic
XP value:	175

A medusa looks like a human female with live snakes growing from her head instead of hair. The sight of a medusa will turn a creature to stone unless the victim makes a Saving Throw vs. Turn to Stone or she will petrify herself! Anyone who tries to attack a medusa without looking at her must subtract 4 from the Hit Roll, and the snakes may attack with a +2 bonus to the Hit Roll. A medusa also gains +2 on all Saving

Throws vs. Spells due to her magical nature. Medusae occasionally use weapons.



Minotaur

Armor Class:	6
Hit Dice:	6
Move:	120' (40')
Attacks:	1 gore/1 bite or 1 weapon
Damage:	1-6/1-6 or by weapon type +2
No. Appearing:	1-6 (1-8)
Save As:	Fighter: 6
Morale:	12
Treasure Type:	C
Alignment:	Chaotic
XP value:	275

A minotaur is a large man with the head of a bull. It is larger than human size, 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. When using weapons, minotaurs gain +2 to damage rolls 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
Hit Dice:	2
Move:	120' (40')
Attacks:	1 kick or 1 bite
Damage:	1-4 or 1-3
No. Appearing:	1-2 (2-12)
Save As:	Normal Man
Morale:	8
Treasure Type:	Nil
Alignment:	Neutral
XP value:	20

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. Mules may be taken into dungeons, if allowed by the DM. A mule can carry a normal load of 3000 coins (or 6000 coins at most, with its move reduced to 60'/turn). Mules cannot be trained to attack, but will fight in their own defense. If encountered alone in a dungeon, the mules may belong to an NPC party nearby.

Neanderthal (Caveman)

Armor Class:	8
Hit Dice:	2
Move:	120' (40')
Attacks:	1 weapon
Damage:	By weapon +1
No. Appearing:	1-10 (10-40)
Save As:	Fighter: 2
Morale:	7
Treasure Type:	C
Alignment:	Lawful
XP value:	20

Neanderthals (also known as Cavemen) have squat bodies with large bones and powerful muscles. Their faces have ape-like features, including large brows above the eyes. Neanderthals live in family groups in caves and caverns. They usually attack with thrown spears and use stone axes, clubs, or stone hammers in hand-to-hand combat.

Neanderthal leaders are almost a separate race, 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, and will attack ogres on sight. Neanderthals are shy and will avoid humans, but are not usually hostile unless they are attacked.

Normal Human

Armor Class:	9
Hit Dice:	1
Move:	120' (40')
Attacks:	1 weapon
Damage:	By weapon
No. Appearing:	1-4 (1-50)
Save As:	Normal Human
Morale:	6
Treasure Type:	(P) U
Alignment:	Any
XP value:	5

"Normal human" is the game term for a human who does not seek adventure. A normal human does not have a class. The hit points should be selected, according to the human's age, health, and profession. *For example*, a blacksmith could have 8 hp, but a young child or sickly beggar might have only 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 typical normal humans are peasants, children, housewives, workers, artists, villagers, townspeople, slaves, fishermen, and scholars.

NPC Party

Armor Class:	By NPC class
Hit Dice:	Variable
Move:	Variable
Attacks:	Weapons and spells
Damage:	1-6 or weapons and spell effects
No. Appearing:	5-8 (5-8)
Save As:	NPC class and level
Morale:	8
Treasure Type:	(U + V)
Alignment:	Any
XP value:	Variable

An NPC party is any group of non-player characters. Each NPC may be of any class, level, and Alignment. All rules for player characters apply to NPCs. An NPC party may be created in great detail before a game.

Most parties (whether NPCs or PCs) will not want to fight other parties, preferring easier monsters to challenge. The DM may wish to avoid the large, complicated battle which could occur between two parties. To avoid combat, the DM may use the following chart to determine the actions of the NPC party.

For ease of play, the DM may give the NPC party the same number of members as in the PC party, plus 1-4 fighters (to discourage PC ideas of attack). Similar classes and equipment may be assumed, if the NPCs are nearly the same level of experience as the player characters.

Reaction Roll (2d6)	Result
2-5	Depart in anger
6-8	Negotiate
9-12	Offer to buy or sell information*

*The NPCs may offer to buy information about the dungeon, for 10-500 gp, or to sell similar information (for the same price range). Typical information could be: monsters seen, traps found, stairs up or down, or other features. The DM should decide on the price offered by the NPCs, considering the value of the information sold.

Ochre Jelly

Armor Class:	8
Hit Dice:	5*
Move:	30' (10')
Attacks:	1
Damage:	2-12
No. Appearing:	1 (0)
Save As:	Fighter: 3
Morale:	12
Treasure Type:	Nil
Alignment:	Neutral
XP value:	300

An ochre jelly is an ochre-colored giant amoeba which can only be harmed by fire or

cold. It can seep through small cracks, and destroy wood, leather, and cloth in 1 round, but cannot eat through metal or stone. Attacks with weapons or lightning merely make 2-5 smaller (2 Hit Dice) ochre jellies. A normal ochre jelly does 2-12 points of damage per round to exposed flesh. The smaller ochre jellies inflict only half damage.

Ogre

Armor Class:	5
Hit Dice:	4 + 1
Move:	90' (30')
Attacks:	1 club
Damage:	By weapon + 2
No. Appearing:	1-6 (2-12)
Save As:	Fighter: 4
Morale:	10
Treasure Type:	(S x 10) S x 100 + C
Alignment:	Chaotic
XP value:	125

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

Orc

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

An orc is an ugly human-like creature, and looks like a combination of animal and man. Orcs are nocturnal omnivores, and prefer to live underground. When fighting in daylight, they have a penalty of -1 on their Hit Rolls. Orcs have bad tempers and do not like other living things.

One member of each group of orcs is a leader with 8 hit points who gains a +1 bonus on damage rolls. If this leader is killed, the morale of the group becomes 6 instead of 8. Orcs are afraid of anything larger or stronger than they are, but may be forced to fight by their leaders.

Orcs are often used for armies by Chaotic leaders (both humans and monsters). They prefer swords, spears, axes, and clubs for weapons. They will not use mechanical weapons (such as catapults), and only their leaders understand how to operate such devices.

There are many different tribes of orcs. Each tribe has as many female orcs as males,

and 2 children ("whelps") for each 2 adults. The leader of an orc tribe is a chieftain with 15 hit points, who 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 (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
Hit Dice:	5
Move:	120' (40')
Attacks:	2 claws/1 bite
Damage:	1-8/1-8/1-8
No. Appearing:	1-4 (1-4)
Save As:	Fighter: 3
Morale:	9
Treasure Type:	C
Alignment:	Neutral
XP value:	175

An owl bear is a huge bear-like creature with the head of a giant owl. It stands 8' tall and weighs 15,000 cn. If both its paws hit one opponent in one round, the owl bear hugs for an additional 2-16 points of damage. Owl bears have nasty tempers and are usually hungry, preferring meat. They are commonly found underground and in dense forests.

Pixie

Armor Class:	3
Hit Dice:	1***
Move:	90' (30')
Flying:	180' (60')
Attacks:	1 dagger
Damage:	1-4
No. Appearing:	2-8 (10-40)
Save As:	Elf: 1
Morale:	7
Treasure Type:	R + S
Alignment:	Neutral
XP value:	19

Pixies are small human-like creatures with insect-like wings. They are distantly related to elves, but are only 1'-2' tall. They are invisible unless they want to be seen (or unless magically detected). 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 -4 penalty on Hit Rolls. Their small insect-like wings can only support pixies for 3 turns, and they must rest one full turn after flying.

Monsters

Rat

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

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 while in water. They are afraid of fire, and will run from it unless forced to fight by a summoning creature. 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. If diseased, the XP award is 6.) The victim may still avoid the disease by making a Saving Throw vs. Poison. If failed, the victim may die in 1-6 days (1 in 4 chance) or may be sick in bed

for 1 month, unable to adventure.

Normal Rats: Normal rats have gray or brown fur, and are from 6 inches to 2 feet long. They attack in "packs" of 5-10. 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. Rats will climb all over the creature they are attacking, often knocking the victim down.

Giant Rats: These creatures 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 with *undead* monsters.



Robber Fly

Armor Class:	6
Hit Dice:	2
Move:	90' (30')
Flying:	180' (60')
Attacks:	1 bite
Damage:	1-8
No. Appearing:	1-6 (2-12)
Save As:	Fighter: 1
Morale:	8
Treasure Type:	U
Alignment:	Neutral
XP value:	20

A robber fly is a 3' long giant fly with black and yellow stripes. From a distance, robber flies look like killer bees. They are carnivores, and may attack adventurers. However, they prefer killer bees as food, and are immune to their poison. Robber flies are patient hunters. They often hide in shadows and wait to surprise prey (1-4 on 1d6). A robber fly can leap up to 30' and attack with its bite.

Rust Monster

Armor Class:	2
Hit Dice:	5*
Move:	120' (40')
Attacks:	1
Damage:	See below
No. Appearing:	1-4 (1-4)
Save As:	Fighter: 3
Morale:	7
Treasure Type:	Nil
Alignment:	Neutral
XP value:	300

A rust monster has a body like a giant armadillo with a long tail, and 2 long front "feelers" (antennae). If a rust monster hits a character with its antenna, it will cause any non-magical metal armor or weapon hit to immediately crumble to rust. It may be hit by any type of weapon, and a successful Hit Roll indicates that the body is hit, for no ill effect to the weapon used. A rust monster is attracted by the smell of metal. It eats the rust created by its attacks. A magical armor or weapon struck usually loses one "plus" per hit, but has a 10% chance per "plus" of resisting the effect completely.

For example, a shield +1 has a 10% chance of surviving the attack. If 11 or greater is rolled on d%, the shield is reduced to a normal shield. If hit again, it crumbles into rust.

Shadow

Armor Class:	7
Hit Dice:	2 + 2*
Move:	90' (30')
Attacks:	1
Damage:	1-4 + special
No. Appearing:	1-8 (1-12)
Save As:	Fighter: 2
Morale:	12
Treasure Type:	F
Alignment:	Chaotic
XP value:	35

Shadows are non-corporeal (ghostlike) 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 usually gain surprise (1-5 on 1d6). If a shadow scores a hit, it will drain 1 point of Strength in addition to doing normal damage. This weakness will last for 8 turns. Any creature whose Strength is reduced to zero becomes a shadow immediately. Shadows are not affected by **Sleep** or **Charm** spells, but they are not **Undead** and cannot be Turned by clerics. The DM should not use shadows unless the party has at least one magical weapon.

Shrew, Giant

Armor Class:	4
Hit Dice:	1*
Move:	180' (60')
Attacks:	2 bites
Damage:	1-6/1-6
No. Appearing:	1-8 (1-4)
Save As:	Fighter: 1
Morale:	10
Treasure Type:	Nil
Alignment:	Neutral
XP value:	13

Giant shrews look like brown-furred rats with long snouts. They can burrow, climb, or jump (up to 5'). The eyes of a giant shrew are so weak that the creature is not affected by light or the lack of it. A shrew uses radar-like squeaks to "see" its surroundings (as bats do), and can "see" things within 60' as well as a creature with normal sight. Since it needs echoes to "see," a giant shrew dislikes open areas, and remains underground most of the time. A **Silence 15' Radius** spell will "blind" a giant shrew. If it cannot hear, it will be confused, and then becomes AC 8, with a penalty of -4 on its Hit Rolls.

A giant shrew is very quick and will always take the initiative on its first attack. It also gains a +1 bonus on its initiative roll for the remaining rounds of combat. Its attack is so ferocious (attacking the head and shoulders of the defender) that any victim of 3 Hit Dice (3rd level) or less must make a Saving Throw vs. Death Ray or run away in fear.

Shrieker

Armor Class: 7
Hit Dice: 3
Move: 9' (3')
Attacks: See below
Damage: Nil
No. Appearing: 1-8 (0)
Save As: Fighter: 2
Morale: 12
Treasure Type: Nil
Alignment: Neutral
XP value: 35

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. For each round of shrieking, the DM should roll 1d6; any result of 4-6 indicates that a wandering monster has heard the noise, and will arrive in 2-12 rounds.

Skeleton

Armor Class: 7
Hit Dice: 1
Move: 60' (20')
Attacks: 1
Damage: By weapon
No. Appearing: 3-12 (3-30)
Save As: Fighter: 1
Morale: 12
Treasure Type: Nil
Alignment: Chaotic
XP value: 10

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

Spitting Cobra: A spitting cobra is a 3' long grayish-white snake which spits a stream of venom at its victim's eyes, up to a distance of 6 feet away. If the spit hits, the victim must make a Saving Throw vs. Poison or be blinded. (This blindness can normally be removed only by a **Cure Blindness** spell from the D&D EXPERT rules, but the DM may allow other methods.) 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) applies only to the bite; in this case, the victim must make a Saving Throw vs. Poison or die in 1-10 turns.

Giant Racer: This is an "average" type of giant snake about 4' long. It has no special abilities, but is faster than most other types. It is not poisonous, but its bite can be dangerous in itself. Larger ones may be found, averaging 2' long per Hit Die and inflicting 1-8, 1-10, or even 2-12 points of damage per bite.

Snake

	<u>Spitting Cobra</u>	<u>Giant Racer</u>	<u>Pit Viper</u>
Armor Class:	7	5	6
Hit Dice:	1*	2	2*
Move:	90' (30')	120' (40')	90' (30')
Attacks:	1 bite or 1 spit	1 bite	1 bite
Damage:	1-3 + poison	1-6	1-4 + poison
No. Appearing:	1-6 (1-6)	1-6 (1-8)	1-8 (1-8)
Save As:	Fighter: 1	Fighter: 1	Fighter: 1
Morale:	7	7	7
Treasure Type:	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral
XP value:	13	20	25

	<u>Sea Snake</u>	<u>Giant Rattler</u>	<u>Rock Python</u>
Armor Class:	6	5	6
Hit Dice:	3*	4*	5*
Move:	90' (30')	120' (40')	90' (30')
Attacks:	1 bite	2 bites	1 bite/1 squeeze
Damage:	1 + poison	1-4 + poison	1-4/2-8
No. Appearing:	0 (1-8)	1-4 (1-4)	1-3 (1-3)
Save As:	Fighter: 2	Fighter: 2	Fighter: 3
Morale:	7	8	8
Treasure Type:	Nil	U	U
Alignment:	Neutral	Neutral	Neutral
XP value:	50	125	300

Snakes are found almost everywhere, avoiding only very hot and very cold places. Most snakes do not usually attack unless sur-

prised or threatened. Some snakes have poisonous bites, and most are carnivores.

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

Sea Snake: Sea snakes are snakes adapted for living in the sea. All are poisonous. They average 6' long, but can be much larger if the DM desires (2' long per Hit Die). A sea snake's bite is little more than a pinprick, and will go unnoticed 50% of the time. The victim must make a Saving Throw vs. Poison, and the poison is slow-acting; its full effects take 3-6 turns to be felt if the Saving Throw is failed. 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 shakes to ward off intruders or attackers who are too large to eat. The victim of a giant rattlesnake bite must make a Saving Throw vs. Poison or die in 1-6 turns. This snake is very fast, and attacks twice per round, the second attack coming at the end of the round.

Rock Python: This 20' long snake has brown and yellow scales set in a spiral pattern. Its first attack is a bite. If the bite is successful, it coils around the victim and constricts in the same round. This squeezing does 2-8 points of damage per round, and occurs automatically if the bite hits.

Monsters

Spider, Giant

	<i>Crab Spider</i>	<i>Black Widow</i>	<i>Tarantella</i>
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
XP value:	25	50	125

All spiders can be dangerous, and many are poisonous. All are carnivores, either trapping their prey in webs or jumping at victims by surprise. However, they are rarely intelligent, and will often flee from fire.

Crab Spider: This is a 5' long spider with a chameleon-like ability to blend into its surroundings, surprising on a roll of 1-4 (on 1d6). It clings to walls or ceilings and drops onto its prey. After the first attack, it can be seen and attacked normally. Any victim of its bite must make a Saving Throw vs. Poison or die in 1-4 turns. However, the poison is weak, and the victim gains a +2 bonus to the Saving Throw roll.

Black Widow Spider: This vicious arachnid is 6' long, and has a red "hourglass" mark on its belly. It usually stays close to its webbed lair. The webs should be treated as the magic-user's Web spell for 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 make a Saving Throw 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. Anyone watching the dance must make a Saving Throw vs. Spells or start to dance in the same way. Dancing victims have a penalty of -4 on their Hit Rolls, and attackers gain +4 on their Hit Rolls. 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:	1/2* (1-4 hp)
Hit Dice:	60' (20')
Move:	180' (60')
Flying:	1 spell
Attacks:	See below
Damage:	3-18 (5-40)
No. Appearing:	Elf: 1
Save As:	7
Morale:	S
Treasure Type:	Neutral
Alignment:	6
XP value:	

Sprites are small winged people (about 1 foot tall) related to pixies and elves. Though shy, they are very curious and have a strange sense of humor. Five sprites acting together can cast one Curse spell. This will take the form of a magic practical joke, such as tripping or having one's nose grow. The exact effect of the curse is left 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 countered by a **Remove Curse** spell.)

Stirge

Armor Class:	7
Hit Dice:	1*
Move:	30' (10')
Flying:	180' (60')
Attacks:	1
Damage:	1-3
No. Appearing:	1-10 (3-36)
Save As:	Fighter: 2
Morale:	9
Treasure Type:	L
Alignment:	Neutral
XP value:	13

A stirge is a birdlike creature with a long nose. It attacks by thrusting its beak into the victim's body, and feeds on blood. A successful hit (for 1-3 points of damage) means that it has attached itself to the victim, sucking for 1-3 points of damage per round until

dead. A flying stirge gains a bonus of +2 on its first Hit Roll against any one opponent due to its speedy diving attack.

Thoul

Armor Class:	6
Hit Dice:	3**
Move:	120' (40')
Attacks:	2 claws or 1 weapon
Damage:	1-3/1-3 or by weapon
No. Appearing:	1-6 (1-10)
Save As:	Fighter: 3
Morale:	10
Treasure Type:	C
Alignment:	Chaotic
XP value:	65

A thoul is a magical combination of a ghou, a hobgoblin, and a troll (a creature explained in the D&D EXPERT Set). Except when very close, thouls look exactly like hobgoblins, and 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.

Troglodyte

Armor Class:	5
Hit Dice:	2*
Move:	120' (40')
Attacks:	2 claws/1 bite
Damage:	1-4/1-4/1-4
No. Appearing:	1-8 (5-40)
Save As:	Fighter: 2
Morale:	9
Treasure Type:	A
Alignment:	Chaotic
XP value:	30

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 the chameleon-like ability to change colors, and use it to hide by rock walls, surprising often (1-4 on 1d6). A troglodyte secretes an oil which produces a stench, nauseating humans and demi-humans unless a Saving Throw vs. Poison is made. Nauseated characters have a -2 penalty on their Hit Rolls while in hand-to-hand combat with the troglodytes.

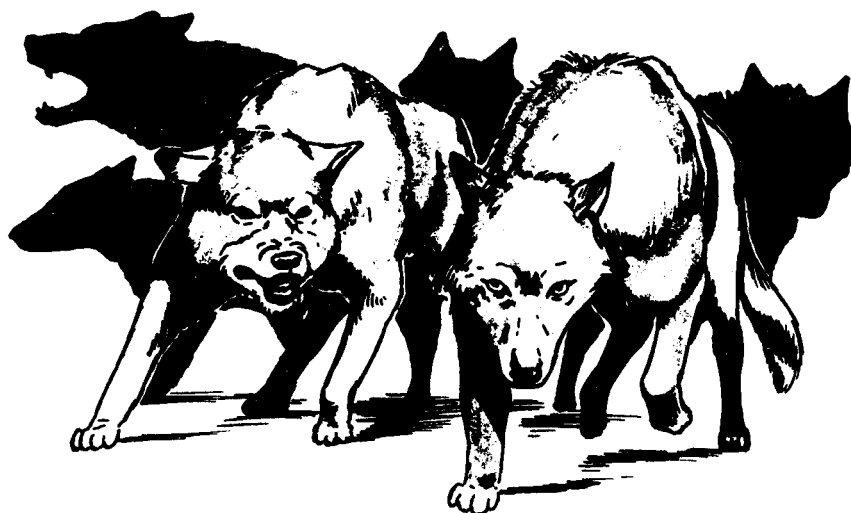
Undead (See **Ghoul**, **Skeleton**, **Wight**, or **Zombie**): The Undead are evil creatures created by dark magic. They are not affected by things that affect living creatures (such as poison) or spells which affect the mind (such as **Sleep** and **Charm Person**). They make no noise.

Were-creature (werebear, wereboar, wererat, weretiger, or werewolf): see Lycanthrope.

Wight

Armor Class: 5
 Hit Dice: 3*
 Move: 90' (30')
 Attacks: 1
 Damage: Energy drain
 No. Appearing: 1-6 (1-8)
 Save As: Fighter: 3
 Morale: 12
 Treasure Type: B
 Alignment: Chaotic
 XP value: 50

A wight is an undead spirit living in the body of a dead human or 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. (Energy Drain is explained on page 24. Any person totally drained of life energy by a wight will become a wight in 1-4 days, and will be under control of their slayer.



Wolf

Yellow Mold

Armor Class: Can always be hit
 Hit Dice: 2*
 Move: 0
 Attacks: Spores
 Damage: 1-6 + special
 No. Appearing: 1-8 (1-4)
 Save As: Fighter: 2
 Morale: Not applicable
 Treasure Type: Nil
 Alignment: Neutral
 XP value: 25

This deadly fungus covers an area of 10 square feet ("one" for No. Appearing), though many may be found together. Yellow mold can only be killed by fire: a torch will do 1-4 points of damage to it each round. It can eat through wood and leather but cannot harm metal or stone. It does not actually attack, but if it is touched, even by a torch, the touch may (50% chance per touch) cause the mold to squirt out a 10' x 10' x 10' cloud of spores. Anyone caught within the cloud will take 1-6 points of damage and must make a Saving Throw vs. Death Ray or choke to death within 6 rounds.

	<i>Normal Wolf</i>	<i>Dire Wolf</i>
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 or 6 (see below)	8
Treasure Type:	Nil	Nil
Alignment:	Neutral	Neutral
XP value:	25	125

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

Dire Wolves: Dire wolves are larger and more ferocious than normal wolves, and are semi-intelligent. They are fierce enemies and usually hunt in packs, found in caves, woods, or mountains. 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.

Zombie

Armor Class: 8
 Hit Dice: 2
 Move: 90' (30')
 Attacks: 1 claw or 1 weapon
 Damage: 1-8 or by weapon
 No. Appearing: 2-8 (4-24)
 Save As: Fighter: 1
 Morale: 12
 Treasure Type: Nil
 Alignment: Chaotic
 XP value: 20

Zombies are mindless **undead** humans or demi-humans animated by some evil magic-user or cleric. They may be Turned by clerics but are not affected by **Sleep** or **Charm** spells. They can be harmed by normal weapons. Zombies are often placed to guard treasures, since they make no noise. They are slow fighters, and always lose initiative (no roll needed).

Treasure

The coins, gems, jewelry and magic items found by the characters during an adventure are all called treasure. Wealth (coins, gems, jewelry and other items of value) is worth experience points. The amount of treasure found will determine how fast the characters advance. A wealthy character may also buy better equipment, hire more retainers, and purchase special services — for example, buying magical cures from higher level clerics. Magic items are *not* counted for XP awards, but they are useful in other ways, especially during adventures.

Treasure is normally found in the lairs of monsters, but may be gained as payment or a reward from a NPC for performing some task. Treasures are determined randomly or chosen by the DM.

The DM should always determine the contents of a large treasure hoard *before* play, to decide how best to hide and protect the treasure from theft. If magic items are present, the DM may want to allow the monsters to use the items — such as a bugbear using a magical sword +1.

Random Treasures

To determine a monster's treasure at random, use the following step-by-step procedure:

HOW TO DETERMINE RANDOM TREASURE

1. Find the Treasure Type
 2. Of the possible treasures given for the Treasure Type, roll d% to find which ones are actually present.
 3. Determine the amount of each treasure present.
 4. If magic is present, roll for the exact items, using the Magic Subtables.
1. Find the **Treasure Type** in the monster description. Find the same *letter* on the Treasure Types Tables. The line after that letter will be used to find the actual treasure. Read across the Treasure Type line to find the possible types of treasure present. Each type will give a percentage, followed by a range of numbers.*
 2. Using Percentage dice, if you roll a number equal to or less than the percentage given, that type of treasure is present. As you roll each percentage, make a note (on scrap paper) of each type of treasure actually present.
 3. Roll the dice range to find the amount of each type of treasure present (those found in step 2).

GROUP TREASURE TYPES TABLE

Type	1000's of Copper	1000's of Silver	1000's of Electrum	1000's of Gold
A	25% 1-6	30% 1-6	20% 1-4	35% 2-12
B	50% 1-8	25% 1-6	25% 1-4	25% 1-3
C	20% 1-12	30% 1-4	10% 1-4	Nil
D	10% 1-8	15% 1-12	Nil	60% 1-6
E	5% 1-10	30% 1-12	25% 1-4	25% 1-8
F	Nil	10% 2-20	20% 1-8	45% 1-12
G	Nil	Nil	Nil	50% 10-40
H	25% 3-24	50% 1-100	50% 10-40	50% 10-60
I	Nil	Nil	Nil	Nil
J	25% 1-4	10% 1-3	Nil	Nil
K	Nil	30% 1-6	10% 1-2	Nil
L	Nil	Nil	Nil	Nil
M	Nil	Nil	Nil	40% 2-8
N	Nil	Nil	Nil	Nil
O	Nil	Nil	Nil	Nil

1000's of Platinum	Gems	Jewelry	Magic Items
25% 1-2	50% 6-36	50% 6-36	30% Any 3
Nil	25% 1-6	25% 1-6	10% 1 sword, armor, or weapon
Nil	25% 1-4	25% 1-4	10% Any 2
Nil	30% 1-8	30% 1-8	15% Any 2 + 1 potion
Nil	10% 1-10	10% 1-10	25% Any 3 + 1 scroll
30% 1-3	20% 2-24	10% 1-12	30% Any 3 except weapons, + 1 potion + 1 scroll
50% 1-6	25% 3-18	25% 1-10	35% Any 4 + 1 scroll
25% 5-20	50% 1-100	50% 10-40	15% Any 4 + 1 potion + 1 scroll
30% 1-8	50% 2-12	50% 2-12	15% Any 1
Nil	Nil	Nil	Nil
Nil	Nil	Nil	Nil
Nil	50% 1-4	Nil	Nil
50% 5-30	55% 5-20	45% 2-12	Nil
Nil	Nil	Nil	40% 2-8 potions
Nil	Nil	Nil	50% 1-4 scrolls

4. If any magic items are present, the Magic Item Subtables are used to find the actual types.

Special Dice Note: The amount of treasure is listed as a range. Whenever the range starts with "1" (1-4, 1-6), the last number indicates the type of die rolled. For example, 1-4 means 1d4; 1-100 means d%.
When the first number is larger than one, it indicates the *number* of dice; the type of dice must be found, usually by dividing the second number by the first. For example, 3-24 means 3d8; 2-24 means 2d12; 5-30 means 5d6.

If both numbers are multiples of 10, the DM may roll one die and multiply the result by 10. For example, 10-40 may be determined by 1d4, multiplied by 10; 10-60 may be determined by 1d6x10.

Placed Treasures

You may choose treasures instead of rolling for them randomly. You may also choose a result if rolls give too much or too little treasure. These choices should be

made carefully, since most of the experience the characters will get will be from treasure (usually $\frac{3}{4}$ or more).

After running a few games, it may be easier for you to first decide how many XP to give out (considering the size and levels of experience in the party), and place the treasures to give the desired result. However, be sure to make the monsters tough enough to force the characters to earn their treasure!

Adjusting Treasure

When the "No. Appearing" of a type of monster is 1-4, no adjustment is necessary; even a single monster will have the treasure indicated. However, many human-like monsters are found in large numbers in their outdoor lairs. When the Treasure Type given is a letter from A to O, that should only be the treasure found in a full lair (the Wilderness No. Appearing — the number in parentheses in the monster description). Beginning characters should not encounter full lairs of these creatures. Encounters with less than a full lair should yield *less* treasure.

INDIVIDUAL TREASURE TYPE TABLE

Type	Pieces of Copper	Pieces of Silver	Pieces of Electrum
P	3-24 per individual	Nil	Nil
Q	Nil	3-18 per individual	Nil
R	Nil	Nil	2-12 per individual
S	Nil	Nil	Nil
T	Nil	Nil	Nil
U	10% 1-100	10% 1-100	Nil
V	Nil	10% 1-100	5% 1-100

Pieces of Gold	Pieces of Platinum	Gems	Jewelry	Magic Items
Nil	Nil	Nil	Nil	Nil
Nil	Nil	Nil	Nil	Nil
Nil	Nil	Nil	Nil	Nil
2-8 per individual	Nil	Nil	Nil	Nil
Nil	1-6 per individual	Nil	Nil	Nil
5% 1-100	Nil	Nil	5% 1-4	2% Any 1
10% 1-100	5% 1-100	Nil	10% 1-4	5% Any 1

Other Treasure Types

You may create Treasure Types other than those listed. Some other valuable items could be rugs, wall hangings, rare wines, silverware and other kitchen items, or even animal skins. You should give each item a value in gold pieces (and an encumbrance, if that optional rule is used).

Average Treasure Values

The average values of each Treasure Type (in gp) are given below. These averages do *not* include the possible magic in the treasures. After rolling for treasures, you may refer to this list to see whether the treasure is larger or smaller than average. You may then adjust the treasure, if you wish.

AVERAGE TREASURE VALUE (gp)					
A	17,000	E	2,500	I	7,500
B	2,000	F	7,600	J	25
C	750	G	25,000	K	250
D	4,000	H	60,000	L	225
				M	50,000

Coins

All coins are about equal in size and weight. Each coin weighs about $\frac{1}{10}$ pound. Electrum is a mixture of silver and gold. The rate of exchange between coins is as follows:

MONEY CONVERSION CHART	
100 cp = 1 gp	2 ep = 1 gp
10 sp = 1 gp	1 pp = 5 gp
500 cp = 50 sp = 10 ep = 5 gp = 1 pp	

Gems

To find the value of a gem, roll Percentage dice and refer to the Gem Value Table:

GEM VALUE TABLE		
% Roll	Value	Example
01-20	10 gp	quartz, turquoise
21-45	50 gp	citrine, onyx
46-75	100 gp	amber, garnet
76-95	500 gp	pearl, topaz
96-00	1000 gp	opal, ruby

Examples are given for each value of gem. You may wish to reveal a gem type rather than giving its exact value, for more realism in the adventure. If you do so, the players should be able to discover the exact value later — at the town jeweler's shop, for example (probably for a small fee, which is usually 1-5% of the value, or less).

Optional: After finding the total value of all the gems in a treasure, you may combine or split them into different numbers of gems at any values. *For example*, 5 gems worth 100 gp each might be placed as 1 pearl, or 50 onyx gems, or 4 garnets and 10 pieces of turquoise.

Jewelry

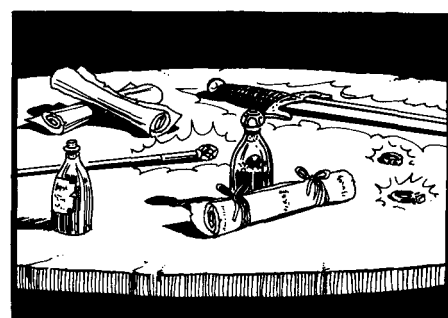
To find the value of a piece of jewelry, roll 3d6 and multiply the total by 100 (for a total of 300-1800 gp). Jewelry can be damaged by such things as very hot fire, lightning bolts, crushing, and other rough treatment. Damaged jewelry is only worth $\frac{1}{2}$ normal value.

JEWELRY VALUE TABLE (gp)

Value	Examples
300-600	Bracelet, Pin
700-1000	Brooch, Earring
1100-1400	Pendant, Necklace
1500-1800	Crown, Sceptre

As with gems, you may use any type of jewelry as treasure, and various combinations. You may choose to allow jewelry of greater value than that given.

When both gems and jewelry occur in the same treasure, you may combine them. *For example*, a single gem result of 1,000 gp along with a jewelry value of 1,500 gp could be placed as "two gold crowns, each with a large pearl set in the front; each crown is worth 1,250 gp."



Magic Item Subtables

If a magic item is present in a treasure, you should find the exact item, using the following three-step process:

1. Roll Percentage dice to find which Subtable to use, as given on the Magic Item Type Table.
2. Find the Subtable indicated and roll 1d20 to find the exact item.
3. Read the explanation of the item, given on the following pages.

1. Roll Percentage:

MAGIC ITEM TYPE		
Die Roll	Magic Subtable to use	
01-20	a.	Swords
21-30	b.	Other Weapons
31-40	c.	Armor and Shields
41-65	d.	Potions
66-85	e.	Scrolls
86-90	f.	Rings
91-95	g.	Wands, Staves, and Rods
96-00	h.	Miscellaneous Magic

Treasure

2. Roll on Magic Subtable:

a. SWORDS (roll 1d20)	
Die Roll	Type of Sword
1-8	Sword +1
9-10	Sword +1, +2 against lycanthropes
11	Sword +1, +2 against spell users
12-13	Sword +1, +3 against undead
14-15	Sword +1, +3 against dragons
16	Sword +1, Light spell 1/day
17-19	Sword +1, Cure Light Wounds 1/day
20	Sword +2

b. OTHER WEAPONS (roll 1d20)	
Die Roll	Type of Weapon
1-4	Arrows +1 (10 arrows)
5-6	Axe +1
7-9	Dagger +1
10	Dagger +2
11-13	Mace +1
14-16	Quarrels +1 (10 quarrels)
17	Sling +1
18-20	War Hammer +1

c. ARMOR & SHIELDS (roll 1d20)	
Die Roll	Type of Armor or Shield
1-4	Leather armor +1
5-9	Chain mail armor +1
10-11	Plate mail armor +1
12-17	Shield +1
18-19	Shield +2
20	Chain armor & shield (both +1)

d. POTIONS (roll 1d20)	
Die Roll	Type of Potion
1-4	Diminution
5-6	ESP
7-9	Gaseous Form
10-12	Growth
13-16	Healing
17	Invisibility
18-19	Levitation
20	Poison

e. SCROLLS (roll 1d20)	
Die Roll	Type of Scroll
1-4	Scroll of 1 spell
5-7	Scroll of 2 spells
8	Scroll of 3 spells
9-10	Curse (occurs when read)
11-13	Protection from Lycanthropes
14-16	Protection from Undead
17-18	Treasure Map: location of 1,000-4,000 gp value
19-20	Treasure Map: location of 1 hidden magic item

f. RINGS (1d20)	
Die Roll	Type of Ring
1-3	Animal Control
4-8	Fire Resistance
9-10	Invisibility
11-15	Protection +1
16-18	Water Walking
19-20	Weakness

g. WANDS, STAVES, AND RODS (roll 1d20)	
Die Roll	Type of Wand, Staff, or Rod
1-6	Wand of Enemy Detection
7-11	Wand of Magic Detection
12-14	Wand of Paralyzation
15-17	Staff of Healing
18	Snake Staff
19-20	Rod of Cancellation

h. MISCELLANEOUS ITEMS (roll 1d20)	
Die Roll	Type of Magic Item
1-2	Bag of Devouring
3-5	Bag of Holding
6	Crystal Ball
7-8	Elven Cloak
9-10	Elven Boots
11	Gauntlets of Ogre Power
12-13	Helm of Alignment Changing
14-16	Helm of Telepathy
17-18	Medallion of ESP
19-20	Rope of Climbing

3. Explanation of Magic Items

Identifying Magic Items

The only way to identify exactly what an item does is by testing it (trying on the ring, sipping the potion, etc.). If a retainer does this testing, the retainer 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 weeks (game time, not real time) to do it.

Types of Magic Items

There are two basic types of magic items: Permanent items, which are not used up (such as swords and armor), and Temporary items, which are used either once (such as potions) or one "charge" at a time (such as wands).

Using Magic Items

Any magic item must be properly used to have any effect. A magic shield will have no effect unless it is carried normally; a ring must be worn on a finger to get the magical effect.

Some Permanent items are simply for protection. No concentration is required to use these items. Magic weapons also function automatically.

All Temporary items are either consumed (by drinking or eating) or used by concentrating. If not consumed, the item must be held while the user concentrates. While using the item, the user may not move, cast a spell, or take any other action during that round.

Charges in Magic Items

Many Temporary items have a limited number of charges (uses). When the last charge is used, the item is no longer magical. It is not possible to find out how many charges an item has, and such items cannot be recharged.

Magic Item Descriptions:

a. Swords

When a magic sword is used, the player adds the "plus" to both Hit Rolls *and* Damage rolls. Several swords also have a special adjustment which is used *only* when fighting a special type of opponent. Normal weapon restrictions for character classes also apply to magical weapons. *For example*, A cleric cannot use a sword, so a cleric cannot use a magical sword either.

Two of the swords listed can cast cleric spells. Refer to those spells to find the exact effect. Each effect can only be used once each adventure (or day). No meditation is needed to gain the spell casting ability. If you wish, you may add other spell abilities to swords, using either cleric or magic-user spells.

You may select the size of a sword (most are normal swords, but short and two-handed swords may be found) or determine it randomly.

Cursed Swords: Any sword may be cursed! When the dice rolls indicate a sword as treasure, roll 1d20 again. If the result is 1-3, a *cursed sword* should be placed instead. However, it will seem to be a "normal" magic sword (whatever type was first rolled) until used in deadly combat. At that time, the curse is revealed.

A cursed sword will cause the player to *subtract* one from all Hit Rolls and Damage Rolls when using that weapon, instead of giving a bonus. Once a cursed sword is used in battle, it may not be thrown away. If it is stolen or sold, the character is cursed with the desire to get it back. The character will always use that weapon when in battle. (DM, tell the player that this is what the character wants — and no arguments!) Only a high level NPC magic-user or cleric can help a character be rid of the curse. After the curse is removed, the sword will become a “normal” magic sword, of whatever type was rolled.

b. Other Weapons

As with magic swords, the “plus” number is added to both Hit Rolls *and* Damage Rolls. And as with swords, any item may be *cursed*, though there is less chance with other weapons. Roll 1d20; if the result is 1-2, the item is cursed. The curse is handled in the same manner as a cursed sword.

Normal weapon restrictions apply. Since a magic-user cannot use a sling, a magic-user cannot use a magical sling, either.

c. Armor

Armor comes in many shapes and sizes. The better the armor, the lower your AC number. Magical armor and shields can lower the AC number even further.

MAGICAL ARMOR TABLE

Type of Armor	Normal AC	Magical AC	Encumbrance Adjustment
Leather	7	6	+100 cn
Chain mail	5	4	+250 cn
Plate mail	3	2	+300 cn
Shield	*	*	none

Explanation of Magical Armor Table:

“Normal AC” is the AC of a character wearing normal armor of the type given.

“Magical AC” is the AC of a character wearing magical armor of the type given.

“Encumbrance Adjustment” is the added amount that a character can carry when wearing magical armor of the type given. In other words, magical chain mail weighs 250 cn less than non-magical chain mail armor.

A shield +1 would lower the AC number one more. For example, a fighter in normal chain mail and shield would be AC 4. If a set of magical chain mail and shield were found (both +1), the AC would drop 1 for the armor and 1 more for the shield, for a total of AC 2. If a +2 shield were used, the AC number would drop 1 more, for a total of AC 1.

Cursed Armor: Armor and shields may be cursed! You should roll 1d8 when either is placed as treasure; a result of 1 indicates that the item is cursed. Handle cursed armor in the same manner as cursed swords. Cursed armor makes a character easier to hit by +1.

You may either select the size of the armor found (most is human-sized) or determine it randomly.

d. Potions

Potions are usually found in small glass vials, similar to Holy Water. Each potion has a different smell and taste — even two potions with the same effect! Unless stated otherwise, the effect of a potion lasts 7-12 turns. Only you, the DM, should know the exact duration, and you should keep track of it when the potion is used. The entire potion must be drunk to have this effect. A potion may be sipped to discover its type and then used later. Drinking a potion takes one round. Sipping a potion does not decrease its effect or duration.

If a character drinks a potion while another potion is still in effect, that character *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 effect. A *potion of healing* has no duration (for this calculation). Each type of potion is described below:

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. This potion will negate a *potion of growth*.

ESP: This potion will have the same effect as the magic-user 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**. Refer to the magic-user spell (PLAYERS’ MANUAL, page 41) 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* (twice the amount rolled) on any successful hit. The user’s hit points, however, will not increase. This potion will negate a *potion of diminution*.

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

Invisibility: This potion will have the same effects as the magic-user 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 spell (page 41) of the PLAYERS’ MANUAL for more information. The DM may allow players to drink small amounts of this potion 6 times, each drink being effective but only for 1 turn.

Levitation: Drinking this potion will have the same effects as the magic-user spell **levitation**. The user may move up or down in the air without any support. This potion does not enable the user to move side-to-side. The user could, however, levitate to a ceiling and move sideways by pushing or pulling. Motion up or down is at a rate of 60’ per round. See the magic-user spell (page 41 of the PLAYERS’ MANUAL) for more information.

Poison: Poisons look like normal magic potions. If any amount of this potion is swallowed, even a sip, the user must make a Saving Throw vs. Poison or die! (If you wish, you may decide that the poison will do a set amount of damage if the Saving Throw is failed.)

e. Scrolls

A scroll is a piece of old paper or parchment upon which a high level magic-user, elf or cleric has written a magical formula. To use a scroll, there must be enough light to read by, and the scroll must be read aloud. A scroll can 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 (depending on the type of spell), but a Protection Scroll or a Treasure Map can be read by anyone.

Treasure

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 cleric spells on them. To find the type, roll 1d4:

TYPE OF SPELL ON SCROLL	
Die Roll	Type
1	Cleric spell
2-4	Magic-user spell

Magic-user spells are written in a magical language and cannot be read until a **Read Magic** spell (PLAYERS' MANUAL, page 40) is used to read it. Cleric scrolls are written in the Common tongue, but only a cleric will understand how to use the spells.

Magic-users and elves cannot use cleric scrolls, nor can clerics read magic-user scrolls.

You may either choose the spells on a scroll or determine them randomly. If you wish to choose them randomly, roll 1d6 for each spell and use the chart below to find the spell level. Then roll to determine the exact spell, using the spell lists (PLAYERS' MANUAL, page 35, or page 17 of this booklet for 3rd level spells).

LEVEL OF SPELL ON SCROLL	
Die Roll	Level
1-3	1st level
4-5	2nd level
6	3rd level

Cursed Scroll: Unfortunately, when any writing on a cursed scroll is even seen, the victim is immediately cursed. No reading is necessary! You, the DM, must make up each curse. Examples of a few common curses are:

1. The reader turns into a frog (or some other harmless animal).
2. A wandering monster of the same level as the reader appears and attacks the reader by surprise (a free attack with bonuses).
3. One 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. (You should roll again for a first level character, to avoid unfair "instant death.")

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 a curse of this nature. However, you may allow the cursed character to be cured by a high level NPC cleric or magic-user, who will demand that the character complete a special adventure or perform 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 which will 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 type, as follows:

Wererats:	1-10 affected
Werewolves, wereboars:	1-8 affected
Weretigers, werebears:	1-4 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 type, as follows:

Skeletons, zombies, or ghouls:	2-24 affected
Wights, wraiths, or mummies:	2-12 affected
Spectres (or larger):	1-6 affected

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

f. Rings

A magical ring *must* be worn on a finger or thumb to be used. A ring may also be carried and put on when desired. Only one 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 animals (or 1 giant-sized). 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 all 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 die rolled to determine the damage).

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

Protection +1: This ring improves the wearer's Armor Class by 1. For example, a magic-user with no armor (AC 9) would be AC 8 when wearing the ring. This item also adds a bonus of +1 to all of the wearer's Saving Throw rolls.

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 1-6 rounds. The wearer cannot take off this ring (unless a **Remove Curse** spell is used, as explained in the D&D EXPERT rules).

g. Wands, Staves, and Rods

A wand is a thin smooth stick about 18 inches long. A rod is similar, but 3 feet long; and a staff is 2 inches thick and about 6 feet long. In D&D BASIC rules, wands may only be used by magic-users and elves, and staves may only be used by clerics. (More of these items, with different charges and usable by different classes, are given in the EXPERT Set.) A wand contains 1-10 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 make a Saving Throw vs. Wands or be paralyzed for 6 turns.

Staff of Healing: This item will heal 2-7 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 points of damage per hit.

Upon command, it turns into a snake (AC 5, Hit Dice 3, hit points 20, Movement 60' per turn, 20' per round) and coils around the creature struck. The command may be spoken when the victim is hit. The victim is allowed to make a Saving Throw vs. Spells to avoid the serpent's coil. Any man-sized or smaller victim 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 cannot be "coiled."

When freed, the snake crawls back to its owner and becomes a staff once 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 any magic item it hits, making that item forever non-magical. 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).

h. Miscellaneous Magic Items

Each of these items is special, and is fully described below.

Bag of Devouring: This item looks like a normal small sack, but anything placed within it disappears. Anyone may reach in and find the contents by touch — if the contents are still there! If the contents are not removed within 7-12 turns, they will be forever lost. The bag 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 anything placed within it disappears. Anyone may reach in and find the contents by touch. The bag will actually hold treasures up to 10,000 cn in weight, but will only weigh 600 cn when full. An item to be placed inside the bag may be no larger than 10' x 5' x 3'. A larger item will not fit inside.

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: The wearer of this cloak is nearly invisible (roll 1d6; seen only on a 1).

The wearer becomes visible when attacking or casting a spell, and may not become invisible again for a full turn.

Elven Boots: The wearer of these boots may move with nearly complete silence (roll 1d10; only heard on a 1).

Gauntlets of Ogre Power: These gauntlets will give the wearer a Strength score of 18, gaining all normal bonuses. If a weapon is not used in combat, the wearer may strike with one fist each round, for 1-4 points of damage and gaining a +3 on Hit Rolls (only).

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, and the wearer will resist the removal. Once removed, the wearer's original alignment will return. 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 send messages, by mere thought, to any creature within 90'. The creature receiving the thought messages will understand them. (The creature may refuse to respond.) The wearer may also read the thoughts of a living creature within range. To make the helm work, the wearer must concentrate on the creature, and may not move or cast spells. If the creature fails a Saving Throw vs. spells (or permits the thought reading), the wearer will understand the creature's thoughts.

Medallion of ESP: This magical medallion is strung on a chain to be worn around the neck. If the wearer concentrates for 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 roll 1d6 each time this item is used; it will not work properly on a roll of 1. 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' long, 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 cn of weight.

Creating dungeons

A "dungeon" is any place where monsters and treasures may be found. A dungeon is usually a group of rooms, connected by corridors. It could be a castle (new or ruined), some caves, or anything else you can imagine.

The "level" of a dungeon is a number that identifies part of the dungeon, and usually indicates the amount of danger present in that area of the dungeon. Level One, or the "first level," is usually the easiest part of the dungeon — the place where the smallest monsters and treasures can be found. Level 2 is usually more dangerous than level 1, and as the numbers increase, so does the danger. A dungeon may have any number of levels.

Types of Dungeons

The levels of a dungeon are usually built vertically - one above the other. In most dungeons, the deeper you go, the more dangerous the adventure becomes. The entrance to the dungeon is usually on Level One, and stairs, pits, or chutes (sometimes even elevators) lead to the lower levels.

Some dungeons may be built in the opposite way, with the more difficult levels above the first, rather than below. A tower is one example of this type.

Some dungeons may be built horizontally, with no areas above or below the first. A "lower level" would be a section of the dungeon further from the entrance, but no deeper or higher than the First Level. A group of caves is an example of this type.

There may be more than one entrance to a dungeon. All the entrances need not lead to the First Level. Some may lead directly to other levels, bypassing the first.

When you design a dungeon, you may use any method. It is recommended that you make simple vertical dungeons first, with more dangerous levels below the first level. You may find other types in published modules, and you may construct more elaborate types after some practice.

Good and Bad Dungeons

You could "design" a dungeon simply by drawing a group of circles and squares (for rooms), connecting them by lines (for corridors), and making a list of monsters and treasures to be found. But this random "design" is not a good dungeon. A good dungeon is reasonable. Its design is carefully thought out, and the monsters and treasures are placed for a reason.

A good dungeon is more than just a place to meet monsters; it provides entertainment, puzzles and clues, and fits together in a meaningful way. In a good dungeon, the players gain a sense of

achievement — of successfully meeting a challenge of some kind.

Even a random dungeon could be a good dungeon, if the monsters within it were selected and placed carefully. Randomly drawn caves would give a disorganized design of rooms and corridors, but could be a good dungeon if occupied only by cave dwellers, such as animals (normal and giant) and human-like monster tribes (such as goblins).

The Solo Adventure in the *PLAYERS' MANUAL* was not a "good" dungeon — at least, not for most adventures! Instead, that dungeon was designed as an exercise for practicing your combat procedures, and to show you several basic parts of the game. It could be changed into a good dungeon for group games by removing the Rust Monster and adding more rooms to complete an overall plan — possibly the lair of a goblin tribe, with a few scavengers (such as the rats) and guards (the skeletons) in the outer areas.

Step By Step

The following steps can be used as a guide in making a good dungeon. Read them for ideas, and follow the steps if you wish. Every step is important.

1. Choose a Scenario
2. Decide on a Setting
3. Select Special Monsters
4. Draw the Map
5. Stock the Dungeon
6. Fill In the Final Details

1. Choose A Scenario

A "scenario" is an idea or theme which ties the dungeon together. The entire dungeon should fit the scenario. A good scenario gives the players a reason for adventuring, and keeps the adventure consistent and logical. The monsters and treasures are placed later, based on the scenario used. In short — the scenario affects *everything* in the dungeon.

A scenario can be anything you can imagine! Some examples are given and explained below.

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. Examples: TSR's Dungeon Modules B-1 and B-3.

Investigating an Enemy Outpost

The enemies (possibly Chaotic monsters) are invading the Realm of Man. The characters must enter an enemy outpost, find

the strengths and plans of the invaders, and destroy them if possible. Example: TSR's Dungeon Module B-2.

Recovering Ruins

The party is scouting an old village before permanent settlers move in. The ruins may have been overrun by a certain type of monster, who must be driven off or slain. The ruins could even be underneath — or part of — a thriving town.

Destroying an Ancient Evil

The "evil" is a monster or NPC, but the exact type is not known. It may have been deeply buried and reawakened by recent digging, exploring, and so forth.

Visiting a Lost Shrine

To remove a curse or recover a special item, the party must travel to a shrine which has been lost for ages. They have only a rough idea of its location, and may have to consult an oracle or seer during the trip.

Fulfilling a Quest

A King (or other powerful NPC) assigns an epic task to a character or party. It may involve the recovery of a valuable or powerful object.

Escaping From Enemies

The characters have been captured! They must escape from their cells deep within a dungeon. (Be sure to make escape, and the recovery of some equipment, possible — though not easy.)

Rescuing Prisoners

Valuable or important persons are being held prisoner by an evil group (bandits, orcs, a magic-user with allies, etc.). The party may be hired, or may simply be seeking an announced reward. The party may be the guards for a person negotiating the ransom demands.

Using a Magic Portal

A "magic portal" is a device which magically sends creatures from one place to another. It may be a "door" into another dimension or world, and could become the point of an invasion from the far place! It could simply be a way to force the party into a secret part of a dungeon. The party might be on a mission to destroy the portal, or might be hired to reopen or find a closed or lost portal. The portal may be known or secret, and may operate both ways — or one-way only!

Finding a Lost Race

The characters find a long-lost race that was once human, but has lived underground so long that many changes have occurred (change of color, animal habits,

infravision, etc.). The details of the Lost Race must be invented carefully.

2. Decide on a Setting

You do not yet have to make a full map of the dungeon, but you should decide how the area will *generally* look. After choosing a general type (some are given below), make notes on any specific ideas you have for special rooms or areas.

Castle or Tower	Crypt or Tomb
Caves or Cavern	Ancient Temple
Abandoned mine	Stronghold or Town

3. Select Special Monsters

You should select (and *not* roll at random) some special monsters, based on the scenario. You may create new monsters if desired. *For example*, if the scenario is "Recovering Ruins" in a "Ruined Town" setting, you might place a few hobgoblin lairs (15-20 creatures in each), plus their pets and friends, as Special Monsters. The rest of the ruins could be filled randomly. The entire "dungeon" could be used for several adventures.

4. Draw the Map

Using graph paper and pencil, draw a map of the dungeon. First, select a scale. The scale of a map is the number of feet (length and area) represented by one square on the paper. A common scale is "1 square = 10' x 10' area." For outdoor areas, like the ruins mentioned above, a 20' x 20' map square is common. Some detailed indoor areas use 5' x 5' squares, but any scale may be used.

Second, draw the overall shape of the dungeon, based on the setting. For caves, no exact shape is needed; you could simply draw a line for the outer edge, break it with a few entrances, and fill the rest of the map paper with rooms and corridors. For a tower, however, you must decide on a size and shape before continuing.

Some sections of the map may be left blank, to be filled in later.

The standard symbols used in mapping to represent doors, stairs, traps, and other features are given on the inside front cover. You can get several ideas for dungeon design just from looking at them!

5. Stock the Dungeon

The process of placing the monsters, traps, and treasures into the dungeon is called "stocking" the dungeon. First, place the Special Monsters in their areas, along with their treasures. Then you may either select other creatures or roll for them at random,

using either the Wandering Monster Tables (inside back cover) or a list of your own.

To randomly determine the contents of rooms, you may use the system explained on the following pages.

6. Fill In the Final Details

After the rooms have been stocked, you can add details about normal items, sounds, smells, and so forth. Try to add enough detail to make the adventure interesting, but not too much that the players become bored. You will develop a "feel," in time, for the right amount of detail.

To finish, you should make a Wandering Monster list to fit the dungeon. Only a few monsters will be needed — from 4 to 10 — but they should be selected to fit the scenario, the setting, and the map. *For example*, in ruins, the Wandering Monsters could all be scavenger types (carrion crawler, rats, gelatinous cube), giant beetle, and Special Monsters (1-4 hobgoblin guards, for example).

Random Stocking

After placing Special Monsters in a dungeon, you may fill the rest of a dungeon with creatures either at random or by choosing. Many rooms should be left empty. If there are creatures everywhere, the dungeon will be too dangerous. As a way of checking, imagine what would happen in the dungeon when the adventurers aren't around. If the monsters would encounter each other often, they should not be enemies; otherwise, the dungeon could be ruined! It would be nearly empty before the adventurers arrive, with all the dungeon treasure in the lair of the last survivors.

To randomly stock a dungeon room, roll 1d6 twice and consult the Room Contents Table. The first roll is to find the contents (monster, trap, special, or empty), and the second roll shows whether treasure is present.

ROOM CONTENTS TABLE						
First Roll		Second Roll				
		1	2	3	4	5 6
1-2	Empty	T	—	—	—	—
3	Trap	T	T	—	—	—
4-5	Monster	T	T	T	—	—
6	Special	(usually no treasure)				

Use the first roll to find the contents, and

RANDOM TREASURES TABLE						
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 10	10% 1d6	5% 1d6	8%	Any 1

then read across to the column under the result of the second roll. If the result is "T," place treasure in the room. Treasure is rarely found with a "Special." The amount of treasure can be determined by using the random Treasures Table:

Silver pieces are always part of randomly placed treasure, and other items might be found. The DM rolls Percentage dice, and if the result is equal to or less than the number given, that type of treasure is also present. Treasure should rarely be sitting out on the floor. You should decide where the treasure is kept (a locked chest) or hidden (in a hollow table leg, etc.).

Room Contents

The Random Stocking chart may call for the placement of a Trap or Special. These are explained below.

Trap

A trap is anything that could cause damage, delay or a magical effect to occur. The trap may be found, and possibly removed, by a thief character. Traps may be placed on doors, walls, ceilings, room furnishings (table, chest, etc.) or directly on a treasure. You may combine traps, or place several in one area, but try *not* to make the encounter too dangerous for the characters. Deadly traps are not recommended until the 2nd level of a dungeon (or deeper) is reached. Some typical traps:

Blade: A blade sweeps out, down, or up, hitting someone (possibly allowing a Saving Throw) for damage.

Creature: A monster (snake, beetle, spider, etc.) jumps up and gets 1 free attack by surprise.

Darts: Some tiny darts, shot by a spring mechanism, shoot out and hit someone (either automatic hits or by making Hit Rolls), for damage or some other effect (paralysis, poison, curse, etc.).

Explosion: Something blows up, causing damage to everyone in the area — any set amount or dice range, but a Saving Throw vs. Spells should allow damage to be reduced to half unless the explosion is an illusion.

Creating dungeons

Falling Items: A block (or rubble) falls when something is touched (or at random), striking someone and allowing a Saving Throw vs. Wands (for trying to jump out of the way) for damage (either a given number or a dice range).

Fog: Looks like poison gas, but a failed Saving Throw results in (pick one): nothing, giggles, fear, a terrible smell for 1-6 turns (which may attract monsters or increase Wandering Monster chances), anger (victims attack each other for 1-4 rounds; a Saving Throw may be applied), or paralysis.

Illusion: Something strange happens (but not really; see Phantasmal Force, a magic-user's spell), and the characters may be scared away (or the illusion may have some other effect, such as giving a false clue, luring characters toward another trap, etc.).

Light: A bright light flashes, and all seeing it are blinded for a time (a Saving Throw vs. Spells should apply, possibly with a bonus or penalty to the roll).

Pit: A section of floor gives way, and (one, some, or all) characters fall in, taking (1d4, 1d6, 1d8, 1d10) damage. The pit may have something at the bottom (spikes for more damage, deep water, or a monster).

It may be a chute, leading down (a one-way ride) to the next dungeon level.

Poison Gas: Victims make Saving Throws vs. Poison or take damage (1d4, 1d6, or whatever is dangerous but not deadly to most characters). Optionally, a Saving Throw vs. Poison with bonuses (+1, +2, +4) to the roll may be made, with failure meaning death. Gas is usually in a container, released when opened.

Poison Needle: This is a small needle, hidden somewhere and nearly undetectable until accidentally touched, when it will spring out and poke a character who tries to open something.

Special

A "special" is anything you place which is not normal, but is not a trap, monster, or treasure. Some typical specials are:

Alarm: Summons special monster, opens dungeon doors, or has no effect at all.

Illusion: A dungeon feature (stairs, room, door, monster, treasure, etc.) is not really there, but is merely a phantasm.

Map Change: A shifting wall moves after the party passes, cutting off their exit. They must find another way out of the dungeon. The wall shifts back after a time (1 turn, 1 hour, 1 day).

Movement: The room (or stairs, or door, or item) moves (turns, drops, closes, rises, etc.) unexpectedly. It might be stopped if a roll for surprise (often with -1, -2, or -3 penalty) shows that the party reacts quickly enough to prevent it.

Pool: Magical water has a strange effect if touched (or drunk, or sprinkled on someone or something), such as healing, inflicting damage, changing an Ability Score, changing Alignment, making something magical for a time, invisible for a time, etc.

Sounds: The room (or item, or treasure) makes strange noises: moaning, screaming, talking, etc.

Statue: A large statue of a person, monster, or gadget (nearly anything you can imagine) is found. It may be valuable, magical, too heavy to move, alive, lonesome and willing to talk (maybe a liar), covering a trap door down, a treasure, etc.

Transportation: This could be a trap door leading up or down, secret stairs, elevator, magical portal to elsewhere (another room, another level, another dungeon), etc.

Trick Monster: This applies to any variation of a listed monster, such as: a skeleton who shoots its fingertips like a Magic Missile, a two-headed giant ogre, a "goop" dragon that spits green slime or grey ooze, a wild bore (a shaggy man who tells long, dreary stories), a quarterling (half-sized halfling), a Mouth Harpy (who can't sing but plays the harmonica), an Ogre Jelly (looks like an ogre, but . . .) Rock and Roll Baboon, and so forth.

Weird Things: You may let your imagination run, placing such things as: weapons which fly — attacking by themselves, talking skulls, a magic item or treasure firmly stuck to the floor (or wall, or ceiling), a magical area (zero gravity, reversed gravity, growth to double size, shrink to 1" tall; effect lasts until leaving the area), a huge creature recently slain (too big to fit through the corridors — "But how did it get here?"), and so forth.

Wandering Monsters

In a dungeon, monsters are often encountered in rooms. The rooms may be their lairs, or the creatures may simply be "passing through," having lairs elsewhere.

These encounters are with "Placed" monsters — creatures mentioned, in the dungeon description, as being in one specific place. However, monsters may also wander around, and be encountered during their travels. The DM does not place these creatures in any one spot. Instead, they are listed in a special Wandering Monster Table, included with the dungeon description. This chart is part of the design of most dungeons.

One Wandering Monster Table may be used for an entire dungeon, or separate lists may be made for each level of the dungeon. Some sample charts for dungeon levels 1-3 are given below.

During the adventure, the DM keeps track of the passage of time. To find out if Wandering Monsters appear, the DM rolls 1d6 after every two turns. If the result is a 1, one or more Wandering Monsters are approaching the party.

The creatures may be approaching from any direction. A direction may simply be chosen by the DM, depending on the location of the characters, or may be selected randomly. The creature will arrive shortly (1-4 minutes) after the roll indicates Wandering Monsters. They might arrive while another encounter is in progress!

Some actions or items may increase the chances of Wandering Monsters. Loud noises, battles, cursed items, or exploring special areas may result in a roll to check for Wandering Monsters every turn, and possibly with higher chances (1-2, 1-3, or 1-4 on 1d6).

Generally, the number of Wandering Monsters appearing should be less than the normal Number Appearing given in the monster description. As a guideline, use the adjusted No. Appearing as if encountered on an easier level of the dungeon. For example, 2-8 Goblins (first level monsters) are normally encountered on Dungeon Level 1. If encountered as Wandering Monsters on the same level, only 1-6 or 1-4 goblins might be met.

To use the Wandering Monster Tables given, find the table for the dungeon level being explored. Then roll 1d20, and find the result on the chart used. The name and number of the Wandering Monsters encountered is given next to the result. The "Number Appearing" has been adjusted both for level differences and for Wandering (vs. placed). Find the full description of the monster, on the page number of this book given, for more information.

Wandering Monster Tables

DUNGEON LEVEL 1			
Die Roll	Monster Appearing	Number	Page Number
1	Bandit	1-6	25
2	Beetle, Fire	1-6	26
3	Cave Locust	1-6	33
4	Centipede, Giant	1-6	28
5	Ghoul	1-2	30
6	Goblin	1-6	31
7-10	Human	1-3	31
11	Kobold	2-12	32
12	Lizard, Gecko	1-2	32
13	NPC Party	1 party	35
14	Orc	1-6	35
15	Skeleton	1-10	37
16	Snake, Racer	1-2	37
17	Spider, Crab	1-2	38
18	Stirge	1-8	38
19	Troglodyte	1-3	38
20	Zombie	1-3	39

DUNGEON LEVEL 2			
Die Roll	Monster Appearing	Number	Page Number
1	Beetle, Oil	1-6	26
2	Carrion Crawler	1	27
3	Ghoul	1-4	30
4	Gnoll	1-4	30
5	Goblin	2-8	31
6	Gray Ooze	1	31
7	Hobgoblin	1-6	31
8-10	Human	1-3	31
11	Lizard, Draco	1	32
12	Lizard Man	1-6	33
13	Neanderthal	2-8	34
14	NPC Party	1 party	35
15	Orc	1-10	35
16	Skeleton	2-12	37
17	Snake, Pit Viper	1-6	37
18	Spider, Black Widow	1	38
19	Troglodyte	1-6	38
20	Zombie	1-6	39

DUNGEON LEVEL 3			
Die Roll	Monster Appearing	Number	Page Number
1	Ape, White	1-4	25
2	Beetle, Tiger	1-4	26
3	Bugbear	1-6	27
4	Carrion Crawler	1-3	27
5	Doppelganger	1-2	28
6	Gargoyle	1-3	30
7	Gelatinous Cube	1	30
8	Harpy	1-3	31
9-10	Human	1-3	31
11	Living Statue, Crystal	1-4	32
12	Lycanthrope, Wererat	1-6	33
13	Medusa	1	34
14	NPC party	1 party	35
15	Ochre Jelly	1	35
16	Ogre	1-3	35
17	Shadow	1-4	36
18	Spider, Tarantella	1	38
19	Thoul	1-4	38
20	Wight	1-3	39

Dungeon Master Reference Charts

SAVING THROWS						
Character Class	Level	Death Ray or Poison	Magic Wands	Paralysis or Turn To Stone	Dragon Breath	Rods, Staves, or Spells
Cleric	1-4	11	12	14	16	15
Dwarf	1-3	8	9	10	13	12
Elf	1-3	12	13	13	15	15
Fighter	1-3	12	13	14	15	16
	4-6	10	11	12	13	14
	7-9	8	9	10	11	12
	10-12	6	7	8	9	10
Halfling	1-3	8	9	10	13	12
Magic-user	1-5	13	14	13	16	15
Normal Man	—	14	15	16	17	18
Thief	1-4	13	14	13	16	15

MONSTERS' HIT CHART								
Monster's Hit Dice	9	8	7	6	5	4	3	2
up to 1	10	11	12	13	14	15	16	17
1+ to 2	9	10	11	12	13	14	15	16
2+ to 3	8	9	10	11	12	13	14	15
3+ to 4	7	8	9	10	11	12	13	14
4+ to 5	6	7	8	9	10	11	12	13
5+ to 6	5	6	7	8	9	10	11	12
6+ to 7	4	5	6	7	8	9	10	11
7+ to 8	3	4	5	6	7	8	9	10
8+ to 9	2	3	4	5	6	7	8	9
9+ to 11	2	2	3	4	5	6	7	8
11+ to 13	2	2	2	3	4	5	6	7
13+ to 15	2	2	2	2	3	4	5	6
15+ to 17	2	2	2	2	2	3	4	5
17+ and up	2	2	2	2	2	2	3	4

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

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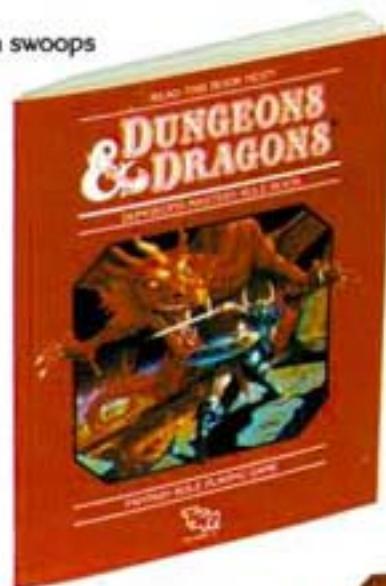
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