READ THIS BOOK FIRST!

# DUNGEONS & DRAGONS®

## PLAYERS MANUAL

FANTASY ROLE PLAYING GAME

TSR Hobbies, Inc.

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# Preface

This is a game that is fun. It helps you imagine.

*"As you whirl around, your sword ready, the huge, red, fire-breathing dragon swoops toward you with a ROAR!"*

See? Your imagination woke up already. Now imagine: This game may be more fun than any other game you have ever played!

The DUNGEONS & DRAGONS® game is a way for us to imagine together — like watching the same movie, or reading the same book. But *you* can write the stories, without putting a word on paper — just by playing the D&D® game.

You, along with your friends, will create a great fantasy story, you will put it away after each game, and go back to school or work, but — like a book — the adventure will wait. It's better than a book, though; it will keep going as long as you like.

It is nearly the most popular game ever made. And you will see why, in just a bit.

When you bought some other game or book, did you ever think, "Gee, that's nice, but it's not quite what I thought it would be"? Well, your D&D adventures will be just what you want, because you're the one making them up!

And it's not hard. It takes a little reading and a little thinking, but most of all, it's fun.

It's fun when you discover that nobody loses, and everybody wins!

It's fun when you get good at the game . . . for example, knowing what to expect in a kobold cave, and which dragons are on your side.

And you don't have to put in a coin each time, like many other games. Once you have these rules, you don't need anything else.

There's more, of course, if you want it: exciting adventures to play, miniature figures of monsters and characters, expert rules for more experienced players, and lots more. But you already have everything you need to start: this package, and your imagination. That will do it.

Ah, yes; it does cost one more thing, which you also have right now — a bit of time. It takes a few minutes to learn the basic rules, and another hour or two to play a full game. You will probably want to spend more time, and might even make it a hobby; millions of people have.

But for now, just sit back and imagine.

*"Your character stands atop a grassy hill . . . the sun glints off your golden hair, rippling in the warm breeze . . . you absent-mindedly rub the gem-studded hilt of your magic sword, and glance over at the dwarf and elf, bickering as usual about how to load the horses . . . the magic-user has memorized her spells, and says she's ready to go . . . a dangerous dungeon entrance gapes at you from the mountain nearby, and inside, a fearsome dragon awaits. Time to get moving . . .*

Have Fun!

Frank Mentzer
February, 1983

## How to use this book

You can learn how to play the DUNGEONS & DRAGONS® game by yourself, simply by reading the next sections of this booklet. You don't have to memorize everything as you read; the first two adventures are designed to teach you while you play. If you are ready to learn, begin reading at **Start here**.

The game is usually played in groups of 3 or more people. If you want to learn with others, it's best if one person already knows how to play, and can teach the others. If not, you (or one of the others) may read the first adventure aloud, while everyone follows along, to learn the basics of the game. However, it's better if each person can read the adventures separately.

When you all know how to play characters, read the sections "**DUNGEONS & DRAGONS Characters**" and "**Playing with a Group**". One person must also learn how to be a Dungeon Master (or DM) — the person who plays the roles of the Monsters. The other booklet in this set is the **DUNGEON MASTERS RULEBOOK**, and explains everything the DM needs to know.

This set gives all the details for playing a DUNGEONS & DRAGONS game. With these rules, your characters can reach the 3rd level of experience. (These and other terms are explained later in this booklet.) Other sets are available, with more magic items and spells, monsters, and rules for bigger and better games.

Set #2 is the **D&D® EXPERT Rules**, for character levels 4th through 14th. The **D&D® COMPANION Rules** is Set #3, for characters levels 15th through 25th; and the **D&D® MASTERS Set** gives the remaining details for character levels 26th through 36th.

Everything in these sets fits together to form a complete system for playing D&D fantasy role playing games. You may use all or part of these rules. They often include several ways of playing and running the game. You may create new rules, monsters, and magic, using these rules as guidelines.


## Acknowledgements

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Thanks also to Donald Paterson, for opening my own door to the D&D world, and special thanks to Harold Johnson, who escorted me in.

# DUNGEONS & DRAGONS® Players Manual

by Gary Gygax and Dave Arneson

**Revised by Frank Mentzer**
Illustrations by Larry Elmore and Jeff Easley

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## Dedication

This game has undergone a startling metamorphosis from its earliest forms, written for hobbyists, to the current revision, usable and understandable by nearly anyone. The original flavor and intent has been carefully preserved. With the greatest admiration, respect, and thanks, this edition is dedicated to the president and founder of TSR Hobbies: E. GARY GYGAX.

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# Learning how to play DUNGEONS & DRAGONS® games

## Start here

A **dungeon** is a group of rooms and corridors in which monsters and treasures can be found. And *you* will find them, as you play the role of a character in a fantasy world. There are many kinds of monsters, but dragons are the biggest and most dangerous — and have the most treasure.

You can start playing this game right now — without learning any rules, and without anyone else to play with! Just start reading, and you will discover the basics of the game in a matter of minutes.

During your first adventure, you will only need one of the dice in the box. The others will be used later, for now all you need is the roundish one with the numbers 1 to 20 on it. Use the crayon to fill in the numbers, and rub off extra wax with a tissue so only the numbers are colored in.

After you do that, get a pencil and paper — and you're ready to start!

Read this booklet just like any book. *Don't* skip around! This edition has been completely revised to introduce the game to you, step by step. While you are reading the next sections, you will learn many things about the game. You do *not* have to memorize everything as you go along.

By the time you have played the **Solo Adventure** (pages 13-22), you will know how to play the basic game. The rest of this booklet gives other details that you will need when playing the game with others.

In group games, one person is the Dungeon Master, and everyone else is a player. The Dungeon Master (or DM, for short) runs the game, while the others play the roles of characters. The other booklet in this set, **DUNGEON MASTERS RULEBOOK**, gives all the information needed for running group games.

## What is "role playing"?

This is a role-playing game. That means that you will be like an actor, imagining that you are someone else, and pretending to be that character. You won't need a stage, though, and you won't need costumes or scripts. You only need to imagine.

This game doesn't have a board, because you won't need one. Besides, no board could have all the dungeons, dragons, monsters, and characters you will need!

For now, while you are learning, you will play a role in your imagination. Later, when you play the game with others, you will all be playing different roles and talking together as if you were the characters. It will be easy, but first you need to get ready.

## What role will I play?

Imagine: it is another place, another time. The world is much like ours was, long ago, with knights and castles and no science or technology — no electricity, no modern comforts of any kind.

Imagine: dragons are real. Werewolves are real. Monsters of all kinds live in caves and ancient ruins. And magic really works!

Imagine: you are a strong hero, a famous but poor fighter. Day by day you explore the unknown, looking for monsters and treasure. The more you find, the more powerful and famous you become.

### Your character's basic abilities

In the game, we need some way of describing your character, the fighter you will pretend to be. We can say the fighter is "strong, fairly nimble, not too smart" — but we need to describe the character a little better than that.

We call these descriptions **abilities** (Strength, Intelligence, and others). We measure each one with a number, called an "Ability Score." The highest score possible is 18, and the least is 3 (for reasons we'll discuss later).

You are a strong fighter; your *Strength* score is 17, nearly the highest possible!

You are "fairly nimble," which means that you can move swiftly. The name for this ability is *Dexterity*. As a fighter, you don't need a high Dexterity score. Your Dexterity is 11 (which is a little above average).

A fighter often isn't very smart. Your character isn't as smart as you are, but isn't stupid, either. Let's say your *Intelligence* is 9 (which is a little below average).

Now make a note of your Ability Scores. Anywhere in the middle of your sheet of paper, write:

17 Strength
11 Dexterity
9 Intelligence

You also need equipment for adventuring. You are carrying a backpack and other items, very similar to what you would carry when camping. Some of these items include food, water, rope, a lantern, and so forth; for now, just assume you have everything you need to survive in the wilderness.

With monsters around, you need protection! You are wearing armor made of links of chain (called chain mail) and a helmet. You own a beautiful sword, and have a dagger tucked into one boot, just in case. You know how to use all of your equipment properly.

If you like, you can give your fighter a name. It doesn't matter whether you are male or female.

All set? Let's go!

## Your first adventure

Your home town is just a small place with dirt roads. You set off one morning and hike to the nearby hills. There are several caves in the hills, caves where treasures can be found, guarded by monsters. You have heard that a man named Bargle may also be found in these caves. Bargle is a sort of bandit, who has been stealing money, killing people, and terrorizing your town. If you can catch him, you can become a hero!

As you approach the entrance, you look around. It's a nice day, and everything seems peaceful. You know that things aren't usually peaceful in caves where monsters live, and it's usually dark, too. So you get out your lantern and a tinderbox (matches haven't been invented yet, so the box has flint and steel), and carefully light the wick. The flame sputters a bit, but the oil soon burns with a soft glow. With your sword ready, you step into the cave.

It's dark and musty inside. A passage leads inward from the entrance, going deeper into the hill. It looks like the only way to go, so you head in that direction, watching carefully for bats and other nasty creatures.

Suddenly, you see a goblin! He is smaller than you are, and looks like an ugly little man with gray skin. He sees you, gives a scream, waves his sword, and attacks! You dodge his blow, and raise your sword to swing.

If the goblin hadn't attacked right away, you might have tried talking to him; but now you have no choice. You must fight for your life.

### How to hit

In the game, whenever you try to hit a monster there is a chance that you will miss — and, of course, a chance that you will hit. It is very hard for monsters to hit your fighter, because of your fine chain mail armor. The goblin isn't as hard to hit, because his armor is not nearly as good.

To swing at the monster, you must make a Hit Roll. Roll the twenty-sided die. If you roll an 11 or less, your character misses the goblin. If you roll a 12 or higher, you hit! (This number is part of the Combat Rules. You will learn more about it as you continue.)

If you miss, the goblin tries again, but misses. You can swing again; roll again to see if you hit.

If you hit the goblin, he screams and runs away, down the corridor and into the darkness. (Goblins can see in the dark.) You have wounded him.

If you keep missing, keep rolling! The goblin is trying to hit you, but you keep dodging the blows. Remember: if you hit the goblin, he runs away.

### Damage and hit points

In the game, when any creature is *hit* (either monster or character), damage is caused. There is a way of keeping track of damage, called **hit points.**

The number of hit points is the amount of damage that a creature can take before being killed. Hit points can be any number; the more hit points a creature has, the harder it is to kill. We often use an abbreviation for hit points: it is **hp**.

Your fighter starts with 8 hp (hit points) and still has all 8, since the goblin never hit you. He may have hit your armor or shield, but never got through your protection, so these attacks are still called "misses" — they didn't actually damage your character.

### Constitution: Your health

Your fighter is healthy, and can fight a long time without tiring. This ability is measured by another Ability Score, called *Constitution*. Your Constitution is 16, well above average but not perfect.

Your Constitution affects your hit points. If you have a low score, you might only have 2 or 3 hit points. On the other hand, if you had an 18 Constitution, you might have as many as 10 hp, or more!

Write your new Ability Score under the others on your sheet.

16 Constitution

Near the top of the page, above the Ability Scores, make a note of your hit points:

Hit Points 8

Now back to your adventure:

You stop for a moment to be sure that you are all right, and then continue down the corridor. There are no side passages, no other way to go.

Ahead, the corridor leads into a wider area, which we will call a "chamber". You carefully approach the chamber, shining your lantern around to see if anything is there. A hiss comes from a corner of the room to your left, and there you see a *huge* rattlesnake, almost ten feet long! Near it, on the floor, are hundreds of gold and silver coins.

Talking to a snake will do no good at all, and you can't just sneak past it. Again, you must fight. For this battle, you will keep track of hit points. The snake has 3 hp. On your sheet of paper, near the bottom, write "Snake 3," leaving some room to keep track of the snake's damage.

This time, you will need to roll an 11 or higher to hit the snake. It's slower and easier to hit than the goblin was. But the snake has a better chance of hitting you than the goblin did, because it's bigger and tougher.

If you hit the snake, cross off the 3 and write a 2 next to it; you have damaged the snake. If you miss, don't do anything.

The snake then bites at you, and hits! At the top of the sheet, cross off the 8 after the words "Hit Points," and write a 7 next to it.

While playing a D&D game by yourself, you should use this method to keep track of your hit points, and the hit points of the monster you meet.

**Poisoned?**

This is a poisonous snake, which can be very dangerous. In the game, there is a way of finding our whether the poison hurt you or not. Roll the twenty-sided die again. If you roll a 12 or higher, that means that you dodged before the snake could inject its poison (but you still take damage from the bite). If you roll an 11 or less, your fighter takes 2 more points of damage from the poison (cross off the 7 hp and write 5).

You made this roll to see if you saved yourself from trouble; this roll is called a **Saving Throw,** and will be used later in many other situations in the game.

Your fighter swings again. Remember, if you roll an 11 or higher, you hit, and can subtract 1 hit point from the snake. If you miss, do nothing.

The snake bites your fighter again! You lose one more hit point, and must make another saving throw; remember, if you roll 12 or higher, you don't lose extra points. If you roll an 11 or less, you lose another 2 hit points from poison damage.

You can now swing again. If the snake still lives, it bites and misses. (In this battle, the snake won't hit any more; in a regular game, it might kill your fighter before you hit it at all!)

The snake will keep attacking, but it will keep missing. Your fighter may have to swing many times, but sooner or later you will kill the snake. Make all the practice rolls you need.

When the snake's hit points become zero, the snake is dead. (If your hit points ever reach zero, you're dead!)

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You are hurt, but there is nothing you can do about it right now. The damage your fighter has taken can be healed by a few days' rest.

The dead snake is not dangerous, so you get to work. You pick up the many coins and put them in cloth sacks you brought with you. As you are doing this, you notice that, besides the gold, there are three types of silvery coins. Most are silver, but others are more valuable metals called electrum and platinum!

This is a rich treasure; snakes usually have none. The treasure probably belonged to someone else who tried to kill the snake — but failed.

Sometimes treasure could be hidden. Looking carefully around the room, you find a small gem, a pearl, in one corner. It may be worth 100 gold pieces itself!

After resting a bit to catch your breath, you shine the lantern around, and see another corridor leading further into the darkness. Looking back the way you came, you see the light of day shining in the cave entrance in the distance. It looks tempting, but you remind yourself that you are a courageous fighter, and shouldn't run away just because of a little fighting.

Remember, though, that you are hurt; if you continue on, beware! If you see another snake, or something else that looks as dangerous, you should probably go back. Don't get killed! Live to fight another day; the treasure will wait.

You carefully start down the corridor into the unknown, your lantern held high and sword ready.

The corridor leads to another small cave. As you approach, you hear a voice, and see a light.

You pull the shutters closed on your lantern, so you can hide better, and carefully peek around the corner. To your right, sitting by the cave wall, is a beautiful woman, wearing armor like yours. She has no sword, but has a rod with a metal ball on one end; this is a weapon called a mace. A lit lantern is on the floor next to her. She seems to be meditating or praying.

You decide she might not wish to be disturbed. But as you try to quietly tiptoe past, she looks up and says:

"Greetings, friend! Looking for the goblin? You might — Oh! You are hurt! May I help?" She watches you carefully, in case you are dangerous, but seems to want to help.

You apologize for disturbing her, but you wonder what she knows about the goblin, and — *most of all — how she* could help you. But wait; she might be an enemy. Keeping your sword ready, you move closer. She stands, and says:

"My name is Aleena. I'm a cleric, an adventurer like yourself. I live in the town nearby, and came here seeking monsters and treasure. Do you know about clerics?"

Stop and imagine what your character would say. Back in town, she might be one of your neighbors, you are not sure, but you don't know about clerics.

After listening to you, she says, "Well, the goblin went that-a-way," and points toward a corridor leading out of the room. "He came through here so fast I almost didn't see him. You hit him? Good for you! Goblins are nasty.

"Since you don't know about clerics, let me explain. Clerics are trained in fighting like you, but we can also cast spells. I meditate, and the knowledge of spells enters my mind. One of the spells I can cast right now is a curing spell, and you look like you need it!"

Spell casting! You've heard of it, but know nothing about it. You are still cautious, but you watch as the cleric says a few words and touches you lightly on the arm. Magically, your wounds are healed!

On your sheet, cross out your Hit Points and write down 8 — the full amount you started with.

"Feel better?" she asks. "Would you care to sit and rest a bit? I'd like to tell you a few things that you will need to know later." You sit down, happy to rest, but keeping your sword handy in case of trouble. She sits down next to her lantern.

"If you didn't know about clerics, you probably don't know about magic-users. They are adventurers, like you and me, but they study only spells, and rarely fight. They have different spells than we clerics do, and instead of meditating, they learn their spells from books. There are a few magic-users living in town, but not many.

---

"If you are attacked by a bad magic-user, you might be able to avoid the magic, but it's harder than avoiding poison. Spells can be helpful, but they can be very dangerous, too.

"By the way, that looked like a snake bite that I cured. That can be very bad, because most poison is deadly; you were lucky that it didn't cause more damage. Some other creatures also have special attacks, like poison. Some can paralyze, and some can even turn you to stone by just looking at you — unless you look away in time. And dragons are the worst! They can breathe fire, acid, or other deadly things. You can never avoid *all* the damage from their breaths, but you can lessen it if you cover up in time.

Your character has different Saving Throws for each of the special attack forms; these will be explained later.

**Charisma: Your personality**

Your fighter gets along fairly well with the cleric; she was friendly right away. This is the effect of another Ability Score: your *Charisma*. Since your fighter is a likeable person, your Charisma score is above average, 14 (remember, 18 is the best possible). If you had a low score, the cleric would have been very cautious, and might not have offered to cure you at all.

**Wisdom, Your common sense**

A cleric is very wise. This is another Ability Score, different from intelligence. For example, imagine that you feel wet drops on your arm. Your Intelligence would tell you that it's raining; your *Wisdom* would tell you to go indoors to avoid catching a cold.

Your fighter is *not* very wise; your Wisdom score is 8. The cleric has a Wisdom of 17, but is fairly weak, with a Strength of 9. Each type of adventurer has a different specialty; magic-users, for example, have high Intelligence, but often low Strength.

Put these two Ability Scores on your sheet:

8 Wisdom
14 Charisma

**Sharing adventures**

As your fighter talks with the cleric, you get to know each other a little better. She offers to come along, to help in the adventure. Although this means that the treasure should be split between you, it also means that together you can defeat more dangerous monsters, and find more treasure. And two adventurers have a better chance of success than either does alone. You decide that it would be a good idea, and together you set off down the next corridor.

Side by side, you quietly walk down the dark passageway. You see another corridor branching off to the right, about twenty feet ahead. Keeping your lanterns half-shuttered, so you can see what you are doing without attracting much attention, you move up to the corridor and peek around the corner.

Four beast-like humans in tattered clothes are standing in a group about ten feet away, down the side corridor. But they make no noise at all — quiet as the dead. They look like they are waiting for some poor victim to come along.

Before you can speak, the cleric touches your arm, and points back the way you came. The two of you back up a few feet so the creatures won't hear you.

"They're ghouls!" she whispers. "If one hits you, it could paralyze you! Ghouls are undead monsters, very nasty things; neither dead nor alive, but something horribly in between. We clerics have some power over these creatures of darkness. Follow me, and wish for luck."

You move forward again, but with the cleric leading the way. Peeking around the corner, you see the ghouls. Luckily, they don't seem to have heard your whispers. The cleric pulls a necklace out from under her armor, and you see that there is a symbol of one of the town churches on her silver chain. She boldly steps out, holds up the symbol, and says harshly "BEGONE, vile things!"

When she steps out, the ghouls quickly turn to attack. But now, as she thrusts the symbol out, the ghouls pause; and suddenly, in a rush, they scramble away down the side corridor, into the darkness, and all in dead silence.

"Don't bother to chase them," she mutters. "As I said, they can be quite dangerous, and we should continue on our way. I was lucky to Turn them, and it might not work again."

As you continue down the corridor together, she explains. "We call this 'Turning Undead', you see. Only clerics can do it, and sometimes it doesn't work. Ghouls are only one of many kinds of undead monsters; there are also skeletons, zombies, and much worse. If you had been alone, you could easily have been ambushed, and probably slain.

"Let's hurry, because the Turning only lasts for a few minutes. There are too many of them for us to handle."

You see a door ahead, to the right. This is unusual in caves, and you approach it slowly and quietly. The corridor continues past it, into the darkness.

Together you examine the door. It is made of wood, with heavy iron bands across it; the hinges seem to be on the other side. A large keyhole is below the curved metal handle.

"I don't see anything dangerous," says the cleric, "but then, I don't know much about the traps you sometimes find on doors. It's worth a try." She tries to open it, but the door seems to be locked. "Could you try to force it open?" she asks.

You back up a bit and, with a short run, slam into the door. But try as you might, you can't break it open.

"What a pity!" murmurs Aleena. "There is probably some nice treasure in there, but we can't get to it. We need a thief!"

Seeing the puzzled look on our face, she explains. "You may think that thieves are bad, but many of them aren't. Thieves are adventurers too; some of them are quite nice folks, really. You do have to keep an eye on your coin purse, but a thief can be very helpful finding traps, opening locks, climbing walls, and doing other things.

"I'm sure we could do better if we had a thief along, and a magic-user could help, too. I usually go adventuring with those types, plus a couple of big fighters like you to handle the rough stuff. Unfortunately, nobody else wanted to come along this time.

You try the door again, but it won't open. So, with a sigh of regret, the two of you continue down the corridor.

The corridor curves to the left, and you see a light ahead. You stop and listen, and hear voices. One sounds like a man, but the other sounds like a goblin.

"Get UP, you wimpy weakling!" growls the man. "Who else did you see, besides this fighter and a cleric!"

"Please, master! Don't hurt!" whimpers the goblin. "Nobody else, nobody. I hurt the fighter real bad. I come to tell you right away!"

The goblin's lies don't seem to fool the human. "Get UP, I say, or I'll turn you into a toad. You probably ran away without even trying. Nobody else, you're sure?"

"Nobody else, master, I swear!"

"Hrmph. They could still mean trouble. Perhaps we can trick them, and kill them without a fight . . ."

Aleena taps your arm once again, and you back up to discuss the situation.

"I recognize that man's voice!" she says. "It's Bargle, one of those bad magic-users. He has probably cast a spell on the goblin to force it to serve him.

"If we go back, we should be safe. Oh! I almost forgot. The ghouls are back there. If Bargle only has one goblin, we should risk this battle, rather than face all those Undead. Besides, he's not ready for us — yet."

Listening carefully, you hear the magic-user and the goblin planning how to trick you and Aleena. The two of you also make plans. The magic-user is the most dangerous, and Aleena will try to fight his spells with hers. Your job is to fight the goblin.

As your return, you hear a spell being cast up ahead. You peek around the corner, and see a tall bearded human in a black robe standing in a room. A goblin is crouched by one wall, watching. The robed magic-user is moving his hands and saying works you don't understand — and suddenly he disappears!

The goblin crackles with glee, and says "Ah, master, it worked! Nobody can see you now, and what a surprise those nasty people will have. And I'm next! Make me invisible too, master!"

The cleric whispers, "Now! Before they can do any more!" And you charge into the room together.

The goblin jumps up and meets your charge with a swing of its sword. It misses!

> The goblin has 2 hit points, and you still need to roll a 12 or better to hit. Roll the die and keep track of the battle in the same way as you did with the snake.

As you battle the goblin, Aleena looks wildly around for the invisible magic-user, waving her mace to and fro in the air. It seems to hit something, and you hear a deep grunt. She keeps waving her mace, but without further success, so she stops and casts a spell. You don't see what her spell does, so you concentrate on fighting.

> The goblin hits your fighter for 2 points of damage. (You only do 1 point of damage when you hit, compared to the goblin's 2; but the goblin only has 2 hit points, so it's a fair fight. Roll again to see if you hit the goblin. If you miss, the goblin swings and misses again.

Aleena can't find Bargle, and is starting to look worried. Suddenly, the sound of a spell comes from a far corner of the room! The cleric turns and runs in that direction, waving her mace and shouting. the black-robed magic-user appears in the same corner as the spell noise, with a glowing arrow floating in the air beside him. He points at Aleena; the arrow shoots out, and hits her! She wails and falls with a sigh, collapsing in the middle of the room. The glowing arrow disappears.

---

If your fighter hasn't slain the goblin yet, roll again. But while you are swinging, the goblin hits you again, causing 2 more points of damage. Remember to keep track of hit points for both the goblin and your fighter.

If your hit points reach zero, the enemies win this battle. You will not see home again.

If you are still fighting, the magic-user stays back in the corner, thinking about what spell to throw next. Roll again; the goblin keeps missing.

The goblin started the battle with 2 hit points. So the second time you hit the creature, his hit points reach zero, and he shrieks and falls dead on the floor. You have overcome one enemy, but the magic-user remains!

When the goblin falls, the magic-user starts looking worried. Watching you carefully, he starts saying magic words and waving his hands. He's casting a spell at you.

You run at him, hoping for a chance to swing before he can complete the spell. But it's too late — a magical force touches your mind.

Roll the die once again. You must make a Saving Throw against the spell. If you roll a 16 or less, the magic takes effect; read the next section, **Ending #1** for this adventure. If you roll a 17 or higher, your fighter avoids the spell; skip to **Ending #2** on page 8.

**Ending #1: YOU MISS THE SAVING THROW**

As you get near the magic-user, a funny feeling comes over you. Why, he doesn't look so bad; in fact, Bargle seems to be a pretty nice guy! You think you used to be friends, but you are not sure just where or when.

"Feeling better?" he asks. "You were overcome with rage for a moment. Are you okay now?"

"Sure," you reply, somewhat confused. "You seem to be okay, Bargle old pal, and I only took a little damage from that goblin. Say, I saw some ghouls back there; we should get moving."

"Indeed?" replies Bargle. "Well, let's pack up the goodies, and move on." Together you collect the treasure: a small bag from the goblin, and a larger one from the cleric. Bargle picks up a black velvet bag, explaining that he dropped it while he was fighting the goblin.

As you get ready to leave, you blurt out "Shouldn't we take the cleric's body back? She helped me out, earlier."

"That would be nice," Bargle replies, "but we're carrying all we can. We all take our risks, here in the dungeon."

Something seems wrong about that. You argue with Bargle a bit, but he convinces you that nothing could be done for her, and bringing her along could slow you down — maybe enough that the ghouls would catch up. So you head off down the corridor, as if the best of friends.

The corridor leads to another room, which is empty. You search it together; nothing can be found. But looking down the next passage, you see a light!

"Bargle!" you exclaim. "Look here!"

"Ah, I see," he says. "That must be a way out! We're in good shape now. Lead on, fierce fighter! I shall watch for the ghouls."

You head down the corridor towards the light. Sure enough, it's a side passage, leading out of the hill into the sunlight. As your stomach grumbles, you remember that it's after noon. You missed lunch in all the excitement.

"Shall we head back?" you ask, as you squint out into the daylight, much brighter than your lantern.

"Surely!" he replies. As you head outside, you start to talk about how hungry you are. Bargle's reply isn't in a language you can understand; you stop and turn, and see him softly chanting a spell, waving his hands at you. Before you can ask what's going on, you begin to feel very sleepy. Everything goes black.

* * *

Something lands on your face, and you start to wake up. Opening your eyes, you see — a leaf, apparently fallen from the tree above you. You are lying by a cave, and it's late afternoon. You can make it back to town if you hurry. But suddenly, you remember what happened — BARGLE! The fight with the goblin, Aleena falling, the strange bad-but-nice feeling about the magic-user — Horrors! You were ENCHANTED! And where is the treasure?

You get up quickly, brushing the leaves off your face and equipment. Perhaps Bargle was afraid to kill you, and just stole all that he could find. Or, more likely, Bargle was scared away by something before he could slit your throat.

Your dagger is missing, and some food, but your sword is in its sheath and your pack is still there. One sack remains, and from the pain in your back, you must have been sleeping on it. It contains some of the coins you found by the snake and the tiny gem. The rest is missing.

You remember what happened to poor Aleena. You should take her back to town; they might be able to help, and even if it's too late, she should get a proper burial. As you prepare to return to the caves, you find that your lamp has gone out, the oil all burned away.

There is still one oil flask in your pack, so you refill the lantern, light it with your tinderbox, and head back into the darkness.

You pass through one empty room, and then find the bodies of the cleric and the goblin in the next. But you see dark, quiet shapes in the darkness beyond; it's the ghouls! Quickly, you put the cleric's body over your shoulder and run for your life.

The ghouls follow, snapping at your heels. You can't move as fast as usual with the weight of the cleric on your shoulder. But you win the desperate race, and get outside once again!

You pause for a moment, out of breath. Looking back, you see the ghouls in the cave — but they don't seem to be coming out. Then you remember Aleena's words, "creatures of darkness." Maybe they hate the sunlight, and only come outside at night. You'd better hurry, to get back to town before dark.

It's hard to run with the cleric across your shoulder, but you finally get back just as the sun goes down. Once there, you take her body to her church. It's too late to help her, but they can give her a proper burial. They thank you for your kindness, and offer a small bottle as a reward.

"What is it?" you ask.

"It's a magical potion, of course!" he exclaims. "It's a *Potion of Healing*. If you are hurt, you can drink this and be cured, somewhat like our magical curing spells. It's a nice magical treasure; save it for an adventure in your future, in case a cleric you are traveling with runs out of spells. It's the least we can do."

The clerics thank you again for your help, and you thank them for theirs. You leave the church and head for your home on the other side of town, thinking about your adventure and all you have learned.

Now pretend that you made the Saving Throw, and read the next section to see what might have happened.

If you have already read the next section, skip to the **Winning** section afterward.

### Ending #2: YOU MAKE THE SAVING THROW

Bargle's magic doesn't seem to work! He pauses, surprised, as you swing.

> Roll the die. If you roll 8 or higher, you hit. A roll of 7 or less means that you missed. If you can get close to them, magic-users are often easy to hit. They are not very dangerous in a close fight.

If you hit, the magic-user gives a cry and falls, dead. You have won!

If you miss, Bargle screams and runs down the next corridor, into the darkness. You start after him, but then you stop. Who knows what magical powers the man might have, waiting there to trap you? Better to see if Aleena is alive, and rest a bit.

You kneel by the cleric, and gently turn her over. Alas, Bargle's magical spell has taken her life. Mourning the loss of your new-found friend, you decide to take her back to town for a proper burial. You tidy her up while keeping an eye out for monsters and listening carefully in case Bargle comes back; but nothing happens.

The goblin had very little treasure, just a few copper pieces in a small bag. Searching the room, you find another bag, a finer one of black velvet. It must be Bargle's, dropped in the heat of the battle! Opening it, you find several valuable gems and a small bottle. You put the treasure away, planning to examine the bottle later.

Nothing else of value is in the room. You pick up the poor cleric and carry her on one shoulder. Should you continue down the dark corridor, or head back the way you came?

You suddenly see shadowy shapes approaching from the way you came. The ghouls must have returned! Now there is no choice; you must hope that the magic-user ran away, and that a way out lies in that direction. Fighting the ghouls would mean your death.

You stagger under the weight, but manage to run down the corridor, holding your lantern shakily with one finger. You enter a room, but it looks empty. No time to search; you continue onward. As you head into the next corridor, you see light ahead! And as you approach, you see that it's coming from a side passage.

Peering into it, you find that the corridor leads outside, into the midday sun. Carefully, in case Bargle is waiting to ambush you, you walk outside — and all is clear and calm.

You rest a bit, pick up the cleric, and head back to town. Once there, you take her body to her church. It's too late to help her, but they can give her a proper burial. They thank you for your kindness, and offer a favor in return. You remember the strange small bottle in Bargle's bag, and get it out, asking whether they can tell you what it is.

One of the clerics opens the bottle, and sniffs at it. "Why, it seems to be a magical potion!" he exclaims. "Let me see, now, I'm sure I've smelled that before. Ah! I remember. It's a *Potion of Growth!* If you drink it, you will become a giant for a short time, for one to two hours — and can do double normal damage when you hit a monster. Congratulations, it's a nice magical treasure! It won't spoil; save it for an adventure in your future."

The clerics thank you again for your help, and you thank them for theirs. You leave the church and head for your home on the other side of town, thinking about your adventure and all you have learned.

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If you haven't read **Ending #1, "You Miss The Saving Throw"** go back and do that now, pretending that you were enchanted by Bargle's spell.

### Winning

You have just played a D&D game!

This adventure was designed to show you some of the basic parts of the game. You played a fighter, who tried to survive in the dungeon, while finding monsters and treasures. You succeeded — so your character "wins."

Think a moment. Why do we play games? To have fun. Each player "wins" by having fun — so if you had a good time, you win! You can have fun even if your character gets killed — and if that happens, don't worry. You can always make up another one!

Winning a role playing game is like "winning" in real life; it's just succeeding in doing what you wanted to do, and living through it. The fun comes from doing it, not ending it! This is why we say that in this game, everybody wins and nobody loses.

Is this a game or a story, you ask? It's a little of both. As you learn more about it, it will become more and more like a game. You still have many game details to learn, so continue reading.

You have met some monsters, and won the battles. You have found some treasures — not only coins and gems, but a magical potion.

Most important, you have learned how to use your own imagination, while using the rules of the game. Could you see, in your mind, the wicked magic-user Bargle? Or the kind, wise cleric Aleena? Can you imagine the gold and silver scattered on the floor by the huge, deadly rattlesnake — and the fierce battle afterward?

This is another part of the fun in a DUNGEONS & DRAGONS game.

## Alignment: How characters and monsters behave

Take a moment, now, and think about how your character behaved. The fighter was one of the "good guys." You wanted to do the right things; for example, you brought the cleric back home with you. On the other hand, the magic-user and the goblin were the "bad guys." They didn't care whether you lived or died, just what they could get from you — selfish, and nasty besides.

There is a way to describe how your character behaves in the game; it is called **Alignment.** Your fighter's Alignment is called *Lawful,* he tries to protect others and defeat monsters.

Aleena the cleric was also Lawful. This is one reason why you became friends. Your Charisma helped when you first met her, but if your Alignments were different, you probably wouldn't have been so friendly to each other.

Bargle, the magic-user, had a different Alignment than yours. He was *Chaotic,* the opposite of Lawful. He was selfish, cared only about himself and steals from others. Most people don't like chaotic's. You two wouldn't normally become friends at all (except for the spell he cast, that magically forced you to be his friend for a short time).

Monsters have alignments, too. The goblin and the ghouls were Chaotic. But the snake wasn't really bad or good (although it certainly was dangerous). Its Alignment is called *Neutral.* It will fight to protect itself and will help others, if that will help it, but is mostly concerned with surviving. Neutral doesn't mean stupid (Alignment has nothing to do with Intelligence); it means a balance, an average between the Law and Chaos. The snake was just a typical animal, trying to stay alive and get something to eat.

Alignment will be explained in more detail later in this booklet, on page 55.

## Now where do you go?

You can have more adventures by yourself! Another adventure has been designed just for your fighter. It starts on page 13. But before you play that adventure, you will need to know a few more details about your fighter, and how to use all the dice.

All the details of your character — your hit points, Ability Scores, Saving Throws, and so forth — are written down for you on a sheet in the middle of this booklet, along with other details. This description of your character is called a Character Sheet.

Remove the character sheet by carefully folding it along the dotted line and then tearing it along the perforation.

You will find the scores for other character types in the center of this booklet too. These are for when you play with a group. You will have to write the information on copies of the blank character sheet on the back of this book. Do *not* use any of these characters for the Solo Adventure in this booklet.

**Use a pencil** whenever you need to write on a character sheet, not a pen. Many of the notes you will make are temporary, like the amount of money you have, your equipment, and so forth.

Get out the rest of the dice and the crayon. If you have the dice, the crayon, a pencil, and your character sheet, you are ready to learn some more.

## The Character Sheet

Let's look at the whole character sheet, bit by bit.

At the top of the sheet, fill in your name above "Player's Name."

What's your character's name? It could be the same as yours, or you could make one up. Write the name in the place for it, under your own.

Your fighter is one of the "good guys," so your Alignment is Lawful. This has already been filled in on your sheet, and shouldn't change. If you want to play a Neutral character (or, if you want to take the chance, a Chaotic one), you should put the Alignment on the character sheet for that new character.

The **Class** of your character is the type of adventurer you are playing. Fighter has already been filled in, because once a Class is chosen, it will never change.

You are just starting, so your Level is 1, or "first" (1st). You will learn more about a character's "level" very soon.

**Armor Class** is a measure of how hard it is for monsters to hit you; abbreviated **AC.** It can be any whole number, 9 or less. The lower the number, the smaller the chances are that you will get hit. Since your fighter is wearing sturdy armor, your Armor Class is 4; write that number in the shield shape.

In the box above the words **Hit Points,** put 8. You should know what that means, from your first adventure. It's a measure of how much damage your fighter can take.

At the top right corner, there is a place for the name of your Dungeon Master. In group games, this is the person who plays the monsters, while you play your character. You don't have one yet, so leave that blank. Later, when you're playing in a group, one person will be the Dungeon Master.

Below that line is a rectangle labeled **Character Sketch or Symbol.** You may wish to draw a picture of your character there, a "character sketch." You may skip this part of the character sheet, if you wish; it won't affect the game, but might help you imagine what your character looks like. Or instead of a sketch, you may want to pick a symbol — something that your character will be connected with. Your symbol could be a bird, or a tree, or anything you wish. For example, if your character's name is Hawk, you may wish to draw a falcon-like bird in this rectangle.

The middle part of the character sheet gives all your Ability Scores and Saving Throws.

## Ability Scores

Let's take a closer look at your character. Your fighter has the following Ability Scores:

| | |
|---|---|
| 17 | Strength |
| 9 | Intelligence |
| 8 | Wisdom |
| 11 | Dexterity |
| 16 | Constitution |
| 14 | Charisma |

In the adventure, it said "your Ability Score is . . . ," because your starting character was already made up. Later, if you would like to play another character, you can use any of the others included in this booklet. But when you are ready to make up a completely new character, you will roll for your Ability Scores, using the dice. This is explained in more detail on page 48.

Every D&D character has these six Ability Scores (though the numbers are usually different, of course). The numbers are always from 3 to 18, the total of three six-sided dice.

## Adjustments

There is a place on the sheet for "adjustments" next to your Ability Scores. If any Ability Score is very high or low, there may be adjustments, which can be good or bad. The adjustments will apply to certain die rolls in the game. An "average" Ability Score is any number from 9 to 12, and has no adjustments.

**Strength:** With a low Strength score, it would be harder to hit monsters, and you would have a "minus" adjustment, a penalty. But your great Strength gives you a bonus, the "plus" adjustment. Your +2 bonus helps you in fighting; it is added to both your Hit Rolls and to the Damage you do. It also helps when you try to perform feats of strength — like breaking open a stuck door, or lifting a huge rock.

The +2 adjustment has already been included in your Hit Rolls for the Solo Adventures in this booklet.

**Intelligence:** Your Intelligence is average so there are no adjustments here. Because of your intelligence, your character can speak two languages. You can speak the same language as all the other humans, which we call "Common."

Your fighter can also speak a code language, called an "Alignment Tongue." This is used to speak privately with someone else of the same Alignment. (In your first adventure, you could have spoken to Aleena the cleric in the Lawful tongue, and Bargle the magic-user wouldn't have understood what you were saying; he speaks Chaotic.) Characters usually don't use their Alignment tongue unless they have to. You can say that you speak "Common" and "Lawful." Near the bottom of the sheet is a place to write the names of your languages.

**Wisdom:** Your Wisdom is 8, just below average, so you have a penalty adjustment of −1. As with your Strength bonus, your Wisdom penalty has been included in the Solo adventure to come.

In group games, you will subtract one from your die roll each time you make a Saving Throw against a magic spell. Aleena the cleric had a bonus against magic spells, because of her high Wisdom, but she had a penalty on her Hit rolls, because of her low Strength score.

**Dexterity:** Your Dexterity is average, so there are no adjustments here. If you were clumsy (with a low Dexterity score), you would have trouble using missile weapons like bow and arrow (which you will learn about later in this booklet). You might also react a little slower than the monsters. But your average score here keeps you even with them.

**Constitution:** Your Constitution score is high, so you get a +2 bonus here. As we explained in the adventure, you have 8 hit points; without your good Constitution, you would only have 6 hit points. If you had a low Constitution score, you might have even less. A higher Constitution score would mean more hit points.

**Charisma:** Your Charisma is also above average, and you get a +1 bonus when meeting and talking to others. Your Charisma will affect their reactions; they will probably like you, and you can probably get your own way a little more often, because of your Charisma bonus.

As with your other bonuses, your Charisma bonus has been accounted for in the Solo Adventure to come.

## Saving Throws

In the first adventure, you made Saving Throws against poison and magic spells. When you try to save yourself from a special attack, you roll the twenty-sided die; if the result is equal to or higher than your number you succeed in avoiding the attack.

There are three other Saving Throws, against Magic Wands (if someone shoots one at you), Paralysis (which would have been used if one of the ghouls had hit you), and Dragon Breath (dragons can be very dangerous, so there weren't any in your first adventure). You will always use a twenty-sided die to roll a Saving Throw.

For most characters, the easiest Saving Throws to make are those against Poison and Magic Wands, and the hardest are those against Dragon Breath and Magic Spells. Saving Throws are explained in more detail in the Dungeon Masters Rulebook.

## Special Abilities

Your character does a better job at fighting than any other type of character, but this is not a "special ability." Most other characters can't fight as well, but have Special Abilities which they need for survival and success. The Special Abilities of each character class are given in the class descriptions (pages 23 – 47).

EXAMPLES: Clerics can Turn Undead monsters. Magic-users can cast spells (as can clerics and elves). Thieves can pick locks.

## Combat Chart

You know how to roll when your character wants to hit a monster; this is called a "Hit Roll." You will always use a twenty-sided die for Hit Rolls.

You will not need to use this Combat Chart until you play in a group game. When you read a one-player adventure, the Hit Roll you need will be given. This will include your Strength adjustment as well as the monster's Armor Class.

In group games, you will use a slightly different procedure, using this chart. In the D&D combat system, every creature has an Armor Class, whether it is wearing armor or not. If your roll (including the Strength adjustment) is a number high enough to match or beat the number listed under the target's Armor Class, you will hit the target, and can then roll Damage. This will be explained in more detail later.

TURN THE SHEET OVER

We are done with the hardest parts, but there are a few more things to come. Be very careful when you get to "Money" and "Experience."

## Magic Items

Whenever you find a magic item, write it down here. This includes the magic potion you found in your first adventure! In this box, write *Potion of Healing* — the magic item you found in Ending #1. (Since you probably missed the Saving Throw against Bargle's spell, we will use that ending for your character's adventure. You will need the *Potion of Healing* in your next adventure.)

## Normal Items

This is where you list the equipment that your character has. Copy the following list into the box, and look it over so you know what you are carrying. For now, don't worry about how much the items cost or where they came from.

You have a dagger and other normal equipment again, even though Bargle stole some. We will assume that you kept spare equipment at home — but the list here is all that remains.

**YOUR EQUIPMENT LIST**

2 Flasks of oil
1 Tinderbox
1 Rope, 50′
1 Leather backpack
1 Standard rations (preserved food)
1 Waterskin (leather canteen)
1 Lantern
2 Torches
2 Small sacks
1 Large sack
1 Suit of Chain Mail armor
1 Shield
1 Dagger
1 Sword

## Other Notes

This is a way to help you remember who your character has met, and where you have gone. You should write down "Caves near town; met Bargle, Chaotic magic-user." Make more notes as you play more adventures.

## Money and Treasure

You found many gold and silver pieces when you killed the giant snake, and a few copper pieces when you killed the goblin. You brought home a little of each, though Bargle stole most of it.

This is where you make a note of the treasure you have, adding to the list for any more treasure you find. We use abbreviations for the types of coin (listed here in order, starting with the most valuable):

platinum pieces = pp
gold pieces = gp
electrum pieces = ep
silver pieces = sp
copper pieces = cp

These abbreviations are often used, so you should get to know them well. To write down the treasure you found, copy this into the **Money** box on your character sheet:

| | | | |
|---|---|---|---|
| pp: | 7 | 1 gem: | 100 gp |
| gp: | 50 | | |
| ep: | 20 | | |
| sp: | 40 | | |
| cp: | 100 | | |

Total Value: 200 gp

To find the Total value (200 gp), you need to know more about the D&D money system.

Think of copper as pennies, silver as dimes, and gold as dollars. Electrum pieces are like half dollars, but platinum is expensive; one platinum piece is like a five-dollar bill. Study the **Money Conversion Table** on this page.

**MONEY CONVERSION TABLE**

| | |
|---|---|
| 100 cp = 1 gp | 2 ep = 1 gp |
| 10 sp = 1 gp | 5 gp = 1 pp |

1 pp = 5 gp = 10 ep = 50 sp = 500 cp

When you find treasure in an adventure, write it down on a separate piece of paper. At the end of the adventure, add the treasure to your list, and figure out your new total.

In your adventures, look for the most valuable treasure. If you are carrying all you can, you may have to drop some treasure to pick up more valuable coins; drop copper first, of course.

# Your character

## Experience

In the game, your character will become more powerful each time you complete an adventure. The way of measuring this "power" is another number, called **Experience Points;** the abbreviation is **XP.**

When your character started, you had no Experience Points. But in your first adventure, you killed a giant snake and a goblin, and found some treasure. You get Experience Points for each of these things.

For the treasure you found, you get 200 XP (one experience point per gold piece value). For killing the monsters, you get 30 more. That adds up to 230 XP, but it's not your total. You also get a bonus because you are a Fighter and have an above average Strength score. This bonus is +10% of your XP. Since you earned 230, you get 23 bonus points, for a total of 253 XP. In the **Experience** box at the bottom of the page, write "253."

Did you notice that you get a lot of experience for treasure, and not much for killing monsters? It's better to avoid killing, if you can, by tricking monsters or using magic to calm them down. You can sometimes avoid the risks of combat. But you will have to fight many monsters to get their treasures.

Remember your "Level" at the top of the front of the sheet? That relates to XP (Experience Points) in the following way; if you gain enough experience points your level goes up.

When your Level goes up, you become more powerful. Each time this happens, you will get more Hit Points. Sometimes (but not every time) when your Level goes up, your character will be able to make Saving Throws a little easier, and hit things a little more often. So the more Levels you gain, the longer you can survive, and the more treasures you can collect.

On the line at the bottom of the **Experience** box, write the number "2,000." This is your goal. When you finally have this many XP, adding up your points from each and every adventure, your character will no longer be Level 1; you will move up in power, to Level 2. This doesn't mean that you lose any XP; you will keep adding more as you get them.

You will probably work your way up to Level 3, 4, 5 and so forth, becoming more powerful each time. And human characters can go all the way to 36th level, though this should take hundreds of games. For low level your goal doubles for each Level: 4,000 XP for 3rd Level, 8,000 XP for 4th Level, and so forth.

Now you should know how to use each part of your Character Sheet. If you didn't understand something, **STOP!** Go back and read the details again.

You will have a character sheet for each character you play. It will have all the details you need to play the character properly.

**FOUR-SIDED d4**

**SIX-SIDED d6**

**EIGHT-SIDED d8**

**TWELVE-SIDED d12**

**TWENTY-SIDED d20**

## Dice

**This is a very important section**
**Be sure to read it carefully.**

When you have several dice, they are just called "dice" — but one is called a "die." Each side of a die is called a "face." Each type of die is named for the number of faces it has. The dice, and the abbreviations for them, are used in every adventure, so you should get to know them well.

Check to be sure your set has all the dice you need:

The four-sided die looks like a pyramid. Try to spin it as you throw it, to be sure of making a fair roll. When it lands, only the *bottom* number on each face is right-side up; this is the result of the "roll." For all the other dice, roll them on a table or flat surface, and the number on *top* is the result of the roll.

The ten-sided die has a zero on one face, which is read as "ten."

The ten-sided die can also be used to find a Percentage (a number from 1 to 100), in the following way. Roll the die once and read the result as the "tens" number, counting zero as "no tens." Roll a second time for the "ones" number.

If both rolls are "zero", the result is one hundred.

EXAMPLES: A roll of 5 followed by a roll of 3 gives a total result of 53. If the 3 were rolled first, the result would be 35. A roll of 0 followed by a roll of 6 gives a total of 06, or simply 6.

Now stop and color in the numbers on all the other dice by rubbing the crayon across the grooves and using a tissue to wipe off the extra way.

We often use abbreviations for the kinds of dice: a "d," followed by the number of faces. For example: d8 means an eight-sided die.

The roll of a ten-sided die twice, to find a Percentage, is abbreviated "d%," and sometimes called a "Percentage roll" or "Percentage dice."

Whenever a number appears *before* the "d," it means the number of times you need to roll the die. So "2d4" means "roll a four-sided die twice, and add the results," for a total of 2-8. Or, if you have more than one set of dice, you can just roll two 4-sided dice at once, adding the results normally.

Some examples:

| | |
|---|---|
| d% | Roll the ten-sided die to find the "tens" number, and again to find the "ones" number. |
| 4d8 | Roll an eight-sided die four times |
| 9d12 | Roll the twelve-sided die nine times |
| 1d20 | Roll the twenty-sided die once |

Sometimes you will find a number after the "d" that's not a kind of die; for example, 1d3. In this case, it means that the result should be 1, 2, or 3. To make a "1d3" roll, roll 1d6 and divide by 2 (rounding up), to get a result from one to three.

Using the same principle, you can find the result of 1d2 (1d4 divided by 2) and 1d5 (1d10 divided by 2).

If you have read everything so far —

YOU ARE READY FOR YOUR NEXT ADVENTURE!

To Start, just turn the page.

In the following one-player adventure, you will explore a dungeon, looking for monsters and treasures. **Part 1** is a shopping trip in town. In **Part 2,** you will learn more about battles. And in **Part 3** you will visit the dungeon. You will often be given choices, and asked to pick one. Each choice gives a number; turn to that number to find the results of your choice. Your adventure will continue from there.

## Part 1: Town Business

You spend a few days in town, letting your wounds heal. Since you found so much treasure on your first adventure, you go shopping for some better armor.

Armorer Baldwick knows you well. He's a jolly fellow, getting a bit gray. You remember snitching apples from the big tree in his yard when you were young and foolish.

"Well, well!" he booms, as you enter his shop. "How have YOU been these days? All grown up now, I see!"

You chat for a few minutes about your younger days, and then you ask if he has any armor that would fit you.

"Why, surely! Let me see, let me see . . ." He pushes his way through racks of armor of all kinds, as you follow closely behind. There are dozens of sets of armor, for people of all sizes, but most of them need repair.

"AHA!" he exclaims, pulling an armload of metal down. "Try this on!"

The armor you are wearing is made of round chain links, all skillfully interwoven to form a covering for most of your body. But this armor is different. Large pieces of well-crafted metal are fastened to chain mail and leather, fashioned into pieces that you could wear.

"Plate mail, of course; just finished it a week or two ago. Want to try it on? I think it'll fit."

You go to a back room and remove your chain mail, and try this heavier armor on for size. Sure enough, it fits, almost as if it were made just for you. The metal plates hang from leather straps and chain mail links, forming a tough protective suit. But it's very heavy, almost twice as heavy as your chain mail.

You come out to show him, and he walks around you, carrying a piece of charcoal and marking the armor here and there for some necessary adjustments.

"Looks good!" he exclaims. "Just a bit here, and a bit there . . . want to trade in that chain mail you had on? Looked to be in pretty good shape . . . ."

"Wait a minute!" you reply. "Don't you have anything lighter than this stuff? I'm not going to be able to carry as much treasure if I wear all this metal!"

"Ah, well!" he says, soothingly. "If you want better protection, you have to use this. Unless, of course, you can somehow find magical armor."

Plate mail will improve your Armor Class to AC 2, better than your current AC 4, so it would be nice to have.

"Well, how much?" you ask.

"Well . . . 75 gold pieces as is. Want to trade in that chain mail?" he repeats.

"Oh, I guess so," you reply. "How much?"

"For you, well . . . since you're trying to get started, and since I've known you so long . . . 50 gold pieces, with your trade-in."

You talk with him a bit more, using your Charisma, and bargain him down to a better price.

"Okay, OKAY!" he says finally. "Just 30 gold pieces with the trade-in, and you promise to come here first the next time you need better armor or more weapons. Agreed!" He stomps off, grumbling, then stops and turns. "You can pick it up Tuesday. Pay the clerk on your way out!"

Subtract 30 gold pieces worth of coins from the Money on your character sheet. You can either subtract it from your gp, or use some coins of lesser value if you understand the Conversion Table. Change the numbers on your sheet to account for your spending, and change your Equipment List. Then turn the sheet over, and change your Armor Class to 2.

You come back to the shop in a few days and pick up your heavy Plate Mail (it's not ready on Tuesday, but you have time to wait). You spend the time looking around for other adventurers — any help would be welcome — but the few you find all just want to relax, have a good time, and heal up from their last adventures.

So, fully equipped but still alone, you set off one morning for the caves near town, remembering to watch out for ghouls.

## Part 2: Battles

You are almost ready to enter the "dungeon." But first, you need to learn a little more about battles.

You already know how to swing at a monster:

> You roll 1d20 (a twenty-sided die), and compare the result to the Hit roll given in the description. If you rolled that number or higher, you hit the enemy, and roll Damage.

### More Damage!

In your first adventure, each time you hit a monster you did 1 point of damage. However, from now on, you will roll 1d6 (a six-sided die) to see how much damage you do to the creature you are fighting.

You will keep track of the damage in the same way, writing down the starting number and subtracting the damage each time you hit. Just cross off the old number of hit points, and write down the new number.

### The Monsters

Monsters will also be able to do more damage. In your one-player games, you will keep track of their damage on a separate sheet of paper along with your own. In group games, the Dungeon Master keeps track of all the monster details.

Some monsters do 1-6 points of damage, just as you do. But sometimes they do more or less than 1d6. Each time you encounter a monster, the information you need will be given in a box, like this:

| | |
|---|---|
| GOBLIN: 17 | D: 1d6 |
| You: 12 | hp: 4 |

The number after the monster's name is the roll it needs to hit your fighter. "D" is the dice to roll after the monster hits, to find the amount of damage it did to you. The monster's hit points are also given.

In this example, if you roll a 12 or higher, you hit the goblin. You then roll 1d6, the standard amount, and add 2 (for your Strength bonus). You subtract that total from the goblin's 4 hp (as given above). If the goblin's new total is zero or less, the creature is dead. If the goblin still has any hit points left, it swings at you:

If you roll a 17 or higher for the goblin's attack, he hits you, for 1-6 points of damage as noted in the box above. You roll the six-sided die and subtract the result from your 8 hit points.

### Combat Checklist

A step-by-step list of everything you need to do when fighting a monster is given on the same page as the monster description (the boxed information). Use this checklist for every battle, to be sure you are running each one correctly.

### Record Keeping

Use a piece of scrap paper to keep track of the battles. Whenever you find some treasure, write down the amount and type on the same paper. Experience points will be given at the end of the adventure, but you will need a list of the creatures your fighter conquers. All the points for treasure and experience will be added up at the end of the adventure.

### Getting Killed

If your character is slain by the monsters, that is the end of the adventure. But it's not the end of the game! You can start the fighter over again, pretending that it is a new character.

If you play this adventure a second time, do *not* keep any treasure found before you "got killed!" You should start the character over again, from the beginning.

> Remember that you are carrying a magical *Potion of Healing*. If you get hurt, you can drink it, and it will cure all your damage. You can then change your hit points back to 8. You can only drink it once, and then it's gone.
>
> You may drink the potion whenever you wish, but you should wait until you have only 2 or 3 hit points left, if possible. If you drink it in the middle of a battle, you **must** skip your attack (you are drinking, not swinging), and roll only for the monster's attack for that round of combat.

**THINGS TO REMEMBER**

1. Keep a record of the monsters killed and treasure found, using a separate piece of paper.
2. Use the Combat Checklist whenever you have a battle.
3. Roll 1d6 each time you hit, to find the amount of damage done.
4. Drink your potion when you are badly hurt.

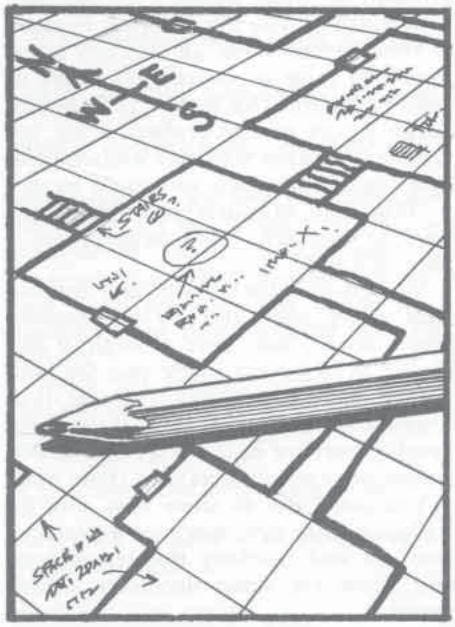
### Mapping

This time, you will make a map of the dungeon so you don't get lost. Maps also help in remembering where the worst monsters were — like the ghouls — so you can avoid them until you feel ready for them.

You will draw your map on a piece of graph paper. Each line one square long will equal 10 feet in the dungeon. Copy each map carefully. Draw an arrow pointing to the top of the paper and label it "North", then draw a line across the arrow and label "East, South, and West." This will help you remember the directions.

As you draw your maps be sure to write notes on it to help you remind you where things are.

If you don't make a map as you go, you will probably get confused.



## Part 3: Into The Caves

Since you explored some of the caves earlier, you find yet another entrance to venture into this time. After finding a suitable cave, you pause to be sure you are ready.

The caves are dark and dreary, as you remember from the last time, so you get out your lantern and light the wick, using your tinderbox. Then, carefully, you step into the first "room."

Tear the sheet of graph paper out of the center of this booklet. Then, starting near the bottom, copy **Entry 1 Map:**

**1** The room you are in is fifty feet square, with 10′ wide exits in the middle of the north, south, east, and west walls. The ceiling of the room is 15′ up, but the corridors are only 10′ tall.

The walls, floor, and ceiling are made of rough rock. There are some cracks and crevices in the rock walls, all very small. Standing in the exact center of the room is a stone statue of a woman in armor. You examine it carefully, and finally even touch it — but it is merely a statue, nothing magical or special.

You have entered this 50′ square room by the southern corridor, which leads out to fresh air and sunlight. The other corridors are dark. The light from your lamp helps, but shadows linger in the corners of this large room. Do you want to:

| | |
|---|---|
| Stop and Listen? | Read 42 |
| Search the room? | Read 57 |
| Go down a corridor? | Read 58 |

**2** You are back outside! If you want to go back inside, read #1. If you want to quit, stop reading here; your fighter goes back to town. If you killed any monsters or found any treasure, read 88 to find how many Experience Points you have earned. If you want to go shopping for supplies, read 89.

**3** You go south, and leave the caves. You may go home, and end this adventure, or you can go back to the first room. Read 2 for further instructions.

**4** You go south from the strange room. If you have already killed the monsters and taken the treasure from this part of the dungeon, read 23. If not, read 44.

**5** You decide to go back to the statue room. Return to 1.

**6** You go back to the statue room. Read 58.

**7** You turn the corner and follow the passage back to a room. Read 9.

**8** After the turn, the corridor goes 50′ west and opens into a room. Read 54 after you add **Entry 8 Map** to yours:

**9** You may go one of three ways. Do you want to:

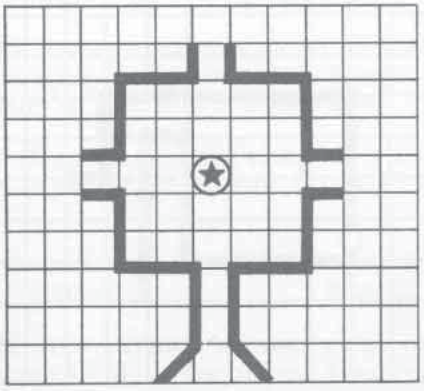
| | |
|---|---|
| Go North? | Read 21 |
| Go East? | Read 53 |
| Go back to the Statue room? | Read 36 |

**10** If you have already killed the monsters and taken the treasure from this part of the dungeon, read 9. If not, continue:

The corridor goes 20′ north from the room and then turns right. You peek around the corner, and see that the corridor goes 20′ and opens into another room. Read 54.

**11** You quietly approach the room, and you don't see anything unusual. But as you step into the room, some giant rats leap out from the corner to your right, and attack! Two of them hit you, for a total of 3 points of damage. You are suddenly in battle, and cannot escape. Read 83.

**12** Talking to the creature doesn't do any good. It attacks, and gets one free swing while you are talking! Read 86, and run the battle normally after giving the monster one free attack.



**Entry 1 map**

**13** You kill the two skeletons! As each one "dies," its bones collapse in a heap, and the rusty sword drops to the floor with a clang.

You search the area, but find no treasure. However, there is a door in the east wall of the room. Do you want to:

| | |
|---|---|
| Go South? | Read 62 |
| Open the door? | Read 27 |

**14** You go west, and come to another room. It has an exit south, leading outside, and another corridor heading west. You don't want to go west, the ghouls are in that direction.

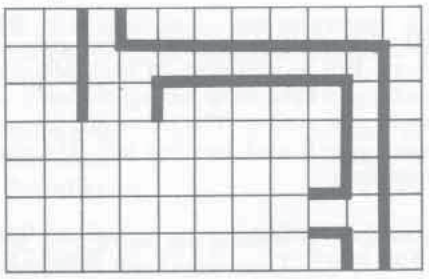
You recognize this room as the entrance for your very first adventure! This is where you hit the goblin, and he ran away. Do you want to:

| | |
|---|---|
| Go back East? | Read 62 |
| Go South? | Read 3 |

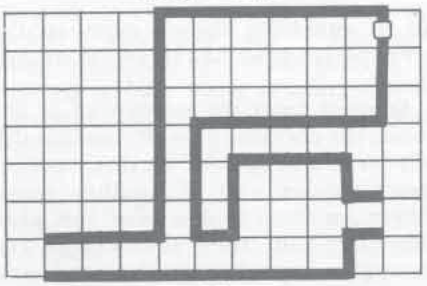
**15** If you have already killed all the monsters in this part of the dungeon, read 61. If not, continue:

The corridor goes north and opens into a room. The area looks like **Entry 15 Map** (add it to your map):

As you peer into the room, you see two skeletons with rusty swords standing about 10′ from you, around the corner. Without making a sound, they step forward, grinning horribly, and swing at you. One of them hits, for 2 points of damage. Read 26.



**Entry 8 map**



**Entry 15 map**

**16** You are leaving the Rust Monster room, heading west. Have you mapped this part of the dungeon yet?

| | |
|---|---|
| No | Read 28 |
| Yes | Read 62 |

**17** The corridor goes north 30′, and then there is a side passage to the left (west). The main corridor continues another 30′ and then turns left. When you get to the side passage, you see that it goes 10′ west and opens into a strange room. Read 49.

**18** You carefully enter the room, and see two goblins in a far corner. They have swords, and seem to be expecting you. They attack, and each gets a free swing before you can react. Read 85 and run the battle normally, but give each goblin one free swing to start.

**19** You think that there are goblins up here, so you keep your lantern shuttered and sneak up to peek into the room. You hear soft talking in a language you don't understand.

Peeking around the corner, you see two goblins to your right, at the south end of the room. They seem to be talking about something and don't notice you. Do you want to:

| | |
|---|---|
| Go back? | Read 32 |
| Talk to them? | Read 50 |
| Attack? | Read 63 |

**20** You decide to leave the goblins alone. But as you start to back off, the goblin you have been talking to draws its sword and attacks! The other one leaves, going north and turning left. Do you want to:

| | |
|---|---|
| Fight the goblin? | Read 64 |
| Run away? | Read 73 |
| Keep talking? | Read 51 |

**21** If you have already explored this area, please read 52. If not, then continue:

Starting from the north wall of this room, the corridor goes 10′ north, turns left (west) and goes 10′ further, opening into the east wall of another room. There are more goblins here! But when they see you, they shriek and run through a stout door on the north wall, slamming it behind them. The room looks like **Entry 21 Map** (add it to your map):

You search the room carefully and find one small bag by the door, apparently dropped by one of the goblins. The bag contains 10 sp, 5 gp, and — a key! Now do you want to:

| | |
|---|---|
| Open the door? | Read 66 |
| Go back? | Read 37 |

**22** If you have been in this room before, please read 39. Otherwise, continue:

You enter the strange room to investigate. The room is empty and clean, and the only feature is the orange mouth on the far wall, about 8′ long. The room looks like **Entry 22 Map** (add it to your map):

You search the room, listening and looking carefully, but you find nothing. Suddenly, as you are about to leave, the lips of the giant mouth move, and in a big booming bass voice it says, "Surprise! You are here for double-or-nothing! Ready or not, here we go. O-T-T-F-F-S-S. What's next in line? If you solve this riddle, your treasure will double. If you fail, it will all disappear. What is your answer?"

If you try to leave, you find the way blocked by an invisible force. "You *must* answer, y'know!" bellows the mouth.

Think about it, and decide what the answer is. Then read 82.

**23** You go back to the room where the giant rats were and continue through, arriving back at the first room. Read 58.

**24** You suddenly feel different (either more or less weighted down, depending on your answer). Whatever answer you gave, the mouth laughs and says "Come back again some time!" The invisible barrier is gone, and you can leave the room. You cannot find anything more here, nor will the mouth speak to you again.

Read 40.

**25** You decide that the rats look dangerous, and you head back the way you came. The rats don't notice.

Read 58.

**26** You are facing two skeletons. Do you want to:

| | |
|---|---|
| Talk to them? | Read 30 |
| Turn them? | Read 47 |
| Run away? | Read 72 |
| Fight? | Read 84 |

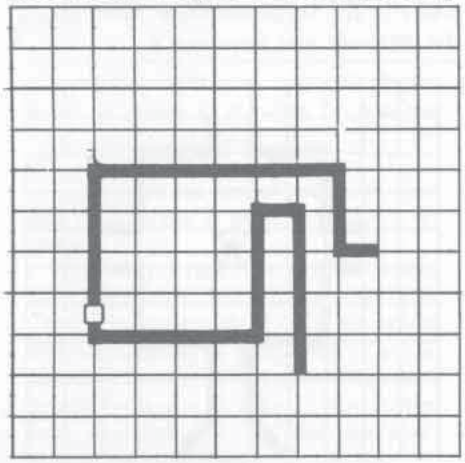
**27** You carefully examine the door, and fine nothing strange about it. There is a keyhole in it. Have you found a key?

| | |
|---|---|
| Yes | Read 80 |
| No | Read 46 |

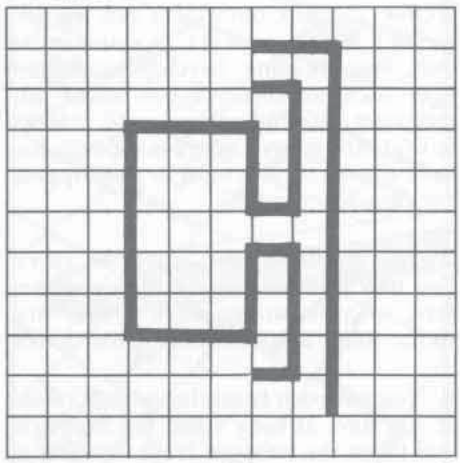
**28** The corridor goes only 10′ west before connecting to another corridor heading north; the main corridor continues west, into darkness. The north corridor goes 30′ and opens into a room. Do you want to:

| | |
|---|---|
| Go North? | Read 15 |
| Continue West? | Read 14 |

**29** You go back to the statue room. Read 58.



**Entry 21 map**



**Entry 22 map**

**30** The skeletons ignore your chatter, and swing again. One of them hits you, doing 2 more points of damage. Return to 26.

**31** You go north from the strange room. If you have already been through this part of the dungeon, read 7. If not, read 8.

**32** You decide to go back. The goblins don't notice you, and you return to the statue room. Read 58.

**33** You decide to attack the goblins before they can get help. You leap out and block the first goblin's escape, and they both draw swords and attack you. Read 85 and run the battle normally.

**34** As you keep talking to the goblin you see 3 more coming from the north. They look mad. Do you want to:

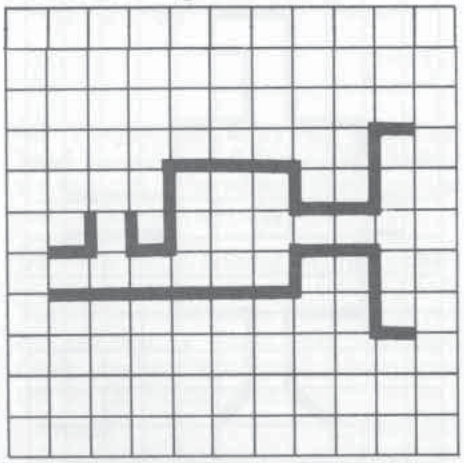
| | |
|---|---|
| Run away? | Read 73 |
| Fight? | Read 87 |

**35** Although you try to talk to them, the goblins are ferocious and ready for a fight. One swings and hits you, for 2 points of damage. Do you want to:

| | |
|---|---|
| Run away? | Read 73 |
| Fight? | Read 87 |

**36** You decide to go back to the start. Going west from here, the corridor turns south. You follow it back to the statue room. Read 58.

**37** You go back to the room where you first found the goblins. Read 9.



**Entry 43 map**

**38** You go east down the long corridor, around the corner heading south, and come to the side passage leading into the strange room. Read 49.

**39** The mouth roars, "YOU again?! Go away, pest!" You can't find anything of value here. Read 40.

**40** From here, do you want to:

| | |
|---|---|
| Go North? | Read 31 |
| Go South? | Read 4 |

**41** The creature is feasting on rust, and ignores you. You run past it through the room and arrive back at the statue room. Read 58.

**42** You stop and listen, and hear squeaking noises to the east. Go back to 1.

**43** The corridor goes 20′ to the west and opens into a room, which looks like **Entry 43 Map** (add it to your map):

The room is empty, except for a few small piles of reddish dust. Do you want to:

| | |
|---|---|
| Go back? | Read 5 |
| Continue? | Read 45 |

**44** As you approach a room, a giant rat jumps out of the shadows and bites you! You see 2 more giant rats in the room. Take 2 points of damage, and read 83.

**45** You go into the room and look around. There is nothing here but the reddish dust. When you look closely at the dust, however, you realize that it's rust!

You hear a snort, and when you look up, you see a strange looking creature coming into the room from the western corridor. It looks like a giant armadillo with a long tail, and has 2 feathery feelers on the front.

It charges at you! Do you want to:

| | |
|---|---|
| Talk to it? | Read 12 |
| Run away? | Read 56 |
| Fight? | Read 86 |

**46** You try to bash the door open without using a key, but without success. The solid door remains securely closed. You eventually give up, passing the scattered skeleton bones as you head out to the main corridor. Read 62.

**47** You try to *Turn* the skeletons like the cleric Aleena Turned the ghouls, but nothing happens. It's a special talent that clerics have, not fighters. Each skeleton swings at you again, but they both miss. Return to 26.

**48** You get back to the Rust Monster room. Did you kill the Rust Monster?

| | |
|---|---|
| Yes | Read 55 |
| No | Read 67 |

**49** You may go in and investigate the strange room, or you can go north or south. Do you want to:

| | |
|---|---|
| Go North? | Read 31 |
| Go South? | Read 4 |
| Investigate? | Read 22 |

**50** You greet the goblins in your own language, the Common Tongue. They look up, startled, and one growls something in its own language. The other smiles at you, and says "Why, hello there! What can we do for you?" The growling goblin starts heading north, apparently leaving the room. Do you want to:

| | |
|---|---|
| Keep talking? | Read 69 |
| Attack? | Read 33 |
| Go back? | Read 20 |

**51** You try to keep talking, but the goblin attacks; it misses. You suddenly hear more goblin noises to the north, and see 2 more goblins coming, with their swords out and looking very angry. Do you want to:

| | |
|---|---|
| Run away? | Read 73 |
| Fight? | Read 87 |

**52** You go around the corner and look in the room, but nobody is there. There is nothing here to find, so you go back around the corner to the last room you were in. Read 9.

**53** If you have already mapped this of the dungeon, read 38. If not, continue:

The corridor goes 50′ east from the room and then turns right, to the south. Peering around the corner, you see that the corridor goes 30′ south, and a side passage then opens to the west. When you get to that point, you see that the side passage goes 10′ west and opens into another room, with blue walls and a huge orange mouth on the opposite wall.

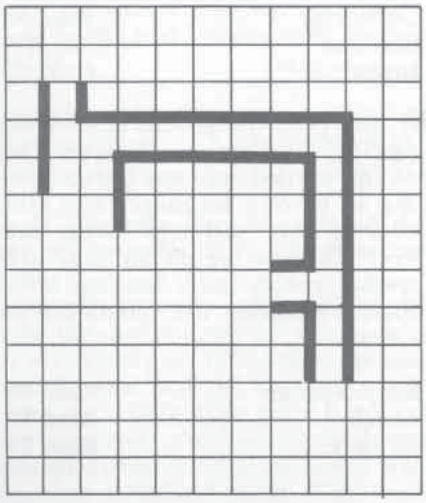
Read 49 after you add **Entry 53 Map** to your map:

**54** The room looks like **Entry 54 Map** (add it to your map):

What are you expecting here? If you didn't find or hear any clues, read 18.

If you found some information about the creatures in this direction, read 19 instead.

**55** You continue through the Rust Monster room, and get back to the statue room. Read 58.



**Entry 53 map**

**56** As you turn to run away, the monster quickly attacks, and gets in your way. You cannot retreat! Read 86.

**57** You search the room carefully, and you find a small scrap of paper in a niche (small hole) in one wall. Opening it, you discover a note, written in the Common tongue:

RATS EAST
GOBLINS NORTH
BEWARE WEST!

You can also see parts of the corridors leading out of the room, which look like **Entry 57 Map.**

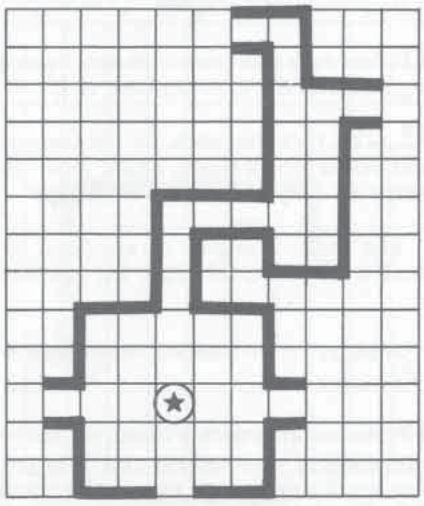
You find nothing else in the room. Return to 1.

**58** From this room, you can go many ways. Do you want to:

| | |
|---|---|
| Go East? | Read 79 |
| Go West? | Read 43 |
| Go North? | Read 10 |
| Go South? | Read 2 |

**59** As you approach the room, you hear more squeaks. You wisely shutter your lantern, leaving only a dim reddish glow, and peek into the room. You see three giant rats scurrying around and some scattered treasure nearby. Do you want to:

| | |
|---|---|
| Go back? | Read 25 |
| Talk to them? | Read 74 |
| Try to scare them? | Read 77 |
| Attack? | Read 68 |



**Entry 54 map**

**60** Your armor, shield, sword, and dagger have all been turned to rust by the fearsome Rust Monster! But now that you have no more metal, the creature turns away from you, not interested any more. You can see, now, that it has no teeth or claws, and can't actually hurt you!

You watch as it ambles over to one of the piles of rust, and it starts to eat, ignoring you completely.

Keeping a careful eye on the creature, you look around the room. There are gems here and there, some covered by rust; you collect six of them! Their total value is 300 gp.

Since you are unprotected and unarmed, you go east to the first room and then go outside, heading for town.

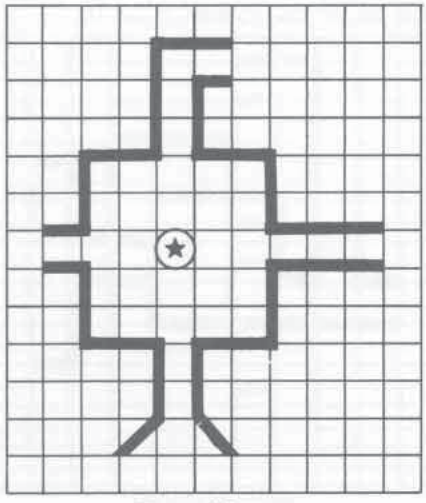
To find how many Experience Points you have earned, read 88. You will also have to go shopping for more armor and weapons. The shopping list is given in 89.

**61** You peer into the skeleton room, and see that nothing has changed. If you already investigated the door, there is nothing more to do here; read 62.

If you want to investigate the door in this room, read 27.

**62** You are at an intersection of the corridor to the north and the east-west corridor. Do you want to:

| | |
|---|---|
| Go North? | Read 15 |
| Go East? | Read 48 |
| Go West? | Read 14 |



**Entry 57 map**

**63** You leap out and attack the goblins! You will get two free swings before they can get their swords out. Read 85, and run the battle normally after taking your 2 free attacks.

**64** You attack the goblin. Your first swing misses, and the goblin misses you. But you see, coming from the north corridor, two more goblins, waving swords and looking very angry. Do you want to:

| | |
|---|---|
| Keep fighting? | Read 87 |
| Run away? | Read 73 |

**65** You have won the great goblin fight. Congratulations! It was a tough battle for one lonely fighter. Don't forget that you started the adventure with a *Potion of Healing*, which can cure all your damage if you haven't already used it.

Searching the area, you find 100 sp and 50 gp in small sacks that the goblins were carrying. Their swords look rusty and worthless, and they have nothing else of value. Do you want to:

| | |
|---|---|
| Go west? | Read 36 |
| Go north? | Read 21 |
| Go east? | Read 53 |

**66** You try to open the door, but without success. Your key doesn't seem to work. You hear a goblin voice say from the other side, in Common, "Go away! We don't want any!" You may keep trying, if you wish, but the goblins seem to have barred the door.

You must eventually go back, so read 37.

**67** Since you didn't kill the Rust Monster, it's still there, eating rust. Are you dragging a large chest full of coins?

| | |
|---|---|
| Yes | Read 81 |
| No | Read 41 |

**68** You jump out and swing at the rats. Read 83, but take 2 free swings before the rats can do anything! Then run the rest of the fight normally.

**69** You keep talking as one goblin leaves, going north and turning left. The other tries to seem friendly, but you can tell that he doesn't like you. Suddenly, you hear more goblin noises from the north. Do you want to:

| | |
|---|---|
| Attack? | Read 64 |
| Run away? | Read 73 |
| Keep talking? | Read 34 |

**70** You have slain the horrible Rust Monster! Searching the room, you find 10 gems laying about, some in cracks and crevices, and some in the piles of rust. The total value of the gems is 600 gp! Now do you want to:

| | |
|---|---|
| Go west? | Read 28 |
| Go back east? | Read 6 |

**71** You approach the room with caution, listening to the squeaking. But suddenly, three giant rats jump out of the shadows and attack! One of them bites you for 1 point of damage. Read 83.

**72** You turn to run and a skeleton hits you again for 1 more point of damage. If you are still alive, you run south to a corridor, where you can turn east or west. Looking back, you see that the skeletons are not following you. You stop and catch your breath. Read 62

**73** You decide to flee. As you turn to run, you are hit by one goblin's sword for 2 points of damage. (If your hit points reach zero, you are dead unless you can drink the potion; otherwise, continue.) You run back into the first room, and continue through it and out the south passage, toward sunlight.

A group of goblins is running after you, shouting and waving their swords. They stop at the cave entrance, and keep screaming and waving their swords; but there are too many of them. You decide to go home.

This is the end of this adventure. Read 88 to find your Experience Points and treasures. If you wish to buy some supplies, the Equipment List is given in 89.

**74** You try to talk to the rats, but talking doesn't work. You only give yourself away, and they attack! One of them bites you for 1 hit point of damage. Read 83 to run the rest of the battle.

**75** You have defeated the pair of goblins! But before you can look around the room, you hear noises from the north. Three more goblins are coming down the north corridor. They have their swords out and look angry. Do you want to:

| | |
|---|---|
| Run away? | Read 73 |
| Talk? | Read 35 |
| Fight? | Read 87 |

**76** You arrive in the rat room; it is empty. Do you want to:

| | |
|---|---|
| Go north? | Read 17 |
| Go west? | Read 6 |

**77** You decide to scare the rats. You leap out and scream, waving your sword and flashing the light around. One of the giant rats runs off to the north, but the others attack you! Read 83.

**78** You have won the battle with the giant rats! Searching the room, you find 100 cp and 100 sp scattered in the messy rat lair, and you put them in the sacks that you are carrying. Now do you want to:

| | |
|---|---|
| Go North? | Read 17 |
| Go West? | Read 6 |

**79** If you have already been through this part of the dungeon, read 76. Otherwise, continue

The corridor goes 50′ east and opens into another room. What are you expecting here, and why? You may have found one or two clues.

If you haven't found or heard any clues, read 11.

If you only found a note that mentioned creatures, read 44.

If you only heard creature sounds, read 71.

If you did both (heard noise and found a note), read 59.

**80** You put the key in the lock and turn until you hear it "click." Putting the key away you open the door.

There is a small room behind the door! The area looks like **Entry 80A Map** (add it to your map):

The room is empty except for one large chest by one wall. You walk over to it, and discover that it's made of heavy wood with metal bands around it. It isn't locked (luckily), so you carefully open it. But alas — it's trapped. Make a saving throw vs. Magic Wands! (You need to roll a 13 or higher on 1d20.)

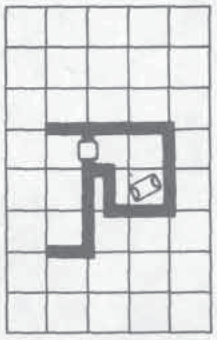
This Saving Throw is used for many things. Generally, it indicates whether you jump out of the path of danger — such as the beam of a magic wand. However, in this case, the danger is a blade, mounted on the edge of the chest and connected to a metal spring. When you open the lid, the blade sweeps out toward you.

If you made the Saving Throw, you jump back as the blade misses you. However, if you missed the Saving Throw, you take 4 points of damage!

If you are struck down to zero hit points or less, you can grab your potion — if you still have it — and drink it before you pass out. It will cure you somewhat, but only back up to 4 hit points. If you don't have the potion left — sorry, but you are dead! *(Special note*: In group games, you will *not* be allowed to do this. Zero hit points indicates death, with no extra time to do anything.)

If the trap kills you, read 90. But if you survived the trap, continue reading.

You look in the chest and see hundreds of coins — 500 cp, 200 sp, and 200 ep. You start to close the chest and drag it out with you. But as you close the lid, you see a peep hole in the north wall, about an inch across. It was blocked by the door as you entered.



**Entry 80A map**

You look through, and see a short corridor that goes north 20′ and turns left. To the east, by the turn, is a large door with two stout bars across it. A goblin is standing by the door, apparently on guard. The area looks like **Entry 80B Map**.

There is a crack in the wall near this peep hole. You suddenly realize that the crack might be the edge of a secret door! This treasure chest must belong to goblins! However, you can't open the secret door, so you drag the chest back out, past the scattered bones of the dead skeletons and south to the main corridor. Read 62.

**81** Oops! As you enter the room, the Rust Monster looks up from its feeding, grunts, and runs toward you. It rushes to the chest you are dragging, and before you can escape, it dissolves the metal bands around the chest. The chest comes apart, coins falling everywhere, and the creature gleefully turns all the coins to rust! Do you want to:

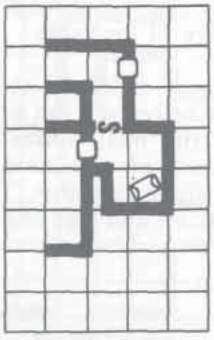
| | |
|---|---|
| Go East? | Read 29 |
| Go West? | Read 16 |
| Attack the creature? | Read 86 |

**82** If you guess the answer correctly, you may double the amount of treasure you have. If not, it *all* disappears, and your character is left with none.

The answer is "E." The letters stand for One, Two, Three, four, Five, Six, and Seven. The "next in the series" is Eight!

Now read 24.

**83** You are having a battle with giant rats. Three of them are here, unless you scared one off. The area looks like **Entry 83 Map**.



**Entry 80B map**

| | | | |
|---|---|---|---|
| GIANT RATS: | 17 | D: | 1d3 |
| You: | 10 | hp: | 2 each |

Run the battle normally, using the Combat Checklist to be sure that you are doing it correctly. If you don't remember what "1d3" means, read the section on "Dice" again (page 12).

All the rats will fight until dead. If you decide to run away, one rat will bite you as you turn to run (roll for damage). But then, if you are still alive, you can go back to the statue room. If so, read 58.

If you kill all the rats, read 78.

If the rats kill you, read 90.

**84** You are fighting two skeletons.

| | | | |
|---|---|---|---|
| SKELETONS: | 16 | D: | 1d6 |
| You: | 10 | hp: | 4 each |

Use the checklist to run the battle. The skeletons will fight until slain. If you decide to run away, read 72.

If you kill the skeletons, read 13.

If the skeletons kill you, read 90.

**85** You are fighting two goblins!

| | | | |
|---|---|---|---|
| GOBLINS: | 17 | D: | 1d6 |
| You: | 11 | hp: | 5 each |

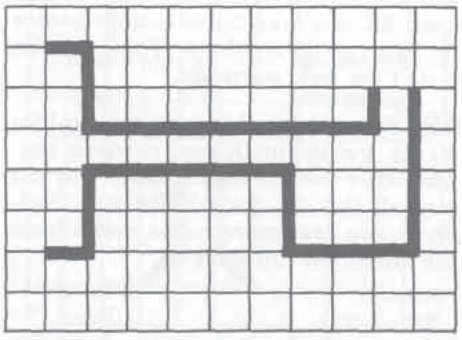
Remember to make *two* rolls for the monsters; each one gets a swing after you make yours.

Use the checklist to be sure that you are running the battle correctly.

If you decide to run away, read 73.

If you kill the goblins, read 75.

If the goblins kill you, read 90.



**Entry 83 map**

**COMBAT CHECKLIST**

**Player Actions**

1. Make a Hit roll
2. If you hit, roll 1d6 to find the damage done to the monster, adding 2 for your Strength bonus; then:
3. Subtract that damage from the monster's hit points. When its hit points reach zero, the monster is dead.

**Monster Actions**

4. Make Hit Rolls, 1 for each monster (there may be more than one monster attacking at the same time!);
5. For each attack that hits you, roll to find the Damage done to you, using the dice indicated. Then:
6. Subtract that damage from your hit points. If your hit points reach zero, you are dead.

**86** You are fighting the Rust Monster!

| | | | |
|---|---|---|---|
| RUST MONSTER: | 13 | D: | rust |
| You: | 15 | hp: | 15 |

Use the checklist to be sure that you are running the battle correctly.

If the rust monster hits you, it does no damage at all. Instead, it makes metal turn to rust! As you run the battle, use the following notes to find the effects of each hit.

If you decide to run away, the monster gets one free attack, but only needs a Hit Roll 9 or better. You can run away after that, but you can only run either east (back to the statue room) or west. If you run east, read 1; if you go west, read 28.

If you kill the rust monster, read 70.

If you have been here before, you might not have some of the items mentioned below. Resume the battle wherever you left off, and remember to keep track of the equipment you have left.

**First Hit:** your shield turns to rust and falls apart. Now the Rust Monster only needs an 11 or better to hit you. Read the "Special Note" below.
**Second Hit:** Your Armor turns to rust. Now the creature only needs a roll of 6 or higher to hit.
**Third Hit:** Your sword turns to rust! You must get out a dagger if you want to continue the fight.
**Fourth Hit:** Your dagger turns to rust! You have no more weapons. Read 60.

*Special Note:* When you lose your armor or shield, you become easier to hit. *All* monsters you encounter afterward will gain bonuses to their Hit Rolls. If you lose your shield, give them a **+1** bonus. If you lose your armor, give them a total bonus of **+7** to their Hit Rolls.

Note this special bonus on your scrap paper, and apply it to *all* battles until you get new armor or shield.

**87** You are fighting three goblins!

| | | | |
|---|---|---|---|
| GOBLINS: | 17 | D: | 1d6 |
| You: | 11 | hp: | 5 each |

Remember to make *three* rolls for the monsters; each one gets a swing after you take yours.

Use the checklist to be sure that you are running the battle correctly.

If you decide to run away, read 73.

If you kill the goblins, read 65.

If the goblins kill you, read 90.

**88** When you complete this adventure, you get Experience Points. First, add up all the treasure you brought out of the dungeon (ignore anything you lost), and figure out how much it is all worth, in gold pieces. (The explanation of the Money system is on page 10.) You will get 1 XP for each 1 gp worth of treasure you find — in addition to getting the treasure.

After adding up the treasure, find out how much Experience you get for slaying monsters, according to this chart:

| | |
|---|---|
| Giant Rats | 5 each |
| Goblins | 5 each |
| Skeletons | 10 each |
| Rust Monster | 300 |

Add that total to your treasure total to get the total number of Experience Points awarded for this adventure. To determine your +10% bonus, drop the last number, and add it to the total awarded. Then add the adjusted total XP earned to the current XP on the back of your character sheet, to find your new total overall. To finish up, add the treasure you found to the money you already had.

EXAMPLE: Imagine that you killed the Rust Monster and found 6 gems there, with a value of 600 gp. You also killed 3 giant rats, finding 100 cp and 100 sp. Imagine that you have no other notes.

Looking on the conversion chart, you see that 100 cp = 1 gp; 100 sp = 10 gp. Adding that to the gem value, your newly found treasure is worth a total of 611 gp.

For monsters, you get 300 XP for the rust monster, plus 15 XP for the giant rats (5 each). That total is 315. Adding it to the 611 for treasure, your total XP award is 926.

To find your 10% bonus, drop the 6. Add the bonus of 92 to the award of 926, for an adjusted total XP of 1018. Then you add that to your current 523 XP, for a new total XP of 1541 — less than 500 XP from 2nd Level! Lastly, you add the actual treasure — 6 gems (worth 600 gp), 100 cp, and 100 sp — to your treasure list.

That finishes this adventure. You may go to the next adventure, or you may wish to go shopping. If you want to buy something now, read 89.

**89** You want to go shopping. Instead of making an adventure out of it (like the beginning of this trip), you may simply imagine that you are visiting the various shops in town, buying whatever you need. The items you may buy — armor, weapons, and other equipment — are listed below, along with their prices.

To make a shopping trip, first write down the items you want, and their prices, on a piece of scrap paper. Then add up the total cost. If you can afford what you want, subtract that total cost from your treasure. Write the items in the "Normal Items" section on the back of the Character Sheet. Be sure to write the new total treasure in the Money box.

**WEAPONS AND EQUIPMENT**

| Item | Cost (in gp) |
|---|---|
| Weapons | |
| Dagger | 3 |
| Sword | 10 |
| Armor | |
| Leather Armor | 20 |
| Chain Mail Armor | 40 |
| Plate Mail Armor | 60 |
| Shield | 10 |
| Other Equipment | |
| Backpack, leather | 5 |
| Flask of Oil | 2 |
| Lantern | 10 |
| Mirror (hand-sized, steel) | 5 |
| Pole (wood, 10′ long) | 1 |
| Rations: | |
| Iron Rations (preserved food for 1 person for 1 week) | 15 |
| Standard Rations (unpreserved food for 1 person for 1 week) | 5 |
| Rope (50′ long) | 1 |
| Sacks: | |
| Small | 1 |
| Large | 2 |
| Tinder Box (flint, steel, dry wood shavings and twigs) | 3 |
| Torches (6) | 1 |
| Waterskin (or wineskin) | 1 |
| Wine (1 quart) | 1 |

(Note: There are more weapons and equipment available in group adventures. See the complete list in the center of this book.)

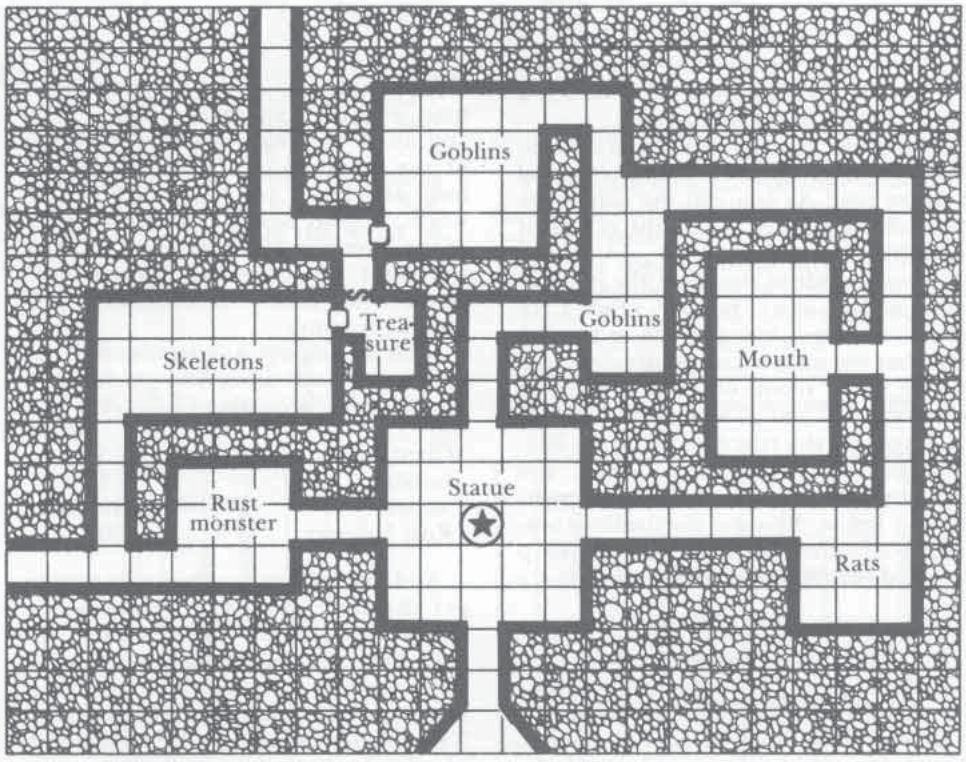
**90** Your character has been lost in the dungeon. Don't be upset; it can happen in any DUNGEONS & DRAGONS game, and often does, through no fault of yours. That is the end of this adventure.

You may start over, if you wish. To do that, be sure *not* to keep any treasure you may have found before you died. The character should have exactly the same equipment, treasure, and hit points as when you started this adventure. In other words, you start over. If you want to do this, read 1.

## After the adventure . . .

A map of the entire dungeon is given here. Check your map against it to see if you made any mistakes.

If you had problems with any part of the dungeon, go back and read the difficult section again. Now that you have learned the basics of the game, you will probably see what went wrong.




**Solo adventure map**

# DUNGEONS & DRAGONS® Characters

## What comes next?

You have now learned most of the details needed to play a character in DUNGEONS & DRAGONS games. You may now play more Solo Adventures, if you like. Several Solo Adventures are sold separately, including: adventure module **M1, Blizzard Pass** and **M2, Maze of the Riddling Minotaur**.

However, most of the fun of a DUNGEONS & DRAGONS game comes from playing in a group. To play in a group, one person must be the Dungeon Master (or DM). The DM is the person who plays the parts of the monsters and runs the game. A new DM should read the first section of the other booklet in this set, the DUNGEON MASTERS RULEBOOK, before starting the game. It explains all the information needed, and includes a step-by-step game for everyone to enjoy while learning. But a new DM should *not* try to run a game before looking at that book.

A group game is best with 3-6 players. Each player should know how to play. If there is time, each person should read through this booklet, just as you have. You may also teach someone yourself, by explaining what you have learned, giving them one of the simple characters in this booklet (the Fighter, or Dwarf for example), and helping them during the game.

When you play in a group, you may play your fighter, or you may choose any of the other six characters included in the center of this booklet. Before the game, be sure to read the description of the Character Class (pages 24-47), even if you are still playing your fighter. Several players can all have the same fighter character, if different names are used. Fighters are always needed. If you have 4-6 people in the group, try to play most of the characters given.

If you have time, read the rest of this booklet to see what other information is given. More details on group games are given on pages 53-58. Some additional rules, to add when you are familiar with playing in a group, are explained on pages 59-62. Don't try to memorize everything, but try to remember the types of things explained. During a game, use the Index on page 64 to locate information you need.

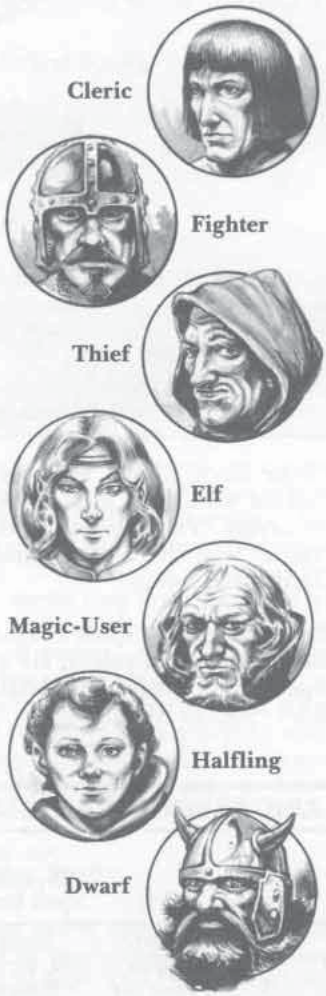
## Character Classes

Most D&D characters will be humans. A human can be a Cleric, Fighter, Magic-User, or Thief. Humans are the most widespread of all intelligent beings.

A character may also be a non-human: a Dwarf, Elf, or Halfling. Each of these classes is also a separate race of beings. They are all commonly known as "Demi-humans," because they seem to be partially human. The demi-human races are all distantly related to the human race.

One sample character for each of the seven classes is included in the center of this booklet. You may play those characters in group games, but before you do, be sure to read the full description of the class.

You may create a new character instead of using those in this booklet. When you do, you will roll dice to determine Ability Scores. If the scores are high enough, the character can be a demi-human; otherwise, the character *must* be human. The rules for creating characters are given on pages 48-52.




## Prime Requisite

Each character class has a specialty. For example, a fighter's specialty is Strength; a cleric's is Wisdom. This specialty is called the Prime Requisite for the class (abbreviated "PR").

If a character's PR score is above average, the character gains a bonus every time Experience Points are earned. See the Prime Requisite Adjustment Table. If the PR is below average, a penalty is applied.

The Prime Requisite for each class is given in each class description. Finding the bonus or penalty is part of the procedure for creating new characters. You will not need it until then.

**PRIME REQUISITE ADJUSTMENT TABLE**

| Prime Requisite Score | Adjustment to Experience |
|---|---|
| 3-5 | − 20% |
| 6-8 | − 10% |
| 9-12 | No adjustment |
| 13-15 | + 5% |
| 16-18 | + 10% |

## Saving Throws

Each character class will have a Saving Throw Table. Copy the numbers onto your character sheet. Your Dungeon Master will tell you when you need them. To make a Saving Throw, roll 1d20. If the result is equal to or greater than the number given your Saving Throw is successful.

## Cleric

### Description

A cleric is a human character who is dedicated to serving a great and worthy cause. This cause is usually the cleric's Alignment; for example, a cleric may be dedicated to spreading law and order. A cleric has good fighting skills, and can also learn to cast spells after gaining a Level of Experience. A first level cleric **cannot** cast any spells.

In D&D games, as in real life, people have ethical and theological beliefs. This game does *not* deal with those beliefs. All characters are assumed to have them, and they do not affect the game. They can be assumed, just as eating, resting, and other activities are assumed, and should not become part of the game.

A cleric's spell powers come from the strength of the cleric's beliefs. The cleric sits and meditates, and mystically learns spells. These spells can then be used during an adventure. Most clerical spells are for curing, protection, and gathering information. Cleric spells are different from magic-user spells. Clerics can use *only* their own type of spells.

Your cleric also can fight monsters. A cleric can wear any type of armor, like a fighter, and must be ready for combat at any time. Unlike magic-users, whose spells are often used during battles, a cleric's spells are usually needed *after* battles (such as cures) or for general exploring (such as detecting things).

If your party has enough fighters, your cleric should not need to fight often. But you are equipped for fighting if your combat skill is needed. Watch for ways that your spells can help, whether before, during, or after battles.

| CLERIC SAVING THROW TABLE | |
|---|---|
| Death Ray or Poison | 11 |
| Magic Wands | 12 |
| Paralysis or Turn to Stone | 14 |
| Dragon Breath | 16 |
| Rods, Staves, or Spells | 15 |

### Explanation of Cleric Experience Table

**XP:** When this number of Experience Points have been earned, the cleric automatically moves up to the next Level of Experience.

**Title:** Your cleric should use this title when talking with other characters. Instead of saying "I'm Clarion, a Second Level cleric," the character should say "I'm Clarion, the Adept."

**Spells:** The number of spells a cleric can cast, and their level of power, are given here. Spells are explained in detail below, under "Special Abilities."

| CLERIC EXPERIENCE TABLE | | | |
|---|---|---|---|
| XP | Level | Title | No. of Spells/ Spell Level |
| 0 | 1 | Acolyte | None |
| 1500 | 2 | Adept | 1 First |
| 3000 | 3 | Priest (or Priestess) | 2 First |

### Other Details:

**Prime Requisite:** A cleric's PR is Wisdom. If a cleric has a Wisdom score of 13 or more, the character gains a bonus to Experience Points earned in every adventure.

**Hit Dice:** A six-sided die (1d6) is used to determine a cleric's hit points. A cleric starts with 1-6 hit points (plus Constitution bonus, if any) and gains 1d6 more hit points (plus bonus) with each Level of Experience.

**Armor:** A cleric may wear any kind of armor, and may use a shield.

**Weapons:** A cleric *cannot* use any weapon with a sharp edge; this is forbidden by the cleric's beliefs. A cleric may only use a mace, club, war hammer, or sling.

## Special Abilities

A cleric has two Special Abilities: Turning Undead monsters and casting Cleric Spells.

### 1. Turning Undead

A cleric has the power to force away certain monsters called the "Undead" (skeletons, zombies, ghouls, wights, and other more powerful types). No other class has any special effect on the Undead. This special ability is called "Turning" the Undead monsters.

When a cleric encounters an Undead monster, the cleric may either attack it normally (with a weapon or spell), *or* try to Turn it. The cleric cannot both attack and Turn Undead in one round.

When you want your cleric to try to Turn Undead, just tell your Dungeon Master "I'll Turn the Undead."

The Undead monsters are *not* automatically Turned by the cleric. When the encounter occurs, the player must refer to the Cleric Turning Undead Table to find the effect the cleric has.

**Using the Cleric Turning Undead Table:**

When the cleric encounters an Undead monster, find the cleric's Level of Experience on the left side of the chart. Then read across to the column under the name of the Undead monster, and apply the results immediately. If the attempt succeeds, one or more of the Undead monsters will retreat, but may soon return.

**Explanation of Results**

**7, 9 or 11:** Whenever a number is given, the cleric has a chance to Turn the Undead monsters. The player rolls 2d6 (two six-sided dice). If the total is equal to or greater than the number given, the attempt at Turning Undead is successful. A cleric's chances improve as more Levels of Experience are earned.

T: The attempt at Turning the Undead automatically succeeds.

**N:** No Effect. The cleric cannot Turn that type of undead.

**CLERIC TURNING UNDEAD TABLE**

| Cleric's Level | Undead Monster Skeleton | Zombie | Ghoul | Wight |
|---|---|---|---|---|
| 1 | 7 | 9 | 11 | N |
| 2 | T | 7 | 9 | 11 |
| 3 | T | T | 7 | 9 |

**Success:** If the attempt at Turning Undead succeeds, the Dungeon Master will roll 2d6 to determine the number of Hit Dice of Undead monsters that turn away. You might not Turn all the monsters encountered, but if you succeed in Turning, at least one will be affected. A Turned monster will not touch the cleric and will flee as far from him as possible.

### 2. Clerical Spells

When a cleric reaches the 2nd Level of Experience (having earned 1500 XP or more), the cleric can use spells.

**Learning Spells:**

To learn a spell, the cleric meditates. The memory and details of the spells appear in the cleric's mind. The spells may be cast at any time thereafter. The cleric will remember each spell until it is cast, even if it is not used for days or weeks.

As a player, all you need to do is choose whatever spells you want your character to have. This can *only* be done at the start of an adventure. You may choose any of the spells described hereafter. You may *not* choose any magic-user spells; they are a different type.

A 2nd Level cleric can cast *one* spell per adventure. A 3rd Level cleric can cast *two* spells per adventure.

In more advanced games, adventures may last more than a day. In such cases, a cleric can gain spells each morning, if completely rested. Any and all spells may be changed at this time, if desired.

**Casting Spells:**

In the game, when you want your character to cast a spell, just tell your Dungeon Master. The DM may ask for some details; for example, some spells are cast at a target, and you must tell the DM what the target is. The player does *not* have to learn any special words. *For example:* "I'm casting a Cure Light Wounds on Ruggin, the dwarf."

When the cleric casts a spell, the memory of that spell is forgotten. Imagine that your cleric's memory is like a blackboard. The knowledge of the spells appear on it, but each spell is erased as it is cast. If your character knows two of the same spells and casts one, the other still remains to be used.

The character *must* be able to gesture and speak normally to cast a spell. While casting a spell, the cleric must stand and concentrate. Spells cannot be cast while the character is walking or running. If the cleric is disturbed while casting a spell, the spell will be ruined, and will still be "erased," just as if it had been cast.

Spells must be cast one at a time. If the character wants to cast more than one (for example, two Cure Light Wounds spells just after a battle), the fastest they can be cast is one each round.

**Types of Spells:**

Some spells have an instant effect. For example, a **Cure Light Wounds** spell instantly cures damage. Other spells may be different; the cleric may cast a spell to gain special abilities for a short time, or give those abilities to a friend. For example, a **Remove Fear** spell helps the recipient (the creature upon whom the spell is cast) to resist fear caused by magical effects or spells.

**Saving Throws versus spells:**

Some spells only have full effect if the victim fails a Saving Throw vs. Spells. If a Saving Throw is allowed, it is mentioned in the spell description.

**Clerical Spell Explanations:**

Each spell has a listed Range, Duration, and Effect.

**Range:** The character should be sure that the target is within range before casting the spell. If the description says "Range: 0," the spell may only be used by the cleric, and cannot be cast on others. If "Range: Touch" is given, the spell can be placed on any creature the cleric touches — including the cleric himself (or herself, as the case may be).

**Duration** is given either in rounds (of 10 seconds each) or turns (of 10 minutes each). If the description says "Duration: Permanent," then the spell has an instant and permanent effect that does not go away after a given duration.

**Effect** of the spell gives either the number of creatures or objects affected, or an area or volume of space. If an area is given, it is measured in square feet (a flat area). If a 3-dimensional volume is affected, it is either a round "ball" with a given diameter, or a square or rectangular "box" of a given size; both are measured in feet.

**Spell Power:**

When a cleric reaches 4th level, more powerful spells can be cast. These are given in the D&D EXPERT Set. The power of a spell is described in a way similar to the power of a character. Spells of the lowest level of power are called "First Level" spells. The D&D EXPERT Set describes spells of the Second, Third, Fourth, and Fifth level. Sixth and Seventh level spells are described in the D&D COMPANION Set.

## Clerical Spell Descriptions

**FIRST LEVEL CLERIC SPELLS**

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

*These spells may be "reversed" (that is, learned and cast with an effect exactly opposite from the original) in the D&D EXPERT Set. A cleric must reach the Fourth Level of Experience before learning how to reverse spell effects.

**Cure Light Wounds***

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

This spell will either heal damage or remove paralysis. If used to heal, it will cure 2-7 (1d6+1) points of damage. It will *not* heal any damage if used to cure paralysis. The cleric may cast it on himself (or herself) if desired.

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

EXAMPLE: Your first fighter started with 8 hit points. You were damaged in the battle with the snake, down to 4 hit points. Aleena cast a **Cure Light Wounds** spell and touched you. She rolled a 6, curing a total of 7 points of damage, but your hit points returned to 8, the amount you started with. The "extra" 3 points were not counted.

**Detect Evil**

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

When this spell is cast, the cleric will see evilly enchanted objects within 120′ glow. It will also cause creatures that want to harm the cleric to glow when they are within range. The actual thoughts of the creatures cannot be heard. Remember that "Chaotic" does not automatically mean Evil, although many Chaotic monsters have evil intentions. Traps and poison are neither good nor evil, merely dangerous.

**Detect Magic**

Range: 0
Duration: 2 turns
Effect: Everything within 60′

When this spell is cast, the cleric will see magical objects, creatures, and places within range glow. It will not last very long, and should be saved until the cleric wants to see if something found during an adventure is, in fact, magical. For example, a door may be held shut magically, or a treasure found might be enchanted; in either case, the magic item, creature, or effect will glow when it is within the effect.

**Light**

Range: 120′
Duration: 12 turns
Effect: Volume of 30′ diameter

This spell creates a large ball of light, as if a bright torch were lit. If the spell is cast on an object (such as the cleric's weapon), the light will move with the object. If cast at a creature's eyes, the creature must make a Saving Throw. If the Saving Throw is failed, the victim will be blinded by the light until the duration ends. A blinded creature may not attack.

**Protection from Evil**

Range: 0
Duration: 12 turns
Effect: The cleric only

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

In addition, "enchanted" creatures cannot even touch the cleric! If a magic weapon is needed to hit a creature, that creature is called "enchanted." However, a creature that can be hit by a silver weapon — a lycanthrope (were-creature), for example — is not an "enchanted" creature. Any creature which is magically summoned or controlled (such as a Charmed character) is also considered to be an "enchanted" creature. The barrier thus completely prevents all attacks from those creatures unless they use missile weapons.

This spell will not affect a **Magic Missile** (magic-user's) spell. If the cleric attacks anything during the spell's duration, the effect changes slightly. "Enchanted" creatures are then able to touch the magic-user, but the Hit roll and Saving Throw adjustments still apply until the spell duration ends.

**Purify Food and Water**

Range: 10′
Duration: Permanent
Effect: See below

This spell will make spoiled or poisoned food and water safe and usable. It will purify one ration of food (either Iron or Standard rations), or 6 waterskins of water, or enough normal food to feed a dozen people. If cast at mud, the spell will cause the dirt to settle, leaving a pool of pure, clear water. The spell will not affect any living creature.

**Remove Fear***

Range: Touch
Duration: 2 turns
Effect: Any one living creature

When the cleric casts this spell and then touches any living creature, the spell will calm the creature and remove any fear. If the creature is running away due to magically created fear, the creature may make another Saving Throw vs. spells, adding a bonus to the roll equal to the cleric's Level of Experience, up to a maximum bonus of +6. If the Saving Throw is successful, the creature may stop running. A roll of 1 will always fail. This Saving Throw, with bonus, may be made even if the fear was so powerful as to allow *no* Saving Throw at first!

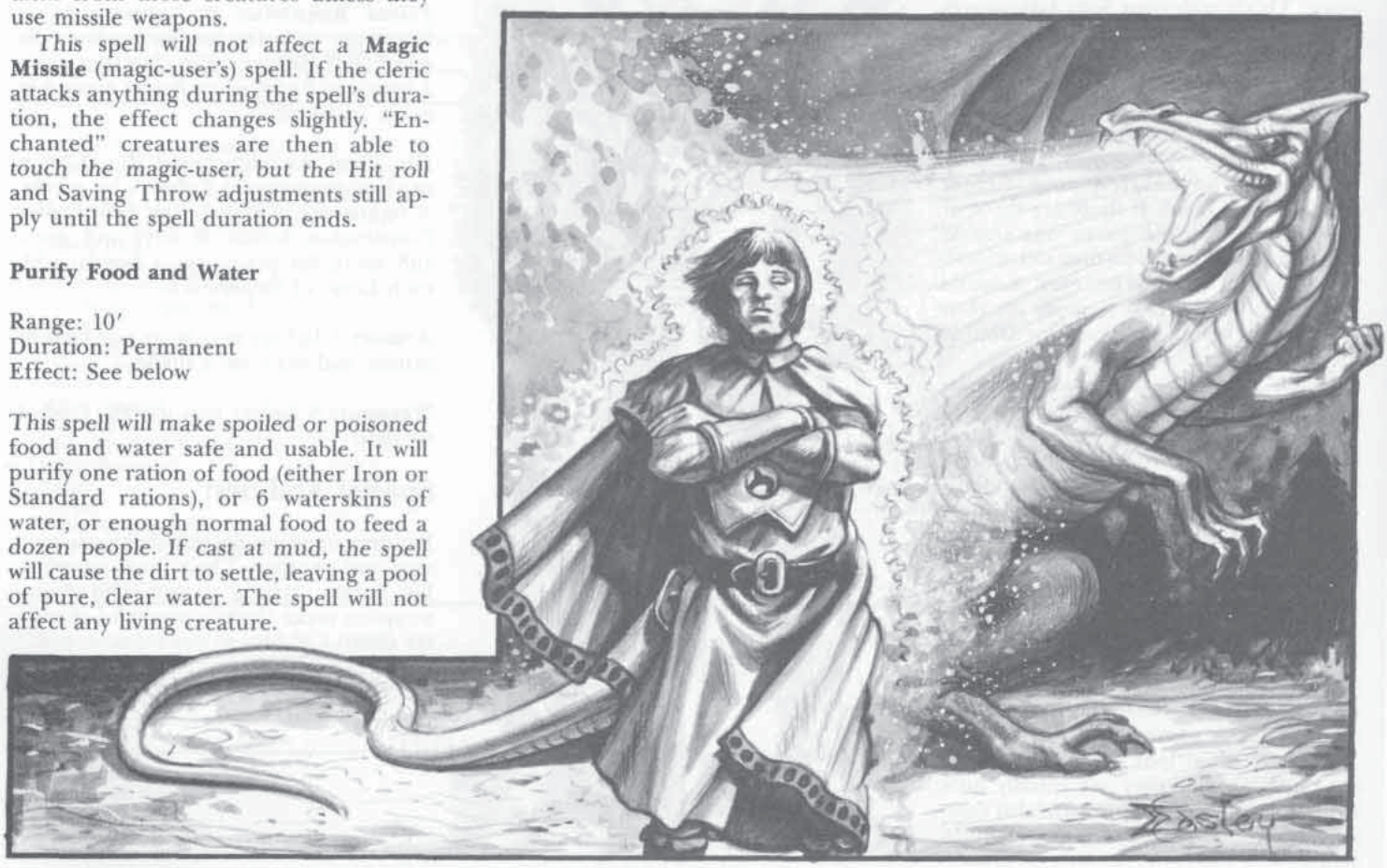
EXAMPLE: A 3rd Level cleric casting this spell gives a bonus of +3 to the Saving Throw of the creature touched.

**Resist Cold**

Range: 0
Duration: 6 turns
Effect: All creatures within 30′

When this spell is cast, all creatures within 30′ of the cleric can withstand freezing temperatures without harm. In addition, those affected gain a bonus of +2 to all Saving Throws against cold attacks. Furthermore, any damage from cold is reduced by −1 per die of damage (but with a minimum of 1 point of damage per die). The effect will move with the cleric.

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



## Fighter

### Description

A fighter is a human who studies combat. Fighters usually have greater Strength than other characters. They usually hit monsters more often, and inflict more damage.

In the D&D game, fighters protect the weaker characters. A party of all fighters would probably survive most dungeons, even where magic would be useful. Every group of explorers should have at least one or two fighters.

Strength is needed in many game situations. For example, a door may be stuck, or a huge boulder may block the party's progress; a strong fighter can often solve these problems. Magic might also work, but magic is limited, and a fighter can use strength as often as needed.

Your fighter could probably survive a dungeon adventure when exploring alone. This is why your Solo Adventures have been designed for fighters. The other classes are not as self-sufficient as the fighter. Magic-users and thieves are much weaker, and although clerics can wear any type of armor, they are limited in other ways.

In group adventures, your fighter should stay in front. If there are three or more fighters in the party, one should stay in the back, in case a monster tries to sneak up on you. Whenever a battle occurs, don't be afraid to move in; your character is better equipped for combat than any other type.

When a group is surprised, the monsters may damage the characters before they have a chance to react. Fighters have a better chance at surviving these dangers, since they have more hit points.

A fighter character should know more about the many weapons than other characters. Be sure to read the Combat section, on page 59, to learn how to use both hand-to-hand and missile weapons. Learn the forms of Defensive Movement described in the same section, so you can play your fighter most effectively when those rules are added to your game.

Fighters often look for magical healing potions, since they are usually hurt in battles. Magical weapons are also valuable, adding bonuses to Hit and Damage Rolls.

**FIGHTER SAVING THROW TABLE**

| | |
|---|---|
| Death Ray or Poison | 12 |
| Magic Wands | 13 |
| Paralysis or Turn to Stone | 14 |
| Dragon Breath | 15 |
| Rods, Staves, or Spells | 16 |

**FIGHTER EXPERIENCE TABLE**

| XP | Level | Title |
|---|---|---|
| 0 | 1 | Veteran |
| 2000 | 2 | Warrior |
| 4000 | 3 | Swordmaster |

**Explanation of Fighter Experience Table:**

**XP:** When this number of Experience Points have been earned, the fighter automatically moves up to the next Level of Experience.

**Title:** Your fighter should use this title when talking with other characters. Instead of saying "I'm Fleetwood, a Second Level fighter," the character should say "I'm Fleetwood, the Warrior."

**Other Details:**

**Prime Requisite:** A fighter's PR is Strength. If a fighter has a Strength score of 13 or more, the character gains a bonus to Experience Points earned in every adventure.

**Hit Dice:** An eight-sided die (1d8) is used to determine a fighter's hit points. A fighter starts with 1-8 hit points (plus Constitution bonus, if any) and gains 1d8 more hit points (plus bonus) with each Level of Experience.

**Armor:** A fighter may wear any kind of armor, and may use a shield.

**Weapons:** A fighter may use any kind of weapon.

## Special Abilities:

Fighters need no special abilities to survive and prosper. Their great strength, hit points, strong armor and many weapons make them a powerful character class.

# Creating a new character

**1. Roll for Ability Scores**

**2. Choose a Class**

**3. Exchange Ability Score points**

Your Prime Requisite (and *only* that score) goes up 1 point for each 2 points that another Ability Score goes down.

Constitution and Charisma points can never be exchanged with others.

Dexterity cannot be lowered (but it may be raised if you have a Thief or Halfling character).

No score can be lowered below 9. If it is already 10 or less, it cannot be lowered.

**4. Roll for Hit Points (see Character Classes)**

**5. Roll for Money (gp = 3d6 x 10)**

**6. Buy equipment: (see Equipment List)**

**7. Figure out your:**

**a. Armor Class**
**b. Character Hit Roll Table**
**c. Saving Throws (see Combat)**

**8. Note adjustments for Ability Scores**

**9. Give your Character a Name and Alignment**

**10. Get ready to play**

| HUMANS | |
|---|---|
| **Class** | **Prime Requisite** |
| Fighter | Strength |
| Magic-User | Intelligence |
| Cleric | Wisdom |
| Thief | Dexterity |

(No minimum scores for human characters)

| DEMI-HUMANS | | |
|---|---|---|
| **Class** | **Minimum Scores** | **Prime Requisites** |
| Dwarf | Con 9 | Str only |
| Elf | Int 9 | Str + Int |
| Halfling | Con 9<br>Dex 9 | Str + Dex |

# Complete list: weapons and equipment

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

*These weapons may be used by a cleric

| ARMOR | |
|---|---|
| **Item** | **Cost (in gp)** |
| Leather Armor | 20 |
| Chain Mail Armor | 40 |
| Plate Mail Armor | 60 |
| Shield | 10 |

| EQUIPMENT | |
|---|---|
| **Item** | **Cost (in gp)** |
| Backpack | 5 |
| Flask of Oil | 2 |
| Holy Symbol | 25 |
| Holy Water (1 vial) | 25 |
| Lantern | 10 |
| Mirror (hand-sized, steel) | 5 |
| Pole (wood, 10′ long) | 1 |
| Rations: | |
| Iron Rations (preserved food for 1 person for 1 week) | 15 |
| Standard Rations (unpreserved food for 1 person for 1 week) | 5 |
| Rope (50′ long) | 1 |
| Sacks: | |
| Small | 1 |
| Large | 2 |
| Spikes (iron, 12) and small Hammer | 3 |
| Thieves' Tools | 25 |
| Tinder Box (flint, steel, dry wood shavings and twigs) | 3 |
| Torches (6) | 1 |
| Waterskin (or wineskin) | 1 |
| Wine (1 quart) | 1 |
| Wolfsbane (1 bunch) | 10 |

(Note: Items will be added to this list in the D&D EXPERT Set.)

# Character classes

**CLERIC**
Hit Dice: 1d6 per level

| XP | Level | Title | No. of Spells/ Spell Level |
|---|---|---|---|
| 0 | 1 | Acolyte | None |
| 1500 | 2 | Adept | 1 First |
| 3000 | 3 | Priest (or Priestess) | 2 First |

**CLERIC TURNING UNDEAD**

| Cleric's Level | Undead Monster Skeleton | Zombie | Ghoul | Wight |
|---|---|---|---|---|
| 1 | 7 | 9 | 11 | N |
| 2 | T | 7 | 9 | 11 |
| 3 | T | T | 7 | 9 |

**FIGHTER**
Hit Dice: 1d8 per level

| XP | Level | Title |
|---|---|---|
| 0 | 1 | Veteran |
| 2000 | 2 | Warrior |
| 4000 | 3 | Swordmaster |

**MAGIC-USER**
Hit Dice: 1d4 per level

| XP | Level | Title | No. of Spells/ Spell Level |
|---|---|---|---|
| 0 | 1 | Medium | 1 First |
| 2500 | 2 | Seer | 2 First |
| 5000 | 3 | Conjurer | 2 First plus 1 Second |

**THIEF**
Hit Dice: 1d4 per level

| XP | Level | Title |
|---|---|---|
| 0 | 1 | Apprentice |
| 1200 | 2 | Footpad |
| 2400 | 3 | Robber |

**THIEF SPECIAL ABILITY TABLE**

| Special Ability | | Level of Experience 1 | 2 | 3 |
|---|---|---|---|---|
| Open Locks | (d%) | 15 | 20 | 25 |
| Find Traps | (d%) | 10 | 15 | 20 |
| Remove Traps | (d%) | 10 | 15 | 20 |
| Climb Walls | (d%) | 87 | 88 | 89 |
| Move Silently | (d%) | 20 | 25 | 30 |
| Hide in Shadows | (d%) | 10 | 15 | 20 |
| Pick Pockets | (d%) | 20 | 25 | 30 |
| Hear Noise | (1d6) | 1-2 | 1-2 | 1-3 |

Except for "Hear Noise," each number is the Percentage chance that the thief is successful in using that Special Ability. "Hear Noise" is determined in a similar way, using 1d6.

**DWARF**
Hit Dice: 1d8 per level

| XP | Level | Title |
|---|---|---|
| 0 | 1 | Dwarven Veteran |
| 2200 | 2 | Dwarven Warrior |
| 4400 | 3 | Dwarven Swordmaster |

Detect traps, sliding walls, sloping corridors, new constructions: 2/6
Infravision 60′

**ELF**
Hit Dice: 1d6 per level

| XP | Level | Title | No. of Spells/ Spell Level |
|---|---|---|---|
| 0 | 1 | Veteran-Medium | 1 First |
| 4000 | 2 | Warrior-Seer | 2 First |
| 8000 | 3 | Swordmaster-Conjurer | 2 First plus 1 Second |

Detect secret or hidden doors: 2/6
Immune to paralysis from ghouls
Infravision 60′

**HALFLING**
Hit Dice: 1d6 per level

| XP | Level | Title |
|---|---|---|
| 0 | 1 | Halfling Veteran |
| 2000 | 2 | Halfling Warrior |
| 4000 | 3 | Halfling Swordmaster |

**Combat Bonuses:**

−2 bonus to Armor Class when attacked by creatures larger than man-size

+1 bonus to the Hit Roll when using any missile (see "Additional Rules")

+1 bonus to Individual Initiative

Hide in woodlands 90% success
Hide in dungeon (shadows) ⅓

**ENCUMBERED MOVEMENT RATES TABLE**

| Encumbrance | Normal Speed (Feet per turn) | Encounter Speed (Feet per round) | Running Speed (Feet per round) |
|---|---|---|---|
| up to 400 cn | 120 | 40 | 120 |
| 401-800 cn | 90 | 30 | 90 |
| 801-1200 cn | 60 | 20 | 60 |
| 1201-1600 cn | 30 | 10 | 30 |
| 1601-2400 | 15 | 5 | 15 |
| 2401 and more | 0 | 0 | 0 |

Basic Encumbrance: unarmored = 300 cn; armored = 700 cn

A gem is counted as 1 cn, and other treasures (potions, jewelry, and so forth) are counted as 10 cn each.

**CONTAINER VOLUME**

| | |
|---|---|
| Small sack | 200 cn |
| Backpack | 400 cn |
| Large sack | 600 cn |
| Saddle bag | 1000 cn |

**MULE MOVEMENT/ENCUMBRANCE**

| Encumbrance | Movement Rate |
|---|---|
| up to 3000 cn | 120′/turn |
| 3001-6000 cn | 60′/turn |
| 6001 cn or more | 0 |

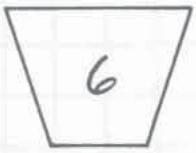
# DUNGEONS & DRAGONS® Character Record Sheet

Player's Name _____ Dungeon Master _____

Character's Name _____ Alignment _____

Class _____ Level _____

Armor Class




Hit Points

Character Sketch or Symbol

**ABILITIES:**

| | | |
|---|---|---|
| 16 | STRENGTH | _____ adjustment |
| 7 | INTELLIGENCE | _____ adjustment |
| 9 | WISDOM | _____ adjustment |
| 13 | DEXTERITY | _____ adjustment |
| 14 | CONSTITUTION | _____ adjustment |
| 8 | CHARISMA | _____ adjustment |

**SAVING THROWS:**

| | |
|---|---|
| 12 | POISON or DEATH RAY |
| 13 | MAGIC WAND |
| 14 | TURN TO STONE or PARALYSIS |
| 15 | DRAGON BREATH |
| 16 | SPELLS or MAGIC STAFF |

LANGUAGES: _____

SPECIAL SKILLS: Spells, Thief's abilities, Cleric's turning, etc.

| TARGET AC: | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|---|---|---|---|---|---|
| HIT ROLL NEEDED | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |



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# DUNGEONS & DRAGONS® Character Record Sheet

**EQUIPMENT CARRIED**

| MAGIC ITEMS | NORMAL ITEMS |
|---|---|
| | |

**OTHER NOTES including places explored, people & monsters met**

| MONEY and TREASURE | EXPERIENCE |
|---|---|
| PP: GEMS:<br>GP:<br>EP:<br>SP:<br>CP:<br>TOTAL VALUE: | BONUS/PENALTY: _____<br>Needed for next level: _____ |

# Sample Characters

One sample of each character class is provided here for your convenience. You may use these characters in group adventures, but *not* in the Solo Adventure in this booklet.

To start one of these characters, copy the information onto a character sheet (sold separately) or onto a piece of blank paper, using your first fighter's character sheet as a guide.

The Saving Throws for each character are given in the character class description (pages 24 – 47). Be sure to read the full description before you play the character!

**Cleric**

9 Strength
11 Intelligence
17 Wisdom (+2 bonus to Saving Throws vs. magic)
8 Dexterity (−1 penalty to missile fire Hit rolls; +1 penalty to AC)
14 Constitution (+1 bonus to hit point rolls)
16 Charisma (+1 bonus to reactions)

*Armor Class:* 5 (includes Dexterity penalty)
*Hit Points:* 6 (roll of 5, +1 Constitution bonus)
*Money:* 10 gp
*XP:* 0
*Equipment:*

| | |
|---|---|
| Chain mail & shield | Mace |
| Holy Symbol | 1 flask oil |
| Backpack | Iron rations |
| 6 tinder box torches | Rope (50′) |
| 2 waterskins (full) | 2 small sacks |
| 2 large sacks | |

See page 24 for special abilities and full class description.

**Dwarf**

16 Strength (+2 bonus on Hit rolls, damage rolls, and opening doors)
7 Intelligence
11 Wisdom
14 Dexterity (+1 bonus to missile fire Hit rolls, −1 Armor Class bonus)
9 Constitution
9 Charisma

*Armor Class:* 1 (includes Dexterity bonus)
*Hit Points:* 6 (roll of 6, no adjustments)
*Money:* 7 gp
*XP:* 0
*Equipment:*

| | |
|---|---|
| Backpack | Iron rations |
| Plate mail armor | Shield |
| Sword (normal) | Dagger |
| Small hammer | 12 iron spikes |
| Rope (50′) | Wolfsbane |
| 1 full wineskin | |

See page 45 for special abilities and full class description.

**Magic-User**

8 Strength (−1 penalty to Hit rolls, damage rolls, opening doors)
17 Intelligence (+2 added languages)
11 Wisdom
16 Dexterity (+2 bonus on missile fire Hit rolls, −2 Armor Class bonus)
14 Constitution (+1 bonus to hit point rolls)
9 Charisma

*Armor Class:* 7 (includes Dexterity bonus)
*Hit Points:* 4 (roll of 3, +1 Constitution bonus)
*Money:* 10 gp
*XP:* 0
*Equipment:*

| | |
|---|---|
| Backpack | Iron rations |
| 1 silver dagger | 1 Holy water |
| Lantern | 4 flasks oil |
| Tinder box | Small metal mirror |
| 1 waterskin (full) | 1 wineskin (full) |
| 2 small sacks | 2 large sacks |

*Spell Book:* Read Magic, Sleep

See page 37 for special abilities and full class description.

**Elf**

16 Strength (+2 bonus on Hit rolls, damage rolls, and opening doors)
9 Intelligence
7 Wisdom (−1 penalty on Saving Throws vs. magic)
14 Dexterity (+1 bonus to missile fire Hit rolls, −1 Armor Class bonus)
9 Constitution
11 Charisma

*Armor Class:* 3 (includes Dexterity bonus)
*Hit Points:* 5 (roll of 5, no adjustments)
*Money:* 10 gp
*XP:* 0
*Equipment:*

| | |
|---|---|
| Backpack | Iron rations |
| Chain mail armor | Shield |
| Long bow | 20 arrows |
| Sword (normal) | Rope (50′) |
| 2 small sacks | 1 large sack |
| Wolfsbane | |

Spell Book: Read Magic, Charm Person

See page 46 for special abilities and full class description.

**Thief**

16 Strength (+2 bonus on Hit rolls, damage rolls, and opening doors)
14 Intelligence (+1 added language)
9 Wisdom
17 Dexterity (+2 bonus to missile fire Hit rolls, −2 Armor Class bonus)
11 Constitution
8 Charisma (−1 penalty to reactions)

*Armor Class:* 5 (includes Dexterity bonus)
*Hit Points:* 4 (roll of 4, no adjustments)
*Money:* 3 gp
*XP:* 0
*Equipment:*

| | |
|---|---|
| Backpack | Iron rations |
| Leather armor | Wolfsbane |
| Sword (normal) | Dagger |
| Lantern | 3 flasks oil |
| Tinder box | Thieves' tools |
| 2 small sacks | 2 large sacks |

See page 43 for special abilities and full class description.

**Halfling**

16 Strength (+2 bonus on Hit rolls, damage rolls, and opening doors)
11 Intelligence
14 Wisdom (+1 bonus on Saving Throws vs. magic)
9 Dexterity
9 Constitution
7 Charisma (−1 penalty to reactions)

*Armor Class:* 4
*Hit Points:* 5 (roll of 5, no adjustments)
*Money:* 6 gp
*XP:* 0
*Equipment:*

| | |
|---|---|
| Backpack | Iron rations |
| Chain mail armor | Shield |
| Short bow | 20 normal arrows |
| Short sword | 4 silver arrows |
| Tinder box | 6 torches |
| 1 wineskin (full) | 1 waterskin (full) |

See page 47 for special abilities and full class description.

# Spells

## Cleric Spells: First Level

**Cure Light Wounds***
Range: Touch
Duration: Permanent
Effect: Any one living creature

**Detect Evil**
Range: 120′
Duration: 6 turns
Effect: Everything within 120′

**Detect Magic**
Range: 0
Duration: 2 turns
Effect: Everything within 60′

**Light***
Range: 120′
Duration: 12 turns
Effect: Volume of 30′ diameter

**Protection from Evil**
Range: 0
Duration: 12 turns
Effect: The cleric only

**Purify Food and Water**
Range: 10′
Duration: Permanent
Effect: 1 ration or 6 waterskins

**Remove Fear***
Range: Touch
Duration: 2 turns
Effect: Any one living creature

**Resist Cold**
Range: 0
Duration: 6 turns
Effect: All creatures within 30′

*Spell may be cast with reverse effects in D&D® EXPERT Rules.

## Magic-User Spells: First Level*

**Charm Person**
Range: 120′
Duration: See below
Effect: One living "person"

**Detect Magic**
Range: 0
Duration: 2 turns
Effect: Everything within 60′

**Floating Disc**
Range: 0
Duration: 6 turns
Effect: Disc remains within 6′

**Hold Portal**
Range: 10′
Duration: 2-12 (2d6) turns
Effect: One door, gate, or similar portal

**Light**
Range: 120′
Duration: 6 turns +1 turn per Level of the magic-user
Effect: Volume of 30′ diameter

**Magic Missile**
Range: 150′
Duration: 1 turn
Effect: Creates 1 or more arrows

**Protection from Evil**
Range: 0
Duration: 6 turns
Effect: The magic-user only

**Read Languages**
Range: 0
Duration: 2 turns
Effect: The magic-user only

**Read Magic**
Range: 0
Duration: 1 turn
Effect: The magic-user only

**Shield**
Range: 0
Duration: 2 turns
Effect: The magic-user only

**Sleep**
Range: 240′
Duration: 4-16 (4d4) turns
Effect: 2-16 Hit Dice of living creatures within a 40′ x 40′ area

**Ventriloquism**
Range: 60′
Duration: 2 turns
Effect: One item or location

## Magic-User Spells: Second Level

**Continual Light**
Range: 120′
Duration: Permanent
Effect: Volume of 60′ diameter

**Detect Evil**
Range: 60′
Duration: 2 turns
Effect: Everything within 60′

**Detect Invisible**
Range: 10′ per Level of the magic-user
Duration: 6 turns
Effect: The magic-user only

**ESP**
Range: 60′
Duration: 12 turns
Effect: All thoughts in one direction

**Invisibility**
Range: 240′
Duration: Permanent until broken
Effect: One creature or object

**Knock**
Range: 60′
Duration: See below
Effect: One lock or bar

**Levitate**
Range: 0
Duration: 6 turns +1 turn per Level of the magic-user
Effect: The magic-user only

**Locate Object**
Range: 60′ + 10′ per Level of the magic-user
Duration: 2 turns
Effect: One object within range

**Mirror Image**
Range: 0
Duration: 6 turns
Effect: The magic-user only

**Phantasmal Force**
Range: 240′
Duration: Concentration
Effect: A volume 20′ x 20′ x 20′

**Web**
Range: 10′
Duration: 48 turns
Effect: A volume 10′ x 10′ x 10′

**Wizard Lock**
Range: 10′
Duration: Permanent
Effect: One portal or lock

# Combat and ability adjustments

### COMBAT SEQUENCE TABLE

A. Each side rolls for initiative, using 1d6.
B. The side that wins the initiative acts first:
   1. Morale Check (monsters and non-player characters only)
   2. Movement (using speed per round), including Defensive Maneuvers
   3. Missile fire combat (additional)
      a. Choose targets
      b. Make Hit Rolls
      c. Roll Damage for hits
   4. Magic spells
      a. Choose targets
      b. Make Saving Throws if necessary
      c. Apply results immediately
   5. Hand-to-Hand combat
      a. Choose targets
      b. Make Hit Rolls
      c. Roll Damage for hits
C. The side that loses the initiative then completes all steps given above.
D. DM handles all retreating, surrender, and other special results.

### CHARACTER HIT ROLL TABLE

| Target's AC | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | −1 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Roll | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |

### ARMOR CLASS

| Armor type | Armor Class |
|---|---|
| No armor | 9 |
| Leather | 7 |
| Chain Mail | 5 |
| Plate Mail | 3 |
| Shield | Bonus of 1* |

*A shield subtracts 1 from your Armor Class number. For example, Chain Mail alone is AC 5, but with a shield it drops to AC 4.

### VARIABLE WEAPON DAMAGE

1d4 (1-4) points of damage:
- Club
- Dagger
- Sling stone
- Torch

1d6 (1-6) points of damage:
- *Arrow (long or short bow)
- Hand Axe
- Mace
- *Quarrel (crossbow)
- Short Sword

1d6 (1-6) points of damage:
- Spear
- War Hammer

1d8 (1-8) points of damage:
- Sword (normal)
- *Battle Axe

1d10 (1-10) points of damage:
- *Pole Arm
- *Two-Handed Sword

*This weapon requires two hands for use. Attacker may not use shield and always loses initiative.

### MISSILE FIRE TABLE

| Weapon | Maximum Ranges (in feet) Short (+1) | Medium (0) | Long (−1) |
|---|---|---|---|
| Crossbow, (Lt) | 60 | 120 | 180 |
| Long Bow | 70 | 140 | 210 |
| Short Bow | 50 | 100 | 150 |
| Sling | 40 | 80 | 160 |
| Spear | 20 | 40 | 60 |
| Oil or Holy Water | 10 | 30 | 50 |
| Hand Axe or Dagger | 10 | 20 | 30 |

Using Missiles: Remember to adjust for:
1. Dexterity
2. Range
3. Cover
4. Magic

### SAVING THROWS

**a. Death Ray or Poison**
**b. Magic Wands**
**c. Paralysis or Turn to Stone**
**d. Dragon Breath**
**e. Rods, Staves or Spells**

| | a | b | c | d | e |
|---|---|---|---|---|---|
| Cleric | 11 | 12 | 14 | 16 | 15 |
| Fighter | 12 | 13 | 14 | 15 | 16 |
| Magic-user | 13 | 14 | 13 | 16 | 15 |
| Thief | 13 | 14 | 13 | 16 | 15 |
| Dwarf | 8 | 9 | 10 | 13 | 12 |
| Elf | 12 | 13 | 13 | 15 | 15 |
| Halfling | 8 | 9 | 10 | 13 | 12 |
| Normal Man | 14 | 15 | 16 | 17 | 17 |

### PRIME REQUISITE EXPERIENCE ADJUSTMENT

| Prime Requisite | Adjustment to Experience |
|---|---|
| 3-5 | −20% |
| 6-8 | −10% |
| 9-12 | No adjustment |
| 13-15 | +5% |
| 16-18 | +10% |

### ABILITY SCORE BONUSES AND PENALTIES

| Ability Score | Adjustment |
|---|---|
| 3 | −3 Penalty |
| 4-5 | −2 Penalty |
| 6-8 | −1 Penalty |
| 9-12 | No adjustment |
| 13-15 | +1 Bonus |
| 16-17 | +2 Bonus |
| 18 | +3 Bonus |

### INTELLIGENCE ADJUSTMENTS

| Intelligence Score | Effect |
|---|---|
| 3 | Has trouble with speaking, cannot read or write |
| 4-5 | Cannot read or write Common |
| 6-8 | Can write simple Common words |
| 9-12 | No adjustments; can read and write Common and Alignment languages |
| 13-15 | +1 Language |
| 16-17 | +2 Languages |
| 18 | +3 Languages |

### CHARISMA ADJUSTMENT

| Charisma Score | Reaction adjustment | Retainers Maximum number | Morale |
|---|---|---|---|
| 3 | −2 | 1 | 4 |
| 4-5 | −1 | 2 | 5 |
| 6-8 | −1 | 3 | 6 |
| 9-12 | No adjustment | 4 | 7 |
| 13-15 | +1 | 5 | 8 |
| 16-17 | +1 | 6 | 9 |
| 18 | +2 | 7 | 10 |

### HIRING RETAINERS

1. Find NPCs
2. Explain the job, make offer
3. Hire, buy equipment
4. Make retainer sheet

## Magic-user

### Description

A magic-user is a human character who studies the powers of magic. Magic-users find spells, put them into books, and study those books to learn the spells. Magic-users have their own spells, entirely different from cleric spells. A magic-user has poor fighting skills, and should avoid combat.

In D&D games, magic is merely a part of the action of the game. The player can imagine how spells would be cast, using various mysterious items, but *no* special items are needed by the player. After the player has learned the effect each spell has in the game, a magic-user is as easy to play as any other character class.

A magic-user concentrates on learning and casting magic spells. A high Intelligence is needed, and the other Ability Scores are often low. However, a high Constitution score will help your magic-user survive longer, because it gives a bonus to hit points — a magic-user's weak point.

Magic-users greatly fear damage. All the other character classes can use armor of some kind, but magic-users can only wear their robes or normal clothes. Thus, they are easy to hit. In addition, they have few hit points. Magic-users start as the weakest characters, but can become the most powerful! Their magic spells can be used for many things — from simple things like opening doors and locks, to impressive and dangerous magical attacks, such as lightning bolts (described in the D&D EXPERT Set).

Your Magic-user should *never* explore dungeons alone; one surprise could kill you. In groups, you should always stay in the middle of the party, protected from attacks. Watch for ways that you can help the battles, by casting spells, but *never* try to fight a monster hand-to-hand. Always carry a dagger, to be ready if you are forced to fight. Be sure to call for help if you get into a battle; other characters can fight the same monster, distracting it and (hopefully) keeping it from attacking you.

Beware of other magic-users! Some spells are designed specially to protect you from attacks, including other magic. When you encounter another magic-user, keep watch. If the enemy starts casting a spell, warn your friends.

As a player, you should study the spell descriptions on the next pages. Your greatest challenge will be keeping the character alive, to gain more Levels of Experience.

### Explanation of Magic-User Experience Table:

**XP:** When this number of Experience Points have been earned, the magic-user automatically moves up to the next Level of Experience.

**Title:** A magic-user should use this title when talking with other characters. Instead of saying "I'm Felonius, a Second Level magic-user," the character should say "I'm Felonius, the Seer."

**Spells:** The number of spells a magic-user can cast, and their levels of power, are given here. Spells are explained in detail below, under "Special Abilities."

### Other Details:

**Prime Requisite:** A magic-user's PR is Intelligence. If a magic-user has an Intelligence score of 13 or more, the character gains a bonus to Experience Points earned in every adventure.

**Hit Dice:** A four-sided die (1d4) is used to determine a magic-user's hit points. A magic-user starts with 1-4 hit points (plus Constitution bonus, if any) and gains 1d4 more hit points (plus bonus) with each Level of Experience.

**Armor:** A magic-user may *not* wear any kind of armor, and may not use a shield.

**Weapons:** A magic-user can only use a dagger for a weapon.

## Special Abilities

A magic-user can cast magic spells, as described hereafter.

### Spell Power:

There are many spells for magic-users to use. The power of a spell is described in a way similar to the power of a character. Spells of the lowest level of power are called "First Level" spells, which can be used by beginning magic-users. Higher level spells are usable by higher level characters. Be careful not to confuse your character's Level of Experience with the level of a spell's power.

**MAGIC-USER SAVING THROW TABLE**

| | |
|---|---|
| Death Ray or Poison | 13 |
| Magic Wands | 14 |
| Paralysis or Turn to Stone | 13 |
| Dragon Breath | 16 |
| Rods, Staves, or Spells | 15 |

**MAGIC-USER EXPERIENCE TABLE**

| XP | Level | Title | No. of Spells/ Spell Level |
|---|---|---|---|
| 0 | 1 | Medium | 1 First |
| 2500 | 2 | Seer | 2 First |
| 5000 | 3 | Conjurer | 2 First plus 1 Second |

**Spell Books:**

Your Medium (1st Level magic-user) starts with a spell book, containing two First Level spells. Your Dungeon Master will tell you what spells your character starts with. The spell book is a large bulky thing, and cannot be easily carried. A spell book is about 2 feet square, 2-6 inches thick, and weighs at least 20 pounds. It will not fit inside a normal sack of any size, but may be carried in a backpack or saddlebag.

When your character becomes a Seer, you will add another First Level spell to the book; again, your DM will tell you which spell. Upon reaching 3rd Level of Experience, a Second Level spell will be gained. When the 4th Level of Experience is reached, another Second Level spell is added to the book. (Magic-users of levels 4-14 are explained in the D&D EXPERT Set.)

Assume that your character is given these additional spells by a teacher, a powerful magic-user of 7th Level or greater. All magic-users of less than that level must have teachers. These teachers never go on adventures with characters. They will not affect most games.

Different magic-users often have different spells in their books. For example, you might start with the **Read Magic** and **Sleep** spells, and find another magic-user who knows **Read Magic** and **Magic Missile.** But magic-users *never* trade spells, nor do they ever allow anyone (except their teachers) to read their spell books. The risk of losing the book or having it damaged, is too great. If a magic-user's book is lost, the character cannot memorize any spells to cast!

One magical treasure which may be found during an adventure is a magic scroll. Some scrolls contain magic-user spells. If a new spell is found on a scroll, it may be added to the magic-user's book — but this can only be done once for each scroll spell, and uses up the scroll in the process. If the spell is of too high a level to be cast, it cannot be put into the book.

EXAMPLE: A Medium finds a scroll of one Second Level spell. The spell cannot be put into a book until the character becomes a Conjurer (3rd Level) and is able to use a Second Level spell.

A spell on a scroll may be saved, to be put into a book at a future time. It may also be carried during adventures, to be cast as needed. Any magic-user can cast a spell found on a scroll as if it were memorized, regardless of the level of the spell. If the spell is cast, it disappears from the scroll.

You, the player, need only keep a list of which of the many spells are in your character's book. Keep the list on your character sheet, under "Special Abilities." Scrolls are magic items, listed on the back of the character sheet.

**Learning Spells:**

To learn a spell, the magic-user must be completely rested. A good night's sleep is enough. The character then gets out the spell book and studies the spells to be used, which takes an hour or less. The character is then ready for adventure, and is able to cast the spell or spells studied.

A Medium can cast *one* spell per adventure. A Seer can cast *two* First Level spells per adventure. A Conjurer can cast 3 spells per adventure, *two* of the First Level of Power and *one* of the Second Level.

In more advanced games, adventures may last more than a day. In such cases, a magic-user can study spells each morning, if completely rested. A mule should be brought along on long adventures, to carry the spell book along with normal equipment. But beware! If the book is lost, the character is in big trouble. If that happens, ask your Dungeon Master what you should do.

Don't confuse the spells memorized with spells in a book! Your magic-user character will eventually have many spells in a spell book, but can still only memorize a few each day.

**Casting Spells:**

In the game, when you want your character to cast a spell, just tell your Dungeon Master.

EXAMPLE: "I'm casting a Sleep spell at the goblins." The DM may ask for some details; for example, some spells are cast at a target, and you must tell the DM what the target is. The player does *not* have to learn any special words.

When the magic-user casts a spell, the memory of that spell is forgotten. Imagine that the magic-user's memory is like a blackboard. When studying, the character "writes spells on the blackboard," but each spell is "erased" as it is cast. If your character has studied a spell twice and casts one, the other still remains to be used.

EXAMPLE: The spell book of Felonius the Seer has two spells in it, Sleep and Shield. Before going on an adventure, he decides to learn Sleep twice (as he can cast two spells per adventure). He casts one in a battle, and still remembers one Sleep spell, to be used later in that adventure.

The character *must* be able to gesture and speak without interruption to cast a spell. While casting a spell, the magic-user must concentrate, and may not move. A spell cannot be cast while the character is walking or running. If the magic-user is disturbed while casting a spell, the spell will be ruined, and will still be "erased," just as if it had been cast.

**Types of Spells:**

Most spells have an effect that lasts for a given time. *For example,* a Magic Missile spell creates a glowing arrow that follows the magic-user around, either until it is shot or until a turn passes (10 minutes). However, some higher level spells may have "instant" duration. A Fire Ball spell creates an explosion which causes damage. The damage remains until cured, but the spell itself only lasts part of a second, much less than a round.

**Saving throws vs. Spells:**

Many spells only have full effect if the victim fails a Saving Throw (vs. spells). If a Saving Throw is allowed, it is mentioned in the spell description.

**Magic-user Spells:**

Each spell has a given Range, Duration, and Effect.

**Range:** The character should be sure, before casting the spell, that the target is within range. If the description says "Range: 0," the spell may only be used by the magic-user, and cannot be cast on others. If "Range: Touch" is given, the spell can be placed on any creature the magic-user touches — including the magic-user himself (or herself, as the case may be).

**Duration** is given either in rounds (of 10 seconds each) or turns (of 10 minutes each). If the description says "Duration: Permanent," then the spell has an instant and permanent effect that does not go away after a given duration.

**Effect** of the spell gives either the number of creatures or objects affected, or an area or volume of space. If an area is given, it is measured in square feet (a flat area). If a 3-dimensional volume is affected, it is either a round "ball" with a given diameter, or a square or rectangular "box" of a given size; both are measured in feet.

## Magical Spell Descriptions

**FIRST LEVEL MAGIC-USER SPELLS**

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

**Charm Person**

Range: 120′
Duration: See below
Effect: One living "person" (see below)

This spell will only affect humans, demi-humans, and certain other creatures. The victim is allowed a Saving Throw vs. Spells. If the Saving Throw is successful, the spell has no effect. If it is failed, the victim will believe that the magic-user is its "best friend," and will try to defend the magic-user against any threat, whether real or imagined. The victim is "Charmed."

As a general rule, the "persons" affected by this spell are all creatures which look similar to humans in various ways. It will not affect animals, magical creatures (such as living statues), or human-like creatures larger than ogres. You will learn, through trial and error, which monsters can be charmed.

If the magic-user can speak a language that the Charmed victim understands, the magic-user may give orders to the victim. These orders should sound like suggestions, as if "just between friends." These orders will usually be obeyed, but orders that are contrary to the victim's nature (alignment and habits) may be resisted. A victim will refuse to obey if ordered to kill itself.

EXAMPLE: After Bargle **Charmed** you, he ordered you to leave the cleric's body behind. You resisted, because that was against your nature. Bargle had to talk you into doing what he wanted. If he had ordered you to go away, you would have resisted that, too; you considered him a friend!

A Charm may last for months. The victim may make another Saving Throw every day, week, or month, depending on its Intelligence. If you are Charmed, your DM will tell you when to make the new Saving Throw.

The Charm is automatically broken if the magic-user attacks the victim, whether by spell or by weapon. The victim will fight normally if attacked by the magic-user's allies.

**Detect Magic**

Range: 0
Duration: 2 turns
Effect: Everything within 60′

When this spell is cast, the magic-user will see all magical objects, creatures, and places within range glow. This effect will not last very long, and should be saved until the magic-user wants to see if something found during an adventure is, in fact, magical. Example: Shortly after casting this spell, a magic-user walks into a room containing a door locked by magic, a magical potion laying nearby, and a treasure chest containing a magic wand. All the magic will glow, but only the door and potion will be seen; the light of the glowing wand is hidden by the treasure chest.

**Floating Disc**

Range: 0
Duration: 6 turns
Effect: Disc remains within 6′

This spell creates an invisible magical horizontal platform about the size and shape of a small round shield. It can carry up to 5000 cn (500 pounds). It cannot be created in a place occupied by a creature or object. The floating disc is created at the height of the magic-user's waist, and will always remain at that height. It will automatically follow the magic-user, remaining within 6′ at all times. It can never be used as a weapon, because it has no solid existence and moves slowly. When the duration ends, the floating disc will disappear, suddenly dropping anything upon it.

**Hold Portal**

Range: 10′
Duration: 2-12 (2d6) turns
Effect: One door, gate, or similar portal

This spell will magically hold shut any "portal" — for example, a door or gate. A **Knock** spell will open the **Hold Portal.** Any creature 3 or more hit dice greater than the caster (including characters) may break open a held portal in one round's time, but the portal will relock if allowed to close within the duration of the spell.

EXAMPLE: Any 5th level character may break through a **Hold Portal** spell cast by a 2nd level magic-user.

**Light**

Range: 120′
Duration: 6 turns +1 turn per Level of the magic-user
Effect: Volume of 30′ diameter

This spell creates a large ball of light, as if a bright torch were lit. If the spell is cast on an object (such as a coin), the light will move with the object. If cast at a creature's eyes, the creature must make a Saving Throw. If the Saving Throw is failed, the victim will be blinded by the light until the duration ends. A blinded creature may not attack. If the Saving Throw is successful, the Light appears in the air behind the intended victim.

**Magic Missile**

Range: 150′
Duration: 1 round
Effect: Creates 1 or more arrows

A **Magic Missile** is a glowing arrow, created and shot by magic, which inflicts 2-7 (1d6+1) points of damage to any creature it strikes. After the spell is cast, the arrow appears next to the magic-user and hovers there until the magic-user causes it to shoot. When shot, it will automatically hit any visible target. It will move with the magic-user until shot or until the duration ends. The **Magic Missile** actually has no solid form, and cannot be touched. A **Magic Missile** never misses its target and the target is *not* allowed a Saving Throw.

For every 5 levels of experience of the caster, *two* more missiles are created by the same spell. Thus a 6th Level Magic-user may create three missiles. The missiles may be shot at different targets.

**Protection from Evil**

Range: 0
Duration: 6 turns
Effect: The magic-user only

This spell creates an invisible magical barrier all around the magic-user's body (less than an inch away). All attacks against the magic-user are penalized by −1 to their Hit rolls, and the magic-user gains a +1 bonus to all Saving Throws, while the spell lasts.

In addition, "enchanted" creatures cannot even touch the magic-user! If a magic weapon is needed to hit a creature, that creature is called "enchanted." However, a creature that can be hit by a silver weapon — a lycanthrope (were-creature), for example — is not an "enchanted" creature. The barrier thus completely prevents all from attacks from those creatures unless they use missile weapons.

This spell will not affect a Magic Missile spell. If the Magic-user attacks anything during the spell's duration, the effect changes slightly. "Enchanted" creatures are then able to touch the magic-user, but the Hit roll and Saving Throw adjustments still apply until the spell duration ends.

**Read Languages**

Range: 0
Duration: 2 turns
Effect: The magic-user only

This spell will allow the magic-user to read, *not* speak, any unknown languages or codes, including treasure maps, secret symbols, and so forth, until the duration ends.

**Read Magic**

Range: 0
Duration: 1 turn
Effect: The magic-user only

This spell will allow the magic-user to read, not speak, any magical words or runes, such as those found on magic scrolls and other items. Unfamiliar magic writings cannot be understood without using this spell. However, once a magic-user reads a scroll or runes with this spell, that magic can be read or spoken later (without) using a spell. All spell books are written in magical words, and only their owners may read them without using this spell.

**Shield**

Range: 0
Duration: 2 turns
Effect: The magic-user only

This spell creates a magical barrier all around the magic-user (less than an inch away). It moves with the magic-user. While the duration lasts, the magic-user becomes Armor Class 2 against missiles, and AC 4 against all other attacks.

If a **Magic Missile** is shot at a magic-user protected by this spell, the magic-user may make a Saving Throw vs. Spells (one Saving Throw per missile). If successful, the **Magic Missile** will have no effect.

**Sleep**

Range: 240′
Duration: 4-16 (4d4) turns
Effect: 2-16 Hit Dice of living creatures within a 40′ square area

This spell will put creatures to sleep for up to 16 turns. It will only affect creatures with 4+1 Hit Dice or less — generally, small or man-sized creatures. All the creatures to be affected must be within a 40′ x 40′ area. The spell will not work against Undead or very large creatures, such as dragons. Any sleeping creature can be awakened by force (such as a slap or kick). A sleeping creature may be killed with a single blow of any edged weapon, regardless of its hit points.

Your Dungeon Master will roll to find the total Hit Dice of monsters affected, using 2d8. The victims get **no** Saving Throw.

**Ventriloquism**

Range: 60′
Duration: 2 turns
Effect: One item or location

This spell will allow the magic-user to make the sound of his or her voice to come from somewhere else, such as a statue, animal, dark corner, and so forth.

**Continual Light**

Range: 120′
Duration: Permanent
Effect: Volume of 60′ diameter

This spell creates a globe of light 60′ across. It is much brighter than a torch, but not as bright as full daylight. It will continue to glow forever, or until magically removed. It may be cast on an object, just as the first level **light** spell. If cast at a creature's eyes, the victim must make a Saving Throw vs. Spells. If the Saving Throw is failed, the victim is blinded. If the Saving Throw is successful, the globe will still appear, but will remain in the place it was cast, and the intended victim will suffer no ill effects.

**Detect Evil**

Range: 60′
Duration: 2 turns
Effect: Everything within 60′

When this spell is cast, the magic-user will see all evilly enchanted objects within 60′ glow. It will also cause creatures that want to harm the magic-user to glow when they are within range. The actual thoughts of the creatures *cannot* be heard. Remember that "Chaotic" does not automatically mean Evil, although many Chaotic monsters have evil intentions. Traps and poison are neither good nor evil, merely dangerous.

**Invisibility**

Range: 240′
Duration: Permanent until broken
Effect: One creature or object

This spell will make any one creature or object invisible. When a creature becomes invisible, all items carried and worn also become invisible. Any invisible item becomes visible again when it leaves the creature's possession (dropped, set down, etc.). If the magic-user makes an object invisible that is not being carried or worn, it will become visible again when touched by any living creature. An invisible creature will remain invisible until he or she attacks or casts any spell. A light source (such as a torch) may be made invisible, but the light given off will always remain visible.

**SECOND LEVEL MAGIC-USER SPELLS**

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

**ESP**

Range: 60′
Duration: 12 turns
Effect: All thoughts in one direction

This spell will allow the magic-user to "hear" thoughts. The magic-user must concentrate in one direction for six rounds (1 minute) to **ESP** the thoughts of a creature within range (if any). Any single living creature's thoughts may be understood, regardless of the language. The thoughts (if any) of Undead creatures cannot be "heard" with this spell. If more than one creature is within range and in the direction concentrated on, the magic-user will "hear" a confused jumble of thoughts. The magic-user may only sort out the jumble by concentrating for an extra six rounds to find a single creature. The **ESP** will not be hampered by any amount of wood or liquid, and will penetrate as much as 2 feet of rock, but a thin coating of lead will block the spell.

**Detect Invisible**

Range: 10′ per Level of the Magic-user
Duration: 6 turns
Effect: The magic-user only

When this spell is cast, the magic-user can see all invisible creatures and objects within range. The range is 10′ for each level of the magic-user. For example, a Conjurer can use this spell to see invisible things within 30′.

**Knock**

Range: 60′
Duration: See below
Effect: One lock or bar

This spell will open any type of lock. Any normal or magically locked door (by a **Hold Portal** or **Wizard Lock** spell), and any secret door, may be opened when found (but a secret door *must* be found before it can be **Knocked** open). Any locking magic will remain, however, and will take affect once again when the door is closed. This spell will also cause a gate to open, even if stuck, and will cause any treasure chest to open easily. It will also cause a barred door to open, magically forcing the bar to fall to the floor. If a door is locked *and* barred, *both* will be opened.

**Levitate**

Range: 0
Duration: 6 turns + 1 turn per Level of the magic-user
Effect: The magic-user only

When this spell is cast, the magic-user may move up or down in the air without any support. This spell *does not*, however, allow the magic-user to move from side to side. For example, a magic-user could levitate to a ceiling, and then could move sideways by pushing and pulling. Motion up or down is at the rate of 20′ per round. The spell cannot be cast on another person or object. The magic-user may carry a normal amount of weight while levitating, possibly another man-sized creature if not in metal armor. Any creature smaller than man-size can be carried, unless similarly heavily laden.

**Locate Object**

Range: 60′ + 10′ per Level of the magic-user
Duration: 2 turns
Effect: One object within range

For this spell to be effective in finding an object, the magic-user must know exactly what the object looks like. A common type of object, such as a flight of stairs, can also be detected by this spell. The spell will point to the nearest desired object within range, giving the direction but *not* the distance. The range increases as the magic-user gains Levels of experience. For example, a Seer can locate objects up to 80′ away; a Conjurer, up to 90′.

**Mirror Image**

Range: 0
Duration: 6 turns
Effect: The magic-user only

With this spell, the magic-user creates 1-4 (1d4) additional images which look and act exactly the same as the magic-user. The images appear and remain next to the magic-user, moving if the magic-user moves, talking if the magic-user talks, and so forth. The magic-user need not concentrate; the images will remain until the duration ends, or until hit. The images are not real, and cannot actually do anything. Any successful attack on the magic-user will strike an image instead, which will merely cause that image to disappear (regardless of the actual damage).

**Phantasmal Force**

Range: 240′
Duration: Concentration (see below)
Effect: A volume 20′x20′x20′

This spell creates or changes appearances within the area affected. The magic-user should create the illusion of something he or she has seen. If not, the DM will give a bonus to Saving Throws against the spell's effects. If the magic-user does not use this spell to attack, the illusion will disappear when touched. If the spell is used to "create" a monster, it will be AC 9 and will disappear when hit. If the spell is used as an attack (a phantasmal magic missile, collapsing wall, etc.), the victim may make a Saving Throw vs. Spells; if successful, the victim is not affected, and realizes that the attack is an illusion. The phantasmal force will remain as long as the magic-user concentrates. If the magic-user moves, takes any damage, or fails any Saving Throw, the concentration is broken and the phantasm disappears.

This spell *never* inflicts any real damage! Those "killed" by it will merely fall unconscious, those "turned to stone" will be paralyzed, and so forth. The effects wear off in 1-4 (1d4) turns.

**Web**

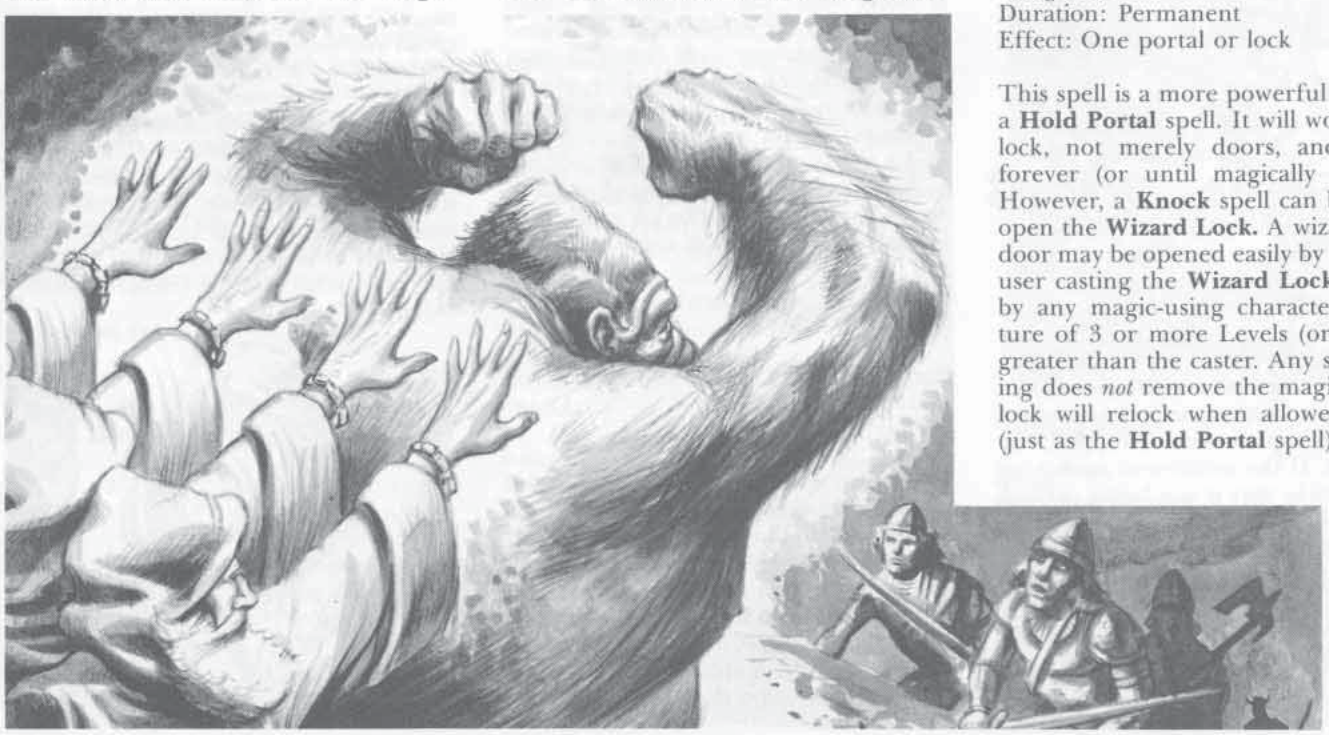
Range: 10′
Duration: 48 turns
Effect: A volume 10′ x 10′ x 10′

This spell creates a mass of sticky strands which are difficult to destroy except with flame. It usually blocks the area affected. Giants and other creatures with great strength can break through a web in 2 rounds. A human of average Strength (a score of 9-12) will take 2-8 (2d4) turns to break through the web. Flames (from a torch, for example) will destroy the web in 2 rounds, but all creatures within the web will be burned for 1-6 (1d6) points of damage. Anyone wearing Gauntlets of Ogre Power (a magical treasure) can break free of a web in 4 rounds.

**Wizard Lock**

Range: 10′
Duration: Permanent
Effect: One portal or lock

This spell is a more powerful version of a **Hold Portal** spell. It will work on any lock, not merely doors, and will last forever (or until magically dispelled). However, a **Knock** spell can be used to open the **Wizard Lock.** A wizard locked door may be opened easily by the magic-user casting the **Wizard Lock,** and also by any magic-using character or creature of 3 or more Levels (or Hit Dice) greater than the caster. Any such opening does *not* remove the magic, and the lock will relock when allowed to close (just as the **Hold Portal** spell).



## Thief

### Description

A thief is a human who specializes in stealth, lockpicking, trap removing, and other activities. Thieves are the *only* characters that can open locks and find traps without using magic. As the name indicates, however, thieves do steal, though rarely from members of their own groups. Any thief who steals from friends is usually not permitted to adventure with them ever again!

In the D&D game, all thieves belong to an organization (sometimes called a Guild). Every town has a building, called the Guild Hall, where thieves may live and eat (for a price, of course). Every thief learns "The Arts" (a thief's unique skills; see Special Abilities, below) from teachers at the Guild. Thieves are a normal part of D&D life, because of their unique skills, but they are not usually welcome in the better parts of towns.

While adventuring, your thief should avoid danger whenever possible. The thief's job is to use the Special Abilities where needed. A thief's skills can be very useful, as they can be used over and over. For example, a magic-user may use a spell to open a lock, but the spell only works once; a thief may try to open locks whenever desired.

When an encounter occurs, your thief should stay out of the way. You may try to sneak around a monster, either to steal its treasure or to attack it from behind. You should *not* fight hand-to-hand unless you have to. A thief has few hit points, and although some light armor may be worn, it is not much protection.

**THIEF SAVING THROW TABLE**

| | |
|---|---|
| Death Ray or Poison | 13 |
| Magic Wands | 14 |
| Paralysis or Turn to Stone | 13 |
| Dragon Breath | 16 |
| Rods, Staves, or Spells | 15 |

**THIEF EXPERIENCE TABLE**

| XP | Level | Title |
|---|---|---|
| 0 | 1 | Apprentice |
| 1200 | 2 | Footpad |
| 2400 | 3 | Robber |

Most thieves have high Dexterity scores. Since this can affect missile fire (see Advanced Combat, page 58), you should learn the rules for missiles, and carry missile weapons. A sword or dagger will be needed in situations where you can't avoid close combat.

Thieves are found in most groups of adventurers. The task of staying alive by sneaking and using your wits, instead of just fighting, can be an exciting game challenge.

### Explanation of Thief Experience Table:

**XP:** When this number of Experience Points have been earned, the thief automatically moves up to the next Level of Experience.

**Title:** Your thief should use this title when talking with other characters. Instead of saying "I'm Greegan, a Second Level thief," the character should say "I'm Greegan, the Footpad."

### Other Details:

**Prime Requisite:** A thief's PR is Dexterity. If a thief has a Dexterity score of 13 or more, the character gains a bonus to Experience Points earned in every adventure.

**Hit Dice:** A four-sided die (1d4) is used to determine a thief's hit points. A thief starts with 1-4 hit points (plus Constitution bonus, if any) and gains 1d4 more hit points (plus bonus) with each Level of Experience.

**Armor:** A thief may only wear Leather armor, and may not use a shield.

**Weapons:** A thief may use any missile weapon, and any other weapon usable with one hand (two-handed weapons are prohibited. For more information, see "Advanced Combat," page 58).

## Special Abilities:

Thieves know how to Open Locks, Find and Remove Traps, Climb Walls, Move Silently, Hide in Shadows, Pick Pockets, and Hear Noise. They also learn the skill of "Backstabbing."

Except for "Hear Noise," each number is the Percentage chance that the thief is successful in using that Special Ability. Your Dungeon Master will roll d%; if the result is equal to or less than the Percentage given, the thief's attempt is successful. "Hear Noise" is determined in a similar way, using 1d6.

**Explanation of Thief Special Abilities:**

**OPEN LOCKS** may only be tried once per lock, and only if "Thieves' Tools" are carried. The thief may not try again with that lock until gaining another Level of Experience.

**FIND TRAPS** may also be tried only once per trap. If a trap is found, the thief may attempt to remove it.

**REMOVE TRAPS** may only be tried if a trap is found. It may be tried only once per trap.

**CLIMB WALLS** applies to any steep surfaces, such as sheer cliffs, walls, and so forth. The chances for success are good, but if failed, the thief slips at the halfway point and falls. The DM will roll for success only once for every 100′ climbed. If failed, the thief takes 1-6 (1d6) points of damage per 10′ fallen. Failure during a 10′ climb will inflict 1 point of damage.

**MOVE SILENTLY** will always *seem* successful to the thief. However, the DM will know (based on the Percentage roll) whether the thief's movement is actually heard by nearby enemies, who may then take appropriate action.

**HIDE IN SHADOWS** means that the thief moves into and remains in shadows, also using neutral concealment. Movement is possible while hiding, but not attacking. The attempt will always *seem* successful to the thief, but only the DM will know for sure.

**PICK POCKETS** may be risky. If the DM rolls a number greater than twice the given chance for success, the thief is not only seen by those nearby, but is caught in the act by the intended victim, who may (and often does) react unfavorably.

EXAMPLE: An apprentice tries to pick the pocket of a hired fighter (a non-player character, played by the DM). Rolling 1d10 twice (see "Dice," page 12), the DM rolls 41, so the thief is caught in the act. The DM then rolls to determine the reaction of the fighter, who might attack the thief!

**HEAR NOISE** (checked using 1d6) applies both to listening at doors and hearing the footsteps of approaching monsters. However, there is too much noise during battles to hear anything unusual.

**Using thief special abilities**

Watch for opportunities to use Special Abilities, and simply tell your Dungeon Master when you want your thief to use one. Be sure you understand how each one works. The attempt will automatically fail if improperly used. *For Example:* An ogre is charging at the party, so you say "My thief will Hide in Shadows and get out a dagger." The DM replies, "The ogre sees the movement, and heads straight for your thief!"

**Backstabbing:** If a thief can sneak up on a victim, completely unnoticed, the thief may Backstab. If the intended victim sees, hears, or is otherwise warned of the thief's approach, a Backstab may *not* be taken, but the thief may still attack normally.

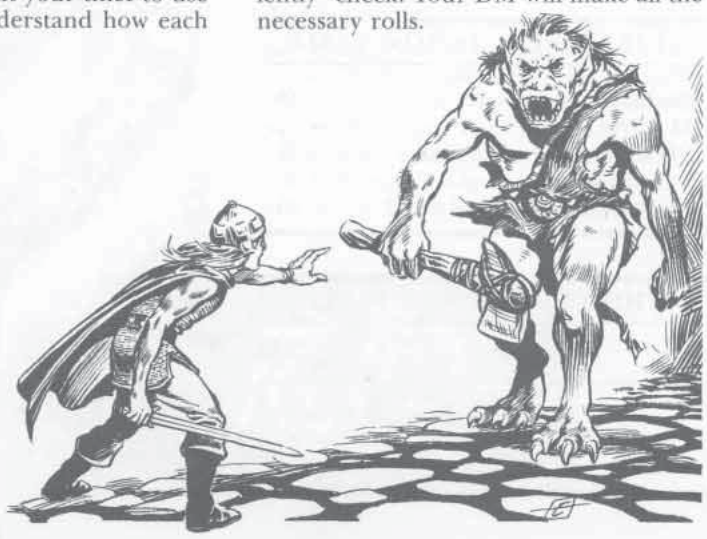
When Backstabbing, the thief gains a bonus of +4 on the Hit Roll, and if the target is hit, the damage done is *twice* normal.

EXAMPLE: An Apprentice is carrying a sword, and sees an ogre approaching the party. The player says "I'll Hide in Shadows." The DM rolls 19 on d%, so the ogre does not see the thief (but the DM does *not* announce that fact). During the battle, the ogre gets turned around, with its back towards the thief. The player says "I'll try to move in for a Backstab!" The DM decides that the ogre doesn't notice the thief's approach (no roll is made; it depends on the situation, and the DM's judgment) and says "The ogre doesn't notice you; roll for a Backstab." The thief player then makes a Hit Roll, adding 4 to it. If the ogre is hit, the player rolls for damage, doubling the result.

When no battle is in progress, a Backstab attempt may require a "Move Silently" check. Your DM will make all the necessary rolls.

**THIEF SPECIAL ABILITY TABLE**

| Special Ability | | Level of Experience 1 | 2 | 3 |
|---|---|---|---|---|
| Open Locks | (d%) | 15 | 20 | 25 |
| Find Traps | (d%) | 10 | 15 | 20 |
| Remove Traps | (d%) | 10 | 15 | 20 |
| Climb Walls | (d%) | 87 | 88 | 89 |
| Move Silently | (d%) | 20 | 25 | 30 |
| Hide in Shadows | (d%) | 10 | 15 | 20 |
| Pick Pockets | (d%) | 20 | 25 | 30 |
| Hear Noise | (1d6) | 1-2 | 1-2 | 1-3 |



## Dwarf

### Description

A dwarf is short and stocky, standing about 4′ tall and weighing about 150 pounds. Male dwarves have long beards, and females have short beards. Their skin is earth-colored and their hair is dark brown, gray, or black. Stubborn but practical, dwarves are fond of good food and drink. They value craftsmanship, and love gold. Dwarves are sturdy fighters and are resistant to magic, as shown by their Saving Throws. A dwarf character *must* start with a Constitution score of 9 or more.

Although the dwarf class is different from the fighter class in many ways, their tasks are the same. Both fight, and both should use the same strategy in combat. Read the description of the fighter class (page 28) for some tips on combat.

### Explanation of Dwarf Experience Table:

**XP:** When this number of Experience Points have been earned, the dwarf automatically moves up to the next Level of Experience.

**Title:** Your dwarf should use this title when talking with other characters. Instead of saying "I'm Rolf, a Second Level dwarven fighter," the character should say "I'm Rolf, the Warrior."

### Other Details:

**Prime Requisite:** A dwarf's PR is Strength. If a dwarf has a Strength score of 13 or more, the character gains a bonus to Experience Points earned in every adventure.

**Minimum Scores:** A dwarf character must have a Constitution score of 9 or greater when first played.

**Hit Dice:** An eight-sided die (1d8) is used to determine a dwarf's hit points. A dwarf starts with 1-8 hit points (plus Constitution bonus, if any) and gains 1d8 more hit points (plus bonus) with each Level of Experience.

**Armor:** A dwarf may wear any kind of armor, and may use a shield.

**Weapons:** A dwarf may use any weapon of small or normal size. Dwarves may *not* use two-handed swords or longbows (short bows and crossbows are permitted).

## Special Abilities:

A dwarf has special vision, knows several languages, and can detect certain things better than other characters.

**Vision:** Dwarves have Infravision in addition to normal sight and can see 60′ in the dark. Infravision is the ability to see heat (and the lack of heat). Normal and magical light makes infravision useless.

With infravision, warm things seem red, and cold things seem blue. For example, an approaching creature could be seen as a red shape, leaving faint reddish footprints. A cold pool of water would seem a deep blue color. Even items or creatures which are the same temperature as the surrounding air (such as a table or a skeleton) can be dimly seen by infravision.

**Languages:** In addition to the languages of all characters — the Common and Alignment tongues, as explained on page 51 — a dwarf can speak dwarf, gnome, goblin, and kobold. The character may have problems reading and writing these languages, however, as explained on the same page.

**Detection:** All dwarves are experts at mining. They can sometimes detect traps, sliding walls, sloping corridors, and new constructions. If your dwarf character wants to search for such things in an area, tell your Dungeon Master. You have 1 chance in 2 to find them. Your DM will roll 1d6, and a result of 1 or 2 will indicate success *if* there is anything to find. You may check once for each type. You *must* tell your DM if you want to look for anything; the detection is never automatic.

EXAMPLES: You say "I'll check this wall to see if it slides." The DM, knowing that it *will* slide, rolls 1d6, and gets a result of 2. The DM says "Yes, it appears to slide."

**DWARF SAVING THROW TABLE**

| | |
|---|---|
| Death Ray or Poison | 8 |
| Magic Wands | 9 |
| Paralysis or Turn to Stone | 10 |
| Dragon Breath | 13 |
| Rods, Staves, or Spells | 12 |

**DWARF EXPERIENCE TABLE**

| XP | Level | Title |
|---|---|---|
| 0 | 1 | Dwarven Veteran |
| 2200 | 2 | Dwarven Warrior |
| 4400 | 3 | Dwarven Swordmaster |

## Elf

### Description

An elf is slender and graceful, with delicate features and pointed ears. An elf is 5 to 5½ feet tall, and weighs about 120 pounds. Elves are able to use all armor and weapons, and can cast magic-user spells. They can thus be valuable friends (or dangerous opponents), but usually prefer to spend their time feasting and frolicking in woodland glades. They rarely visit the cities of Man. Elves are fascinated by magic and never grow tired of collecting spells and magic items, especially if the items are beautifully crafted. An elf character *must* start with an Intelligence score of 9 or greater.

Elves are similar to both fighters and magic-users. Read the description of the fighter class for some tips on playing a fighter-type character, but remember that your elf does not have as many hit points as a fighter. Be sure your character is either undamaged or only slightly hurt before you enter a battle; otherwise, stay back and help with magic spells, as a magic-user does.

**Explanation of Elf Experience Table:**

**XP:** When this number of Experience Points have been earned, the elf automatically moves up to the next Level of Experience.

**Title:** Your elf should use this title when talking with other characters. Instead of saying "I'm Belrain, a Second Level elf," the character should say "I'm Belrain, the Warrior Seer."

**Spells:** The number of magic-user spells an elf can cast, and their level of power, are given here. Spells are explained below, under "Special Abilities."

**Other Details:**

**Prime Requisite:** Elves have *two* Prime Requisites: Strength and Intelligence. If an elf has a score of 13 or more in *both* Ability Scores, the character gains a 5% bonus to Experience Points earned in every adventure. If the Intelligence score is 16 or greater (along with Strength of 13 or more), the XP bonus is 10%.

**Minimum Scores:** An elf character must have an Intelligence score of 9 or greater when first played.

**Hit Dice:** A six-sided die (1d6) is used to determine an elf's hit points. An elf starts with 1-6 hit points (plus Constitution bonus, if any) and gains 1d6 more hit points (plus bonus) with each Level of Experience.

**Armor:** An elf may wear any kind of armor, and may use a shield.

**Weapons:** An elf may use any weapon.

## Special Abilities:

An elf has special vision, knows several languages, and can detect certain things better than other characters. Elves can cast magic-user spells, and cannot be paralyzed by ghouls.

**Vision:** Elves have Infravision in addition to normal sight and can see 60′ in the dark. Infravision is the ability to see heat (and the lack of heat). Normal and magical light makes infravision useless.

With infravision, warm things seem red, and cold things seem blue. For example, an approaching creature could be seen as a red shape, leaving faint reddish footprints. A cold pool of water would seem a deep blue color. Even items or creatures which are the same temperature as the surrounding air (such as a table or a skeleton) can be dimly seen by infravision.

**Languages:** In addition to the languages of all characters — the Common and Alignment tongues, as explained on page 51 — an elf can speak elf, gnoll, hobgoblin, and orc.

**Detection:** All elves can find secret and hidden doors better than other characters. If your elf character wants to search for hidden doors in an area, tell your Dungeon Master. The DM will roll 1d6, and a result of 1 or 2 will indicate success *if* there is a door to be found. You may check once for each door. You *must* tell your DM if you want to look for anything; the detection is never automatic.

EXAMPLES: You say "I'll check this wall to see if there are any secret doors here." The DM, knowing that one is there, rolls 1d6, and gets a result of 2. The DM says "Yes, you find a secret door."

**Immunity to Ghoul Paralysis:** All elves are naturally immune to the paralyzing attacks of ghouls. Other types of paralysis, such as from a carrion crawler or gelatinous cube, may affect them.

**Spells:** Elves can use magic-user spells just as magic-users can. Read the descriptions of spell casting, spell books, etc. on pages 39 - 42. Elves must obey all the rules for using magic-user spells (but not the other rules for the magic-user class).

**ELF EXPERIENCE TABLE**

| XP | Level | Title | No. of Spells/ Spell Level |
|---|---|---|---|
| 0 | 1 | Veteran-Medium | 1 First |
| 4000 | 2 | Warrior-Seer | 2 First |
| 8000 | 3 | Swordmaster-Conjurer | 2 First plus 1 Second |

**ELF SAVING THROW TABLE**

| | |
|---|---|
| Death Ray or Poison | 12 |
| Magic Wands | 13 |
| Paralysis or Turn to Stone | 13 |
| Dragon Breath | 15 |
| Rods, Staves, or Spells | 15 |

## Halfling

### Description

A halfling is a short demi-human, and looks much like a human child with slightly pointed ears. A halfling stands about 3′ tall and weighs about 60 pounds. Halflings rarely have beards. They are outgoing but not unusually brave, seeking treasure as a way to gain the comforts of home, which they so dearly love. Halflings are woodland folk, and usually get along well with elves. They have special abilities in the outdoors. A halfling character *must* start with a score of 9 or greater in *both* Dexterity and Constitution.

Halflings behave similarly to fighters and dwarves. Read the description of the fighter class for some tips on playing your halfling. Remember your special abilities (see below), and use them whenever possible. A halfling's Saving Throws are as good as those of dwarves, and you may survive where others fall to magic or poison attacks.

### Explanation of Halfling Experience Table:

**XP:** When this number of Experience Points have been earned, the halfling automatically moves up to the next Level of Experience.

**Title:** Your halfling should use this title when talking with other characters. Instead of saying "I'm Touchberry, a Second Level halfling," the character should say "I'm Touchberry, the Warrior."

**HALFLING SAVING THROW TABLE**

| | |
|---|---|
| Death Ray or Poison | 8 |
| Magic Wands | 9 |
| Paralysis or Turn to Stone | 10 |
| Dragon Breath | 13 |
| Rods, Staves, or Spells | 12 |

**HALFLING EXPERIENCE TABLE**

| XP | Level | Title |
|---|---|---|
| 0 | 1 | Halfling Veteran |
| 2000 | 2 | Halfling Warrior |
| 4000 | 3 | Halfling Swordmaster |

### Other Details:

**Prime Requisite:** A halfling has *two* Prime Requisites: Strength and Dexterity. If *either* of these Ability scores is 13 or greater, the character gains a 5% bonus to Experience Points earned in every adventure. If *both* of these scores are 13 or greater, the XP bonus is 10%.

**Minimum Scores:** A halfling character must have a score of 9 or greater in *both* Dexterity and Constitution.

**Hit Dice:** A six-sided die (1d6) is used to determine a halfling's hit points. A halfling starts with 1-6 hit points (plus Constitution bonus, if any) and gains 1d6 more hit points (plus bonus) with each Level of Experience.

**Armor:** A halfling may wear any kind of armor, and may use a shield. However, their armor and shields must be specially made for their small size. Even dwarf-sized armor is too large for them.

**Weapons:** A halfling may use any small sized weapon (such as a dagger, short sword, or short bow). Halflings may *not* use two-handed swords, longbows, battle axes, pole arms, or other large weapons.

## Special Abilities:

A halfling gains several combat bonuses (some due to their small size) and can hide easily in woodlands.

**Combat:** Halflings often use missile weapons, and are better at dodging the attacks of large creatures than are other characters. All halflings gain the following bonuses when in combat.

- −2 bonus to Armor Class when attacked by creatures larger than man-size;
- +1 bonus to the Hit Roll when using any missile (see Additional Rules, page 59)
- +1 bonus to Individual Initiative (optional combat rule, page 59)

**Hiding:** Outdoors, halflings are difficult to spot, having the ability to seemingly vanish into woods or underbrush. In such cover, they can only be detected 10% of the time (the DM will roll). Halflings can even hide in dungeons, though not with as much success. In normal light, if a halfling finds some shadows or cover to hide in (remaining absolutely quiet and not moving), the attempt at hiding will succeed ⅓ of the time. To use this ability, tell your DM. The DM will roll 1d6; a result of 1 or 2 indicates success at hiding, as long as the character does not move or make any noise.

Magical light, such as a cleric's **Light** spell, will ruin the attempt. If the character is carrying any light, it will be impossible to hide.

## Making up a new character

After you are used to the rules of the game by playing your Fighter, you can try other characters by using the Character Sheets included in this booklet. But remember that they are not usable in the Solo Adventure! That adventure was designed only for your first fighter.

Sooner or later you will want to make up your own new character. Before you start, get a pencil and all the dice. You will also need a blank Character Sheet (or a normal-size piece of paper) to keep track of the details.

If you are using a blank piece of paper, copy the form of the Character Sheet onto it — in other words, allow a space for your name and the character's name at the top left, a place for Class, Level, Armor Class, and Hit Points below that, and so forth.

Your first try at creating a new character will probably take an hour or so. Even when you are used to the procedure, it will still take 10-30 minutes. You should not try to create a character after everyone gets together for a game. All the rolling, adjusting, buying, and so forth should be done beforehand.

Your Dungeon Master will be needed for part of the process, and should watch the creation of the character, including all dice rolls. You should get together with the DM before the game to work out the details. One good method is to have all the players make new characters together, with the Dungeon Master helping.

At the bottom of this page is a list of the steps to take when making a new character; each step is then explained in detail.

### 1. Roll for Ability Scores

Instead of just making up numbers for your Ability Scores, you will roll dice to find each Score. This is done by rolling the six-sided die three times, and adding the results. Or, if you have other six-sided dice, roll 3 dice together.

For example, if you roll 1 each time, then the total score is 3, the least possible. If you roll all sixes, then the total is 18, the highest you can have. You should finish with six numbers, each between 3 and 18, which are your character's Ability Scores. Write the Scores down as you roll them, next to the names of the Abilities.

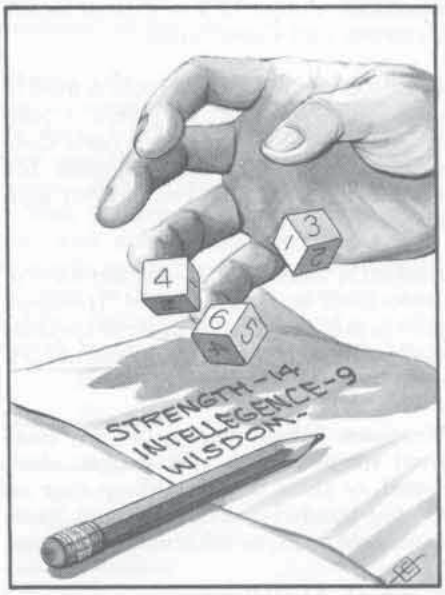
Now find your highest Ability Score. If it is less than 9, you should roll all the Scores again. You may keep the character if you wish, but he or she probably won't be suitable for dangerous adventuring! However, before you discard the character, ask your Dungeon Master what to do. Your DM might prefer that you play the character you rolled, especially if you are an experienced player.

If two or more Ability Scores are less than 6, the character may have problems later on. This type of character should also be discarded, unless the DM says otherwise.

You can adjust the Ability Scores in step 3 (Exchange Ability Points), but first you must decide what Class your character will be.

### 2. Choose a Class

Each type of character is called a Class. Your first character's Class was Fighter. You know now that there are other kinds of adventurers: clerics, magic-users, and thieves. You could play one of those, or even a character that's not human: you can be a dwarf, an elf, or a short child-sized person called a halfling. Each of these seven adventurer types is a Character Class.




**CREATING A CHARACTER**

1. Roll for Ability Scores
2. Choose a Class
3. Exchange Ability Score points (if desired)
4. Roll for Hit Points
5. Roll for Money
6. Buy equipment
7. Figure out your:
   a. Armor Class
   b. Hit Roll Chart
   c. Saving Throws
8. Note adjustments for Ability Scores
9. Give your Character a Name and Alignment
10. Get ready to play

Each Class has a specialty. Fighters are strong, Magic-Users are intelligent, Clerics are wise, and so forth. This specialty is called the Prime Requisite for the Class. For example, Strength is the Prime Requisite for Fighters.

If your character's Prime Requisite is high enough, you will get a bonus on Experience Points. That is why your first Fighter got a bonus: your Strength, the Prime Requisite, was 17. You are allowed to play a Fighter with *any* Strength score, but strong fighters are better at what they do (and get more XP) than weaker ones.

You are not forced to pick a Class on your highest Ability Score — but it helps. If you have two or more high scores, you may wish to consider a non-human character.

Look at the following chart, and compare your highest Ability Scores with the Prime Requisites for the Character Classes. Then, if you are playing a Human character, pick one Class that fits the Ability Scores you rolled.

(Constitution and Charisma affect all the Classes, and are never Prime Requisites.)

| Prime Requisite | Class |
|---|---|
| Strength | Fighter |
| Intelligence | Magic-User |
| Wisdom | Cleric |
| Dexterity | Thief |

**Dwarves, Elves, and Halflings**

Any human character can be any of the four Human classes, but non-human characters are handled differently. It you wish to play a non-human character, you must have high Ability Scores in certain areas.

Elves have abilities similar to both fighters and magic-users, so they must have good Scores in both Strength and Intelligence. Both of these Ability Scores are Prime Requisites for Elves. Also, if your character has an 8 or less for Intelligence, the character *cannot* be an Elf.

Halflings have some fighting abilities, and must have good Strength and Dexterity. Both of these are Prime Requisites for Halflings. In addition, Halflings are also very healthy. If your character has an 8 or less in Dexterity *or* Constitution, the character *cannot* be a Halfling.

Dwarves are always healthy, too. If your character has an 8 or less in Constitution, the character *cannot* be a dwarf. Dwarves specialize in combat, similar to fighters, so their Prime Requisite is Strength.

If you wish to play a non-human character, you may pick one of these *if* you have rolled the minimum Scores given, *or* if you can exchange ability points (see step 3) to meet the minimum Score(s) for the Class.

Whichever Class you pick, you should read the full description of the Class on pages 23 – 47 before you get to step 6.

**Prime Requisites**

If you rolled well and chose well, the Ability Score of your Prime Requisite should be 9 or greater. But it can be fun to play characters with lower scores, too. Imagine a poor dwarf who is perfectly healthy (Constitution 16) but very weak (Strength 5); he does the best he can in combat, but doesn't do much damage. The fun in the game comes from role playing, and this could be a very interesting character to play. Remember that you can always start another character later.

For a very high Prime Requisite Score, your character gets a bonus to XP (Experience Points). At the end of each adventure, when the Dungeon Master gives out XP, you will add extra points. But if your Prime Requisite is low, you will be penalized, and must subtract XP from the number awarded by the DM.

The amount of XP added or subtracted is given in the following chart:

| Class | Minimum Scores | | Prime Requisites |
|---|---|---|---|
| Dwarf | Constitution | 9 | Strength only |
| Elf | Intelligence | 9 | Strength + Int. |
| Halfling | Constitution | 9 | Strength + Dext. |
| | Dexterity | 9 | |

EXAMPLES: If your magic-user has an Intelligence of 14, you get an extra 5 XP for every 100 XP awarded by the DM. If your Fighter has a Strength of 5, you only get 80 XP for every 100 XP awarded.

**3. Exchange Ability Score Points**

At this point, it is possible to raise a Prime Requisite by lowering other Ability Scores. This is like practicing hard to learn your Class, but at the cost of not developing another Ability at the same time. (For example, a Magic-User might study hard and neglect his exercise for a higher Intelligence, and end up with a lower Strength.)

The rules for exchanging Ability Points are:

1. Your Prime Requisite (and *only* that score) goes up 1 point for each 2 points that another Ability Score goes down.
2. Constitution and Charisma points can never be exchanged with others.
3. Dexterity cannot be lowered (but it may be raised if you have a Thief or Halfling character).
4. No score can be lowered below 9. If it is already 10 or less, it cannot be lowered.

EXAMPLES: An elf has Intelligence and Strength Scores of 12, and a Wisdom of 13. The player drops the Wisdom score to 11 so 1 can be added to Strength, and then drops the Wisdom again, to 9, and adds 1 to Intelligence. This results in Intelligence and Strength Scores of 13 (good enough for +5% to XP), and an adjusted Wisdom of 9.

A Cleric with Strength and Wisdom of 15 drops the Strength by 6 (to 9) and raises the Wisdom by 3 (to 18).

If you want to exchange any Ability Score points, you must do that *now* — before you go any further in making the character. No exchanges can be made later.

**4. Roll for Hit Points**

Different Classes have different numbers of hit points. Fighters and Dwarves need many because they take damage in battle. Magic-Users and Thieves have less hit points, and should try to stay out of fights. Other Classes are in between, and can fight if they must, but often avoid it if possible.

Find your character's Class on the chart below, and roll one die to find your starting Hit Points.

| Class | Hit Point Dice |
|---|---|
| Fighter | 1d8 |
| Dwarf | 1d8 |
| Cleric | 1d6 |
| Elf | 1d6 |
| Halfling | 1d6 |
| Magic-User | 1d4 |
| Thief | 1d4 |

Now find your Constitution Score on the Bonuses and Penalties for Ability Scores Table below, and apply the bonus or penalty to the number of hit points you rolled. But whatever the adjustments, your hit points cannot be lowered to zero; you will have at least 1 hit point for each roll.

**BONUSES AND PENALTIES FOR ABILITY SCORES**

| Ability Score | Adjustment |
|---|---|
| 3 | −3 Penalty |
| 4-5 | −2 Penalty |
| 6-8 | −1 Penalty |
| 9-12 | No adjustment |
| 13-15 | +1 Bonus |
| 16-17 | +2 Bonus |
| 18 | +3 Bonus |

(This chart is used for adjustments for most of the Ability Scores, and you will refer to it later.)

You can immediately see the benefit of having a good Constitution score. Your first character, the Fighter with a Constitution of 16, had a +2 bonus to hit points. Therefore, your starting roll for that character would have been a 6 (out of 8 possible), plus a bonus of 2, for a total of 8 hit points. Did you ever get badly hurt, down to 2 hit points in your adventures? If so, you could have been *dead* — but you were saved by the bonus for your high Constitution!

Each time you gain a Level of experience, you will roll for more Hit Points. And each time you roll, you adjust the roll according to your Constitution score.

**5. Roll for Money**

Your character starts out with no possessions except for normal clothes and a little money, saved up over many years. You will need to go shopping for equipment, but first you must find out how much money you have.

Roll 3d6 (the total of 3 rolls of a six-sided die), and multiply the total by 10. (For example, if you roll 12, the total is 120.) This is the amount of gold pieces that you start with. Write that on the back of your character sheet in the "Money" box.

**6. Buy equipment**

Now you can spend your money on the equipment you need to go adventuring. There is a complete list of equipment in the center of this book.

There are restrictions on what items you are allowed to have, especially on armor and weapons. Before you go shopping, be sure you have read the full description of your Character Class (pages 39 – 47). *For Example*, a Magic-User cannot wear any armor at all, and can only use a dagger for a weapon! It would be a waste of money for this Class to buy a sword or shield; instead, money can be saved or spent on oil, torches, and other items. Thieves, on the other hand, *must* buy Thieves' Tools to be able to Open Locks.

On a piece of scrap paper, write down all the equipment you want to buy and add up the cost. If it's more than you have, you must put something back. When you can pay for your list of equipment, subtract the cost from your money, and write the equipment down on the back of the Character Sheet.

Be careful shopping! You may forget to buy rope, for example, and suddenly find a need for it during an adventure — and if you didn't buy it, you don't have it. But remember also that money can be saved for buying expensive equipment later. Only buy what you need.

**7. Figure out your Armor Class, Hit Roll chart, and Saving Throws**

**a. Armor Class**

**Armor Type**

Your Armor Class is a combination of the type of armor you are wearing, plus any adjustments due to Dexterity. First, find your armor type on the chart below:

**ARMOR CLASS**

| Armor Type | Armor Class |
|---|---|
| No armor | 9 |
| Leather | 7 |
| Chain Mail | 5 |
| Plate Mail | 3 |
| Shield | Bonus of 1* |

*If you bought a shield, subtract 1 from your Armor Class number. For example, Chain Mail alone is AC 5, but with a shield it drops to AC 4.

**Dexterity Adjustments to Armor Class**

Find your Dexterity Score on the Bonuses and Penalties Table and for every +1 bonus, *subtract* 1 from your Armor Class and for every −1 penalty, *add* 1 to your Armor Class.

EXAMPLES: If you are wearing Chain Mail and a shield (AC 4), but have a Dexterity Score of 15 (+1 bonus), your Armor Class number goes *down*, to 3. If you are wearing Plate Mail and shield (AC 2) but have a Dexterity Score of 5 (−2 penalty), your Armor Class goes *up* to 4.

*Remember:* the lower the AC number, the harder you are to hit. A minus (Penalty) to Armor Class actually raises the number, making you easier to hit.

If your AC is even better than zero — for example, with a Dexterity Score of 18 and wearing Plate Mail and Shield — then "minus" numbers are used. In this case, the AC would be "minus one" (−1).

**CHARACTER HIT ROLL TABLE**

| Target's AC | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | −1 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Roll | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |

**CHARISMA ADJUSTMENT TABLE**

| Charisma Score | Reaction adjustment | Retainers Maximum number | Retainers Morale |
|---|---|---|---|
| 3 | −2 | 1 | 4 |
| 4-5 | −1 | 2 | 5 |
| 6-8 | −1 | 3 | 6 |
| 9-12 | No adjustment | 4 | 7 |
| 13-15 | +1 | 5 | 8 |
| 16-17 | +1 | 6 | 9 |
| 18 | +2 | 7 | 10 |

**b. Hit Roll Chart**

Every starting character has the same chances to hit. You will not change the chart until your character gets at least to 4th level. You may find magic weapons as treasures, which help your chances to hit as well as the damage done.

Copy the numbers below into the boxes at the bottom of the Character Sheet (Hit Roll Needed):

When you try to hit a monster, roll 1d20. Adjust the roll for your Strength, and find the total on the bottom line of the chart. You hit the Armor Class on the chart just above the roll. Announce what Armor Class you hit, and the DM will tell you whether you hit or missed your target. For example, if your total is 15, you say "I hit AC 4." If the target was AC 4 or higher (AC 5, AC 6, etc.), then you have successfully hit.

If your adjusted total is 9 or less, then you miss, whatever the target is. If your adjusted total is 20 or more, then you hit, whatever the target is — as long as it's possible to hit it. (There may indeed be things you can't hit; you will know this is the case if your Dungeon Master says you missed, even with a total of 20 or more.)

The adjustments to the roll are based on your Strength score, according to the "Bonuses and Penalties" chart above. If you have an adjustment, write it down *now*, next to "Strength," and remember to use it each time you make a Hit Roll.

**c. Saving Throws**

Your Saving Throws are based on your Character Class and Level of Experience. However, your Saving Throws will not change until you reach 4th level (or higher, for some Classes). All of your beginning Saving Throws are given in the description of your character's Class.

When making a Saving Throw against a magic spell, your Wisdom score may cause an adjustment. Find your Wisdom score on the "Bonuses and Penalties" chart, and write the adjustment down on the Character Sheet.

EXAMPLES: A Thief with a Wisdom of 5 needs to roll a 17 or higher to make a Saving Throw against a spell. A Cleric with a Wisdom of 18 only needs a roll of 12 or better.

**8. Note adjustments for Ability Scores**

You should now have most of the adjustments for Ability Scores noted on your Character Sheet. Your Strength, Wisdom, Dexterity, and Constitution bonuses or penalties have been explained in the steps taken so far. You should double-check to be sure they are correct, using the Bonuses and Penalties Table. All of these adjustments (if any) should be written on your Character Sheet in the spaces provided for them, next to the Ability Scores.

Using the chart, fill in the bonus or penalty for your Intelligence Score. The Charisma Score uses a different chart.

**Intelligence**

A character of "average" Intelligence (a score of 9-12) knows 2 languages: the Common tongue and an Alignment tongue. The character can read and write those languages.

If the adjustment is a bonus, this is the number of additional languages the character can read and write. Your Dungeon Master will tell you what languages are available. You must choose your added languages before you play the character in a game.

If the adjustment is a penalty, then the character has trouble either writing or speaking, as given on the Languages Table:

Languages can be important when you are trying to talk to a monster, or talk in private with another character.

**Charisma**

Your Charisma will affect the reactions of others, whether monsters or characters, when you are talking to them (but *not* unless you are talking). If you try to hire retainers (bodyguards, assistants, and so forth), your Charisma will determine the number of them that you can hire, and how loyal they will be. Your Dungeon Master will tell you if any retainers are available, and will play the roles of the retainers you find and (possibly) hire.

Find your Charisma Score on the Charisma Adjustment Table, and note the details on your Character Sheet.

Whenever you are talking to another creature in the game (whether monster or character), tell the Dungeon Master what your Reaction adjustment is. If your Dungeon Master allows the use of Retainers, you will need to give your Maximum number, as well as the Morale score (which is a measure of loyalty and courage). You will *not* need to adjust any of *your* rolls due to Charisma; only the Dungeon Master will need the information.

**LANGUAGES TABLE**

| Intelligence Score | Use of Languages |
|---|---|
| 3 | Has trouble with speaking, cannot read or write |
| 4-5 | Cannot read or write Common |
| 6-8 | Can write simple Common words |

**9. Give your Character a Name and Alignment**

**Names**

Your character may have a normal name, like "Gary" or "Candace," or may have a fantasy name like "Felonius," or just a nickname, like "Eagle-Eyes." Your Dungeon Master might have some hints. For example, if your home town is in a forest, the DM may encourage fantasy names like "Silverglade" or "Whisperrain."

Choose a name carefully. It should represent the character in some way, or at least be a name you like. If you give a character a silly name, you might regret it later.

**Alignment**

Be sure you understand what Alignment is; it was explained briefly during your first adventure, and is covered in detail on page 59. Select an Alignment, and write it on your character sheet. Remember that Alignment is the way you actually *want* to play the character, not just the way the character *should* behave.

The other characters don't need to know what your Alignment is, but they should be able to figure it out by the way you play the character.

**10. Get ready to play**

If your character can cast magic spells, you will need to select spells before starting your adventure. Magic-Users get 1 spell to start. Clerics do not get spells until they reach 2nd Level. Magic-User spells are explained on pages 39 – 42, and cleric spells are explained on pages 26 – 27.

Your character will be adventuring with others, so you should talk with the other players to find out something about their characters. Before starting, you should understand how to play in a group. This is explained on the following pages.

## Players are not characters!

It is important to remember that the player and the character are two different persons. The more the two are kept apart, the better your games can be.

The most obvious example of this is the dice rolls you make. All dice rolls are called "game mechanics," as are other details such as Armor Class, Hit Points, and so forth. These things would not be part of a character's knowledge. The characters would talk about armor, health, and attacks, but never about Ability Scores, Hit Rolls, or other parts of the game. Everyone can usually tell whether the players are in the role of the characters or being themselves, handling game mechanics.

If there is any doubt, the player should clarify.

Suppose that a player has a Chaotic character (unusual, but not impossible). The character will act wildly at times, but the player should remain calm while dealing with the others. If the *player* acts Chaotic, the game will become very confusing and less fun.

There are many ways that this can affect the game, especially when a player knows something that the character doesn't. For instance, if a character starts to fight a new, unknown monster, and the DM says "It hit you; save vs. Poison, please!" then all the players know that the monster is poisonous. But the better players will ignore that information. Their characters don't know about the poison, and shouldn't use that "player information." The characters will probably find out after the battle, when they talk to their wounded friend and discover that the wound "stung, like poison," or is discolored. (All of such descriptions are left to the DM's imagination.)

A question like "What time is it?" could be answered two different ways: in "real time," which any player can find by looking at a clock, and "game time," of which the DM should be aware, but of which the characters might only have a general idea. The DM could reply, "Real time, it's 7:30. Game time, it's past noon, but you are not sure exactly."

When the players remember the difference between themselves and their characters, everyone can have more fun in Role Playing. If a character has low Intelligence and Wisdom scores, for example, and then does something stupid, the player can honestly say "I was playing my character," and others should remember not to get mad at the player. Their characters may indeed get mad at the stupid character, but it is very important to remember that the player is a different person.

This should not be used as an excuse for bad or selfish play. The DM should watch all the role playing closely to help everyone have the most fun. Since the object of the game is to have fun by playing roles, stupid or weak characters can be as much fun as smart, powerful ones — if the roles are played well.

The Dungeon Master may say, at any time in the game, "You don't know that!" or "You wouldn't think of that." Good players will learn to avoid this type of problem by keeping the character knowledge and player knowledge separate.

## How to Prepare

D&D games are the most fun with 2-6 players plus one Dungeon Master. When you get a group together, each of you can pick one of the characters included in this booklet. All the different types are there, and each character is all ready to go, with Ability Scores, hit points, and Alignment. All you have to do is pick the one you want, think of a name, and select some equipment.

*ONE PERSON MUST BE THE DUNGEON MASTER.*

Whoever that is, the person should read the DUNGEON MASTER'S RULEBOOK to see what is involved. This must be done before a group gets together to play.

Remember that everyone will be learning together during your first group games. The DUNGEON MASTER'S RULEBOOK contains step-by-step instructions to help everyone learn, but have patience. A module (separately published adventure) should *not* be used in your first games. The DM should use the dungeon in this set, which contains many hours of entertainment and can be used for two or three games. The "B" series of modules may be used after that.

While you are using that adventure, the Dungeon Master should review the rules. The Additional rules may be added at some point, if desired. More adventures and dungeons may either be created by the DM or purchased from stores. Eventually, your characters will reach 4th Level, and you will want to move on to the D&D EXPERT Set rules.

### Setting Up

When your group gets together to play, everyone should bring what they need, including dice, pencils and paper, and characters (preferably on Character Sheets). Refreshments, if desired, are often brought by everyone, as a game may go on for hours.

A table is normally used. The Dungeon Master sits at one end, with the secret information about the dungeon to be explored. The DM often uses an upright piece of stiff cardboard (called a "shield" or "screen"), to hide the description and maps of the dungeon so they are not accidentally seen by any of the players.

The players sit around the table, away from the DM, where they can all easily see any maps made during the adventure, the order of the figures (if used), and so forth. To avoid confusion, the table should be kept clear of other items.

During the game, players should be allowed to refer to the PLAYERS MANUAL whenever they wish. They should *not* be allowed to see the DUNGEON MASTER'S RULEBOOK during the game! The mystery and excitement of unknown monsters and magic can be spoiled if someone looks up the details during the game.

If you only have two or three players, the DM may allow the use of a few hired non-player characters, *retainers*. The rules for retainers are given in the DUNGEON MASTER'S RULEBOOK.

### Mapper and Caller

Although each person will be playing the role of a character, the players should also handle the jobs of "Mapping" and "Calling." Any of the players can be the "Mapper" or "Caller," whatever their characters may be.

The **mapper** is the player who draws a map of the dungeon as it's explored. One or more of the characters should be making maps, but one of the players must make the actual game map. The map should be kept out on the table for all to see and refer to. Pencil should always be used in making the map, in case of errors and tricky passages.

Mapping is an important part of imagining where your characters are. Sooner or later, all players should learn to make maps. If you play often, take turns at mapping; it is an important and useful skill to learn.

The **caller** is a player who announces to the Dungeon Master what the group of characters (the Party) is doing. The Caller must check with every player to find out what all the characters are doing, and then tell the DM (quickly and accurately) what they plan to do. The Caller does *not* tell the others what to do; the Caller merely reports what is going on.

The Caller's first job is to find out the "party order" — the way the characters are lined up or grouped during normal travel. The Caller should also report the movements of the group, such as "We'll go northeast through the woods," or "We'll turn right at the next corridor." Battles are always more complicated, and the DM should then take the time to check with each player, instead of handling it all through the Caller.

You may have games without Callers, if the Dungeon Master is willing to ask each player what each character is doing, and make notes to remember the actions. But it's usually easier and more organized if one player acts as Caller.

### First steps to take

When all the players are together, with characters ready, each player should take a moment to think about the adventure to come. Some of these things apply to players, and some apply to the characters.

**Who** is your character, and who are the other characters? Have you adventured with them before, or not? Are any of them friends — or enemies? Should you keep an eye on any one character? Who can you trust completely?

**Why** are you going? Are the characters just out to explore, or is someone looking for a specific item? Are you out to rescue a prisoner, destroy a famous monster, or some other goal? Games are usually more fun if a specific goal is kept in mind; if nobody is sure just what they want to do, you can waste a lot of time doing nothing.

**Where** are you going? Nearby caves, or a castle, or some other dungeon? Have you bought the equipment you need to explore?

**When** are you going? Do you plan to explore a dungeon at night, when more dangerous creatures could be around? Players: decide when the game will end; it's very easy to play longer than you intended. Set a time for quitting, and stick to it! Remember to leave some time for dividing the treasure found.

**What** are you going to do? Look for big monsters or small ones? Will you run from danger, or face it? What *can* your party do, considering the abilities and special items available amongst the characters?

# Playing in a group

### Treasure

Before the adventure begins, all the players should decide how the treasure will be divided after it is found. This is a very important decision, as characters earn more XP from treasure than from anything else. The method of division is left entirely to the players!

The most common method is described on page 55. You may use it if you wish, or you may make up your own. The method should be chosen before starting, to avoid arguments later.

### Marching Order

You should arrange your characters in a line, either singly or two-by-two, for a "Standard Marching Order." If figures are used, the DM can easily see everyone's position; otherwise, write the Marching Order on a piece of paper for the DM's reference.

You should have at least one Fighter in front, as this is where most of the action takes place. A short person (halfling or dwarf) should also be in front of taller folk. Those behind may still see clearly, and are able to cast spells or shoot arrows over the shorter characters' heads.

Weaker characters (Magic-Users and Thieves, especially) should be in the center of the Marching Order, protected front and rear by Fighters or Clerics. If this is not possible, the characters with the best Armor Class and/or Hit Points should occupy the outer positions.

If you change the Marching Order during the game (if a front Fighter is badly wounded, for example), be sure to correct the figure setup (or the DM's diagram) accordingly.

### Tactics of Play

When you are ready to go, your Dungeon Master will start telling you what the characters see. In beginning games, the characters often start at the dungeon entrance; the DM then describes the entryway, asking questions of the Caller when choices can be made ("Turn right or left?"). All the players should listen carefully to the descriptions, and play the roles of their characters as they react to the situations that develop.

The Marching Order will be used as the normal positioning of the characters as they proceed down corridors. In empty rooms and after battles, party members usually spread out to search for hidden treasure, but someone should be left to watch for approaching monsters. The DM will keep track of who is doing what, in case a monster appears.

When creatures are encountered, Fighters, Dwarves and Halflings usually move toward the encounter, while Magic-Users move back to avoid attacks, adding their magical powers to the battles where needed. Thieves may also move back, or may try to slip by the encountered creatures if possible. A Thief can help turn the tide of battle by attacking a monster from behind (if the creature doesn't notice the Thief first).

Remember, however, that a clever DM may have monsters arrive at the rear of the party, occasionally when other monsters are at the front. The rear of the party should never be left defenseless. Clerics can often fill the need for a strong guard, as they can wear armor and fight well.

If an encounter is peaceful, those characters with high Charisma Scores should do most of the talking. If they are weak, negotiations should be made from a distance (ten to twenty feet is fine).

When special needs arise, those best equipped to handle them should move to the scene, while the rest of the characters stay in the Marching Order. For example, a Thief should move forward each time a door is found, to search for traps and pick locks. After doing the job, the Thief should move back into position. Thieves normally do not *open* doors, preferring to leave that task to the stronger Fighters in case there is a monster waiting on the other side!

### Ending the Adventure

The end of a D&D game often comes when the party's resources have been used up — for example, when spell casters have used most of their spells, or when several characters are wounded (having lost half of their Hit Points, or more) and have no available magical cures.

Even if all goes well, the game should end 15-30 minutes before the planned stopping time. The remaining time is used by the DM to calculate and award Experience Points, and by the players to divide the treasure.

If characters are still in the dungeon when they decide to end the adventure, they must still find their way out and back home. When they have arrived at a safe location, the adventure ends.

Most Dungeon Masters allow shopping after the adventures, so characters may restock items used (such as oil, torches, and so forth). If this is left for the next game, players might forget to restock, and can find themselves short of supplies while deep in a dungeon.

Players must keep track of items used, and the DM should be strict about supplies. However, everyone should remember that the purpose of the game is to have fun, not bookkeeping. The DM should make allowances for beginners.

Characters who return to a safe place resume their normal day-to-day lives. Beginning players and DMs do not normally deal with this during games. The "town business" that would naturally occur can become an adventure in itself. If the DM has all the details of the Home Town available (either those given in the D&D EXPERT Set or details made up by the DM), town adventures can be very entertaining. They do not normally involve much fighting.

### Dividing the Treasure

The amount of treasure your characters find is decided by the Dungeon Master, who places the treasures and monsters in the dungeons. The DM is also responsible for giving Experience Points to the characters at the end of the adventure.

The division of treasure is usually left to the players, though some DMs have their own rules for it, especially with well-developed fantasy worlds. There are several methods for dividing treasure, as both normal (coins, gems, and jewelry) and magical (potions, wands, etc.) treasures can be found.

As a rule, the division of treasure should *not* be based on the amount of work done by the different characters. Fighters will usually be more active than others, and thieves may have little to do; though the role may be played well, there may be few traps and locks to deal with. But each character risked danger in search of treasure, and each should have done special work as needed; it is not the character's fault if few needs arose.

Beginning players should use the following method for dividing treasure. Other methods are discussed at the end of this booklet. But whatever methods are used, they should be decided upon *before* the party goes on the adventure, to avoid arguments afterwards.

### Magical Treasure

Magical treasures are usually divided first, as the results affect the division of normal treasure.

Each character may pick one item (each) from the magical treasure found. The order in which they choose may either be decided as a group or by random roll. If by random roll, each player rolls 1d20; the player with the highest roll picks first. If there is a tie, everyone rolls again. When all the magic items have been taken, divide the normal treasure.

### Normal Treasure

Count the number of shares to be given, using the following method.

Some magic items are "permanent." A magic sword, for example, is never "used up," but a potion is only good for one use. A potion is called a "temporary" magic item.

If all the characters in a party get a permanent magic item, divide all normal treasure equally, whatever the division of any temporary magic items.

If everyone gets a magic item but one or more of the items are temporary, each character with a permanent item gets ½ share of normal treasure.

If there are not enough magic items for one to be gained by each character then ½ share of normal treasure goes to each character with a temporary magic item, but a character with a permanent magic item gets *no* share of normal treasure.

Finally, divide the total normal treasure by the number of shares (adding the number of ½ shares and full shares according to the instructions above), to find the value of each SHARE. Each character then takes one share, ½ share, or no share, depending on the distribution of magic items.

This method is fair; those who receive permanent magic items, which can be used in every adventure, get less treasure.

## Character Alignment

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

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

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

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

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

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

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

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

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

## Playing in a group

### Example of Alignment Behavior

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

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

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

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

### Alignment Languages

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

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

## Adventuring Rules

Here are some additional details you will need at some point during your adventures.

### Using Your Equipment

Some of the standard equipment may be new to you. The following items can be used in various handy ways:

**Iron spikes and Hammer:** These can be used to wedge doors open, provide grips for climbing, pry things loose, and so forth.
**Mirror:** Some creatures can turn you to stone with their gaze. If you use a mirror to look around corners, examine empty rooms, and so forth, you might avoid a nasty surprise.
**Rations and Wineskin:** Your character food and drink. Standard rations may become moldy and unusable if you stay in a dungeon overnight, so carry Iron (preserved) rations whenever possible. Standard rations are fine for long trips overland.
**Rope:** This can be tied to an iron spike and used to climb up steep walls. It may also be useful in tying up captured prisoners, pulling doors, open, etc.
**Wolfsbane:** This herb is useful when fighting werewolves and other lycanthropes. You may use it as a weapon — try it and see what happens.
**Wooden Pole:** A character in front of a party may sometimes avoid being surprised if a pole is used to tap on the floor ahead, poke into corners, touch suspicious-looking items, etc.

### Time

Time in D&D games is usually kept track of in *turns* of 10 minutes in "game time." A turn is not a measure of real time, but is a measure of how much a character can do in the game in a given amount of time.

During encounters and combat, the DM uses *rounds* of 10 seconds of "game time," instead of turns, and each character can perform only one action during a round — a swing of a sword, a spell, some movement, or other action. A battle normally lasts only a minute or two, but is counted as a full turn because your characters rest afterwards, clean up their equipment, and do other assumed normal actions.

In D&D games, it would take too long for you to describe each action your character takes. Many actions are assumed, and do not need to be talked about — such as eating, resting after and during travel, normal careful behavior, and so forth. The DM should decide how long any action takes.

Time for you, the players, is called "real time" to avoid confusion. A game usually takes 2-3 hours of real time, but may last for days in game time. The DM may say, for example, "you take two hours to walk to the dungeon, and . . . ." On the other hand, it may take you half an hour of real time to play a battle that lasts only a few minutes of game time.

### Movement

In D&D games movement is given as the number of feet a character may move in one turn.

A single character moves up to 120′ per turn in a dungeon-like setting unless a lot of weight (such as armor) is carried. The movement speed may slow down to as little as 30′ per turn, depending on the amount carried. Groups move at the rate of the slowest character. A character wearing heavy armor moves at half the normal rate: 60′ per turn.

Though 60′ per turn may seem very slow, it includes many assumed actions — mapping, peeking around corners, resting, and so forth.

During encounters, movement is much faster. Characters can move ⅓ their movement rate per round, up to 40′ per round during battles (20′ per round if in armor). In addition, you may run away from creatures, at the even faster rate of 120′ (or 60′ if armored) per round. However, you may only run for 20 rounds at most (5 minutes) before becoming exhausted. If you are exhausted, you must rest for 3 turns (30 minutes).

If you are forced to fight without rest, the exhausted characters are penalized in combat. Monsters gain a +2 bonus to their Hit Rolls, and you must subtract 2 from all your characters' Hit Rolls and Damage Rolls. (Any successful hit will still inflict at least 1 point of damage.)

### Listening

You should always listen carefully while you are exploring a dungeon; you may hear noises that give clues about what lies ahead. To hear anything, all the characters must stop moving and be very quiet. Armor and weapons clank and rattle when you move, spoiling your attempts at listening.

To listen for noise, simply tell the DM that you are doing so. The DM will roll to see if you hear anything. When listening at closed doors, each character can try *once*. Thieves have better chances than other characters. Undead creatures, like skeletons and ghouls, make no noise at all.

### Light

Most dungeons are dark. Be sure to bring a tinderbox, which contains wood shavings, flint rocks, and a small piece of steel. (No matches or lighters in this medieval world!)

You will also need something to light with your tinderbox. A torch is cheapest, and will burn for 6 turns (1 hour). It cannot easily be "turned off." A lantern is more expensive and uses oil. One flask of oil will burn for 24 turns (4 hours) in a lantern. The lantern must then be refilled, using another flask of oil. A lantern has shutters, which can be closed for temporary darkness, if desired. A torch or lantern shines 30′ in all directions.

If you are carrying a light source (a torch or lantern), other creatures will probably see the light as you approach, and will not be surprised.

Remember that you only have two hands. If you are carrying a light source in one hand, then the other hand may hold a weapon or a shield — but *not both*.

Dwarves and elves have Infravision, a special ability which enables them to see 60′ in the dark by seeing heat. This means that they can move and fight without light, but it's risky. They cannot see a pit in the floor, for example, unless it is warmer than the air above it. They may also stumble over objects which are the same temperature as the floor, unless they are very careful.

### Doors

You will find two kinds of doors in dungeons, *normal* and *secret* doors.

A **normal door** is made of wood, and often has metal reinforcing strips across it. Some have metal hinges, a ring or doorknob, and possibly a lock, either a padlock hanging on a latch or a lock inset into the door. Normal doors can often be forced or broken open, but a strong bar of wood mounted on the other side will prevent this.

To open a normal door, just tell your DM that you are doing so. The DM will assume that you are turning the handle, pulling the ring, or pushing on it gently. If it doesn't open, you may tell the DM "I'll force the door." Your character is then using Strength to open it, which may be successful if the door is merely stuck quite (quite common in dungeons). If the door still does not open, it may be locked, barred, or closed magically; or your attempt might have simply been unsuccessful, based on a dice roll. Try again! However, if a door is not opened on the first try at forcing it, any monsters on the other side will *not* be surprised by your party.

A **secret door** does not look like a door. It may simply be a section of wall that can be moved, or may be a small normal door hidden behind a curtain, rug, or some other furnishing. Any character may look for secret doors, but they are usually hard to find. Your DM will roll to see if you succeed, but you must tell the DM that you are searching for one, and where.

> EXAMPLE: I'll search for secret doors along the east wall of the room."

It takes 10 minutes (1 turn) of searching a 10′ x 10′ area to find a secret door. Less time will mean automatic failure.

### Traps

Dungeons often contain traps. Old ruins usually have more traps than caves. The most common trap is a hidden trap door, which falls open as a character walks on it, dumping the character into a pit. There could be something in the pit — spikes, deep water, or a monster. Beware!

Many other traps are possible. A chest or treasure may be coated with poison; deadly if touched, but easily removed by rinsing with water. Some poisons are sticky, and can only be removed with wine. A blade trap may be found nearly anywhere, and usually inflicts enough damage to kill a 1st or 2nd level character.

Doors may be trapped on the handles, locks, or surface. Small darts may be found inside a lock, and may be poisoned for many different effects (paralysis, damage, death, etc.).

If you wish to search for a trap, tell the DM where you are searching, and the DM will roll to see if you find anything. You might have *no* chance to find a small trap, such as the type on a door or treasure. Thieves have a percentage chance at detecting any type of trap. Dwarves have better chances at finding large traps (such as pits) than other characters.

It takes 10 minutes (1 turn) to search for a trap in a small area, such as a 20′ square room or a 20′ long section of corridor. If less time is spent, no trap will be found.

### Wandering Monsters

You will usually encounter monsters in rooms, rather than corridors. But the DM makes dice rolls to see if any Wandering Monsters come by. This type of creature usually has little or no treasure, and is a dangerous nuisance.

Wandering monsters are often determined by the type of dungeon. For example, caves could contain wandering animals. A castle ruin might contain wandering skeleton guards.

### Miniature Figures

As you try to imagine your characters and the areas they explore, it is helpful to use miniature figures to represent the characters and monsters. Several types of miniature figures are available from toy and hobby shops worldwide, made of metal or plastic and suitable for painting. You should be able to find figures that look very similar to your characters. Official DUNGEONS & DRAGONS® figures are available.

To keep track of the party marching order, line up the miniature figures on the playing table. You may use a large piece of graph paper to draw the rooms and corridors found by the characters, and simply move the figures around on the paper. Several types of more permanent playing surfaces are available in plastic and vinyl, and the rooms drawn on them can be easily erased.

**Scale Movement:** When using miniature figures on a playing surface, a ruler is used to determine distance moved. One inch represents 10 feet. A movement rate of 60′ per turn means that the figure moves 6 inches each turn. Spell ranges and other ranges are easily determined when an accurate scale is used.

## Encounter Rules

### Surprise

There is more to an encounter than just walking into a room and seeing a monster. For example, you might have sneaked up on the creature — or it might have sneaked up on you! You might turn a corner, and be completely surprised to find a monster right there. But if the monster is surprised, too, then you would both stop for a moment and look at each other. The mutual surprise on both sides would cancel out, for no effect except a short delay.

For example, let's look back at your very first encounter — with the goblin. You entered the room, and the goblin screamed and swung his sword at you, but missed. You didn't get to do anything before he had swung, because you were *surprised*.

In the one-player adventure in this booklet, surprise has already been worked out. The description tells you whether you or the monsters — or both! — are surprised.

In group adventures, you roll to see who is surprised, and by how much. A *six-sided die* (1d6) is rolled for each side, and the results are compared in the following way:

You are only surprised if you roll a 1 or a 2; the same applies to the monsters.

If *both sides* are surprised, neither side can move or fight during that round. The mutual surprise cancels out. For the next round, either side might go first, so another roll (on 1d6 again) is used to decide. This is called rolling for *Initiative*, and is described below.

If *one side* surprises the other, the surprised side must wait during the first round, while the other side acts. Those that can act might spend the time attacking, talking, or moving — even running away!

If neither side is surprised, the DM must determine which side acts first in the round, by checking *Initiative*.

### Initiative

When an encounter begins, you might act first, or the monster might go first. This is called *Initiative*. If you have the initiative, you get to act first, before the monster.

In all of your group's encounters, you will roll to see who has the initiative. The DM rolls 1d6 for the monsters, and one of the players rolls 1d6 for the characters. It doesn't matter which player rolls. Whoever gets the higher number wins the initiative, and swings first.

When the party has the initiative, the characters may use the time to talk, attack, move (fighters moving to the front, for example), or run away. Some monsters will also have similar choices, but most will either talk or attack. Very few monsters run away before anything happens.

If a monster has more than one attack, it will get *all* of its attacks before yours if it wins the initiative.

If each side rolls the same number, then all the action happens at once; the actions are "simultaneous," and neither side wins the initiative. Attacking characters can try to Hit, but whatever the result, the monsters may also make all of their attacks, even if you kill them with your first attacks!

### Pursuit and Evasion

If either side decides to run away, the other side may chase. Time is measured in rounds for as long as the chase occurs. The side running away is "Evading," and those chasing are in "Pursuit."

You may evade monsters if you can move faster than they can *and* if you know where you are going — so once again, a map becomes important. If the monsters are catching up, try dropping things! Unintelligent monsters may stop to eat food. Intelligent monsters may stop to pick up treasure. In each case, there is a *50% chance* that the monsters will stop or slow down. Your DM will make all the necessary rolls.

**ORDER OF COMBAT**

A. Each side rolls for initiative, using 1d6.
B. The side that wins the initiative acts first:
   1. Morale Check (monsters and non-player characters only)
   2. Movement (using speed per round), including Defensive Maneuvers
   3. Missile fire combat (additional)
      a. Choose targets
      b. Make Hit Rolls
      c. Roll Damage for hits
   4. Magic spells
      a. Choose targets
      b. Make Saving Throws if necessary
      c. Apply results immediately
   5. Hand-to-Hand combat
      a. Choose targets
      b. Make Hit Rolls
      c. Roll Damage for hits
C. The side that loses the initiative then completes all the steps given above.
D. The DM handles all retreating, surrender, and other special results.

### Combat Sequence

During a battle, the actions do not all happen at once. Your DM will use a checklist to be sure that the battle is run properly. The list is also given here for your reference.

This Combat Sequence includes several optional rules. If you are not using the rule referred to (such as Missile Fire), simply skip that step.

Repeat steps A through D as needed until the battle is over.

The following rules should not be used by beginners. They may be added after you have played two or three group games.

## Missile Weapons

You have learned what to do when your character gets into a fight, but so far, you have only used a sword or dagger. These are called "hand-to-hand" or "melee" weapons (pronounced MAY-lay). Other types, called "missile weapons," such as bow and arrows, are handled somewhat differently.

Missile fire is a type of combat used when the enemy is too far away to fight hand-to-hand — in other words, more than 5 feet away. Missile fire can be affected by the distance to the enemy *(Range)*, objects that the enemy can hide behind *(Cover)*, the attacker's Dexterity Score, and magic adjustments, if any.

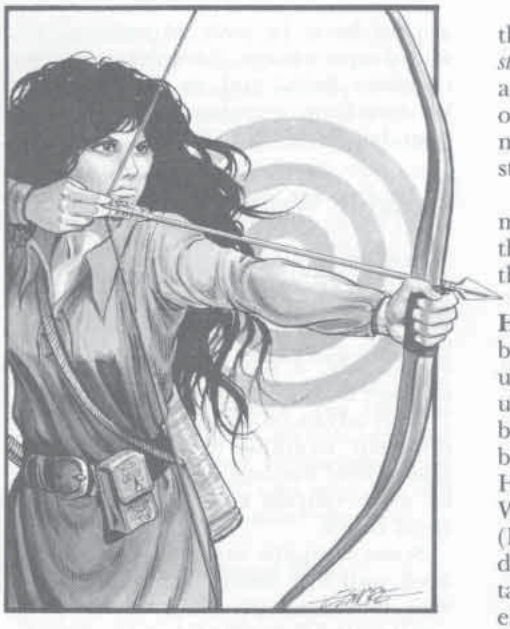
Not all missiles are actual weapons. Missile fire rules also apply when a character throws something at a monster, such as oil or holy water.

The various types of Missile fire you can use, and the ranges for them, are listed on the Missile Fire Table:

The first group of weapons are devices that fire missiles; the second group are missiles your character throws by hand.

Whenever your character buys one of these items, you should make a note of the ranges. For example, a Long Bow should be listed as 70-140-210, the longest distances it can shoot in each Range category.

**Device:** A missile fire device is a weapon that fires missiles, such as a bow or crossbow. Devices cannot be used in



hand-to-hand combat, or against targets within 5 feet.

A crossbow is similar to a normal bow (long or short), but is held horizontally and shot by pulling a trigger, which releases the string.

A sling is a leather pocket with long strings; the user holds the strings and puts a stone in the pocket. The stone is thrown by swinging it around and releasing one string at the right time. A sling is the only missile weapon usable by Clerics.

**Thrown Weapons:** A spear, dagger, or hand axe may be either thrown or held. They are good weapons to use when the monsters are nearby, as the character can use any thrown weapon in hand-to-hand combat. If the weapon is not thrown, Strength bonuses are used *instead* of Dexterity, and no adjustments are made for Range or Cover. A dagger or hand axe may be thrown at an opponent within range. Each spins in the air striking with the blade forward.

A spear is a long shaft of wood or metal with a sharp tip, and can be thrown straight at an opponent. It has the best range of any thrown missile.

**Holy Water:** This is water which has been specially prepared by a Cleric for use against Undead creatures. It can be used by any character. Holy Water must be kept in small, specially prepared glass bottles (known as vials) for it to remain Holy. The effect of one vial of Holy Water on an Undead creature is 1-8 (1d8) points of damage. For it to cause damage, it must successfully strike the target, thus breaking the vial. It may either be thrown (using missile fire rules) or used hand-to-hand (using normal combat rules.

**Oil:** Oil is carried in small bottles (known as Flasks), and is often thrown as missiles. It may also be spread on a floor. In either case, it will be slippery but not dangerous until it is lit by flame.

One flask of oil will make a pool 3′ in diameter, which will burn out in one turn if lit. Burning oil will cause 1-8 (1d8) points of damage per round to victims in the flames, including any creature trying to cross a pool of burning oil. Oil thrown at a creature will either miss (forming a pool where it falls) or hit. If it hits, it will drip off in a few rounds; if lit, the victim will take damage for 2 rounds at most.

Oil may be lit with any flame, such as a torch. If a torch is thrown at a creature, another Hit Roll must be made, but the creature's normal AC is not used; the target of any thrown torch is treated as AC 10, regardless of the actual Armor Class of the target (but the roll is adjusted as explained below).

As with Holy Water, oil may be used either as a missile or in hand-to-hand combat.

**MISSILE FIRE TABLE**

| Weapon | Maximum Ranges (in feet) Short (+1) | Medium (0) | Long (−1) |
|---|---|---|---|
| Crossbow (Lt) | 60 | 120 | 180 |
| Long Bow | 70 | 140 | 210 |
| Short Bow | 50 | 100 | 150 |
| Sling | 40 | 80 | 160 |
| Spear | 20 | 40 | 60 |
| Oil or Holy Water | 10 | 30 | 50 |
| Hand Axe or dagger | 10 | 20 | 30 |

### Missile Fire Hit Roll Modifications

Missile fire rules are used when the target is 5′ away or more. Normal combat rules are used if the target is within 5′. A missile fire device will automatically miss a target within 5′ unless the target cannot move.

When your character tries to use any type of missile fire, adjust your normal Hit Roll for the following things:

1. Dexterity
2. Range
3. Cover
4. Magic

**1. Dexterity:** Include any bonuses or penalties to your Hit Roll due to high or low Dexterity. You may have an adjustment from −3 to +3, depending on your Dexterity Score (as given in the "Bonuses and Penalties for Ability Scores" chart, on page 50).

**2. Range:** A weapon can only be thrown or shot to the longest distance on the chart. This is called weapon's range. For example, you can't throw a spear any further than 60 feet.

Ask your DM what the range to the target is, in feet. The DM may prefer to give you the general range instead of the exact distance, and may ask you which missile weapon you are using.

If the range is *short*, you add 1 to your Hit Roll. If the distance to the target is between the numbers given for *short* and *medium* ranges, there is no adjustment. If the distance to the target is greater than the number given for *medium* range, but still within the maximum range, you must subtract 1 from your Hit Roll. (The bonus and penalty are noted on the chart, as a reminder.)

Thus, a crossbow can shoot farther than any other weapon, and an axe or dagger can only be thrown at a nearby target.

**3. Cover:** The enemy may be harder to hit because it is hiding behind something; this is called **cover.** Cover could be gained by hiding behind a table or chair, or a tree or boulder outdoors. *A shield does not provide cover.*

If cover is used, your DM should mention that the monster has cover and will apply penalties to your chances to hit. You should always be told if the monster has cover, but you might not know how many penalties apply. These penalties are determined by the DM and range from −1 for partial cover to −4 for full cover.

**4. Magic:** If you are under a magic spell which helps your chances to hit, that applies here. In your adventures, you may discover magical missiles — arrows, crossbow bolts, and so forth — and bonuses from such magic also apply to your Hit Roll.

## Variable Weapon Damage

Whenever you hit a monster in your adventures so far, your character's weapon inflicted 1-6 (1d6) points of damage. But if we consider the battle realistically, a dagger should do less damage than a sword (for example).

This advanced damage system allows different weapons to inflict different amounts of damage. The damage done by each weapon type is given on the chart below.

Some weapons can only be properly used with two hands. These are noted with an asterisk (*).

The large amount of damage done by two-handed weapons is balanced by two penalties: the attacker *cannot use a shield,* and *will always lose the initiative,* whatever the roll may be. The lack of a shield will reduce the character's Armor Class while that weapon is being used (unless, of course, no shield was used in the first place).

**VARIABLE WEAPON DAMAGE TABLE**

| | |
|---|---|
| 1d4 | (1-4) points of damage: |
| | Club |
| | Dagger |
| | Sling stone |
| | Torch |
| 1d6 | (1-6) points of damage: |
| | *Arrow (long or short bow) |
| | Hand Axe |
| | Mace |
| | *Quarrel (crossbow) |
| | Short Sword |
| | Spear |
| | War Hammer |
| 1d8 | (1-8) points of damage: |
| | Sword (normal) |
| | *Battle Axe |
| 1d10 | (1-10) points of damage: |
| | *Pole Arm |
| | *Two-Handed Sword |

*This weapon requires two hands for use. Attacker may not use shield and always loses initiative.

## Combat Maneuvers

The following special forms of defensive movement are usable by any character in hand-to-hand combat. They may also be used by monsters. If a player wants to use one of these maneuvers, he or she must say so before rolling for initiative. These maneuvers may not be used if not declared before that roll.

If a character is near a battle but is not fighting hand-to-hand, that character may move normally. The movement rate depends on the amount of weight carried, as explained in the section on Encumbrance.

Any monster or character using a maneuver explained hereafter is called the "defender." The opponent is called the "attacker."

### Fighting Withdrawal

If a defender is engaged in combat and wishes to back up slowly while fighting, the maneuver is called a *Fighting Withdrawal.*

The defender must have room to back up. In crowded situations, those behind the defender will get in the way, preventing the maneuver from succeeding! If room permits, the defender may move at ½ the normal movement rate, or less. The attacker may follow and continue attacking, but the defender may attack in return.

### Retreat

If a defender wants to back out of a fight at more than ½ the normal movement rate, the maneuver is called a *Retreat.*

The attacker gains a +2 bonus on all Hit Rolls, and the defender's AC is calculated without a shield. The defender may not attack in return.

EXAMPLE: Huxley is a fighter, wearing plate mail armor and a shield (AC 2). He opens a door and is attacked by a gargoyle. He has heard that gargoyles can only be hit by magic weapons, and he has only normal ones. At the moment, he is blocking the doorway. He tries to use a fighting withdrawal so other characters can get into the battle.

As he is backing up, the gargoyle wounds him badly. He decides to *retreat,* to survive. The gargoyle attacks him as he runs, gaining a +2 bonus on its chances to hit AC 3 (Huxley's AC without shield).

### Paired Combat

When you begin a battle, both sides roll for initiative. This one roll has applied to everyone on each side.

Your DM may choose, for small battles, to determine initiative for each monster or character instead of the whole group. When this is done, each player rolls for initiative, adjusting the roll by Dexterity bonuses or penalties as given on the following table. The DM will roll for each monster involved in actual combat, adjusting the roll if the monster is very slow or very fast. Most monsters have no adjustments to Paired Combat. One other initiative roll may be needed for other monsters not in hand-to-hand combat, if any, compared to a similar roll for characters not engaged in battle.

**DEXTERITY ADJUSTMENT TO INITIATIVE (Optional)**

| Dexterity Score | Initiative Adjustment |
|---|---|
| 3 | −2 |
| 4-5 | −1 |
| 6-8 | −1 |
| 9-12 | No Adjustment |
| 13-15 | +1 |
| 16-17 | +1 |
| 18 | +2 |

## Encumbrance

There have been no rules in your games thus far dealing with the amount a character can carry. You have been allowed to pick up as much treasure as you can find, and take it home.

This can become silly, if allowed to continue. Your characters may eventually find vast dragon hoards of thousands of coins, weighing hundreds of pounds, and the DM should not permit you to pick it all up and walk out!

Encumbrance is the name for the amount of weight that your character is carrying. The more you carry, the slower you move, according to the following chart. One new abbreviation is used. One coin of treasure, whatever the type (gp, ep, and so forth) weighs about 1/10 pound. Since coins are the commonest of treasures, the coin (*not* the pound) becomes the simplest unit of weight. From now on, the weight of all treasures, equipment, and so forth will be measured in *coins*, abbreviated *cn*.

### Encumbered Movement Rates

"Normal speed" is used when your characters are walking through a dungeon.

"Encounter speed" is used whenever time is kept in rounds, such as during a battle.

"Running speed" is used whenever the party is running away from an encounter. Time is still kept in rounds, rather than turns, and the party must rest afterward. (See Movement, page 56.)

### Basic Encumbrance

If a character is wearing no armor, or merely leather armor, and carrying the normal equipment taken on an adventure, the basic encumbrance is 300 cn. That type of character can pick up 100 coins and still use the top line of the chart. If more treasure is carried, the rest of the table is used to find the movement rate.

If a character is wearing metal armor, whether Chain Mail or Plate Mail, and carrying other normal equipment, the basic encumbrance is 700 cn. The character moves at 90′/turn, and may pick up 100 coins and still use that line of the chart.

A character carrying more than 2400 cn (240 pounds) cannot move. Something must be dropped or given to other characters.

### Using Encumbrance

Find the basic encumbrance for your character, as explained above, and write it on the back of your character sheet, under "Equipment." Remember to add to it whenever you pick up any treasure; your DM will tell you how many coins are found. A gem is counted as 1 cn, and other treasures (potions, jewelry, and so forth) are counted as 10 cn each.

A more detailed system of encumbrance, calculating the weight of each piece of equipment, will be given in the D&D EXPERT Set. But remember that the fun of the game comes from role playing, not bookkeeping, and your DM may merely wish to use a simple system for determining encumbrance.

### Containers

Your character could not possibly carry even a few hundred coins unless they were placed in a sack or backpack. These items will hold:

| | |
|---|---|
| Small sack | 200 cn |
| Backpack | 400 cn |
| Large sack | 600 cn |

### Mules

Saddlebags may also be used if your DM allows mules to be bought. A saddlebag will hold 1000 cn. A mule normally moves at the same rate as a character, 120′ per turn, and can carry up to 3000 cn while doing so. A mule can carry 6000 cn at most, which cuts its movement rate in half.

**SPEED VS. ENCUMBRANCE TABLE**

| Encumbrance | Normal Speed (Feet per turn) | Encounter Speed (Feet per round) | Running Speed (Feet per round) |
|---|---|---|---|
| up to 400 cn | 120 | 40 | 120 |
| 401-800 cn | 90 | 30 | 90 |
| 801-1200 cn | 60 | 20 | 60 |
| 1201-1600 cn | 30 | 10 | 30 |
| 1601-2400 | 15 | 5 | 15 |
| 2401 and more | 0 | 0 | 0 |

**MULE ENCUMBERED MOVEMENT RATES**

| Encumbrance | Normal speed |
|---|---|
| up to 3000 cn | 120′/turn |
| 3001-6000 cn | 60′/turn |
| 6001 cn or more | 0 |

# Playing in a group

## Retainers

A retainer is a person hired by a character to help on an adventure. Retainers are sometimes called "hirelings." Retainers are never characters run by players; the DM always plays the part of any retainers hired. They are called **Non-Player Characters,** or NPCs. All the people in any D&D game other than the characters, are NPCs.

Ask your DM if retainers are permitted in the game. You cannot use retainers if there are plenty of player characters, or **PCs** to do the jobs. In a game with only one or two players, retainers are often used.

If you want to hire a retainer, use the following procedure:

1. Find NPCs interested in working as retainers.
2. Tell them about the job, including the pay you offer, what is expected of them, and how long you intend to keep them.
3. Some NPCs will turn down your offer, but some will probably accept. If you find one that is acceptable, buy all the equipment the NPC will need.
4. Make a "retainer sheet" to be kept with your character sheet. This should be similar to the character information, including the retainer's name, Class, Level, race, Armor Class, Hit Points, weapons and equipment carried, Money, Experience Points, and any other information you wish to remember.

### Using Retainers

When you check your character to see if you are ready for adventure, check the retainer sheet at the same time. Remember that *you* must buy all the equipment that the retainer needs.

During the adventure, tell your DM whatever you want to tell the retainer; the DM will play the role of the retainer. A retainer will *not* simply do whatever you want, though most reasonable instructions will be obeyed. The retainer might run away from danger, despite your instructions. This is determined by dice rolls made by the DM.

Your retainer does not normally get a share of the treasure found on an adventure. When you hire a retainer, be sure to clearly state the amount you will pay. If you find enough treasure to pay the retainer a bonus, that may make the retainer more loyal. In other words, the well-treated retainer will face greater dangers without running away, and will obey your instructions more often.

When the DM calculates XP at the end of an adventure, the total XP earned by the group is divided by the number of characters. A retainer gets ½ the normal award, and is treated as ½ character for the division.

EXAMPLE: 550 XP are earned by 5 characters and 1 retainer. Dividing 550 by 5½ (counting the retainer as ½ character), the result is 100 XP for each character, and 50 XP (½ normal) for the retainer.

You must keep track of the XP for your retainer, using the retainer sheet. A retainer may have a bonus or penalty to the XP awarded, calculated in the same manner as XP for characters (explained in the DUNGEON MASTER'S RULEBOOK). In the example above, if the retainer's Prime Requisite score was 8, the retainer would only get 45 XP (a 10% penalty).

Your retainer may quit the job if treated badly. Otherwise, the retainer will stay either until dismissed by your character or until gaining one or more Levels of Experience. For example, if you hire a retainer for 1 month, the retainer will probably leave at the end of that month. But if the retainer is close to gaining a Level, he or she may ask to stay a bit longer. The decision will be up to you.

When your retainer quits, give the retainer sheet to the DM. The DM can use that character, and you may meet the retainer again later, in another game or in another town!

# The World of D&D Gaming

### Finding Other Players

The DUNGEONS & DRAGONS game is much more fun when played by groups than when played alone. Show or lend this booklet to a friend, so you can quickly start playing in a group. Each player can learn by playing through the Solo Adventures, just as you did.

You will probably be able to find others who already know how to play. Many of the best belong to the Official DUNGEONS & DRAGONS club, called the ROLE PLAYING GAME ASSOCIATION™ Network.

This is the *only* Official D&D Club, and offers a newsletter, special items, ways to find other players, and many other services, for a small fee — less than the cost of this game!

There are many other ways to find other players. Your local hobby shop may have a bulletin board where Dungeon Masters can post notices of regular games. Your school or library may also have news about other players and DMs.

### Higher Level Characters

The dungeons for your characters to explore are often made up by the Dungeon Master. However, they can also be purchased, ready to play! You can buy pre-made adventures called "Modules," from TSR and some are designed specifically for use with this set of rules. As this is called the "BASIC" set, the modules that go with it are the "B" modules.

When your characters reach the 3rd Level of Experience, you should be almost ready for the D&D EXPERT Set. It gives more spells, rules for character levels 4th through 14th, and everything you need to improve your games. The modules designed for use with these additional rules are in the "X" series.

The fun continues with the D&D COMPANION Set, which covers character levels 15th through 24th.

Eventually you will be ready for the D&D MASTERS set, with rules for character Levels 25 and above.

The other modules you may find, with many other letter designations, are *not* designed for these rules. They are for use with the ADVANCED DUNGEONS & DRAGONS® game system.

### Other Player Aids

As you can see, there is much more fun waiting for you in the DUNGEONS & DRAGONS game system. And there is even more than games — a whole Hobby awaits!

**Character Sheets:** You will probably want more Character Sheets when you start making up many of your own characters. They are available in a separate pack of 16. Be sure to get D&D® Character Sheets, *not* AD&D sheets, as both are available.

**Dice:** More dice can be purchased in sets, called DRAGON DICE™ random number generators. Each package includes one of each type (four-sided, six-sided, and so forth), plus a crayon to color the numbers with.

**Miniatures:** If you wish, you can purchase toy figures of your characters (and monsters, too). These figures can help you imagine better, because they give you something to look at. Imagine a battle with seven characters, fighting ten monsters! It's hard to imagine exactly what everybody is doing, so we often use figures to help keep track of where everybody is.

If you wish to use miniature figures, be sure to get DUNGEONS & DRAGONS or AD&D miniatures. The other game systems do not use the same characters and monsters. Official figures are available in both plastic and metal.

If you wish to paint your miniatures with realistic colors, Official D&D paints, colors and finishes are also available at better toy and hobby stores worldwide.

### ADVANCED DUNGEONS & DRAGONS® Games

The AD&D® game system is different from the D&D system, which you have now. It is also a fantasy role playing game, but is much harder and more detailed.

There are currently six hardback books of rules for the AD&D system. Since it is so much more complex than the D&D system, with established rules for almost everything, it is often used in large tournaments, where accurate rules are needed.

Remember: you are *not* playing the more complex AD&D games with these rules. You are playing the original DUNGEONS & DRAGONS game!

## Glossary

Here are the definitions of terms most commonly used in D&D® games.

**alignment** — The behavior of monsters and characters.

**Armor Class** — The armor worn by a character or the natural protection a monster has against attacks.

**caller** — The player who tells the DM what the party will do, based on what the other players tell him.

**character level** — see **experience**

**charge** (magical) — The magical energy needed to use a wand once.

**class, character** — The type of character being played.

**coin** (or **cn**) — A unit of weight.

**concentration** — A character putting all his attention on a single object or action, and being unable to do anything else; any distraction will break his concentration.

**cover** — Anything, except a shield, that one hides behind to gain protection from a missile attack.

**cp** — Copper pieces. There are 10 cp to one silver piece.

**d# (d4, d6, d8, d10, d12, d20, d%)** — A symbol showing a type of die.

**damage** — The die roll to determine how many hit points are lost.

**demi-human** — A human-like creature that is also a character.

**dungeon** — Where characters adventure; often in ruins and underground.

**dungeon level** — This refers to how tough the monsters found there are. The greater the dungeon level the higher the challenge.

**Dungeon Master (DM)** — The referee who creates the dungeon and monsters.

**duration** — The length of time an effect lasts.

**effect** — The area and those objects and creatures within the space which are affected by a spell or attack.

**encounter** — A meeting between player characters and monsters.

**encumbrance** — The effect of the weight of equipment and treasure carried by a character.

**ep** — Electrum pieces. There are 2 ep per gold piece.

**evasion** — Fleeing from a monster.

**experience level** — Indicates the power and ability of a character.

**experience points** (or) **XP** — Awards given to characters representing improved skills through adventuring.

**fighting withdrawal** — Backing up slowly while fighting.

**gp** — Gold piece. The basic unit of money in D&D rules.

**Hit Dice** — The number and type of dice rolled to find how many hit points a character or monster has.

**hit points** (or **hp**) — The amount of damage a character or monster can take before it dies.

**Hit Roll** — The lowest number needed to hit an opponent.

**infravision** — An ability that lets a creature see in the dark.

**initiative** — A die roll to determine who acts first in combat.

**key** — Information used by the DM that describes what is found in a dungeon and what the dungeon looks like.

**lair** — A monster's home or nest.

**melee** — Combat that occurs when within 5′ of each other using hand-to-hand weapons or claws and teeth.

**missile fire** — Attacks using weapons that are shot or thrown from more than 5′ away.

**monster level** — A measure of how tough a monster is, usually equal to its Hit Dice.

**morale** — The willingness to face a battle or run away.

**NPC** (or **non-player character**) — Any character that is played by the DM.

**percentage dice** (or **d%**) — Roll a d10 twice to get a number between 1 and 100; the first number is read as the tens and the second number is the ones.

**player character** (or **PC**) — A character that is controlled by a player.

**pp** — Platinum piece. One pp equals 5 gold pieces.

**prime requisites** — The ability most important to a given character class.

**quarrel** — A shaft that is shot from a crossbow (also called a bolt).

**range** — The maximum distance at which an attack may be made or a spell may be cast.

**retainer** — A non-player character adventurer in the employ of a player character.

**saving throw** (or **saves**) — A character's chance (by dodging, luck, willpower, etc.) to avoid or lessen the harmful effects of certain types of attacks.

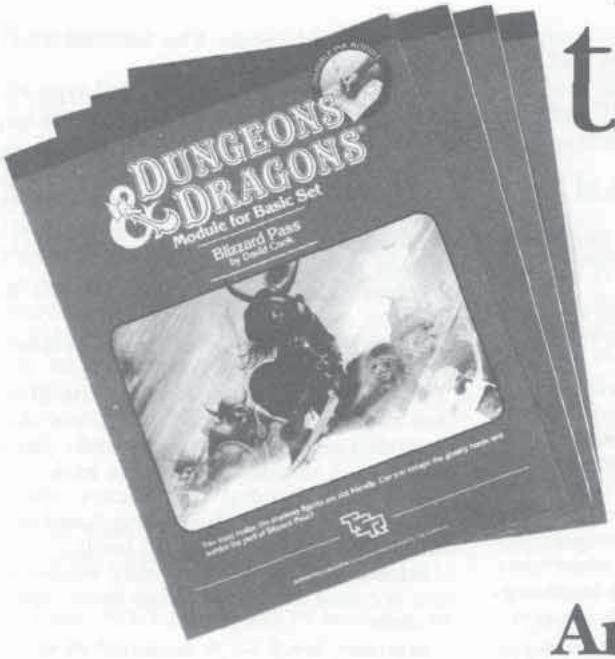
**secret door** — A door that is hidden or disguised as something else, thereby making it hard to find.

**sp** — Silver piece. There are 10 silver pieces to one gold piece.

**spell level** — A measure of the difficulty and power of a spell.

**turn (undead)** — The ability of a cleric to make undead monsters run away by the power of the cleric's faith.

# You have taken the first step into the wondrous realm of fantasy role playing games

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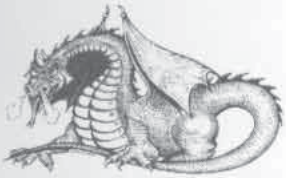

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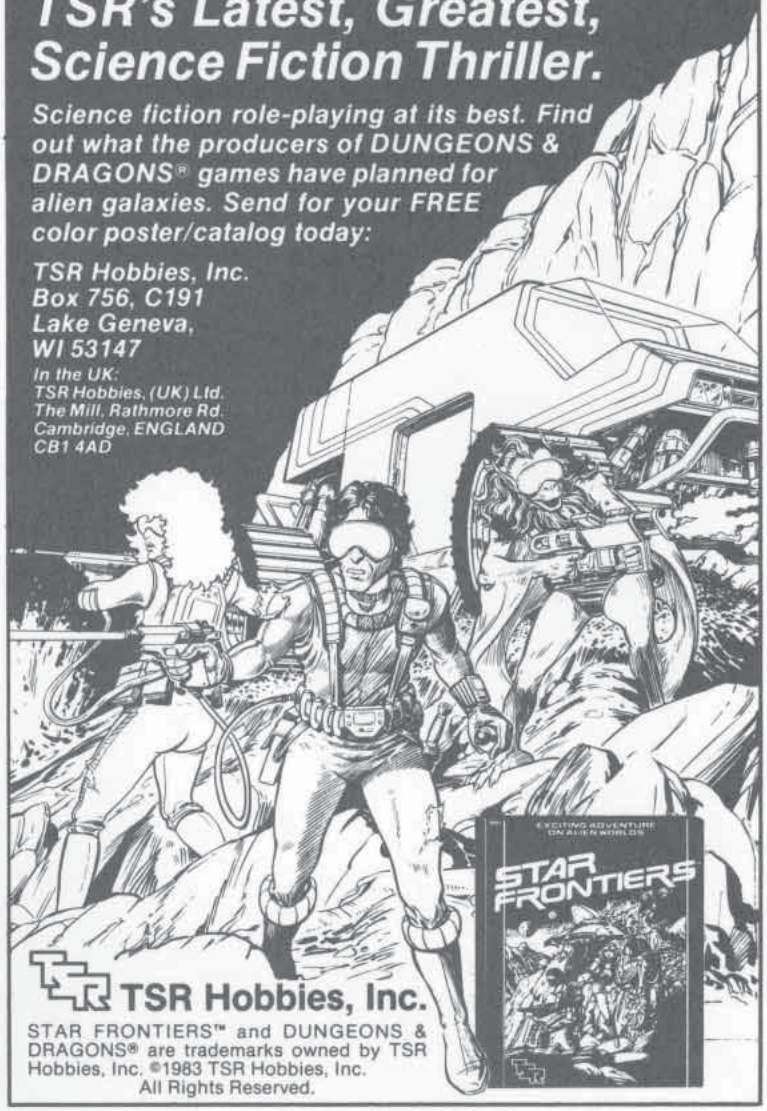


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# DUNGEONS & DRAGONS® Character Record Sheet

Player's Name

Dungeon Master

Character's Name

Alignment

Class

Level

Character Sketch or Symbol

Armor Class

Hit Points

ABILITIES:

| | | |
|---|---|---|
| STRENGTH | | adjustment |
| INTELLIGENCE | | adjustment |
| WISDOM | | adjustment |
| DEXTERITY | | adjustment |
| CONSTITUTION | | adjustment |
| CHARISMA | | adjustment |

SAVING THROWS:

- POISON or DEATH RAY
- MAGIC WAND
- TURN TO STONE or PARALYSIS
- DRAGON BREATH
- SPELLS or MAGIC STAFF

LANGUAGES:

SPECIAL SKILLS: Spells, Thief's abilities, Cleric's turning, etc.

| TARGET AC: | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|---|---|---|---|---|---|
| HIT ROLL NEEDED | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |

DUNGEONS & DRAGONS® Character Record Sheet

EQUIPMENT CARRIED

| MAGIC ITEMS | NORMAL ITEMS |
|---|---|
| | |

OTHER NOTES including places explored, people & monsters met

MONEY and TREASURE

PP:
GP:
EP:
SP:
CP:

GEMS:

TOTAL VALUE:

EXPERIENCE

BONUS/PENALTY:

Needed for next level:

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