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EXPERT SET
FOR USE WITH D&D BASIC SET

TSR™

DUNGEONS & DRAGONS®

FANTASY ADVENTURE GAME



EROL OTUS '80



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

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EXPERT RULES

TSR™
**DUNGEONS
& DRAGONS®**

FANTASY ADVENTURE GAME
EXPERT RULEBOOK



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The Original Fantasy
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TABLE OF CONTENTS

Reference Charts from D&D® Basic	X2	
PART 1: INTRODUCTION	X3	
How to Use This Book	X3	
The Scope of the Rules	X3	
Standard Terms Used in This Book	X3	
Assisting A Novice Player	X3	
The Wilderness Campaign	X3	
High and Low Level Characters	X4	
Using D&D® Expert Rules With an Early Edition of the D&D® Basic Rules	X4	
PART 2: PLAYER CHARACTER INFORMATION	X5	
Charts and Tables	X5	
Character Classes	X7	
CLERICS	X7	
DWARVES	X7	
ELVES	X7	
FIGHTERS	X7	
HALFLINGS	X7	
MAGIC-USERS	X7	
THIEVES	X8	
Levels Beyond Those Listed	X8	
Cost of Weapons and Equipment	X9	
Explanation of Equipment	X9	
PART 3: SPELLS	X11	
CLERICAL SPELLS	X11	
First Level Clerical Spells	X11	
Second Level Clerical Spells	X12	
Third Level Clerical Spells	X12	
Fourth Level Clerical Spells	X13	
Fifth Level Clerical Spells	X13	
MAGIC-USER AND ELF SPELLS	X14	
First Level Magic-User and Elf Spells	X14	
Second Level Magic-User and Elf Spells	X14	
Third Level Magic-User and Elf Spells	X14	
Fourth Level Magic-User and Elf Spells	X15	
Fifth Level Magic-User and Elf Spells	X16	
Sixth Level Magic-User and Elf Spells	X17	
PART 4: THE ADVENTURE	X19	
BEGINNING THE ADVENTURE	X19	
Organizing A Party	X19	
Mapping	X19	
Time, Scale and Movement	X19	
Waterborne Travel	X20	
Travelling By Air	X20	
Obstacles to Movement	X20	
Becoming Lost	X20	
Specialists and Mercenaries	X21	
Giving Experience Points	X22	
PART 5: THE ENCOUNTER	X23	
ORDER OF EVENTS IN ONE GAME DAY	X23	
COMBAT	X24	
Defensive Movement	X24	
Saving Throws	X24	
Variable Weapon Damage	X25	
Unarmed Combat	X25	
Other Attack Forms	X25	
Morale (Optional)	X26	
Character Attacks	X26	
Monster Attacks	X26	
PART 6: MONSTERS	X27	
MONSTER LIST: Animals to Wyvern	X28	
PART 7: TREASURE	X43	
Treasure Types	X43	
Magic Items	X44	
Explanations	X45	
Swords	X45	
Weapons and Armor	X48	
Potions	X48	
Scrolls	X48	
Rings	X49	
Wands, Staves and Rods	X49	
Miscellaneous Magic Items	X50	
PART 8: DUNGEON MASTER INFORMATION	X51	
Handling Player Characters	X51	
Magical Research and Production	X51	
Castles, Strongholds and Hideouts	X52	
Designing a Dungeon (recap)	X52	
Creating an NPC Party	X52	
NPC Magic Items	X52	
Designing a Wilderness	X54	
Wandering Monsters	X55	
Travelling In the Wilderness	X56	
Becoming Lost	X56	
Wilderness Encounters	X57	
Wilderness Encounter Tables	X57	
Castle Encounters	X59	
Dungeon Mastering as a Fine Art	X59	
Sample Wilderness Key and Maps	X60	
Human Lands	X60	
Non-Humans	X60	
Map: Duchy of Karameikos	X61	
Terrain Symbols	X62	
Map: Gnome Lair	X62	
PART 9: SPECIAL ADVENTURES	X63	
Waterborne Adventures	X63	
Ships	X63	
Weather	X63	
Water Movement Modification Chart	X64	
Encounters at Sea	X64	
Combat at Sea	X64	

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DUNGEONS & DRAGONS®

FANTASY ADVENTURE GAME EXPERT RULEBOOK



By Gary Gygax and Dave Arneson

Edited by David Cook with Steve Marsh

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Reference Charts from D&D® Basic

Bonuses and Penalties Due to Abilities

Ability Score	Adjustments
3	-3
4-5	-2
6-8	-1
9-12	No adjustment
13-15	+1
16-17	+2
18	+3

Strength adjustments apply to "to hit" rolls, damage, and rolls for opening doors. Note that any hit always does at least one point of damage regardless of adjustments.

Wisdom adjustments apply to saving throws vs. Magical Attack, only, not to non-magical attacks (such as dragon breath or poison).

Constitution adjustments apply to the number of hit points rolled with each hit die. No hit die can be adjusted below 1 hit point.

Dexterity adjustments apply to "to hit" rolls on missile fire, and to armor class. **Important note:** Penalties for low dexterity **add** to the armor class, while bonuses for high dexterity **subtract** from the armor class.

Intelligence Use of Languages

3	Has trouble speaking, cannot read or write
4-5	Cannot read or write Common
6-8	Can write simple Common words
9-12	Reads and writes native languages
13-15	Reads and writes native languages, +1 added
16-17	Reads and writes native languages, +2 added
18	Reads and writes native languages, +3 added

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

Missile Fire Ranges

RANGES (in feet):

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

*thrown weapons

Encumbrance

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

Character Movement

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

A player carrying treasure in addition to wearing armor must use the movement speed one line below the normal one. Movement per round will be explained in the section on **Combat** (page X24). EXAMPLE: A character wearing leather armor and carrying treasure will move at the rate of 60' per turn.

Weights and Movement

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

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

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

PART 1: INTRODUCTION

IMPORTANT: THIS BOOK HAS BEEN DESIGNED TO BE USED WITH THE DUNGEONS & DRAGONS® BASIC RULEBOOK. THE RULES PRESENTED IN THIS BOOK REQUIRE THE USE OF INFORMATION PRESENTED IN THE DUNGEONS & DRAGONS® BASIC RULEBOOK. IF YOU DO NOT OWN THE PREVIOUS VOLUME, PURCHASE IT AND READ IT THOROUGHLY BEFORE ATTEMPTING TO PLAY WITH THE RULES PRESENTED HERE.

How To Use This Book

This rulebook provides a continuation of the DUNGEONS & DRAGONS® Basic rules, allowing characters to advance to the 14th level and the DMs to expand and vary the adventures possible for characters. Much of the information given here is new (monsters, treasures, wilderness, etc.), but other areas expand on information already given. Therefore, the reader should feel familiar and comfortable with the DUNGEONS & DRAGONS® Basic rulebook, rereading part or all of it if necessary.

Next, this book should be read carefully and thoroughly, and the reader should note any new responsibilities or abilities that will affect his or her role in the game (whether it be DM or player). After reading and becoming familiar with these rules, the owner may wish to rearrange the material in the D&D® Basic and D&D® Expert rulebooks. Since both rulebooks present information under the same headings (The Adventure, Monsters, Treasure, etc.), the pages may be cut apart and then placed in a three-ring binder. The appropriate section from the D&D® Basic set may be fastened in the binder, followed by the same section for the D&D® Expert set. Hence all information for the player character, spells, monsters, treasure, and other sections may be placed together.

If the owner does not wish to remove any pages, he or she may still store both books in a three-ring binder, along with any other related papers. For convenience, certain pages may be removed from each book and placed at the front of the binder. This would be particularly useful for the Wandering Monster and Treasure tables.

When removing pages from either book, it would be best to use a modelling knife and a ruler to provide a sharp, neat tear and preventing unwanted rips or damage. It is not wise to remove pages unless a three-ring binder or other holder is available. TSR Hobbies, Inc. cannot provide replacements for pages torn from a rulebook and then lost.

The Scope of the Rules

The DUNGEONS & DRAGONS® Expert Set continues the material presented in the D&D® Basic rulebook. That booklet covered dungeon expeditions and allowed characters to progress to 3rd level. It is an introduction to the world of D&D® fantasy adventures. The D&D Expert rules cover a wider variety of more complex situations. Characters up to 14th level are now possible, and this book includes spells, magic items, monsters, and treasure not covered in the D&D Basic Set.

Adventures will take place outside the dungeon. A "wilderness" area will be an even greater challenge to players, with stronger monsters and greater wealth to be won. In expanding the campaign, the DM will create whole nations and cultures, giving the characters a history and background. Adventurers can even shape the history of their world as they become more powerful.

As player characters grow in wealth and power, they may build castles or strongholds to keep themselves and their retainers safe. They may encourage settlements around their fortresses in order to support them, eventually becoming the rulers of their own territories. From their wilderness bases, they can settle and rule larger areas, bringing civilization to the wilderness.

Through the rules of the D&D Expert Set, the campaign area can be extended to cover an entire world. This wider world is limited only by the creativity of DMs and players. It is certain that all will find yet more challenge and enjoyment to come!

Standard Terms Used in This Book

This section deals with new terms commonly used in this book. Other terms will be explained in the Glossary at the end of this book. A large part of these rules deal with adventures in the **wilderness**. A wilderness is any area that is outdoors. Wilderness areas include tangled jungles, deep oceans, snow covered mountains, vast unexplored plains, ruined cities, and even unfamiliar towns.

When player characters reach 9th level of experience, they have achieved **name level**, such as Wizard for magic-users. At name level certain classes may build a fortified base, to protect themselves and their followers. Such a base is called a **castle** when built by humans other than thieves, a **hideout** when built by thieves, and a **stronghold** when built by demi-human classes.

In D&D Expert rules, spell casters gain the options of using **reversed spells**. A spell that can be reversed is noted by an asterisk (*) next to a spell's name in **Part 3: Spells**. A reversed spell creates an effect opposite to the original. **Magical research** is the process a spell caster uses to create a magical item. Through research, it is also possible for a spell caster to create new spells that are known by no one else. Many details of magical research are left to the DM (see p. X51).

Assisting a Novice Player

If one of the players of an upcoming campaign is a beginner or a novice player, the DM may want to assist him or her by reviewing some general rules from the D&D Basic game. For example, the DM should show the beginner how to set up a character and describe character classes and levels. Reviewing the equipment and price lists helps the beginner to prepare his or her character for the adventure. Terms such as **saving throws**, **hit dice**, **hit points**, **armor class** and **spells** should be defined for the beginning player, also. The best way to assist a beginning player, however, is to get him or her into an exciting and entertaining adventure as quickly as possible.

The Wilderness Campaign

A wilderness campaign is much more challenging for the DM than a dungeon campaign. For example, the DM must have a general idea of what is in each area, for the party can go literally anywhere! Although a party can be guided to a desired area by carefully placed hints, the DM must be ready to make up minor details on the spot as needed.

In the wilderness, there will seldom be time to heal completely between encounters, and valuable equipment cannot be easily replaced. The DM will have to allow for this when running an outdoor adventure.

INTRODUCTION

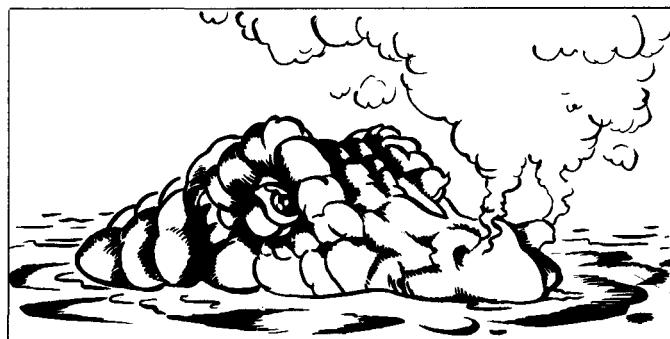
D&D: EXPERT

When the characters reach 9th level (**name level**), they will be strong enough to settle new lands and build castles of their own. This opens many new opportunities for role-playing as the players try to run small holdings or baronies.

Most important, the characters in the wilderness campaign do not exist in a vacuum. The DM should have events going on elsewhere that may affect (or be affected by) the actions of the players. There may be any number of "plots" going on at once, and the DM should try to involve each player in some chain of events. These should develop logically from the actions of those involved. **It is important not to force the action to a pre-determined conclusion.** The plot lines can **always** be adjusted for the actions of the players.

High and Low Level Characters

During a campaign new player characters will be entering the game, either to replace those that have died or to bring new players into the campaign. At the same time, experienced and successful players will have characters who continue to advance in levels. This results in a situation where there is a large difference in the levels of players. This can create problems since higher level characters must overcome greater risks and more fearsome monsters to keep the game challenging and to gain enough experience to increase in level. Lower level characters will usually die in the same situations. Reversing the situation (high level characters travelling on low level adventures) creates boredom and quickly unbalances the game. As a guideline, *not a rule*, it is suggested that characters who have a difference in levels of 5 or greater play in separate adventures. Thus, a 3rd level thief and an 8th level magic-user should play at different times. This guideline will not apply at all times, and should not be used when dealing with retainers.



Using D&D Expert rules with an early edition of D&D Basic

If your copy of the D&D Basic rules has a blue cover with a picture of a dragon on it, then this section is for you. If not, you may skip this section and turn to Part Two, **CHARACTERS**.

This section was written to allow those who have the older, blue D&D Basic rules to use them with D&D Expert. Only the important differences between the two sets of rules are given here. However, in any place where the older D&D Basic rules and the new D&D Expert rules differ, the D&D Expert rules should be used.

In reading this book, DMs and players should remember that situations will arise that are not covered in the rules. In these situations, the DM should use personal judgment to resolve any problems. The freedom allowed to players and DMs is one of the strengths of the D&D rules system, and that has been continued here.

The following is a summary of new material in the 2nd edition of D&D Basic not found in this book, the D&D Expert rules. Also several charts from D&D Basic have been reprinted on the back of the title page for reference.

In the second edition of D&D Basic rules, ability bonuses and penalties were expanded to include all abilities (see page X2).

Character Alignment

The alignment system used in D&D Expert is somewhat different from that used in the 2nd Edition of the D&D Basic rules. There are three possible alignments for a character, as below:

Law (or **Lawful**) represents respect for rules, and willingness to put the benefit of the group ahead of the benefit of individuals. Lawfuls respect fairness and justice.

Chaos (or **Chaotic**) is the opposite of Law. A chaotic is selfish and respects no laws or rules. Chaotics cannot be trusted.

Neutral (or **Neutrality**) is concerned with personal survival. Neutrals will do whatever is in their best interest, with little regard for others.

Encumbrance (Optional)

The amount of treasure, armor, and equipment a character carries determines how fast the character moves. The weight of all items is measured in **coin weights (cn)**, since all coins weigh the same. The **Character Movement** table shows how fast an encumbered character moves, and the **Encumbrance** table lets characters calculate their load exactly (see page X2).

WEAPONS (Optional)

Two-Handed Weapons. Heavy two-handed weapons (flail, battle axe, pole arms, etc.) may strike once per round, but strike last in the round, regardless of initiative.

Crossbows. Crossbows may be fired once every two rounds, taking one round to load and one to fire.

Monsters

The monster section has been greatly expanded to include wilderness areas and deeper dungeon levels than were covered in the D&D Basic rules. Where the statistics given in the D&D Expert rules are different from those given in the D&D Basic rules, the monster statistics listed in D&D Expert should be used.

Treasure and Magic Items

Treasure Tables. The values listed in the D&D Expert Treasure Table are different from those listed in the blue book D&D Basic rules, and these tables should be used instead. There has been one change in the rate of exchange for coins: **10 copper pieces = 1 silver piece**.

Magical Weapons. All magical hand-to-hand weapons add their bonuses to hit probability and damage.

Cursed Items. A character with a cursed item will not want to get rid of it, and will use it whenever possible. Such characters will fight to keep these items, if necessary. Only **Remove Curse**, or other similar spells, will free a character from a cursed item.

Placement of Treasure. The DM is not bound by the random tables and may assign appropriate treasure to monsters. Any treasure assigned should be equal to the difficulty of getting it. Note that intelligent monsters will use their magic items in combat with player characters, if possible.

PART 2: PLAYER CHARACTER INFORMATION

In the DUNGEONS & DRAGONS Basic booklet, players were introduced to the character classes, the information needed for the first 3 levels in each, and the equipment and spells that characters would need. This section of the D&D Expert book gives the information necessary for advancing to higher levels.

Charts and Tables

The tables for experience are all organized as in the D&D Basic rules, listing level, title, experience points required, hit dice or hit points gained per level, and spells (if any) usable per level. When a character attains 9th level, he or she will have reached the "name level" for that class, such as all clerics of 9th level and above are called *matriarchs* or *patriarchs*, depending on whether the character is female or male. More importantly, after the character attains "name level" the character ceases to gain more hit dice and will only receive additional hit points per level thereafter. The number of points gained at each level is listed as +1 or +2. This number is not adjusted by high or low constitution scores and is merely added to the total hit points of the character.

It will be noted that demi-human classes cannot rise above certain levels. This is a balancing factor and the limits will be given in the text when needed.

CLERICS

Level	Title	Exp. Points	Hit Dice	Spells				
				1	2	3	4	5
1	Acolyte	0	1d6	—	—	—	—	—
2	Adept	1,500	2d6	1	—	—	—	—
3	Priest (Priestess)	3,000	3d6	2	—	—	—	—
4	Vicar	6,000	4d6	2	1	—	—	—
5	Curate	12,000	5d6	2	2	—	—	—
6	Elder	25,000	6d6	2	2	1	1	—
7	Bishop	50,000	7d6	2	2	2	1	1
8	Lama	100,000	8d6	3	3	2	2	1
9	Matriarch/Patriarch	200,000	9d6	3	3	3	2	2
10	10th Level Matriarch/Patriarch	300,000	9d6+1*	4	4	3	3	2
11	11th level Matriarch/Patriarch	400,000	9d6+2*	4	4	4	3	3
12	12th level Matriarch/Patriarch	500,000	9d6+3*	5	5	4	4	3
13	13th level Matriarch/Patriarch	600,000	9d6+4*	5	5	5	4	4
14	14th level Matriarch/Patriarch	700,000	9d6+5*	6	5	5	5	4

*Constitution adjustments no longer apply.

Cleric vs. Undead

Level of Cleric	Skeleton	Zombie	Ghoul	Wight	Wraith	Mummy	Spectre	Vampire
1	7	9	11	—	—	—	—	—
2	T	7	9	11	—	—	—	—
3	T	T	7	9	11	—	—	—
4	D	T	T	7	9	11	—	—
5	D	D	T	T	7	9	11	—
6	D	D	D	T	T	7	9	11
7	D	D	D	D	T	T	7	9
8	D	D	D	D	D	T	T	7
9	D	D	D	D	D	D	T	T
10	D	D	D	D	D	D	D	T
11+	D	D	D	D	D	D	D	D

DWARVES

Level	Title	Exp. Points	Hit Dice	Spells
1	Dwarven Veteran	0	1d8	none
2	Dwarven Warrior	2,200	2d8	none
3	Dwarven Swordmaster	4,400	3d8	none
4	Dwarven Hero	8,800	4d8	none
5	Dwarven Swashbuckler	17,000	5d8	none
6	Dwarven Myrmidon	35,000	6d8	none
7	Dwarven Champion	70,000	7d8	none
8	Dwarven Superhero	140,000	8d8	none
9	Dwarven Lord (Lady)	270,000	9d8	none
10	10th Level Dwarven Lord	400,000	9d8+3*	none
11	11th Level Dwarven Lord	530,000	9d8+6*	none
12	12th Level Dwarven Lord	660,000	9d8+9*	none

*Constitution adjustments no longer apply.

ELVES

Level	Title	Exp. Points	Hit Dice	Spells					
				1	2	3	4	5	6
1	Medium/Veteran	0	1d6	1	—	—	—	—	—
2	Seer/Warrior	4,000	2d6	2	—	—	—	—	—
3	Conjuror/Swordmaster	8,000	3d6	2	1	—	—	—	—
4	Magician/Hero	16,000	4d6	2	2	—	—	—	—
5	Enchanter/Swashbuckler	32,000	5d6	2	2	1	—	—	—
6	Warlock/Myrmidon	64,000	6d6	2	2	2	—	—	—
7	Sorceror/Champion	120,000	7d6	3	2	2	1	—	—
8	Necromancer/Super-Hero	250,000	8d6	3	3	2	2	—	—
9	Wizard/Lord (Lady)	400,000	9d6	3	3	3	2	1	—
10	10th Level Wizard/Lord	600,000	9d6+2*	3	3	3	3	2	—

*Constitution adjustments no longer apply.

CHARACTERS

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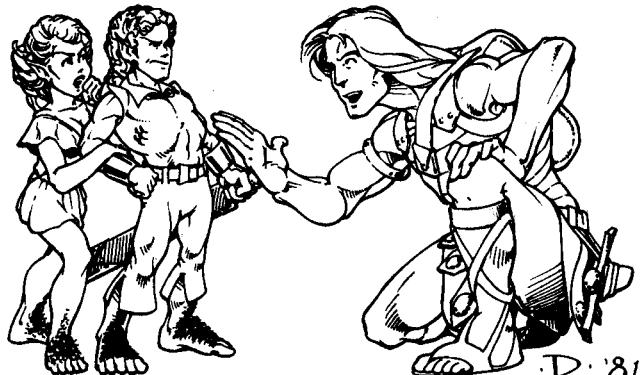
FIGHTERS

Level	Title	Exp. Points	Hit Dice	Spells
1	Veteran	0	1d8	none
2	Warrior	2,000	2d8	none
3	Swordmaster	4,000	3d8	none
4	Hero	8,000	4d8	none
5	Swashbuckler	16,000	5d8	none
6	Myrmidon	32,000	6d8	none
7	Champion	64,000	7d8	none
8	Superhero	120,000	8d8	none
9	Lord (Lady)	240,000	9d8	none
10	10th Level Lord	360,000	9d8 + 2*	none
11	11th Level Lord	480,000	9d8 + 4*	none
12	12th Level Lord	600,000	9d8 + 6*	none
13	13th Level Lord	720,000	9d8 + 8*	none
14	14th Level Lord	840,000	9d8 + 10*	none

* Constitution adjustments no longer apply.

HALFLINGS

Level	Title	Exp. Points	Hit Dice	Spells
1	Halfling Veteran	0	1d6	none
2	Halfling Warrior	2,000	2d6	none
3	Halfling Swordmaster	4,000	3d6	none
4	Halfling Hero	8,000	4d6	none
5	Halfling Swashbuckler	16,000	5d6	none
6	Halfling Myrmidon	32,000	6d6	none
7	Halfling Champion	64,000	7d6	none
8	Sheriff	120,000	8d6	none



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MAGIC-USERS

Level	Title	Exp. Points	Hit Dice	Spells
				1 2 3 4 5 6
1	Medium	0	1d4	1 - - - -
2	Seer	2,500	2d4	2 - - - -
3	Conjuror	5,000	3d4	2 1 - - -
4	Magician	10,000	4d4	2 2 - - -
5	Enchanter (Enchantress)	20,000	5d4	2 2 1 - -
6	Warlock (Witch)	40,000	6d4	2 2 2 - -
7	Sorcerer (Sorceress)	80,000	7d4	3 2 2 1 - -
8	Necromancer	150,000	8d4	3 3 2 2 - -
9	Wizard	300,000	9d4	3 3 3 2 1 -
10	10th Level Wizard	450,000	9d4 + 1*	3 3 3 3 2 -
11	11th Level Wizard	600,000	9d4 + 2*	4 3 3 3 2 1
12	12th Level Wizard	750,000	9d4 + 3*	4 4 3 3 3 2
13	13th Level Wizard	900,000	9d4 + 4*	4 4 4 3 3 3
14	14th Level Wizard	1,050,000	9d4 + 5*	4 4 4 4 3 3

* Constitution adjustments no longer apply.

THIEVES

Level	Title	Exp. Points	Hit Dice	Spells
1	Apprentice	0	1d4	none
2	Footpad	1,200	2d4	none
3	Robber	2,400	3d4	none
4	Burglar	4,800	4d4	none
5	Cutpurse	9,600	5d4	none
6	Sharper	20,000	6d4	none
7	Pilferer	40,000	7d4	none
8	Thief	80,000	8d4	none
9	Master Thief	160,000	9d4	none
10	10th Level Master Thief	280,000	9d4 + 2*	none
11	11th Level Master Thief	400,000	9d4 + 4*	none
12	12th Level Master Thief	520,000	9d4 + 6*	none
13	13th Level Master Thief	640,000	9d4 + 8*	none
14	14th Level Master Thief	760,000	9d4 + 10*	none

* Constitution adjustments no longer apply.

Level	Thieves' Abilities					Climb Sheer Surfaces	Hide in Shadows	Hear Noise
	Open Locks	Remove Traps	Pick Pockets*	Move Silently				
1	15	10	20	20		87	10	1-2
2	20	15	25	25		88	15	1-2
3	25	20	30	30		89	20	1-3
4	30	25	35	35		90	25	1-3
5	35	30	40	40		91	30	1-3
6	45	40	45	45		92	36	1-3
7	55	50*	55	55		93	45	1-4
8	65	60	65	65		94	55	1-4
9	75	70	75	75		95	65	1-4
10	85	80	85	85		96	75	1-4
11	95	90	95	95		97	85	1-5
12	96	95	105**	96		98	90	1-5
13	97	97	115**	98		99	95	1-5
14	99	99	125**	99		99	99	1-5

*The chance of success is reduced by 5% for every level above 5th the victim is. Thus a 7th level thief picking the pocket of a 10th level fighter would have a 30% chance of success ($55 \cdot 25 = 30$).

**Once a thief reaches 12th level, the pockets of low-level characters may be picked "automatically". However, the DM should allow a 1% minimum chance of failure, regardless of the thief's level.

Character Classes

CLERICS

At the first 3 levels of experience, the power of a cleric is extremely limited. As characters advance to higher levels (possibly as high as 36th), clerics obtain more spells of greater power, having proven their faith to their god or goddess. Because of this, it is very important for clerics to be faithful to the beliefs of their religion and alignment. Should a cleric behave in a manner that is not pleasing to his or her deity, the deity may become angered and punish the offender. This punishment could take many forms; some examples are a -1 penalty on "to hit" rolls, sending the cleric on a dangerous quest, or refusing to give the cleric any spells at all! The DM may decide what the punishment might be in such a case. To regain the favor of the deity, a cleric might find it wise to donate money and magic items to the religion, build a church or temple, gain large numbers of converts, or defeat some great foe of the religion. Again, the exact details are left to the DM.

When clerics reach 9th level (Matriarch/Patriarch), they may choose to construct a **castle** (see p. X52) or stronghold. If they have not lost the favor of their deity, the cost of building the castle will be half the normal amount due to miraculous assistance from the deity. For example, if a cleric spends 50,000 gp on a castle, the cleric would actually be able to build a structure that normally costs 100,000 gp. Furthermore, once the castle is completed, fanatically loyal troops (the "faithful", who never need to check morale) will come to defend the cleric. There will be from 50-300 soldiers (5d6 x 10), from 1-2nd level, armed with various weapons. It is up to the DM to determine their exact composition (how many archers, how many cavalry, etc.).

Clerics vs. Undead: When a cleric attempts to **Turn** one or more of the undead, consult the **Clerics vs. Undead** table (page X5). Cross-index the cleric's level with the type of **undead** encountered. The result will be a dash ("—"), a **number**, a **T**, or a **D**.

"—" means "**no effect**"; the cleric cannot **Turn** that type of undead monster.

A **number** means that the cleric has a chance of **Turning** some or all of the **undead**. If the player rolls the given number (or greater) on 2d6, then some of the **undead** monsters are **Turned**. If the cleric rolls less than the given number, the attempt fails.

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

A "**D**" means that the cleric automatically **Dispels** (destroys or disintegrates) some or all of the **undead** monsters.

A cleric may **Turn** or **Dispel** 2-12 (2d6) hit dice of **undead**. If the hit dice total of the undead is greater than the number rolled by the cleric, those **undead** whose hit dice are totally cancelled by the cleric's roll (the weakest) will be affected first. At least 1 creature will always be affected. For example, Antonius the Wise, a 10th level Patriarch, encounters 3 mummies (5+1 HD). At best, Antonius will only be able to **Dispel** 2 of the mummies (10 hit dice total). He rolls 2 dice and obtains a result of 9. Only 1 mummy is dispelled ($9-5=4$; the remainder is not enough to dispel a second 5 HD creature). If Antonius had encountered 6 skeletons (1 HD), all of them would have been destroyed with the same dice roll.

DWARVES

Dwarves are only able to attain 12th level maximum. However, this is balanced by the dwarf's special abilities, particularly the better saving throws and infravision. At 12th level, dwarves make formidable fighters.

When dwarves reach 9th level (Dwarven Lord), they may build **strongholds** and attempt to establish clans. The strongholds will be underground caverns and complexes located in either moun-

tains or hills. There will be many different clans of dwarves, each gathered under the protection of a Dwarven Lord, but usually only members of the same clan will live together. Dwarven clans are generally friendly with each other and may join forces in times of need, such as when there is a war or natural disaster. Dwarven Lords may hire only dwarven mercenaries, but specialists and retainers of other races may be offered other positions.

ELVES

An elf may only advance up to 10th level (Wizard-Lord). However, this is balanced by the elf's special abilities, especially the ability to both fight and cast spells. This combination makes elves far more powerful than a human of the same level.

When elves reach 9th level they may build a special kind of stronghold deep in the forest. This stronghold must blend harmoniously and pleasingly with its surroundings, usually a natural site of great beauty. Typical locations are in the tops of great trees, on the edges of quiet vales, or behind rushing waterfalls. Because of the effort to beautify the work, the structure will cost as much as similar work if made of stone, even if it is not. When the stronghold is completed, the elven Wizard-Lord will develop a friendship with the animals of the forest (birds, hares, squirrels, foxes, bears, etc.). All normal animals within 5 miles of the stronghold will be friendly towards the elves dwelling there. Animals will be able to warn of approaching strangers, carry news of events, deliver short messages to nearby places, etc. In return for these services, the animals will expect help and protection from the elves. Elven Wizard-Lords may only hire elven mercenaries, although specialists and retainers of any race may be employed.

FIGHTERS

Fighters may advance as high as 36th level. Their rapid advances, both in combat ability and in their amount of hit points, make them natural leaders for the normal human settlements. High level fighters usually spend their time training and leading men-at-arms, clearing the wilderness of monsters, and expanding human settlements. Fighters with enough money may build a **castle** (see p. X52). When a fighter reaches 9th level (Lord/Lady), the character may become a Baron or Baroness and the land cleared and controlled by that character will be called a Barony.

HALFLINGS

Halflings will only advance up to 8th level. As with the other demihumans, this is balanced by their special abilities, especially their better saving throws and combat bonuses. Any time a halfling has enough money, he or she may build a **stronghold** (p. X52), which may attract a whole community of halflings. Halflings prefer to live in pleasant communities in fair countrysides of rolling hills and gentle streams. When not working or adventuring, halflings will spend most of their time eating, drinking, talking with friends, and relaxing. Their communities are called Shires, and their recognized spokesman is called a Sheriff.

MAGIC-USERS

Magic-users are able to advance up to 36th level. As magic-users reach higher levels, they will become extremely powerful characters, but it's a difficult task to reach the high levels. Their poor combat ability and few spells at lower levels balance the power they eventually achieve. Therefore, magic-users must be cautious at lower levels, for no player can expect his or her magic-user character to survive long without protection.

Magic-users may add more spells to their spell books through spell research. At 9th level (Wizard) or above, magic-users may also create magical items. Both of these activities are explained under **Magical Research** (p. X51). Upon reaching 11th level, a magic-user may choose to build a tower, provided that money to pay for

the construction is available. A magic-user who constructs a tower will gain 1-6 apprentices of levels 1-3.

THIEVES

Thieves may advance up to 36th level. In addition to their normal thieving abilities, a thief who reaches 4th level can *read languages* (including simple codes, dead languages, treasure maps, and so on, but not magical writings) with an 80% chance of success. If the attempt to read a given piece of writing fails, the thief must gain at least one level before another attempt to read it is allowed. At 10th level, the thief gains the ability to *read magic-user* or *elf scrolls*. However, there is a 10% chance the spell will backfire, creating an unexpected result, due to the thief's imperfect understanding of magical writings. This ability only allows the thief to cast spells from existing magic scrolls.

Thieves may not build castles or strongholds like other characters. However, upon reaching 9th level (Master Thief), a thief may construct a **hideout** (a fortified house in a city, a cave network, or so forth). A thief who has constructed a **hideout** will attract 2-12 1st level thieves who have come to learn under a master. These will generally (though not always) be loyal and will not be replaced by others if they die or leave. At this point, a player character thief may want to consider setting up a Thieves' Guild (the details of this are left to the DM).

Levels Beyond Those Listed

Several character classes (cleric, fighter, magic-user and thief) are allowed to advance to 36th level.

FIGHTING ABILITY: The expanded "to hit" tables show that each character class improves in combat ability at different levels. Every 3 levels for fighters, 4 levels for clerics and thieves, and 5 levels for magic-users, the chance of hitting improves by 2. Therefore a 16th level fighter will hit AC 2 on a roll of 7 or better while a 19th level fighter will hit on a roll of 5 or better. The number needed to hit may never be less than 2.

Level Progression Beyond 14th

Cleric	+ 100,000 XP required per level + 1 hit point per level
Fighter	+ 120,000 XP required per level + 2 hit points per level
Magic-user	+ 150,000 XP required per level + 1 hit point per level
Thief	+ 120,000 XP required per level + 2 hit points per level

Each class obtains certain benefits at higher levels. The DM must decide whether to use these suggested abilities or wait until the D&D® Companion supplement is released which will detail levels up to 36 in more detail.

Fighters: As they reach higher levels, fighters will be able to strike more than once per round. A suggested increase is that for every 5 levels above 15th, the fighter gains another attack that round. No more than 4 attacks per round may be gained.

Clerics and magic-users: These classes will receive several higher level spells (7th level and above) and also the use of more spells of lower level. The DM should look at the spell tables in the text and try to balance the number and any new spells to fit well with those already given.

Thieves: It will be noted that thieves have high chances of success in their special abilities when conditions are favorable for that action. Thieves will therefore gain new abilities requiring greater skill and danger. These will include the ability to climb overhangs, upside down, ventriloquism, powers of distraction, and the ability to mimic voices.

It is important to note that these are only suggestions. Those players and DMs who wish to wait for the D&D® Companion supplement will be provided with exact information concerning these higher levels. This information may not always agree with the suggestions presented here and players may discover changes in their characters if they create their own rules for advancement.



COST OF WEAPONS AND EQUIPMENT

Equipment

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

Land Transport

Item	Cost in gp
Camel	100
Cart (2 wheels)	100
Horses:	
Draft	40
Riding	75
War	250
Mule	30
Saddle and Bridle	25
Saddle Bags	5
Wagon (4 wheels)	200

Water Transport

Item	Cost in gp
Boat, River	4,000
Boat, Sailing	2,000
Canoe	50
Galley:	
Large	30,000
Small	10,000
War	60,000
Lifeboat, Ship's	1,000
Longship	15,000
Raft	1 gp/sq. ft.
Sailing Ships:	
Large	20,000
Small	5,000
Troop Transport	40,000

If the characters want to buy an item not on this list, the DM must decide whether the item can be found and, if so, how much it costs. The item can then be added to this list.

Weapons

Item	Cost in gp
Axes:	
Battle Axe (two-handed)	7
Hand Axe	4
Bows:	
Crossbow (fires quarrels)	30
Case with 30-quarrels	10
Long Bow	40
Short Bow	25
Quiver with 20 arrows	5
1 silver-tipped arrow	5
Catapults:	
Catapult, Light	100
Catapult Shot	5
Catapult Shot, Pitch	25
Daggers:	
Normal dagger	3
Silver dagger	30
Swords:	
Short Sword	7
Sword (normal)	10
Two-handed Sword	15
Other weapons:	
Mace*	5
Club*	3
Javelin (light throwing spear)	1
Lance	5
Pole Arm (two-handed)	7
Sling with 30 Sling Stones*	2
Spear	3
Staff* (two-handed)	2
War Hammer*	5

*These weapons may be used by a cleric.

Armor

Item	AC	Cost in gp
Barding (for horses)	5	150
Chain Mail Armor	5	40
Leather Armor	7	20
Plate Mail Armor	3	60
Shield	(-1)*	10

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

EXPLANATION OF EQUIPMENT

Backpack. A backpack can hold up to 400 coins. The shoulder straps of the pack leave the character's hands free for other actions.

Barding. This is horse armor of leather and metal plates that gives a horse Armor Class 5. The encumbrance for barding is 600 cn.

Boat, River. This is a boat specially designed for river travel (length 20'-30', beam 10', draft 2'-3'; "beam" is the boat's width and "draft" is how deeply it rides in the water). It can be either rowed or poled and may have a wooden roof to keep the cargo and passengers dry (1000 gp extra). The standard crew is 8 rowers. A river boat carries up to 30,000 cn weight.

Boat, Sailing. This is a small boat with a single mast (length 20'-40', beam 10'-15', draft 2'-3'). Sailing boats are mainly used for fishing on lake or coastal waters. There must be at least one sailor as crew, although a captain and additional crew may be hired. A sailing boat can carry up to 20,000 cn weight.

Canoe. A canoe is a boat consisting of a light wooden frame covered with waterproofed bark, hides, or canvas. It is about 15'

CHARACTERS

long, weighs 500 cn and can be carried overland by two people. Canoes are used mainly on rivers or in swamps. A canoe can carry up to 6000 cn.

Cart. This may be pulled by one or two draft horses (or 2 or 4 mules) at a rate of 60' per turn. A cart will carry 4,000 cn weight when drawn by a single horse and 8,000 cn with two. A cart may move through deserts, mountains, forests or swamps only on a road.

Crowbar. A one inch thick, specially hardened, iron bar used for prying open such objects as chests or windows. A crowbar is 2-3 feet long.

Flask of Oil. Oil is burned in a lantern to give light. It may also be thrown at monsters or poured on the floor and lit to delay pursuit.

Galley, Large. A large galley is a long ship with a shallow draft (length 120'-150', beam 15'-20', draft 3'). It will have a single mast, with one large square sail. The standard crew is 180 rowers, 20 sailors, 50 marines, and a captain. Besides the crew the large galley can carry up to 40,000 cn cargo. If desired, the galley can be built with a ram (increase cost by 1/3) and up to two light catapults (one for the bow and one for the stern). An historical example is the Mediterranean trireme.

Galley, Small. This ship is similar to a large galley, but smaller and lighter (length 60'-100', beam 10'-15', draft 2'-3'). The standard crew is 60 rowers, 10 sailors, 20 marines, and a captain. Besides the crew, the small galley can carry up to 20,000 cn. A small galley may also be fitted with a ram and up to two light catapults. Historical examples include the bireme and the pentaconter (no ram).

Galley, War. This is a specially constructed large galley that often serves as a flagship of a fleet (length 120'-150', beam 20'-30', draft 4'-6'). The standard crew is 300 rowers, 30 sailors, 75 marines, and a captain. It is always built with a ram and a full deck over the rowers. It will have two masts. A war galley has light wooden towers in the bow and stern. These are platforms about 10'-20' square, rising 15'-20' above the deck. A war galley can be fitted with up to 3 light catapults and can carry 60,000 cn, in addition to the crew. An historical example is the Mediterranean quinquereme.

Grappling Hook. A large 3 or 4 pronged hook, made of specially hardened iron, used to anchor a rope.

Hammer (small). A hammer is useful to pound iron spikes into the wall or floor.

Holy Symbol. The sign or symbol of a given deity that is worn by a cleric. Each cleric must have a holy symbol.

Holy Water. This water is made holy by a high level NPC cleric. It will cause damage to **undead** monsters when thrown at them, and may be used in certain clerical rituals.

Iron Spikes. Iron spikes are used to wedge doors open or shut, or to provide an anchoring point for a rope.

Lantern. A lantern burns one flask of oil in four hours (24 turns), giving light in a 30' radius. Lanterns can be shuttered to prevent the light from being seen and to protect the flame from strong winds.

Lifeboat, Ship's. A typical lifeboat has a 20' length, 4'-5' beam, and 1'-2' draft. It has a collapsible mast, and carries a week's provisions for 10 men. In addition, it will hold 15,000 cn weight. Small ships normally carry 1 or 2 lifeboats; large ships carry 3 or 4. However, lifeboats must be purchased separately from larger vessels. Each lifeboat carried will reduce the capacity of larger vessels by 5000 cn.

Longship. The longship is a long, narrow ship that can be either sailed or rowed by the crew (length 60'-80', beam 10'-15', draft 2'-3'). It operates equally well on rivers, coastal waters, or ocean. The standard crew is 75 sailors (who double as rowers and marines) and a captain. It only takes 60 crew to row the longship at full speed. A longship can carry up to 40,000 cn of cargo. A historical example is the Viking longship.

Mirror. A mirror is used to reflect the petrifying gaze of a medusa,

D&D: EXPERT

or similar creature, or to look at things indirectly.

Pole, Wooden (10' long). A thick (2" diameter) pole that is useful for probing pools, piles of rags, etc.

Raft. A raft is a floating platform or barge. They are awkward and unmaneuverable, but can be poled along in gentle currents. Professionally built rafts have raised edges to keep water from washing over the side, a tent or small wooden hut for shelter, and a crude steering oar. Their maximum size is 30' x 40'. Such rafts are often dismantled and sold for the value of the wood (1/4 price) once their cargo reaches a downstream port. Rafts may also be found as ferries at river crossings. Each 10' x 10' section will support 10,000 cn weight.

Characters can build their own rafts if wood is available. Such rafts will be nothing more than crude platforms. This will take 1-3 days per 10' square section (maximum size 20' x 30') and each section will support only 5000 cn weight.

Rations, Iron. Preserved food for one person for one week.

Rations, Standard. Unpreserved food for one person for one week. Rations are sometimes thrown to monsters to delay pursuit.

Rope (50' length). A heavy climbing rope that can support about three fully loaded men.

Sack, Large. A large sack holds 600 coins.

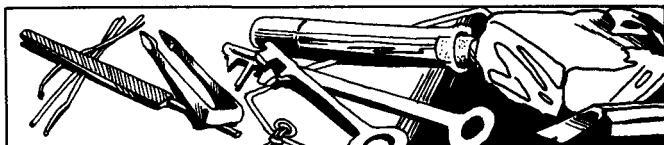
Sack, Small. A small sack holds 200 coins.

Saddle Bag. A saddle bag holds 300 coins.

Sailing Ship, Large. A large sailing ship is a deep, broad ship with up to three masts (length 100'-150', beam 25'-30', draft 10'-12'). It usually has one or more decks, and the bow and stern are raised "castles" to give archers a better field of fire. The standard crew is 20 sailors and a captain. Up to two light catapults can be mounted on a large sailing ship. In addition to the crew, up to 300,000 cn of cargo can be carried. An historical example is the medieval Great Cog.

Sailing Ship, Small. This is similar to a large sailing ship but smaller, often having only one mast (length 60'-80', beam 20'-30', draft 5'-8'). The standard crew is 10 sailors and a captain. In addition to the crew, up to 100,000 cn of cargo can be carried. An historical example is the medieval cog.

Stakes and Mallet. This includes three large (18") wooden stakes and a mallet to drive them with. These are useful for destroying vampires.



Thieves' Tools. A thief must have this small case of lockpicks to use his "Open Locks" ability.

Tinderbox. A tinderbox holds flint, steel, and tinder. It is used to start fires, light torches, etc. It takes one round to use a tinderbox, and the attempt will succeed on a 1d6 roll of 1 to 2.

Torch. A torch casts light in a 30' radius for one hour (six game turns).

Troop Transport. These are large sailing vessels specially adapted to carry troops. They can carry twice as many men and horses as a large sailing ship. Troop transports often have special modifications. For example, when horses are transported, special hatches are cut into the side of the ship, then the horses are loaded on and sealed in for the voyage!

Wagon. A wagon may be pulled by 2 or 4 draft horses (or 4 or 8 mules) at the same speed as a cart. Two creatures will be able to pull a load of 15,000 cn, while 4 creatures may pull a load of 25,000 cn. The same terrain restrictions for a cart apply to a wagon.

Water/Wineskin. A wineskin holds one quart of liquid.

Wolvesbane. A dried bundle of wolvesbane may drive off were-wolves and other lycanthropes if the character hits the creature with the wolvesbane in hand-to-hand combat.

PART 3: SPELLS

The following section lists additional spells for clerics, elves, and magic-users of experience levels 4th to 14th. These spells are listed and described in the same way as in the DUNGEONS & DRAGONS Basic set. The information given there about how spells are cast also applies here.

CASTING RESTRICTIONS. The spell caster must be able to talk and use the proper hand motions to cast a spell. A spell-caster who is bound and gagged may not cast a spell. The caster can do nothing else in the round a spell is cast. The caster must inform the DM that a spell is being cast and which spell will be cast before the initiative dice are rolled. If the caster loses the initiative and takes damage or fails a saving throw, the spell is interrupted and lost. In addition, the caster must be able to see the creature or area the spell is to be cast on.

RE-MEMORIZING SPELLS. In order to regain spells, the caster must be well-rested (about one night's sleep) and have about an hour of uninterrupted "game time" to study (magic-user or elf) or pray (cleric). Magic-users and elves must also have their spell books with them to regain spells.

REPLACING LOST SPELLBOOKS. A magic-user or elf whose spell books are lost or destroyed cannot regain spells until these are replaced. It takes 1000 gp and 1 week of study per spell level to replace a spell in a new book. Thus, a book with two first-level spells and one second-level spell would cost 4000 gp and take four weeks to completely replace. During this time the magic-user or elf must remain out of the campaign.

GETTING NEW SPELLS. Clerics receive new spells directly from the power they serve, so they will be able to learn any spell on the clerical spell list once they gain enough experience to cast spells of that level.

Magic-users and elves must be taught their new spells. Most player character magic-users and elves are assumed to be members of the local Magic-Users Guild or apprenticed to a higher level NPC. When player characters gain a level of experience, they will return to their masters and be out of play for one "game-week" while they are learning their new spells. Either the player or the DM may choose any new spells. Magic-users and elves are limited to the number of spells they may know, and their books will contain spells equal to the number and level of spells the caster can use in a single day (thus, the books of a 4th level elf will contain two first and two second level spells).

REVERSED SPELLS. Certain spells can be cast to give a result opposite to the normal effect (**cure light wounds** becomes **cause light wounds**, etc.). The effects of a reversed spell are detailed in the spell description.

Reversed Clerical Spells. Clerics can reverse a spell simply by reversing the required words and hand gestures. However, using reversed spells is looked upon with disfavor by the powers the cleric serves, and may result in penalties (or even an alignment change) if overused. Lawful clerics use the normal form of the spell and should use the reversed form only in life-or-death situations. Chaotic clerics normally use the reversed forms and will only use the normal forms to benefit those of the same alignment or those directly serving the same power. Neutral clerics will have either the normal or the reversed form available, depending on the nature of the power they serve. No cleric should have both forms available. Whether reversed spells may be used is left to the DM's decision.

Reversed Magic-User and Elf Spells. Reversible magic-user and elf spells are special spells that can be memorized "backwards" from the caster's spell books. The spell caster selects what form of the spell is taken when the spells are memorized for the day. It is possible for the magic-user or elf to memorize both the normal and the reversed form of the same spell, if more than one spell of that level can be memorized.

SPELL "STACKING". Through the use of certain spells, "to hit" numbers, damage rolls, saving throws, morale, and other abilities of characters can be increased (or decreased) for a short time. In general, spells that affect the same ability will not combine (for example, casting two **haste** spells on a character does not allow the character to move at four times normal speed). However, spells will usually combine with magic items (a **bless** spell and a magic sword will both increase the "to hit" number, for example).

First Level Clerical 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

Second Level Clerical Spells

- 1. Bless*
- 2. Find Traps
- 3. Know Alignment
- 4. Hold Person
- 5. Resist Fire
- 6. Silence 15' radius
- 7. Snake Charm
- 8. Speak with Animal

Third Level Clerical Spells

- 1. Continual Light*
- 2. Cure Disease*
- 3. Growth of Animals
- 4. Locate Object
- 5. Remove Curse*
- 6. Striking

Fourth Level Clerical Spells

- 1. Create Water
- 2. Cure Serious Wounds*
- 3. Neutralize Poison
- 4. Protection/Evil 10' radius
- 5. Speak with Plants
- 6. Sticks to Snakes

Fifth Level Clerical Spells

- 1. Commune
- 2. Create Food
- 3. Dispel Evil
- 4. Insect Plague
- 5. Quest*
- 6. Raise Dead*

FIRST LEVEL CLERICAL SPELLS

The following first level clerical spells may be reversed. Ranges, durations, saving throws, and areas of effect will be unchanged unless noted.

Cure Light Wounds

When reversed, this spell (**cause light wounds**) will do 2-7 points of damage to any creature or character touched. The cleric must roll to hit the opponent in normal combat.

Light

Reversal of this spell (**darkness**) will create a circle of darkness 30' in diameter. It will block all sight, except that infravision will work within the area. It will cancel a **light** spell if cast against it and vice versa. If cast at an opponent's eyes, it will cause blindness until cancelled, or until the duration is reached.

SPELLS

D&D: EXPERT

Remove Fear

When reversed, this spell (**cause fear**) will make any one creature flee for two turns if a successful saving throw vs. Spells is not made. The spell has a range of 120'.

SECOND LEVEL CLERICAL SPELLS

Bless*

Range: 60'

Duration: 6 turns

This spell may only be cast on creatures not yet in melee and in a 20' x 20' area. It improves morale by +1 and makes the creatures it is cast upon +1 to hit and +1 on damage. It will affect all friendly individuals within the area of the spell when the spell is cast. At the DM's option, this spell may be used as a part of a blessing or cleansing ritual.

Reversed, this spell (**blight**) makes enemies' morale worse, -1, and gives -1 on to hit and damage rolls unless a successful save vs. Spells is made.

Find Traps

Range: 30'

Duration: 2 turns

This spell makes a trapped area glow with a dull blue light when the cleric approaches within 30'. It reveals where mechanical and magical traps are, but not the kind of trap or how the trap can be disarmed.

Know Alignment

Range: 10'

Duration: 1 round

This spell will reveal if any one creature is lawful, neutral, or chaotic. It will also reveal the alignment (if any) of an enchanted item or area (for example, a magic sword or temple).

Hold Person

Range: 180'

Duration: 9 turns

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

Resist Fire

Range: 30'

Duration: 2 turns

The one creature this spell is cast on will not be harmed by heat or normal fire for the duration of the spell. Also, the character or creature will save at +2 against magical fire (dragon's breath, fireballs, etc.). Damage from such fire is reduced by one point per die (each die will do at least one point of damage).

Silence 15' Radius

Range: 180'

Duration: 12 turns

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

Snake Charm

Range: 60'

Duration: special

With this spell a cleric may charm 1 hit die of snakes for every level of the cleric. Thus, a 5th level cleric could charm one 5 hit dice

snake, five 1 hit die snakes, or any combination totalling 5 hit dice or less. The snakes will rise up and sway, but will not attack.

If used on attacking snakes, the spell's duration is 2-5 rounds (d4+1), otherwise it lasts 2-5 turns. When the spell wears off, the snakes will return to normal.

Speak with Animals

Range: 30'

Duration: 6 turns

This spell allows a cleric to talk to any normal or giant form of animal life. It will not affect intelligent animal races or fantastic creatures. This spell will allow the cleric to speak to one type of animal (like a dog) within the given range. The animal may be talked into doing a favor for the cleric, if the monster's reaction so indicates. The favor requested must be understood by the animal and it must be possible for the creature to do.

THIRD LEVEL CLERICAL SPELLS

Continual Light*

Range: 120'

Duration: special

This spell creates a sphere of light 60' across. The light is equal in intensity to full daylight and lasts until **dispelled**. Creatures who have penalties when fighting in bright light (goblins, undead, etc.) will suffer the same penalties from the clerical **continual light** spell. If cast on an opponent's eyes the creature must save vs. Spells or be blinded until the spell is dispelled. This spell can be cast on an object.

The reverse of this spell (**continual darkness**) creates a 60' diameter sphere of darkness. Light (even from a **light** spell) torches and similar objects will not cast light within it, and infravision cannot penetrate it. If cast on a creature's eyes, the creature must save vs. Spells or be blinded until the spell is dispelled. A **continual light** spell cast on **continual darkness** will dispel it, and vice versa.

Cure Disease*

Range: 30'

Duration: permanent

In one round this spell will cure the creature it is cast on of any disease, such as lycanthropy and mummy rot. **Cure disease** will also kill green slime.

The reverse of this spell (**cause disease**) infects the victim with a hideous wasting disease unless a save vs. Spell is made. The victim is -2 on all "to hit" rolls. In addition, his or her wounds cannot be magically cured and natural healing will take twice as long as usual. The disease will be fatal in 2-24 days unless a **cure disease** spell is cast on the victim.

Growth of Animal

Range: 120'

Duration: 12 turns

This spell will double the size of one normal or giant animal. The animal will have twice its normal strength and do twice its normal damage in combat. It will also be able to carry twice its normal weight allowance. This spell does not change an animal's behavior. This spell will not affect intelligent animal races or fantastic creatures.

Locate Object

Range: 120'

Duration: 6 turns

For this spell to be able to locate an object, the spell caster must know exactly what the object looks like (size, shape, color, etc.). A common type of object (such as a flight of stairs) can also be detected by this spell. The spell will not, however, locate a creature. The spell will point toward the nearest desired object if within range, giving the direction to it but not the distance.

Remove Curse*

Range: 0'

Duration: permanent

This spell will remove the effects of a curse put on a character or free a character from a cursed magical item. A **remove curse** spell will only remove one curse.

The reverse of this spell (**curse**) causes a misfortune or penalty to the creature upon which it is cast. Curses are limited only by the caster's imagination, but the DM may turn a curse that is too powerful back on the caster! Typical limits to curses include: -4 to hit, or -2 on saves, or prime requisite reduced by half, etc. A successful saving throw means the curse has no effect. There is no limit to the number of times a character can be cursed, provided each curse penalizes the character in a different way.

Striking

Range: 30'

Duration: 1 turn

This spell makes one normal weapon do an additional 1d6 points of damage per attack (like a **staff of striking**). The weapon will cause the extra damage for as long as the spell lasts. It does not add to the chance of hitting, but does allow damage against creatures that can only be hit by magic weapons.

FOURTH LEVEL CLERICAL SPELLS

Create Water

Range: 0'

Duration: permanent

With this spell, the cleric summons forth an enchanted spring from the ground or a wall that will give enough water for 12 men and their mounts for one day (about 50 gallons). For every level the cleric is above 8th, twelve additional men and mounts can be supplied.

Cure Serious Wounds*

Range: 0'

Duration: permanent

This spell will cure one living creature of 4-14 (2d6+2) points of damage.

The reverse of this spell (**cause serious wounds**) will cause 4-14 points of damage to any creature or character touched. The caster must roll to hit the opponent as in normal combat.

Neutralize Poison

Range: 0'

Duration: permanent

This spell will cancel the effects of poison and revive a poisoned character if cast within ten rounds. It can also be cast on a poison or a poisoned item to make it harmless. It acts only on poison present at the time it is cast.

Protection from Evil 10' Radius

Range: 0'

Duration: 12 turns

This spell circles the caster with a magical barrier that will protect all friendly creatures within 10' of the cleric. This barrier will move with the cleric. The spell serves as some protection from "evil" attacks (attacks by monsters of an alignment other than the caster's) by adding 1 to the caster's saving throw and subtracting 1 from evil opponents' "to hit" roll. This spell will also keep out melee attacks from enchanted monsters (such as elementals) but not missile or magical attacks from these creatures. Enchanted monsters can melee if any of the protected creatures attempt to attack them with hand-to-hand combat.

Speak with Plants

Range: 30'

Duration: 3 turns

This spell gives the cleric the power to talk to plants and request simple favors of them. A request may be granted, if it is within the plants' power to understand and perform. This spell may be used

to allow the cleric and party to pass through otherwise impenetrable undergrowth. This spell will also allow communication with plant-like monsters (treants, for example).

Sticks to Snakes

Range: 120'

Duration: 6 turns

This spell turns 2-16 (2d8) sticks into snakes (AC 6, HD 1, MV 90' (30'), #AT 1, D 1-4, Save F1, ML 7, AL N). There is a 50% chance the snakes will be poisonous. The snakes obey the cleric's commands. They turn back into sticks when the spell ends or when "killed".

FIFTH LEVEL CLERICAL SPELLS

Commune

Range: 0'

Duration: 3 turns

This spell allows the cleric to ask questions of the greater powers (the DM). The cleric may ask three questions that can be answered yes or no, however, the cleric may commune but once a week. Once a year the cleric may ask twice the normal number of questions. If this spell is being used too often in the game, the DM may wish to limit the cleric's use of this spell to once a month.

Create Food

Range: 0'

Duration: permanent

With this spell, the cleric may create enough food to feed 12 men and their mounts for one day. For every level the cleric is above 8th, he or she is able to create food for 12 more men and their mounts. Thus a 10th level cleric could create enough food to sustain 36 men and their mounts for one day.

Dispel Evil

Range: 30'

Duration: 1 turn

This spell will banish or destroy any enchanted or undead monster that comes in range if the creature fails its saving throw vs. Spells. If the saving throw is successful, the creature will immediately flee from the affected area. The caster must remain stationary and concentrate to maintain this effect. Alternately, the spell can be cast against one creature, reducing the creature's saving throw by -2. This spell will also free a creature within range from a cursed item.

Insect Plague

Range: 480'

Duration: 1 day

This spell creates a vast swarm of insects 60' in diameter. The cloud of insects will obscure vision and will drive off creatures of less than 3 hit dice. The swarm will move at 20' per round. The cleric may direct the swarm while it is within the range. The caster must remain stationary and concentrate to maintain the spell. If the caster is disturbed, the insects will scatter and the spell ends. This spell only works above ground.

Quest*

Range: 30'

Duration: special

This spell forces the character it is cast on to perform some special task or quest as commanded by the cleric at the time the spell is cast. A successful save vs. Spells will result in the spell having no effect. A typical task might include slaying a certain monster, rescuing a maiden, obtaining a magic item for the caster, or going on a pilgrimage. Such tasks will not be suicidal. Once the task is completed, the spell ends. If the character refuses to go on the **quest**, he or she will be **cursed** (the type is to be decided by the DM) until the **quest** is continued.

The reverse of this spell (**remove quest**) must be used to dispel an unwanted **quest** or a quest-related curse. The chance of success is reduced by 5% for every level the caster is lower than the cleric who cast the **quest**.

SPELLS

D&D: EXPERT

Raise Dead*

Range: 120'

Duration: permanent

By means of this spell the cleric can raise any human, dwarf, halfling, or elf from the dead. An 8th level cleric can raise a body up to four days dead. For each level the cleric is above 8th, four days are added to this time. Thus a 10th level cleric can raise bodies up to twelve days dead. A raised character has 1 hit point and cannot fight, cast spells, use abilities, carry heavy loads, or move more than half speed. These effects will be healed after two full weeks of complete bedrest and this healing cannot be affected by magic. A **raise dead** cast against one undead creature will slay it unless it makes its saving throw vs. Spells.

The reverse of this spell (**finger of death**) creates a death ray that will kill any one creature. There is no effect if the creature makes a saving throw vs. Death Ray. Lawful clerics will only use **finger of death** in life-or-death situations.

First Level Magic-user and Elf Spells

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

Second Level Magic-user and Elf Spells

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

Third Level Magic-user and Elf Spells

- | | |
|-----------------|--------------------------------|
| 1. Clairvoyance | 7. Infravision |
| 2. Dispel Magic | 8. Invisibility 10' radius |
| 3. Fire Ball | 9. Lightning Bolt |
| 4. Fly | 10. Protection/Evil 10' radius |
| 5. Haste | 11. Protection/Normal Missiles |
| 6. Hold Person | 12. Water Breathing |

Fourth Level Magic-user and Elf Spells

- | | |
|--------------------------|---------------------|
| 1. Charm Monster | 7. Polymorph Others |
| 2. Confusion | 8. Polymorph Self |
| 3. Dimension Door | 9. Remove Curse* |
| 4. Growth of Plants | 10. Wall of Fire |
| 5. Hallucinatory Terrain | 11. Wall of Ice |
| 6. Massmorph | 12. Wizard Eye |

Fifth Level Magic-user and Elf Spells

- | | |
|-------------------------|----------------------------|
| 1. Animate Dead | 7. Magic Jar |
| 2. Cloudkill | 8. Pass-Wall |
| 3. Conjure Elemental | 9. Telekinesis |
| 4. Contact Higher Plane | 10. Teleport |
| 5. Feeblemind | 11. Transmute Rock to Mud* |
| 6. Hold Monster | 12. Wall of Stone |

Sixth Level Magic-user Spells

- | | |
|----------------------|---------------------|
| 1. Anti-Magic Shell | 7. Lower Water |
| 2. Control Weather | 8. Move Earth |
| 3. Death Spell | 9. Part Water |
| 4. Disintegrate | 10. Projected Image |
| 5. Geas* | 11. Reincarnation |
| 6. Invisible Stalker | 12. Stone to Flesh* |

The following first and second level spells may be reversed. Ranges, durations, saving throws, and areas of effect will remain unchanged unless specified.

FIRST LEVEL MAGIC-USER AND ELF SPELLS

Light*

Reversal of this spell (**darkness** has effects exactly like the reversal of clerical **light** (see page X11).

SECOND LEVEL MAGIC-USER AND ELF SPELLS

Continual Light*

The reverse of this spell (**continual darkness**) has effects exactly like the reversal of clerical **continual light** (see page X12).

THIRD LEVEL MAGIC-USER AND ELF SPELLS

Clairvoyance

Range: 60'

Duration: 12 turns

This spell allows the user to see an area through the eyes of any single creature in it. The creature must be in the general direction chosen by the caster and in range. The spell is blocked by more than two feet of rock or a thin coating of lead. "Seeing" through a creature's eyes takes one full turn, after which the caster can change subjects.

Dispel Magic

Range: 120'

Duration: permanent

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

Fire Ball

Range: 240'

Duration: instantaneous

This spell creates a missile of fire that bursts into a ball of fire 40' across (20' radius) when it strikes a target. The fire ball will do 1-6 (1d6) points of fire damage per level of the caster to each creature within the sphere of fire. EXAMPLE: A fire ball cast by a 6th level magic-user will burst for 6-36 (6d6) points of damage. If the victim of the fire ball saves vs. Spells, the spell will only do half damage.

Fly

Range: 0'

Duration: level of caster
+ 1-6 turns

This spell allows the caster (or person touched) to fly. The spell will permit movement in any direction and any speed up to 120' per round (360' per turn). It will also allow the person to stop at any point, as a **levitate** spell.

Haste

Range: 240'

Duration: 3 turns

This spell allows up to 24 creatures in a 60' diameter circle to perform actions at double speed. Such creatures move at twice normal speed and make double the number of missile or melee attacks. This spell does not affect the rate at which magic works, so the casting of spells and the use of devices such as wands cannot be speeded up.

Hold Person

Range: 120'

Duration: 1 turn/level

This spell is exactly the same as the 2nd level cleric's spell **hold person** (see page X12).

Infravision

Range: 0'

Duration: 1 day

This spell enables the creature it is cast on to see objects in the dark to a distance of 60'.

Invisibility 10' radius

Range: 120'

Duration: special

This spell makes the creature it is cast on and all creatures within 10' at the time of the casting invisible. This area will move with the person it is cast upon. This spell otherwise acts as an **invisibility** spell, but creatures in the area of effect who move more than 10' away from the creature the spell is cast on will become visible.

Lightning Bolt

Range: 180'

Duration: instantaneous

This spell creates a 5' wide, 60' long bolt of lightning anywhere within its range. Any creatures within the area of effect will take damage. It does 1-6 (d6) points of damage per level of the spell caster. If the lightning bolt strikes a solid surface before reaching its 60' length, it will extend back toward the caster until it reaches its full length. Creatures struck by the bolt are allowed a saving throw vs. Spells, which will reduce damage by half if successful.

Protection from Evil 10' Radius

Range: 0'

Duration: 12 turns

This spell circles the caster with a magical barrier that will protect all friendly creatures within 10' of the magic-user or elf. This barrier will move with the caster, and acts exactly as a **protection from evil** spell (see page X13).

Protection from Normal Missiles

Range: 30'

Duration: 12 turns

This spell gives complete protection from all small non-magical missiles (thus a catapult stone or a magic arrow would not be stopped by this spell). It will protect only the creature it is cast on.

Water Breathing

Range: 30'

Duration: 1 day

This spell allows the creature it is cast on to breathe underwater (at any depth) without harm. It does not affect the creature's ability to move underwater or its ability to breathe air.

FOURTH LEVEL MAGIC-USER AND ELF SPELLS

Charm Monster

Range: 120'

Duration: special

This spell affects all creatures except undead like a **charm person** spell. If the monsters charmed have 3 or less hit dice, roll 3 six-sided dice to see how many are affected. Otherwise, only one monster will be affected.

Confusion

Range: 120'

Duration: 12 rounds

This spell affects 3-18 creatures in a 60' diameter area. Creatures with less than 2 + 1 hit dice have no saving throw. Those with 2 + 1 or more hit dice must make a saving throw vs. Spells every round the spell lasts or the spell will affect them that round. A confused creature rolls 2d6 each round to determine its action:

- 2-5 Attack the spell caster's party
- 6-8 Do nothing
- 9-12 Attack the creature's own party, if any

Dimension Door

Range: 10'

Duration: 1 round

This spell will transport the caster or creature it is cast upon to any place within 360' of the caster's or creature's present location. An unwilling creature gets a saving throw vs. Spells. The caster may pick the desired location or direction. If the location is not known,

distances not exceeding 360' total may be given (for example, 200' west, 60' south, 100' down). If this would cause the transported creature to end up in a solid object, the spell automatically fails.

Growth of Plants

Range: 120'

Duration: special

This spell causes normal brush or woods to become thickly overgrown with creepers, vines, thorns, briars and so on, making the area impassable to all but the largest creatures. It affects up to 3000 square feet in an area chosen by the caster (100' x 30', 50' x 60', etc.). The area affected must be within the spell's range. The spell lasts until dispelled. There must be plants in the area for this spell to work.

Hallucinatory Terrain

Range: 240'

Duration: special

This spell creates an illusion of a terrain feature (hill, wood, swamp, etc.) or conceals a real feature. The entire terrain feature must be within the range of the spell. The spell lasts until the illusion is touched by an intelligent creature.

Massmorph

Range: 240'

Duration: special

This spell will make up to 100 human or man-sized creatures in a 240' diameter circle appear as the trees of an orchard or dense woods. The illusion will even hide those it is cast on from creatures moving through the area of illusion. The spell lasts until a **dispel magic** is cast on it or the caster wills it away. The appearance of each disguised creature will return to normal when it moves away from the area where the spell was cast.

Polymorph Others

Range: 60'

Duration: special

This spell will change one living creature into another living creature. The new form must have no more than twice as many hit dice as the old, or the spell fails. The number of hit points the polymorphed creature had remains the same. Unlike **polymorph self**, the creature this spell is cast on will become the new creature, gaining all the special abilities of the new form, plus its tendencies and behavior. For example, a creature polymorphed into a black pudding will think and act like a black pudding. This spell cannot create a duplicate of a specific individual.

Unwilling victims of this spell are allowed a saving throw vs. Polymorph. A successful save means that the spell has no effect. The spell lasts until dispelled, or until the creature dies.

Polymorph Self

Range: 0' (caster only)

Duration: level of caster

plus 6 turns

This spell gives the caster the physical form of any living creature with hit dice equal to or less than the caster's own. The transformation does not change the caster's hit points, "to hit" rolls, or saving throws. Special abilities or special immunities of the new form are not gained by the caster, although physical abilities are. EXAMPLE: A caster polymorphed into a frost giant would have the strength of a frost giant and the ability to hurl boulders, but would not gain immunity from cold. A caster polymorphed into a dragon could fly but would not be able to use the breath weapon or spells. Spell casters cannot use their own spells when polymorphed into a different form. The spell lasts for the given duration, or until dispelled, or until the caster is killed. This spell will not allow the caster to take the form of a specified individual.

Remove Curse*

Range: 0'

Duration: permanent

This spell is exactly like the clerical spell of the same name (page X13).

SPELLS

D&D: EXPERT

Wall of Fire

Range: 60'

Duration: special

This spell creates a thin wall of fire of up to 1200 square feet. The wall can be in any shape the caster desires (a straight wall 60' long and 20' high, a circle 20' diameter and 20' high, etc.). The wall is opaque and will block sight. Creatures of less than 4 hit dice cannot break through the wall. Creatures of 4 or more hit dice can break through but will take 1-6 (d6) points of damage — twice this amount (2d6) if they are undead or cold-using creatures (white dragons, frost giants). The wall cannot be cast in a space occupied by another object. The wall lasts as long as the caster remains stationary and concentrates on it.

Wall of Ice

Range: 120'

Duration: 12 turns

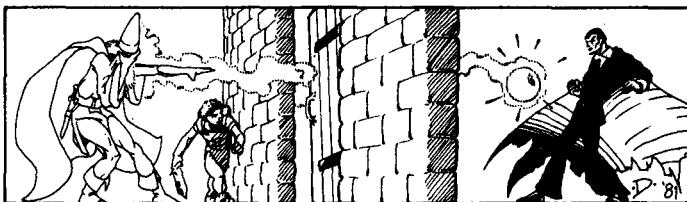
This spell creates a translucent wall of ice 20' tall and 60' long (or any other shape the caster desires). Creatures of less than 4 hit dice cannot break through the wall. Creatures of 4 or more hit dice can break through the wall but will take 1-6 (1d6) points of damage — twice that amount (2d6) if fire-using creature (red dragon, salamanders, hell hounds, etc.). It must be cast to rest on the ground or similar support and cannot be cast in a space occupied by another object.

Wizard Eye

Range: 240'

Duration: 6 turns

This spell creates an invisible eye through which the caster can see. It is the size of a real eye and has **infravision** to 60'. The **wizard eye** will float through the air up to 120' per turn, but will not go through solid objects or move more than 240' away from the caster. The caster must concentrate to look through the eye.



FIFTH LEVEL MAGIC-USER AND ELF SPELLS

Animate Dead

Range: 60'

Duration: indefinite

This spell allows the caster to make animated skeletons or zombies from normal skeletons or dead bodies within the range of the spell. These animated dead will obey the caster until they are destroyed or dispelled by a cleric or **dispel magic**.

The spell animates 1 hit die of skeletons or zombies for every level the caster has. Thus a 12th level magic-user could animate 12 human skeletons or 6 human zombies. Skeletons have AC 7 and the same hit dice as the original creature. Zombies have AC 8 and one more hit die than the living creature had. Character levels are not counted when a character is animated, thus a first level magic-user animated as a zombie will have 2d8 hit points. Animated creatures do not have any spells or special abilities.

Cloudkill

Range: 0'

Duration: 6 turns

This spell creates a cloud of poisonous vapor 30' in diameter that spreads out from the caster's fingertips. It moves 60' per turn (20' per round) in the direction the wind blows, or away from the caster if there is no wind. This cloud is heavier than air and will sink when possible (going down holes, sliding downhill, etc.), and is broken up by trees or other thick vegetation.

Creatures of less than 5 hit dice must make a saving throw vs. Poison or die, taking 1 point of damage if the save is successful. Creatures with more than 5 hit dice take 1 point of damage. These

effects are suffered each round the creature is still in contact with the cloud.

Conjure Elemental

Range: 240'

Duration: indefinite

This spell allows the magic-user to summon one **conjured elemental** (see **MONSTERS**) of his or her choice (air, earth, fire, or water). A caster can only conjure one of each type of elemental in any one day. The elemental will perform tasks for the magic-user, but the caster must continually concentrate to enforce his or her commands. If the caster does not, the elemental will turn upon its conjuror and attack. Thus a magic-user commanding an elemental cannot engage in combat, cast other spells, or move over half speed. If control is lost it cannot be regained — the elemental will return to the caster by the most direct route, slaying all in its path. The conjured elemental will serve until slain in combat, or until the magic-user orders it to its plane of origin while it is under control. The elemental can be dispelled by the **dispel magic** or **dispel evil** spells.

Contact Higher Plane

Range: 0'

Duration: see below

This spell allows the caster to contact a higher plane and seek knowledge from strange and powerful creatures (played by the DM). The chart below lists the planes the caster can contact, how many yes or no questions a creature of it will answer, what its chance of knowing the answer is, how often the creature will lie, and what risk of insanity the caster takes contacting the plane. There is no way of knowing if the creature is lying. For every level above 11th, there is 5% less chance of insanity (thus a 12th level magic-user would have 5% less chance of going insane than indicated on the table shown).

Plane	# of Questions	Chance to Know	Chance of Lying	Drive Insane
3rd	3	25%	50%	5%
4th	4	30%	45%	10%
5th	5	35%	40%	15%
6th	6	40%	35%	20%
7th	7	50%	30%	25%
8th	8	60%	25%	30%
9th	9	70%	20%	35%
10th	10	80%	15%	40%
11th	11	90%	10%	45%
12th	12	95%	5%	50%

This spell can be used once a week (or less often at the DM's option). Characters going insane recover after a number of weeks of game time equal to the number of the plane contacted. Thus, a person contacting the eighth plane would be out of the campaign for 8 weeks. The caster selects the plane to be contacted.

Feeblemind

Range: 240'

Duration: indefinite

This spell makes a magic-user or elf unable to think or cast spells, becoming a helpless idiot. The victim is allowed a saving throw vs. Spells at -4. A successful save negates the effect of the spell. The spell effect lasts until negated by a **dispel magic** spell. This spell will have no effect on creatures or character classes other than magic-users or elves.

Hold Monster

Range: 120'

Duration: level of the caster
+ 6 turns

This spell affects all creatures (except undead) like a **hold person** spell. The victim of the spell must save vs. Spells or be paralyzed. The spell may be cast at a single monster or a group. If cast at a single monster, that monster must save vs. Spells at a penalty of -2 on the die roll. If cast at a group, it will affect 1-4 (d4) monsters, but with no penalty to the saving throws.

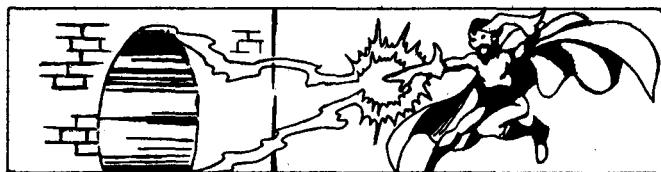
Magic Jar

Range: 30'

Duration: special

With this spell, the caster puts his or her body in a trance and transfers his or her life-force to an inanimate object (**magic jar**) within range. From this object, the spell caster may attempt to possess (take over) any one creature within 120' of the **magic jar**. If the victim makes a successful saving throw, the possession has failed and the caster may not try that victim again for one game turn. If the victim fails the saving throw, the creature is possessed and its body will do as the caster wills. While under the control of the spell caster no spells of the possessed may be used. If the possessed body is destroyed, the magic-user or elf must return to the **magic jar**. From there the caster may try to possess another body or return to his or her own. The caster can be forced out of the possessed body by a **dispel evil** spell.

Destroying the **magic jar** while the caster's life force is in it kills the caster. Destroying the **magic jar** while the caster's life-force is in another body strands the life-force in the possessed body. Killing the caster's real body strands the life-force in the **magic jar** until the caster can possess another body! Once the caster returns to his or her real body the spell is over.

**Pass-Wall**

Range: 30'

Duration: 3 turns

This spell opens up a 5' diameter hole up to 10' deep in solid rock or stone. When the spell ends, the hole closes.

Telekinesis

Range: 120'

Duration: 6 rounds

The caster may levitate and slowly move weights of up to 200 coins weight/level. Thus a 10th level elf could move up to 2,000 coins of weight. The entire weight may be moved up to 20' per round in any direction the caster desires. Unwilling creatures get a saving throw vs. Spells. A successful save results in the spell having no effect. The caster must concentrate while moving objects, and if disturbed the telekinetic objects will fall.

Teleport

Range: 10'

Duration: instantaneous

This spell instantly transports the caster or another creature any distance to any known place the caster can visualize. The transported creature (carrying up to its full encumbrance load) will arrive at "ground level" in any suitable open place. The chance of arriving safely at the aiming point depends on how carefully the caster has studied the area. Casual knowledge means the caster has been there once or twice, or is visualizing the aiming point from descriptions or magical scanning. General knowledge means the caster has been to the area often, or has spent several weeks studying the area magically (via **crystal ball**, etc.). Exact knowledge means the caster has made a highly detailed personal study of the aiming point. The chances of success are:

Knowledge	Success	Too High	Too Low
Casual	01-50	51-75	76-00
General	01-80	81-90	91-00
Exact	01-95	96-99	00

A creature arriving too high rolls 1d10 for the number, in tens of feet, the creature is above the aiming point. If this area is occupied by a solid object, the creature dies instantly. Otherwise, each 10' a creature falls will do 1d6 points of damage on impact. A creature arriving too low has teleported into the ground or other solid object and dies instantly. A creature can never be deliberately teleported too high, too low, or into a solid object. An unwilling creature is allowed a saving throw vs. Spells.

Transmute Rock to Mud*

Range: 120'

Duration: 3-18 days

This spell changes a volume of rock up to 3,000 square feet and 10' deep, to a morass of mud. Creatures entering the area of mud may be mired and are slowed to 1/10th of their normal movement speed.

The reverse of this spell (**transmute mud to rock**) changes up to 3,000 square feet of mud (10' deep) to rock. The effect of this reversed version is permanent.

Wall of Stone

Range: 60'

Duration: special

This spell creates a 2' thick wall of stone 1,000 cubic feet (i.e. 10' x 10' x 10') in any shape the caster desires. The wall will last until broken through or dispelled by **dispel magic**. The spell must be cast to rest on the ground or similar support and cannot be cast in a space occupied by another object.

SIXTH LEVEL MAGIC-USER SPELLS

Anti-Magic Shell

Range: 0' (caster only)

Duration: 12 turns

This spell creates a personal barrier about the caster that stops any magic spell or spell effect from coming in or going out. It blocks all spells (including the caster's) until the duration is up or until the caster decides to end the spell.

Control Weather

Range: 0'

Duration: concentration

This spell allows the caster to create one special weather condition in the area within a 240 yard radius of the caster. The spell only works outdoors and the weather will affect all creatures in the area (including the caster). The effects will last as long as the caster is stationary and concentrates. The effects of the weather conditions will vary, but the following are typical:

Rain. Characters fire missiles at -2 on their "to hit" rolls. After three turns, the ground will be muddy, reducing movement by half.

Snow. The distance a creature can see is reduced to 20' and movement is reduced by half. When the snow thaws, mud will still reduce movement. Rivers and streams may freeze over.

Fog. Vision range is reduced to 20'. Movement is also reduced by half while the fog lasts. The DM may want to give creatures in the fog a chance of moving in the wrong direction.

Clear. This cancels bad weather (rain, snow, fog) but not secondary effects (like mud).

Intense Heat. This reduces movement by half while in effect, but will dry out mud caused by rain, snow, **transmute, rock to mud**, and other conditions.

High Winds. This prevents missile fire and flying, and reduces movement by half. At sea, ships sailing with the wind move 50% faster. In the desert, high winds will create a sandstorm that reduces movement by half and cuts vision to 20'.

Tornado. This creates a whirlwind under the caster's control. It moves 120' per round, attacks as a 12-dice air elemental and dissipates when the spell ends. At sea, ships caught by a tornado must make a saving throw as against storms or take 12 points of hull damage (see page X63).

Death Spell

Range: 240'

Duration: 1 round

This spell affects a cube 60' on a side. It will kill 4-32 (4d8) levels of creatures of less than 8 hit dice in this volume. Any excess levels of effect are lost. Each creature is allowed a saving throw vs. Death Ray. A successful save results in no effect. The spell will not affect creatures of 8 or more hit dice, nor will it affect undead.

SPELLS



ED 81

Disintegrate

Range: 60'

Duration: instantaneous

This spell will disintegrate any single non-magical creature or object. A tree, a dragon, a ship, a 10' section of wall, and so forth, may all be affected by this spell. Creatures are allowed a saving throw vs. Death Ray with success resulting in no effect.

Geas*

Range: 30'

Duration: special

This spell forces a victim to perform a given action or to avoid performing a given action. For example, a character may be **geased** to bring back an object for the caster; to eat whenever he or she has the chance; to never reveal certain information, and so on. The **geas** will not take effect if the victim makes a successful saving throw vs. Spells. The action must be possible and not directly fatal, or the **geas** will return and affect the caster instead! A character who ignores a **geas** will suffer cumulative penalties (decided by the DM) until the character obeys the **geas** or dies. Suitable penalties include minuses in combat, lowered ability scores, loss of spells, pain and weakness ending in death, etc.

The reverse of this spell (**remove geas**) will rid a character of an unwanted **geas** and its effects. There is a 5% chance of failure for every level the caster is lower than the creature who cast the **geas**.

Invisible Stalker

Range: 0'

Duration: special

This spell summons an **invisible stalker** (see page X34) which will follow orders from the magic-user that conjured it. The **invisible stalker** will continue on its given mission until the mission is accomplished, regardless of time or distance. Once conjured, the **invisible stalker** can only be sent back by being "killed" in combat or by a clerical **dispel evil** spell.

Lower Water

Range: 240'

Duration: 10 turns

This spell will affect an area up to 10,000 square feet. It will lower the depth of the water by 50% for 10 turns.

Move Earth

Range: 240'

Duration: 6 turns

This spell may be used to magically move earth. It can also be used to alter the surface features of any area within the spell range. The spell will extend downwards until it reaches the limit of the spell

D&D: EXPERT

range or solid rock. The earth in this area will be moved at 60' per turn, according to the spell caster's wishes. Stone will not be affected by this spell, only soil.

Part Water

Range: 120'

Duration: 6 turns

This spell creates a path through a body of water, enabling creatures to walk on the bottom. The path will be up to 120' long and 10' wide. The spell may be ended at any time by the caster before the duration is over.

Projected Image

Range: 240'

Duration: 6 turns

This spell creates an image of the magic-user that cannot be distinguished from the original except by touch. All spells cast by the magic-user will seem to come from the image. However, the caster must still be able to see the target. If touched or struck by a melee weapon, the image will disappear. Spells and missile attacks will seem to have no effect on the image. The magic-user who casts the spell can make the image appear up to 240' away.

Reincarnation

Range: 0'

Duration: permanent

This spell brings a dead character back to life in a new body, which magically appears in front of the magic-user casting the spell. The DM should roll on the Reincarnation Table below to determine if the character returns as a character class or a monster. If the character is reincarnated as a character class (as opposed to a monster), the level is randomly rolled on a six-sided die. This level can never be higher than the character's level when slain. If the character returns as a monster, the kind of monster must be rolled on the table that matches the character's alignment. If the monster rolled has more hit dice than the character had at the time of death, then the monster type must be rolled again. A monster does not advance in experience: the character must play as reincarnated or retire from play.

REINCARNATION TABLE

Monsters

LAW	NEUTRAL	CHAOS
1 Cleric	1 Gnome	1 Kobold
2 Elf	2 Neanderthal	2 Goblin
3 Dwarf	3 Blink Dog	3 Orc
4 Fighter	4 Pegasus	4 Hobgoblin
5 Halfling	5 Unicorn	5 Gnoll
6 Magic-user	6 Roc, small	6 Bugbear
7 Thief	5 Centaur	7 Wererat
8 Original Class	6 Werebear	8 Ogre
9 Original Class		9 Werewolf
10 Monster		10 Minotaur

The DM is free to add more monsters to the lists if desired. Such monsters should be 6 hit dice or less and should be at least semi-intelligent.

Stone to Flesh*

Range: 120'

Duration: permanent

This spell turns any stone it is cast on to flesh. It is usually used to restore characters who have been turned to stone (by gorgon breath, for example).

The reverse of this spell (**flesh to stone**) will turn one living creature's flesh to stone. All clothing and equipment will also turn to stone. The victim is allowed a saving throw vs. Turn to Stone, and a successful saving throw means the spell does not take effect.

PART 4: THE ADVENTURE

BEGINNING THE ADVENTURE:

When the players first enter a wilderness campaign, the DM should say a few words about the general area. This will include a brief description of the base town, notable NPCs living in the area, a description of the local churches for the clerics, and perhaps some rumors about local points of interest.

Base Towns. In the wilderness, the players will start from a base town. Base towns provide a place where a party can buy equipment and hire men and retainers, where treasure can be sold (and perhaps magic items identified), and where clerical healing is available for a suitable "contribution" or service. Rumors that can lead to adventure can be gathered from inns or taverns, the various guilds, or even the local town guardsmen.

Organizing a Party

In the DUNGEONS & DRAGONS® Basic rules, players could journey directly to the dungeon without difficulty or danger. Now, however, players must make more choices before play begins. They must decide where to go and what supplies they will need. They will have to establish a marching order for overland travel and organize guard watches for the night.

Before journeying into the wilderness, the party should organize itself and plan the journey along the following lines:

1. **Deciding where to go:** Choosing the goal of the adventure.
2. **Deciding what supplies are needed:** Preparing the party for the journey to the objective.
3. **Equipping and outfitting the party:** Buying the equipment the party will need for the exploration of the objective.
4. **Establishing a marching order:** Setting the party up to face combat and surprise situations.

Below is an example of how a party organizes itself for an adventure:

EXAMPLE: Ulo Ironbeard (a dwarf), Kras Tree-Tall (a fighter), Theodorus the Wise (a magic-user), Nimble Deantha (a thief), and Rothgar the Mighty (a fighter) decide to go on a journey to the city of Specularum. They meet at a tavern to prepare.

There is no road that goes directly to Specularum, and none of the party has been there before. Theodorus tries to question some merchants, but finds their directions vague. Rothgar looks for a map showing the route, but without success. In the end, the party decides to hire a guide and two retainers. (As it turns out, the DM will allow only one retainer and the guide to be hired.)

The guide tells them the journey will take about three weeks and Theodorus the Wise is given the task of making a list of needed equipment. In addition to the equipment they already have, Theodorus writes down the following:

- 8 horses (4 for the party, 2 for retainer and guide, and 2 extras).
- 2 mules (one for Ulo Ironbeard, who refuses to ride a horse, and one to carry supplies).
- 7 saddles and bridles.
- 2 lances (for Kras and Rothgar).
- 1 pack saddle (for the pack mule).
- 12 flasks of oil.
- Rope (200').
- Spell books (belonging to Theodorus).
- Blankets
- 21 weeks of standard rations (3 for each person).
- 21 waterskins (3 for each person).

The party knows supplies may not be found in the wild, so they have bought extras of some items (such as oil flasks). They agree to split up and buy their individual supplies, meeting at the tavern when all is purchased.

Having bought their equipment, the group rides through the city gate. As in a dungeon, the party arranges themselves in a marching order: Rothgar the Mighty ahead of the rest; Ulo Ironbeard, the retainer, Theodorus the Wise, and the guide in the second rank; and Nimble Deantha and Kras Tree-Tall in the rear. Further, they agree to let Rothgar do the talking when strangers are encountered, as he has the highest Charisma in the party. So organized, they leave the city on their way to Specularum.

Mapping

The DM should prepare a map of the campaign area ahead of time, noting general features such as the type of terrain, villages, rivers, etc. It has been found that paper with a hexagonal or square grid is most useful for making maps. Hexagonal-grid maps are the best because there are six spaces to go to that are an equal distance from the space started from; with a square grid there are only four (diagonals distort the distance). Thus, whenever the rules use "hexagon" in connection with maps, it simply means "a space on the map". The scale on these maps is often 6 miles per hexagon.

Players will want to keep a permanent map of the areas they pass through. Usually players can map only the hexagon they are actually in, but this may vary with terrain (one can see farther on top of a mountain than in a valley).

Moving through a wilderness hexagon will give the players only a general idea of terrain features, as well as obvious signs of civilization — roads, cities, castles, farms, and the like. Players will not gain any specific knowledge of the inhabitants unless they spend extra time there.

Time, Scale and Movement:

Unlike dungeons, the basic measure of distances in the wilderness is yards instead of feet. In the wilderness it is easier to move great distances. There is more open terrain, the lighting is better and there are fewer uncertainties in general. To calculate how far a character may move in the wilderness in one day, convert the number of feet he or she may move in a turn to miles by dividing by 5. The result is then read as miles. A man who moves 90' a turn in the dungeon will move 18 miles in a day ($90/5 = 18$).

The distance a character may move in a 10 minute turn is equal to the distance moved in the dungeon read as yards. Therefore, a man who moves 90' a turn in the dungeon will move 90 yards (270') in the wilderness. The distance moved in a combat round is also read as yards.

Missile and spell ranges are also read as yards in the wilderness. **IMPORTANT NOTE: THE AREA AFFECTED BY A SPELL IS NOT READ AS YARDS.** Thus, a **fire ball** spell cast in the wilderness would have a range of 240 yards, but still affect an area 40 feet in diameter.

Movement in the wilderness is normally calculated in terms of number of days travelling, and are referred to as such. Each day a character may move so many miles and this movement will equal 1 day. If the characters have an encounter, the time scale is changed to rounds. Ten minute turns are seldom used in wilderness play.

Pursuit speed in the wilderness is equal to 3 times the combat speed of the character. The same man given in the example above (who moves 90' per turn in the dungeon) would be able to move 90 yards or 270' in one round if he was being chased or chasing something. Such speed may only be maintained for short periods of time and requires rest immediately after.

The table below shows how many miles per day creatures may move, based upon their move per turn.

Move per Turn	Miles/Day
30'	6
60'	12
90'	18
120'	24
150'	30
180'	36
240'	48

A party may only move as fast as its slowest member.

The type of terrain the party is moving through affects the distance a party may travel. Although it makes no difference to the combat round or the 10 minute turn, the terrain may increase or decrease the number of miles a character may move in a day. The table below gives the change in movement for different types of terrain.

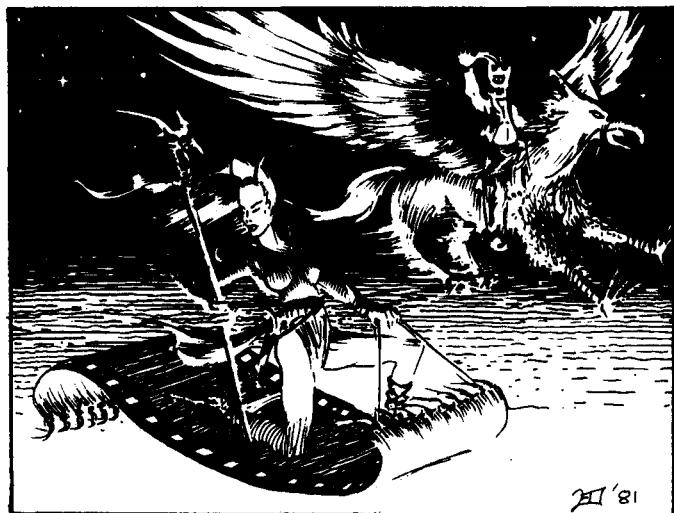
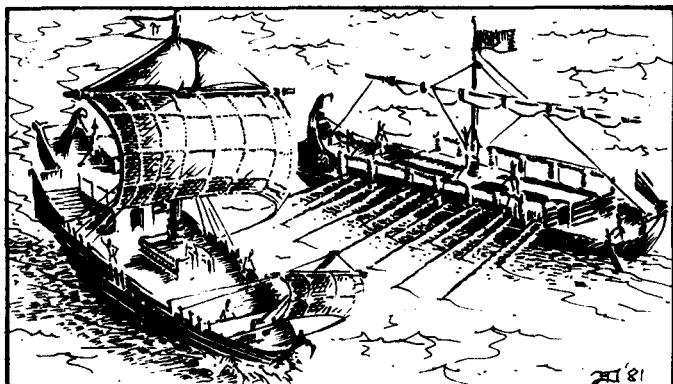
Terrain	Movement is ...
Clear, city, trail, grasslands	normal
Forest, hills, desert, broken	2/3 the normal rate
Mountains, jungle, swamp	1/2 the normal rate
Road	3/2 the normal rate

A party can move through several types of terrain as long as it has enough movement to do so. It is suggested that all movement be rounded down to the nearest mile. For example, a party with a daily move of 12 miles starts in clear terrain. It then moves 3 miles to a road (cost: 3 miles), travels 9 miles along the road (cost: 6 miles) and moves 1½ mile into the mountains (cost: 3 miles) before camping for the night (total cost: $3 + 6 + 3 = 12$ miles).

FORCED MARCH: A character may increase the number of miles travelled in a day by using a forced march. Characters using this option will move one and a half times their normal day's movement rate. Thus a character who moves 24 miles a day normally would be able to force march 36 miles. A forced march requires that the characters rest for one full day immediately after the forced march.

Waterborne Travel

For information concerning the movement rates of ships and other water craft, see **PART 9. WATERBORNE ADVENTURES**.



Travelling by Air

Characters may gain the ability to fly by means of magic carpets, rings, spells, broomsticks, and other items of a similar nature during the campaign. Some may even be fortunate enough to own a flying steed. Since travelling by air is easier and can take one farther and faster, the distance one can travel in a day is double the usual day's travel of that speed. Thus a flying creature that moves 180' could fly 72 miles in one day. Furthermore, terrain will not slow a flying creature at all, so all things in the air may ignore the effects of terrain on movement.

The DM or players may desire to have characters ride flying creatures or have creatures pick the characters up. The following table gives guidelines for the size of creature that can be carried by an aerial monster.

- 3 or more hit dice may lift halflings or smaller*
- 6 or more hit dice may lift men or smaller
- 12 or more hit dice may lift horses or smaller
- 24 or more hit dice may lift elephants or smaller

*Pegasi and hippogriffs may carry men and their gear due to the structure of their bodies.

Obstacles to Movement

Travelling in the wilderness, whether by land, water or air, is not always easy as there are often features or events that will present delays or obstructions. These may include unfordable rivers, massive cliffs, snowbound passes, rapids, sandbars, waterfalls, dense forests, or vile and treacherous moors or swamps. Aerial travel may be affected by thunderclouds, strong winds, fog, or mountains too high to fly over. Occasional use or placement of these obstacles will add interest and challenge to wilderness travel.

REST: Characters must rest one full day for every six days they spend travelling. Rest may also be required after evading monsters (see D&D Basic rules). Parties who do not rest will have a penalty of -1 on "to hit" and damage rolls during encounters.

Becoming Lost

Unless the party is following a known path, or moving along a river or coastline, or toward a visible terrain feature, they may become lost. The characters will discover this on their own as they move. The DM will keep track of a lost party's actual position and direction of movement (see p. X56). If lost, the party may try to find the right direction, backtrack, or find terrain features they recognize.

Specialists and Mercenaries

During the game, characters may need to hire NPCs with training or special skills in a certain area. These people are known as *specialists*. Specialists are not retainers and they will not go on adventures. However, a character may hire as many specialists as can be afforded. Specialists are located by posting notices (the DM should decide the cost for posting the notices). The ads may be answered by none, one, or many persons depending on the DM's decision. This may be influenced by the type of specialist wanted, the size of the local population, the reputation of the employer, and the amount of money or bonus offered. The player must then select who to hire from the applicants and work out the details of salary with each, the DM taking the role of the NPCs in these sessions. The DM may wish to establish guilds for various professions where certain types of specialists are commonly found.

Mercenaries are hired soldiers who will do typical army work. Like specialists they will usually not go on dungeon adventures and will only participate in wilderness adventures such as fighting other armies, clearing land of monsters around the castle, and defending the castle. Players should be aware of the morale of their mercenaries because high death rates, low pay, and other unappealing treatment will cause them to revolt or desert their lord. Good treatment and safe, but exciting service will lead to greater loyalty, as will success on the battlefield.

Some descriptions and costs of typical specialists and mercenaries are given below. Other specialists may be created as the DM wishes.

Alchemist (1000 gp/month). If given the formula or a sample, an alchemist may make a potion at half the normal time and cost. They may also conduct research into different types of potions at twice the cost and time required for a magic-user.



Armorer (100 gp/month). For every 50 fighters hired by a character, 1 armorer will be necessary to maintain their weapons and equipment. Any armorer not so employed may make non-magical armor and weapons at the rate of 1 suit of armor, 3 shields, or 5 weapons per month. For every 3 assistants (one of which must be a smith) the output may be doubled. One armorer may manage 6 assistants.

Animal Trainer (500 gp/month). An animal trainer is needed to train and control any type of creature other than a horse, mule, or dog, although trainers may be necessary if many horses, mules or dogs are kept. Each trainer is skilled with only one type of creature. If a character wished to train a hippogriff, a hippogriff trainer would be required. Each trainer may handle up to 6 animals.

The time needed to train animals is decided by the DM, but the following guideline may be used: the first "trick" or maneuver taught will require at least a month, and each additional trick or skill will take at least another 2 weeks. The lengths of time involved will vary with the intelligence of the animal, the complexity of the trick or maneuver, etc. Training must be continuous, or the animal becomes "untrainable".

Engineer (750 gp/month). An engineer is needed for the construction of castles and large structures. Dwarven engineers usually specialize in tunnelling. One engineer must be hired for every 100,000 gp that a construction costs.

Sage (2000 gp/month). A sage is an advisor, capable of answering questions involving great knowledge. For each uncommon question they attempt to answer there will always be a chance of failure. The DM will have to decide on the amount of time it takes and the cost of the research for each question. They are extremely rare and the DM may want to limit the number in a campaign.



Seaman (Rower, 2 gp/month; Sailor, 10 gp/month; Captain, 250 gp/month; Navigator, 150 gp/month). Rowers are employed to handle oars on galleys and longships. They fight as "normal men" armed as peasants only when the situation is desperate. Seamen are usually "normal men" who are capable of sailing vessels and fighting as light foot mercenaries when the craft is attacked. They are equipped like light foot. A captain is necessary for all larger ships. He or she will have skills as a sailor and will know coastal waters. A navigator is skilled in piloting a ship on long ocean voyages. Any ship out of sight of land without a navigator on board is automatically lost.

Spy (500 + gp/mission). A spy (usually a thief) is hired to spy on a group the character wants more information about. The spy may either be an outsider who attempts to join the group or a member of the group who is bribed to become a spy. The DM decides how long a mission will take. The spy will have a chance of success decided by the DM, based on what information the character wants, the precautions the group has taken against spies, and how much money the character pays for the mission. There may be a chance the spy will betray the character, and the loyalty of the spy is known only to the DM.



Mercenaries

Mercenaries are usually hired to guard a stronghold or castle. The costs given cover upkeep only; armorers and smiths are also required to maintain the equipment of mercenaries in good condition. For hazardous (wartime) duty, these costs are doubled. The morale of mercenaries may be lowered by high death rates, low pay, poor treatment, and so on. Good treatment and success in battle may give better morale. The DM will have to determine what type of troops a character may employ and when. Typical morale ratings are:

Peasant Militia	6	Mounted Men-at-Arms add +1
Barbarian "Horde"	7	Elite Troops add +1
Men-at-Arms, Viking Raiders	8	Fanatics, Berserkers add +2

Troop Type	Cost in GP/month*				
	Man	Dwarf	Elf	Orc	Goblin
Non-fighter (peasant)	1	—	—	—	—
Light Foot/Marine (leather, shield, and sword)	2	—	4	1	½
Heavy Foot, (chain, shield, and sword)	3	5	6	1½	—
Archer (leather, short- bow, and sword)	5	—	10	3	2
Crossbowman (chain, heavy crossbow)	4	6	—	2	—
Longbowman (chain, longbow, and sword)	10	—	20	—	—

Mercenaries Troop Type	Cost in GP/month*				
	Man	Dwarf	Elf	Orc	Goblin
Light Horseman (leather and lance)	10	—	20	—	—
Medium Horseman (chain and lance)	15	—	—	—	—
Mounted Bowman (light horse and shortbow)	15	—	30	—	—
Heavy Horseman (plate, sword, and lance)	20	—	—	—	—
Wolf Riders (leather and spear)	—	—	—	—	5
Mounted Crossbow- man (mule and crossbow)	—	15	—	—	—

*For hazardous duty the cost is double. The cost should be much higher if the DM permits mercenaries to go on an adventure with a player character. How much is left to the DM.

The costs given for each troop type include the cost of feeding and supplying that soldier with his or her gear. Mercenaries will already own their own weapons and armor. Armorers and smiths are still required to maintain the arms and armor.

Alchemist	1000 gp/mo.	Spy	500 + gp/mo.
Armorer	100 gp/mo.	Rower	2 gp/mo.
Animal Trainer	500 gp/mo.	Sailor	10 gp/mo.
Engineer	750 gp/mo.	Captain	250 gp/mo.
Sage	2000 gp/mo.	Navigator	150 gp/mo.
Smith	25 gp/mo.	Mercenary	variable

GIVING EXPERIENCE POINTS

Experience points are given out just as explained in the D&D Basic rulebook. Since the table there only gave experience point awards for monsters with 6 hit dice or less, the following table is given to include the more powerful monsters:

Experience Points for Monsters Defeated

Monster's Hit Dice	Value	Special Abilities Bonus
Under 1	5	1
1	10	3
1+	15	4
2	20	5
2+	25	10
3	35	15
3+	50	25
4	75	50
4+	125	75
5	175	125
5+	225	175
6	275	225
6+	350	300
7	450	400
8	650	550
9 to 10+	900	700
11 to 12+	1100	800
13 to 16+	1350	950
17 to 20+	2000	1150
21+ *	2500	2000

*For every hit die over 21, 250 points are added to the base value and bonus of the creature.

PART 5: THE ENCOUNTER

Encounters in the wilderness are handled much the same as those in a dungeon. The main difference is that there is a chance of becoming lost, greater distances are involved, and there are special **evasion** procedures. The DM must also decide at what time during the day the encounter takes place, as this might indicate what type of terrain the party is moving through (and thus the kind of monsters that can be encountered). Most encounters will take place about midday or in the evening after the party has made camp. Encounters at night will require light sources for the party to effectively resolve the encounter.

TIME AND DISTANCE IN ENCOUNTERS. As in the D&D Basic rules, time in encounters is measured in 10-second rounds. Distances in the wilderness are measured in yards rather than feet. All movement and ranges are **tripled** (the area affected by a spell is not changed however). For example, an unencumbered man can move 120 yards per round; and a fire ball can reach a target 240 yards (720' away), affecting an area 40' in diameter.

Order of Events in One Game Day

1. The party decides their direction of travel.
2. The DM checks to see if the party becomes lost (1d6, see p. X56).
3. The DM rolls for wandering monsters (1d6, see p. X55).
4. If monsters are not encountered, the day ends. If monsters are encountered, the DM must determine the type of monsters and for the Number Appearing.
5. The DM rolls to check the distance between the monsters and the party (4d6).
6. The DM rolls to check surprise (1d6).
7. The DM and the party roll for initiative (1d6).
8. The DM rolls for Monster Reaction (2d6, see **Monster Reactions**).
9. The party and the monsters react. (If **Combat** occurs, see p. X23).
10. End of turn. When necessary, the DM should check the character's remaining hit points, changes in the party's marching order, and the duration of any spells in progress.

NUMBER APPEARING. Sometimes the number of monsters encountered will be decided by the design of the wilderness. Otherwise, a suggested range for the number of monsters is given with the monster description (as **No. Appearing**). The number given in the parentheses should be used for wilderness encounters. The DM should always take party strength into account when deciding how many monsters will appear.

DISTANCE. Encounters in the wilderness take place at much longer distances than in a dungeon. The distance may depend on local terrain; a monster seen coming out of a ravine that is only 20 yards away is encountered at that distance. If uncertain how far away the monster is, roll 4d6 and multiply the result by 10. This number (40-240) is the distance **in yards** at which the monster is first encountered.

SURPRISE. Surprise is handled the same as in the D&D Basic set, except that if either group is surprised the encounter distance between them will be 10-40 yards. The side which surprises gains one free round of action, while the surprised side can do nothing that round. If three or more creatures surprise a party, they may have moved into a circle around the party.

INITIATIVE. Each round of combat should begin by determining which side has the initiative and will act first. To determine initiative, each side rolls 1d6 (the DM rolls for the monsters). The side with the higher roll may move first and attack first in combat for that round. If both sides roll the same number, the DM may either demand that both sides roll again, or may consider movement and combat to occur at the same time for both sides (known as **simultaneous** combat).

Both sides should roll for initiative each round. If both sides tie on their initiative rolls, and combat is simultaneous, it is possible for both sides to be killed!

MONSTER REACTIONS. If the DM does not have the monster reactions planned in advance, the Monster Reaction table can be used to decide monster actions (roll 2d6 on the table below).

Monster Reactions

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

EVASION. In the wilderness, parties with surprise may always avoid an encounter if desired. If the party does not surprise and still seeks to avoid an encounter the **evasion table** is used. Compare the size of the party to the number of creatures encountered. This gives the percentage chance the evasion will be successful. If a large party breaks up into small parties, roll for each small party separately. There is always at least a 5% chance of evasion unless surprised.

Evasion Table

	Party Size			Chance of Evasion
Number of Creatures Encountered	1-4	5-12	13-24	25+
1	—	—	—	10%
2-3	—	—	1-6	25%
4+	—	—	7-16	35%
5+	1-3	7-16	31+	50%
6+	4-8	17+	—	70%
7+	—	—	—	90%

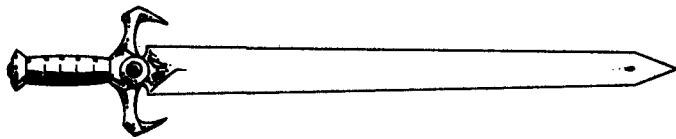
The DM may adjust evasion chances for relative speed, terrain, and other factors as desired. For example, woods might add 25% to evasion chances and give a 10% chance for evasion even if a party is surprised. If one group can move at least twice as fast as the other, the faster group may increase (or decrease) the chances of evasion by 25% in its favor.

Though it might seem strange that it is easier to evade larger groups of opponents, the explanation is simple. A large group of creatures makes much more noise and is easier to identify (and avoid) than a small group. Also, if a large group remains together, they must travel at the speed of the slowest member. If the large group sends out small parties to scout or pursue, these will be more difficult to evade.

ENCOUNTER

D&D: EXPERT

PURSUIT. If the party fails to evade, they must fight or move away in a random direction (no mapping). If the other group is faster, there is a 50% chance the party will be caught. If the party is not caught, they may try to evade again. This procedure is repeated until the party successfully evades or is caught. (This may result in the party being chased for several days, if the pursuers are really serious about catching them.)



COMBAT

The **Combat Sequence** is the same as in the D&D Basic rules:

Combat Sequence

- Each side rolls for initiative (1d6).
- The side with initiative acts first:
 - Morale checks, if needed
 - Movement
 - Missile fire combat
 - Magic spells
 - Melee combat
- Each remaining side then completes the above actions in order.
- The DM handles any surrenders, retreats, etc., as they occur.

Combat is generally the same as in the D&D Basic rulebook, except that the tables have been expanded. The creature's hit dice or class level is compared to the armor class of the defender to find the minimum number needed to hit. The **CHARACTER ATTACKS** chart has the different character classes and levels listed on the left side of one chart. To find the number needed "to hit", find the column that matches the character's class and level. The "to hit" number is read on the same line as the opponent's Armor Class. For example, an 8th level fighter hits Armor Class 2 on a roll of 12 or better.

Defensive Movement

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

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

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

SAVING THROWS

As characters advance in levels of experience, saving throws become easier to make. For example, a 3rd level cleric makes a saving throw vs. Poison with a roll of 11 or better, while a 10th level cleric saves vs. Poison with a roll of 6 or better. The expanded saving throw tables are given below.

CLERICAL

Clerical Level	Death Ray or Poison	Magic Wands	Paralysis or Turn To Stone	Dragon Breath	Rods, Staves, or Spells
1-4	11	12	14	16	15
5-8	9	10	12	14	12
9-12	6	7	9	11	9
13-16	3	5	7	8	7

DWARF/HALFLING

Dwarf/Halfling Level	Death Ray or Poison	Magic Wands	Paralysis or Turn To Stone	Dragon Breath	Rods, Staves, or Spells
1-3	8	9	10	13	12
4-6	6	7	8	10	10
7-9	4	5	6	7	8
10-12*	2	3	4	4	6

*(Dwarves only)

ELF

Elf Level	Death Ray or Poison	Magic Wands	Paralysis or Turn To Stone	Dragon Breath	Rods, Staves, or Spells
1-3	12	13	13	15	15
4-6	10	11	11	13	12
7-9	8	9	9	10	10
10	6	7	8	8	8

FIGHTER

Fighter Level	Death Ray or Poison	Magic Wands	Paralysis or Turn To Stone	Dragon Breath	Rods, Staves, or Spells
Normal					
Man	14	15	16	17	18
1-3	12	13	14	15	16
4-6	10	11	12	13	14
7-9	8	9	10	10	12
10-12	6	7	8	8	10
13-15	4	5	6	5	8

MAGIC-USER

Magic-User Level	Death Ray or Poison	Magic Wands	Paralysis or Turn To Stone	Dragon Breath	Rods, Staves, or Spells
1-5	13	14	13	16	15
6-10	11	12	11	14	12
11-15	8	9	8	11	8

THIEF

Thief Level	Death Ray or Poison	Magic Wands	Paralysis or Turn To Stone	Dragon Breath	Rods, Staves, or Spells
1-4	13	14	13	16	15
5-8	12	13	11	14	13
9-12	10	11	9	12	10
13-16	8	9	7	10	8

The character's equipment is assumed to survive if the character survives. If the character is killed by a special attack form (fire ball, dragon breath, etc.) normal equipment is considered destroyed. The DM may give magic items a saving throw equal to that of the character, and may allow a saving throw bonus equal to the item's bonus in combat, if any (**armor + 2** saves at +2, a **ring of protection + 1** saves at +1, etc.).

Variable Weapon Damage

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

*Two-handed weapon

Unarmed Combat

Characters who engage in combat without a weapon (for whatever reason) will do 1-2 points of damage plus any strength adjustments for a successful attack. All normal rules regarding combat apply to unarmed combat.

Other Attack Forms.

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

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

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

LANCE COMBAT. The lance is a special long spear that is best used by a fighter mounted on horseback. If the terrain is clear and fairly level, any opponent more than 20 yards away can be charged. If the charging creature hits, damage is **doubled**. Otherwise the lance is treated as a spear.

MASS LAND COMBAT. Although large-scale battles are beyond the scope of these rules, miniatures rules such as **SWORDS & SPELLS** can be used.



NAVAL COMBAT. Naval combat between small water craft usually starts with missile fire and magic. When the boats are close enough, the enemy craft is grappled and boarded (further details on naval combat can be found on p. X64).

AERIAL COMBAT. In aerial combat, the creature highest in the air usually has an advantage. (The DM may want to keep track of the altitude of each creature on paper.) Usually speed and altitude in relation to one's opponents will be most important. In addition, casting spells or firing missiles in aerial combat will require a character to have a stable means of support. A **fly** spell, a **magic carpet**, and the like will provide a stable means of support. A mount that flies by flapping its wings is definitely **not** stable!

Surprise. Certain flying creatures with surprise may make a "swoop" attack on a lower opponent. This attack, if successful, causes **double** damage.

Spell casting. A character must have a stable support to cast spells. Most magic items do not require a stable support to use.

Missile fire. Missiles fired by a character from an unstable support have a -4 penalty to hit. Missile fire is otherwise normal.

Bombing. Bombing (usually with rocks) must be done from an altitude of 300' (100 yards) or less. The basic "to hit" number needed is 16 or better. The bomb size depends on the size of the creature. For example, a creature that can carry a man-sized creature may instead carry enough rocks to cause 2-12 (2d6) points of damage to all creatures that they strike in a 10' x 10' area.

The DM should feel free to add to these guidelines as needed; for example, rules for climbing, diving, turns, crashing, and so on can be added.

ENCOUNTER

D&D: EXPERT

Morale (Optional)

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

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

HOW TO CHECK MORALE. To check morale, roll 2d6. If the result is greater than the monsters' morale score, the monsters will try to **retreat** or use a **fighting withdrawal** (see **Defensive Movement**, page X24). If the result is less than or equal to the morale score, the monsters will continue to fight.

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

- After a side's first death in combat (either monsters or characters).

- When $\frac{1}{2}$ the monsters have been incapacitated (killed, asleep due to magic, and so forth).

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

ADJUSTMENTS TO MORALE. Morale can be changed by situations (unless the morale score is 2 or 12). Adjustments to morale may be permanent or temporary. The exact adjustments are left to the DM. A maximum of +2 or -2 is recommended.

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

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

CHARACTER ATTACKS

Character Class and Level

FIGHTERS*	CLERICS**	MAGIC-USERS	Roll needed on a 20-sided die to hit listed Armor Class												
			9	8	7	6	5	4	3	2	1	0	-1	-2	-3
normal man			11	12	13	14	15	16	17	18	19	20	20	20	20
1-3	1-4	1-5	10	11	12	13	14	15	16	17	18	19	20	20	20
4-6	5-8	6-10	8	9	10	11	12	13	14	15	16	17	18	19	20
7-9	9-12	11-15	5	6	7	8	9	10	11	12	13	14	15	16	17
10-12	13-16	16-20	3	4	5	6	7	8	9	10	11	12	13	14	15
13-15	17-20	21-25	2	2	3	4	5	6	7	8	9	10	11	12	13

*Also Dwarves, Elves, and Halflings

**Also Thieves

MONSTER ATTACKS

Monster's Hit Dice	Defender's Armor Class												
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
Up to 1	10	11	12	13	14	15	16	17	18	19	20	20	20
1+ to 2	9	10	11	12	13	14	15	16	17	18	19	20	20
2+ to 3	8	9	10	11	12	13	14	15	16	17	18	19	20
3+ to 4	7	8	9	10	11	12	13	14	15	16	17	18	19
4+ to 5	6	7	8	9	10	11	12	13	14	15	16	17	18
5+ to 6	5	6	7	8	9	10	11	12	13	14	15	16	17
6+ to 7	4	5	6	7	8	9	10	11	12	13	14	15	16
7+ to 9	3	4	5	6	7	8	9	10	11	12	13	14	15
9+ to 11	2	3	4	5	6	7	8	9	10	11	12	13	14
11+ to 13	2	2	3	4	5	6	7	8	9	10	11	12	13
13+ to 15	2	2	2	3	4	5	6	7	8	9	10	11	12
15+ to 17	2	2	2	2	3	4	5	6	7	8	9	10	11
17+ to 19	2	2	2	2	3	4	5	6	7	8	9	10	11
19+ to 21	2	2	2	2	2	3	4	5	6	7	8	9	10
21+ or more	2	2	2	2	2	2	3	4	5	6	7	8	9

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

PART 6: MONSTERS

This section expands the monster lists given in the D&D® Basic rules to cover the many new monsters that are found in the wilderness. The monsters are listed in alphabetical order to aid quick reference.

An asterisk (*) following the monster's name means that silver, magic, or special weapons are needed to fight the creature. Monsters thus noted should be used with caution.

Armor Class (AC) is a number like the AC of the characters. It is based on the armor worn by NPCs or the toughness of the monster's hide and its speed and dexterity.

Hit Dice gives the number of 8-sided dice (d8) to be rolled, as well as any adjustments (+ or -) to determine the monster's hit points. A monster's hit dice are used as a guide for the DM to use when designing an adventure for certain level characters. This should be adjusted for the presence of special items and character types at the DM's discretion. As in the D&D Basic rules, one asterisk after the Hit Dice means that the *special abilities bonus* should be added when the DM gives out experience points; two asterisks mean that double the special abilities bonus should be awarded.

Move gives the number of feet a monster moves in one *turn*. The number in parenthesis is the number of feet moved in one combat round. Some monsters have special movement rates; for example, swimming, burrowing, flying, and moving across a web.

Attacks this refers to the number and type of attacks that a monster may make in one round. Humanoid creatures usually use weapons while other monsters have more natural forms of attacks, such as claws, bites, horns, pincers, and so on. Some notes on special attacks follow the section on damage.

Damage gives the damage caused by a monster's successful attack. The damage ranges are given in the same order as the corresponding types of attacks listed under **Attacks**. (When a monster makes a successful attack the DM should roll dice corresponding to the damage range to determine the damage done, i.e. (3-18) = 3d6. Special attacks may also be listed under damage, such as poison, petrification (turn to stone), paralysis, energy drain, and so on.) Some notes on special attacks follow:

Charge: When a creature rushes into melee combat this is called a charge. A charge cannot be made after the opponents have closed to melee range, nor can it be made in forest, mountain, jungle, swamp, or broken terrain which prevents running. The charging creature must move at least 20 yds. A successful charge attack by a creature with large horns or tusks does double damage to an opponent. Hits on charging creatures by spears or pole arms braced against the ground will do double damage.

Continuous Damage: Certain types of attacks (constriction, blood drain, swallow, etc.) will continue to do damage automatically after the first hit is scored. Usually the monster must be killed to rescue the victim.

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

Swallow: An attack in which the opponent is swallowed whole.

This attack always succeeds on a "to hit" roll of 20. This number may be adjusted for larger creatures. A swallowed creature will take the given amount of damage *each round* until either the character or the monster dies. A swallowed creature with an edged weapon may attack the creature from inside, with a -4 penalty on the "to hit" rolls. Being swallowed may have other effects, depending on the monster (paralysis, loss of consciousness, etc.). In 6 game turns after death, the victim will be completely digested and not recoverable.

Swoop: This is a diving attack, used by certain flying monsters. If the flier has surprise the swoop attack does double damage. Swoop attacks cannot be attempted against opponents hidden by dense forest or jungle cover. In addition, on a roll of 18+, the creature has grasped the victim and will try to fly away. If the character is too heavy, the monster will release him or her and attack normally the next round.

Trample: This attack is an attempt by a monster to use its superior size and weight to crush an opponent. Creatures with a trample attack have a 75% chance per round of using it, and a 25% chance of using a different attack. Trample attacks add +4 to a monster's "to hit" roll against creatures of man-size or smaller. The DM may wish to allow herds of 20 or more normal animals, such as horses, to stampede and trample. A herd will cause 1-20 points of damage when trampling.

No. Appearing or Number Appearing gives a range for the number of monsters encountered. This number should be adjusted by the DM to provide a fair challenge to a party of characters.

The first number gives the range of monsters found in a dungeon level equal to the monsters' level. Monsters may, of course, be found on levels greater than or less than the monsters' level. When encountered on levels less than the monsters' level there should usually be fewer and when found on dungeon levels greater than the monsters' level there should probably be more.

The number in parenthesis is the range for the number of monsters encountered in the wilderness (as well as the number encountered in the monsters' home or lair if found in a dungeon). Monster lairs in the wilderness will usually have 5 times the normal number.

A zero means that the monster will *only* be encountered in a dungeon (or wilderness) if specially placed by the DM.

Save As gives the saving throw character class and level the monster saves at. Unintelligent monsters usually save at half their monster level, with fractions rounded up. Monsters will normally save as fighters. Some monsters which are enchanted, magical in nature or have certain special abilities will have their saves adjusted as noted in the description.

Morale is used to determine the reactions of monsters in combat. The DM may wish to adjust this number to reflect the situation. To test morale, 2d6 are rolled, and if the number is greater than the creature's morale, the monster will try to run away or surrender.

Treasure Type gives the letter of the treasure type usually found in the monster's lair. Wandering monsters are unlikely to be carrying treasure unless individual treasure type is given. Unintelligent monsters usually do not have treasure; though treasure may be found on the body of nearby victims.

Alignment shows whether the monster is Lawful, Neutral, or Chaotic. Unintelligent monsters are usually of Neutral alignment. The DM should try to play monsters according to their alignments.

MONSTER LIST: Animal to Wyvern

Animal; Normal and Giant: see **Antelope** (Herd Animals), **Camel**, **Elephant**, **Hawk**, **Horse**, **Prehistoric**, **Rhinocerous**, and **Weasel**.

Antelope (Herd Animals)

Armor Class: 7	No. Appearing: 0 (3-30)
Hit Dice: (Variable 1-4)	Save As: Fighter: 1 or 2
Move: 240' (80')	Morale: 5
Attacks: 1 butt	Treasure Type: Nil
Damage: 1-4 or 1-6 or 1-8	Alignment: Neutral

This category includes most wild, grazing creatures such as deer, wild oxen, moose, elk, goats, and caribou. At least one species will be encountered in any given climate. The number of hit dice the creature has and the amount of damage it does depends on its size. Deer, antelope, and goats typically have 1 or 2 hit dice; caribou and oxen have 3 hit dice, while elk and moose may have up to 4. Only males have a butt attack. If more than 2 creatures are encountered, there will be 1 male per 4 creatures, with the remainder being females and young. The young will have ½ the hit points normal, but the males will have 1-4 extra hit points. Females and young will flee from trouble while the male protects them.

Basilisk

Armor Class: 4	No. Appearing: 1-6 (1-6)
Hit Dice: 6 + 1**	Save As: Fighter: 6
Move: 60' (20')	Morale: 9
Attacks: 1 bite + gaze	Treasure Type: F
Damage: 1-10 points + petrification	Alignment: Neutral

A basilisk is a 10' long, sinuous magical lizard that is non-intelligent. It lives in underground caverns or wild and tangled thickets. Creatures touched by a basilisk, or meeting its gaze, must make a saving throw vs. Turn to Stone or be petrified (including all the character wears and holds). Surprised characters automatically meet the gaze of a basilisk. Characters in hand-to-hand combat with a basilisk meet its glance each round unless looking away. Characters looking away to avoid the gaze of a basilisk must fight it with a penalty of -4 on their "to hit" rolls, while the basilisk attacks at +2. The beast can be safely viewed in a mirror, and characters who fight it while looking into a mirror will only have a -1 penalty on their "to hit" rolls. If the basilisk sees itself in a mirror (a 1d6 roll of 1 or 2), it must make a saving throw or be turned to stone! There must be light close by for mirrors to be used, and using a mirror prevents the effective use of a shield.

Black Pudding*

Armor Class: 6	No. Appearing: 1 (0)
Hit Dice: 10*	Save As: Fighter: 5
Move: 60' (20')	Morale: 12
Attacks: 1	Treasure Type: Nil
Damage: 3-24	Alignment: Neutral

A black pudding is a black amorphous blob 5-30 feet in diameter. It is non-intelligent and constantly hungry. It can dissolve wood and corrode metal in one turn, but cannot affect stone. Black puddings can travel on ceilings and walls and can pass through small openings. They can be killed only by fire; other attacks (weapons or spells) only break them up into smaller puddings (a 2 hit dice pudding that does 1-8 points of damage is created per blow). A **flaming sword** will do normal damage.

Blink Dog

Armor Class: 5	No. Appearing: 1-6 (1-6)
Hit Dice: 4*	Save As: Fighter: 4
Move: 120' (40')	Morale: 6
Attacks: 1 bite	Treasure Type: C
Damage: 1-6	Alignment: Lawful

Blink dogs look like Australian wild dogs. They are highly intelligent, travel in packs, and use a limited teleportation ability: they can "blink out" of one spot and immediately appear ("blink in") at another. When attacking, they "blink" close to an enemy, attack, and then reappear 10 to 40 feet away. On any round in which they have the initiative, they can attack without risking a counterattack by the defender, by "blinking" away. Their instincts prevent blink dogs from "blinking" into solid objects. If seriously threatened, an entire pack will "blink" out and not reappear. Blink dogs always attack displacer beasts, their natural enemies.

**Caecilia**

Armor Class: 6	No. Appearing: 1-3 (1-3)
Hit Dice: 6*	Save As: Fighter: 3
Move: 60' (20')	Morale: 9
Attacks: 1 bite	Treasure Type: B
Damage: 1-8	Alignment: Neutral

These giant gray wormlike creatures are about 30' long. They attack with their cavernous mouths and sharp teeth. An unadjusted "to hit" roll of 19 or 20 means that they have swallowed their prey whole. The victim will take 1-8 points of damage each round after that until either the victim or the caecilia is dead. Any attack from inside a caecilia may only be made with a dagger, and with a penalty of -4 on "to hit" rolls.

Camel

Armor Class: 7	No. Appearing: 0 (2-8)
Hit Dice: 2	Save As: Fighter: 1
Move: 150' (50')	Morale: 7
Attacks: 1 bite/1 hoof	Treasure Type: Nil
Damage: 1/1-4	Alignment: Neutral

Camels are ill-tempered beasts, prone to biting and kicking any creature that gets in their way, including their masters. They often kick with one leg. They are used as pack and riding animals in deserts and barren lands, treating these as clear terrain. A camel may carry up to 3000 coins of weight and still move at normal speed, but the maximum load that can be carried is 6000 coins. A well-watered camel may travel for 2 weeks without drinking. Charge attacks with a lance from camelback are **not** possible.

Centaur

Armor Class:	5	No. Appearing:	0 (2-20)
Hit Dice:	4	Save As:	Fighter: 4
Move:	180' (60')	Morale:	8
Attacks:	2 hooves/ 1 weapon	Treasure Type:	A
Damage:	1-6/1-6/1-6 or by weapon	Alignment:	Neutral

A centaur is a creature with the head, arms, and upper body of a man joined to the body and legs of a horse. Centaurs prefer to live far from humankind in meadows and forests. Since they are somewhat intelligent, they will arm themselves with weapons (clubs, lances, or bows).

Centaurs will form into small tribes or families. Their homes will be found in dense thickets or woods reached by twisting and guarded pathways. The females and young will usually stay in the lair. If attacked, females and young will attempt to flee unless escape is impossible, in which case they will fight to the death. The young will fight as 2 hit dice monsters (1-2/1-2/1-4 or by weapon type).

Chimera

Armor Class:	4	No. Appearing:	1-2 (1-4)
Hit Dice:	9**	Save As:	Fighter: 9
Move:	120' (40')	Morale:	9
Flying:	180' (60')		
Attacks:	2 claws/ 3 heads + special	Treasure Type:	F
Damage:	1-3/1-3/2-8/ 2-8/3-12 + special	Alignment:	Chaotic

A chimera is a horrid combination of three different creatures. It has three heads (goat, lion, and dragon), the forebody of a lion, the hindquarters of a goat, and the wings of a dragon. The goat's head goes with its horns, the lion's head bites with its fangs, and the dragon's head can bite or breathe fire (a 50' long cone with a 10' wide end, for 3-18 points of damage). Like a regular dragon, the dragon head will breathe fire (50%) or bite (50%). The dragon's head can only breathe 3 times per day. Chimeras usually live in wild hills, but may occasionally be found in dungeons.

**Cockatrice**

Armor Class:	6	No. Appearing:	1-4 (1-8)
Hit Dice:	5**	Save As:	Fighter: 5
Move:	90' (30')	Morale:	7
Flying:	180' (60')		
Attacks:	1 beak + special	Treasure Type:	D
Damage:	1-6 + petrification	Alignment:	Neutral

This is a small, magical monster with the head, wings, and legs of a rooster (cock) and the tail of a serpent. It is able to strike with its

beak for 1-6 points of damage. However, its small size and single attack disguises its greatest danger — any character touched by a cockatrice must make a saving throw or be turned to stone. Cockatrices may be found anywhere.

Crab, Giant

Armor Class:	2	No. Appearing:	1-2 (1-6)
Hit Dice:	3	Save As:	Fighter: 2
Move:	60' (20')	Morale:	7
Attacks:	2 pincers	Treasure Type:	Nil
Damage:	2-12/2-12	Alignment:	Neutral

Unable to swim, giant crabs are found on the bottom of shallow waters, in coastal rivers and on beaches, and in salt or fresh water. They are always hungry and will attack anything that moves. Giant crabs are not intelligent.

Crocodile

	<u>Crocodile</u>	<u>Large Crocodile</u>	<u>Giant Crocodile</u>
Armor Class:	5	3	1
Hit Dice:	2	6	15
Move:	90' (30')	90' (30')	90' (30')
Swimming:	90' (30')	90' (30')	90' (30')
Attacks:	1	1	1
Damage:	1-8	2-16	3-24
No. Appearing:	0 (1-8)	0 (1-4)	0 (1-3)
Save As:	Fighter: 1	Fighter: 3	Fighter: 8
Morale:	7	7	9
Treasure Type:	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral

Crocodiles are commonly found in tropical and semi-tropical swamps or in slow-moving rivers. Awkward on land, they do not stray far from water and will spend hours floating barely under the surface. If hungry, crocodiles will attack creatures in the water. They are particularly attracted to the smell of blood or violent thrashing of the water.

Large crocodiles are at least 20' long, and can overturn canoes and small rafts. Giant crocodiles are normally found only in "lost worlds" where prehistoric creatures thrive. They are over 50' long and have been known to attack small boats or ships.

Cyclops

Armor Class:	5	No. Appearing:	1 (1-4)
Hit Dice:	13*	Save As:	Fighter: 13
Move:	90' (30')	Morale:	9
Attacks:	1	Treasure Type:	E + 5000 gp
Damage:	3-30	Alignment:	Chaotic

A cyclops is a rare type of giant, noted for its great size and the single eye in the center of its forehead. A cyclops is about 20' tall. It has poor depth perception due to its single eye, and strikes with a penalty of -2 on all "to hit" rolls. A cyclops will usually fight with a wooden club. A cyclops can throw rocks up to a distance of 200 feet with a penalty of -2 to hit. These rocks will cause 3-18 (3d6) points of damage to any creature struck.

Some cyclops (5%) are able to cast a **curse** once a week. (The DM should decide the exact nature of the **curse**.)

A cyclops usually lives alone, though a small group may sometimes share a large cave. They spend their time raising sheep and grapes. Cyclopes are known for their stupidity, and a clever party can often escape from them by trickery.

Devil Swine*

Armor Class: 3 (9)	No. Appearing: 1-3 (1-4)
Hit Dice: 9*	Save As: Fighter: 9
Move: 180' (60')	Morale: 10
Human: 120' (40')	
Attacks: 1 gore (or blow)	Treasure Type: C
Damage: 2-12	Alignment: Chaotic
	(or by weapon)

Devil swine are lycanthropes, shape-changers. They haunt the fringes of human settlements, especially those near swamps or forests. They are carnivorous and especially fond of human flesh. They can assume the forms of huge hogs or fat human beings, and can change from one form to the other freely at night, but at dawn they must retain their current form until dusk. Devil swine can be harmed only by silver or magical weapons.

Devil swine possess a powerful **charm person** spell that can be used 3 times each 24 hours. They can use this spell in either human or swine form. A saving throw vs. Spells is allowed, at -2 on the roll. The **charmed** victim will be unable to use spells or magical devices, and each devil swine may have 0-3 (1d4-1) humans under its control. Devil swine prefer to attack from ambush.

Displacer Beast

Armor Class: 4	No. Appearing: 1-4 (1-4)
Hit Dice: 6*	Save As: Fighter: 6
Move: 150' (50')	Morale: 8
Attacks: 2 tentacles	Treasure Type: D
Damage: 2-8/2-8	Alignment: Neutral

A displacer beast looks like a large black panther with six legs and a pair of tentacles growing from its shoulders. It attacks with these tentacles, which have sharp horn-like edges. A displacer beast always appears to be 3' from its actual position, making the creature hard to hit: any creature attacking it must subtract 2 from the "to hit" rolls. The displacer beast also receives a +2 bonus on all saving throws. They are semi-intelligent. Displacer beasts hate and fear blink dogs, and will always attack them and anyone traveling with them.

Djinni (Lesser)*

Armor Class: 5	No. Appearing: 1 (1)
Hit Dice: 7 + 1	Save As: Fighter: 14
Move: 90' (30')	Morale: 12
Flying: 240' (80')	
Attacks: 1 + special	Treasure: Nil
Damage: 2-16 (fists), or 2-12 (whirlwind)	Alignment: Neutral

The djinn are intelligent, free-willed air elementals. They appear as tall, human-like beings, surrounded with clouds. Djinn are highly magical in nature and save as 14th level fighters. They can only be harmed by magic or magical weapons.

A djinni can perform any of its seven powers three times a day. These powers are: **create food and drink** (as a 7th level cleric), **create metallic objects** of temporary duration (varies with hardness — gold, 1 day; iron, one round) to a maximum of 1000 cn weight, **create soft goods** and wooden objects (permanent) to a maximum of 1000 cn weight, become **invisible**, assume **gaseous form**, or form itself into a **whirlwind**. In addition, a djinni can **create illusions** that affect both sight and hearing at will. Such illusions last until touched or magically dispelled — the djinni need

not concentrate to maintain them.

Djinni have two forms of attack. A djinni can form itself into a **whirlwind** (70' tall, 20' diameter at the top, 10' diameter at base) that moves 120' (40') per turn. The djinni requires 5 rounds to enter or leave whirlwind form. The djinni-whirlwind will do 2-12 points of damage to all in its path and will sweep aside all creatures with fewer than 2 hit dice who do not save vs. Death Ray. When not in whirlwind form, a djinni strikes once per round with its fists, for 2-16 points of damage. If a djinni is slain, it returns to its own plane. A djinni can carry 6000 cn weight without tiring. Up to 12,000 cn weight can be carried for 3 turns walking or 1 turn flying. Afterwards, a djinni must rest for one turn.

Dragon Turtle

Armor Class: -2	No. Appearing: 0 (1)
Hit Dice: 30	Save As: Fighter: 15
Move: 30' (10')	Morale: 10
Swimming: 90' (30')	
Attacks: 2 claws/1 bite	Treasure Type: H
Damage: 1-8 claw/ 10-60 bite	Alignment: Chaotic

Dragon Turtles appear to be some unusual mixture of a dragon and a gigantic turtle. They have the head, limbs and tail of a great dragon and the hard shell of a turtle. These creatures live in the depths of great oceans and seas, seldom surfacing or approaching land. Dragon Turtles are so large that sailors have mistakenly anchored on ones floating on the surface, thinking the hard shell to be a small island.

Besides its powerful claws and bite, the dragon turtle is also able to use a breath weapon. It can breathe a 30' wide cloud of steam to a distance of 90'. This breath weapon will do damage in the same manner as a dragon's, inflicting hit points of damage equal to the current hit points of the dragon turtle.

Dragon turtles live in great caverns on the bottom of the deepest oceans, where they keep the treasures of sunken ships. On occasion they will rise under ships, attempting to overturn them and devour the occupants.

Note: Dragon turtles are extremely powerful creatures that should not be used unless the player characters are of very high level.

Dryad

Armor Class: 5	No. Appearing: 0 (1-6)
Hit Dice: 2*	Save As: Fighter: 4
Movement: 120' (40')	Morale: 6
Attacks: See below	Treasure Type: D
Damage: 0	Alignment: Neutral

A dryad is a beautiful female tree spirit, who lives in a woodland setting or a dense forest. Each individual dryad always lives in a specific tree and will die in one turn if taken more than 240' away from it. A dryad will also die if her tree dies. If a dryad wishes to be unobserved, she will join with her tree, becoming part of it. Dryads are extremely shy and non-violent, but very suspicious of strangers. Anyone approaching or following a dryad (not merely standing in the area of the tree) may be attacked by the powerful **charm person** spell these creatures can cast. The victim must make a saving throw vs. Spells with a penalty of -2 on the roll. A charmed character will approach the tree and be drawn into it. Unless rescued immediately, the victim will never be seen again. Dryads hide their treasure in hollows under the roots of their trees.

Efreeti (Lesser)*

Armor Class:	3	No. Appearing:	1 (1)
Hit Dice:	10*	Save As:	Fighter: 15
Move:	90' (30')	Morale:	12
Flying:	240' (80')		
Attacks:	1	Treasure Type:	Nil
Damage:	2-16	Alignment:	Chaotic

Efreet are free-willed fire elementals. These beings usually appear as clouds of smoke that solidify into giant-sized demonic-faced men surrounded by flames. The air around them is always hot and smoky. Efreet are highly magical in nature and save as 15th level fighters. They can only be hit with magic weapons.

Efreet can **create objects**, **create illusions**, and turn **invisible** like djinn. They are also able to create a **wall of fire** up to 3 times per day. An efreeti may transform its body into a pillar of flame that will set fire to all flammable items within 5 feet. They can retain the flame shape for 3 rounds maximum. The fire will also do an additional 1-8 points of damage to all creatures struck by the efreet. They may fly and carry up to 10,000 cn weight while flying.

Efreet can be summoned by high level magic-users who have researched the special spells required. Once summoned, Efreet can be forced to serve for 101 days. They are reluctant and difficult servants and will obey their instructions exactly, attempting to distort the meaning of whatever they have been told to do in order to cause trouble for their masters. Efreet hate Djinn and will attack them on sight.

Elemental*

	Air	Earth	Fire	Water
Armor Class:	variable	variable	variable	variable
Hit Dice:	variable	variable	variable	variable
Move:	Flying: 60' (20')		120' (40')	
	360' (120')			Swimming: 180' (60')
Attacks:	special	special	special	special
Damage:	variable	variable	variable	variable
No. Appearing:	1 (1)	1 (1)	1 (1)	1 (1)
Save As:	variable	variable	variable	variable
Morale:	10	10	10	10
Treasure Type:	Nil	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral	Neutral

Elementals can be brought forth only from a large amount of their element (open air, bare earth or rock, large fire, large pond). After being summoned they must be totally controlled at all times by the person who summoned them. Control requires complete concentration. If the summoner moves over half speed, takes damage in combat or does anything besides paying attention to the elemental, the elemental will turn and attempt to attack its summoner. It will also attack any creature in the path between it and the one who summoned it. Once control is lost, it can never be regained. An elemental vanishes when dispelled, when the elemental is slain, or when the summoner orders the elemental to return from whence it came while it is still under control. Elementals can be hit only by magic or magic weapons.

Staff elementals (the weakest) are summoned by a magic-user with a special staff. **Device** elementals are summoned with the use of a special miscellaneous magic item. **Conjured** elementals are summoned by the use of the 5th level magic-user/elf spell.

	Armor Class	Hit Dice	Damage	Save As
Staff	2	8	1-8	Fighter: 8
Device	0	12	2-16	Fighter: 12
Conjured	-2	16	3-24	Fighter: 16

Air elementals appear as great whirlwinds 2' tall and 1/2' in diameter for each hit die they have (a staff elemental would be 16' tall and 4' across). The whirlwind will catch and sweep away creatures of less than 2 hit dice, unless a saving throw vs. Death Ray is made. Air elementals will do an extra 1-8 points of damage against flying opponents.

Earth elementals appear as huge man-like figures 1' tall for each hit die they have (thus a conjured elemental would be 16' tall). Earth elementals cannot cross a water barrier wider than their height. Earth elementals do an extra 1-8 points of damage against opponents on the ground.

Fire elementals appear as swirling pillars of roaring flame 1' tall and 1' in diameter for each hit die they have; a device elemental would be 12' tall and 12' across. They cannot cross a water barrier wider than their own diameter. They do an additional 1-8 points of damage against all creatures with cold-based attacks.

Water elementals appear as great waves of water 1/2' tall and 2' in diameter for each hit die they have (a staff elemental will be 4' tall and 16' across). Water elementals are not able to move more than 60' from water. They do an extra 1-8 points of damage against opponents in water.

Elephant

Armor Class:	5	No. Appearing:	0 (1-20)
Hit Dice:	9	Save As:	Fighter: 5
Move:	120' (40')	Morale:	8
Attacks:	2 tusks or 1 trample	Treasure Type:	(see below)
Damage:	2-8/2-8 or 4-32	Alignment:	Neutral

Any number of elephants from a lone rogue to an entire herd may be encountered. Both males and females have tusks.

In combat, elephants will first charge, striking with their tusks for double damage. In succeeding combat rounds, they will either strike with their tusks (25%) or trample (75%). If the opponent is man-sized or smaller, the elephant receives a bonus of +4 on "to hit" rolls when trampling.

Elephants dwell at the edge of sub-tropical forest areas. Their tusks are valued for the ivory and may be sold for 100-600 gp each.

Fish, Giant

	Giant Piranha	Giant Rockfish	Giant Catfish	Giant Sturgeon
Armor Class:	6	7	4	0
Hit Dice:	3+3	5+5	8+3*	10+2*
Move				
(swimming):	150' (50')	180' (60')	90' (30')	180' (60')
Attacks:	1 bite	4 spines + poison	1 bite/ 4 feelers	1 bite
Damage:	1-8	(1-4)x4/ + poison	2-16/ (1-4)x4	2-20
No. Appearing:	0 (2-8)	0 (2-8)	0 (1-2)	0 (1)
Save As:	Fighter: 2	Fighter: 3	Fighter: 4	Fighter: 5
Morale:	7	8	8	9
Treasure Type:	Nil	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral	Neutral

Giant piranha. These deadly fish are 5' in length and have green and black scales. They will attack anything that disturbs the water near them. Up to 8 giant piranha can attack the same target. Once blood is drawn they go into a feeding frenzy and will not check morale. Piranha inhabit warm fresh waters and prefer rivers to lakes.

Spiny rockfish. This fish, found in shallow salt water, is very difficult to distinguish from normal boulders. There is a 70% chance that it will be mistaken for a boulder or lump of coral. The rockfish is normally harmless, but will viciously attack anyone who disturbs it. Its body is covered with spines, and it may lash 4 of them at any character. These spines do 1-4 points of damage each and are deadly poisonous (save vs. Poison or die). Mistaking a rockfish for a rock or lump of coral and grasping it will result in 4 automatic hits, each requiring a save vs. Poison in addition to the normal damage taken.

Giant catfish. This chalky white fish is about 15' long. It has two long feelers that sprout from each side of its mouth, and lurks in the cool muck of river and lake bottoms attacking swimmers or things moving on the bottom.

Giant sturgeon are almost 30' long. They are covered with thick armorlike scales. Sturgeons are vicious fighters. On a roll of 18 or better they will swallow their prey whole.

Any character swallowed takes 2-12 points of damage per round and must make a saving throw vs. Death Ray or be paralyzed. If the character saves, he or she may try to hack a way out at a penalty of -4 (the inside of a sturgeon has a base AC of 7).

Giant

	Hill Giant	Stone Giant	Frost Giant
Armor Class:	4	4	4
Hit Dice:	8	9	10 + 1
Move:	120' (40')	120' (40')	120' (40')
Attacks:	1	1	1
Damage:	2-16	3-18	4-24
No. Appearing:	1-4 (2-8)	1-2 (1-6)	1-2 (1-4)
Save As:	Fighter: 8	Fighter: 9	Fighter: 10
Morale:	8	9	9
Treasure Type:	E + 5000 gp	E + 5000 gp	E + 5000 gp
Alignment:	Chaotic	Neutral	Chaotic
	Fire Giant	Cloud Giant	Storm Giant
Armor Class:	4	4	2
Hit Dice:	11 + 2	12 + 3	15
Move:	120' (40')	120' (40')	150' (50')
Attacks:	1	1	1 + special
Damage:	5-30	6-36	8-48 + special
No. Appearing:	1-2 (1-3)	1-2 (1-3)	1 (1-3)
Save As:	Fighter: 11	Fighter: 12	Fighter: 15
Morale:	9	10	10
Treasure Type:	E + 5000 gp	E + 5000 gp	E + 5000 gp
Alignment:	Chaotic	Neutral	Lawful

Hill giants. These hairy brutes are 12' tall and very stupid. They wear animal skins and carry huge clubs and spears. These giants live in the foothills of mountains and raid human communities from time to time for food and plunder.

Stone giants. These giants are 14' tall and have gray rock-like skin. They use large stalactites as clubs. They hurl rocks up to 300'



for 3-18 (3d6) points of damage. They live in caves or crude stone huts, and may (50%) have 1-4 cave bears as guards.

Frost giants. These awesome giants are pale-skinned with light yellow or light blue hair. They stand 18' tall, have long full beards, and wear fur skins and iron armor. Frost giants may hurl rocks up to 200' for 3-18 (3d6) points of damage. They often build castles above the timberline of snow-capped mountains. They will always have either 3-18 (3d6) polar bears (20% chance) or 6-36 (6d6) wolves (80% chance) as guards. Frost giants are not affected by cold-based attacks.

Fire giants. These giants have red skin and dark black hair and beards. They are 16' tall and wear copper, brass, or bronze armor. Fire giants throw rocks up to 200' for 3-18 (3d6) points of damage. Fire giants usually make their home near volcanoes or other equally hot places. Their castles are low and have thick walls and are made of black baked mud reinforced with crude iron. They will always have either 1-3 hydras (20%) or 3-18 (3d6) hellhounds (80%) as guards. These giants are not affected by fire-based attacks.

Cloud giants. These fierce giants have white or gray skin and hair. They wear pale robes and stand 20' tall. Cloud giants have keen eyes and a sharp sense of smell, so they are rarely surprised (a 1 in 6 chance). They may throw boulders 200' for 3-18 (3d6) points of damage. They live in castles in the sides of mountains or atop masses of clouds. Their guards will be 3-18 (3d6) giant hawks (clouds or mountains) or 6-36 (6d6) dire wolves (mountains only). Cloud giants hate to be disturbed and may block mountain passes to discourage trespassers.

Storm giants. These are the tallest giants, often over 22' tall. They have bronze colored skin and bright red or yellow hair. They love thunder storms and may create one in 1 turn. If a storm is present, a storm giant may throw one lightning bolt every 5 rounds. This bolt will do damage equal to the remaining hit points of the giant (a saving throw vs. Spells will reduce this to 1/2 damage). Storm giants live on mountain tops, in cloud castles, or deep under water. Their castles will always be guarded by either 2-8 (2d4) griffons (mountains and clouds) or 3-18 (3d6) giant crabs (under water). Lightning does not affect these giants, and they are often found in the middle of fierce storms, enjoying the weather.

Golem*

	<u>Wood</u>	<u>Bone</u>	<u>Amber</u>	<u>Bronze</u>
Armor Class:	7	2	6	0
Hit Dice:	2 + 2	8	10**	20**
Move:	120' (40')	120' (40')	180' (60')	240' (80')
Attacks:	1 fist	4	2 claws/ weapons	1 fist + special
Damage:	1-8	by weapon	2-12/2-12/ 2-20	3-30 + special
No. Appearing:	1 (1)	1 (1)	1 (1)	1 (1)
Save As:	Fighter: 1	Fighter: 4	Fighter: 5	Fighter: 10
Morale:	12	12	12	12
Treasure Type:	Nil	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral	Neutral

A golem is a powerful monster, created and animated by a high-level magic-user or cleric. They can be made of almost any material, but the ones listed are typical. The DM should feel free to create his own, with any special powers desired.

Normally golems can only be hit by magic weapons. Golems are also immune to **sleep**, **charm**, and **hold** spells, as well as all forms of gases. Creating a golem is costly, time consuming, and beyond the power of player characters in the D&D Expert rules.

Wood golem. These monsters are crude manlike figures about 3' tall, rudely hacked from wood. They move stiffly and have a penalty of -1 on their initiative rolls. They burn easily, saving at -2 and suffering one extra point of damage per die from fire-based attacks.

Bone golem. These are 6' tall creatures made from the bones of dead men bound together into a manlike form. They wield weapons from skeletal arms that are fastened to their bodies at various points. Either four one-handed weapons or two pole arms may be used by a bone golem, and it will attack up to two enemies per round. Bone golems are immune to fire, cold, and electrical attacks.

Amber golem. These resemble giant lions or tigers. They are faultless trackers and can detect invisible creatures within 60'.

Bronze golem. These creations look somewhat like fire giants. Their skin is bronze and their blood is liquid fire. Any creature hit by a bronze golem will take 1-10 more points of damage from the great heat inside it. Anyone scoring damage on a bronze golem with an edged weapon must save vs. Death Ray or take 2-12 (2d6) points of damage from the fiery "blood" spurting out of the wound. Bronze golems are not affected by fire-based attacks.

Gorgon

Armor Class:	2	No. Appearing:	1-2 (1-4)
Hit Dice:	8*	Save As:	Fighter: 8
Move:	120' (40')	Morale:	8
Attacks:	1 gore or breath	Treasure Type:	E
Damage:	2-12 or petrification	Alignment:	Chaotic

A gorgon is a magical bull-like monster covered with large iron scales. It gores opponents with its great horns and will do double damage if it hits when charging. A gorgon also breathes clouds of vapor that will petrify any opponents who fail their saving throw vs. Turn to Stone. A gorgon's vapor cloud is 60' long by 10' wide. They are impervious to their own breath weapon. Gorgons are usually found in foothills or grasslands.

Griffon

Armor Class:	5	No. Appearing:	0 (2-16)
Hit Dice:	7	Save As:	Fighter: 4
Move:	120' (40')	Morale:	8
Flying:	360' (120')	Treasure Type:	E
Attacks:	2 claws/ 1 bite	Damage:	1-4/1-4/2-16
	+ special	Alignment:	Neutral

A griffon is a large monster with the head, wings, and front claws of an eagle and the body and hindquarters of a lion. It is a voracious predator. Its favorite prey is horses. When within 120' of horses a griffon must pass a morale check or attack immediately.

Wild griffons will attack any who approach their nests. If they are captured young, they can be tamed to become fierce, loyal mounts (training is left to the DM's discretion). Tamed griffons are still likely to attack horses, however, and must check morale as above.

Hawk

	<u>Normal</u>	<u>Giant</u>
Armor Class:	8	6
Hit Dice:	1/2 (1-4 hit points)	3 + 3
Move:	(flying:)	450' (150')
Attacks:	1	1
Damage:	1-2	1-6
No. Appearing:	0 (1-6)	0 (1-3)
Save As:	Normal Man	Fighter: 2
Morale:	7	8
Treasure Type:	Nil	Nil
Alignment:	Neutral	Neutral

Hawks are hunting birds that glide on the updrafts of the wind, watching the ground for prey. If a hawk surprises its victim, it will do double damage on its first attack.

Normal hawks. These will not attack human-sized or larger creatures unless they appear unable to defend themselves (wounded, bound, etc.).

Giant hawks. These birds are the size of a very large dog or small pony. Giant hawks are very strong and will attack human-sized creatures if hungry. They can carry off halfling-sized prey.

Both types of hawks may be trained as pets or guards by an **animal trainer** (see p. X21).

Hellhound

Armor Class:	4	No. Appearing:	2-8 (2-8)
Hit Dice:	3-7*	Save As:	Variable
Move:	120' (40')	Morale:	9
Attacks:	bite or breath	Treasure Type:	C
Damage:	1-6 or special	Alignment:	Chaotic

A hellhound appears as reddish-brown hound the size of a large wolfhound or small pony, and is impervious to normal fire. They are often found near volcanos, deep in dungeons, or with another fire-loving creature (such as a fire giant). Hellhounds are cunning and highly intelligent. They save as a fighter level equal to their hit dice.

In melee, a hellhound will attack one person, biting (3-6 on 1d6) or breathing fire (1 or 2 on 1d6) each round. Its breath does 1d6 points of damage for each hit die the hellhound has (3d6 to 7d6).

A character who makes a saving throw vs. Dragon Breath takes only half damage.

Hellhounds have a 75% chance per round of detecting an invisible person or object within 60'. They save as a fighter of equal hit dice.

Hippogriff

Armor Class:	5	No. Appearing:	0 (2-16)
Hit Dice:	3 + 1	Save As:	Fighter: 2
Move:	180' (60')	Morale:	8
Flying:	360' (120')		
Attacks:	2 claws/1 bite	Treasure Type:	Nil
Damage:	1-6/1-6/1-10	Alignment:	Neutral

A hippogriff is a fantastic creature with the foreparts and head of a giant eagle and the hindquarters of a horse. Hippogriffs can be ridden if tamed. They will usually attack pegasi, who are their natural enemies. Hippogriffs nest in rocky crags.

Horse

	Riding Horse	War Horse	Draft Horse
Armor Class:	7	7	7
Hit Dice:	2	3	3
Move:	240' (80')	120' (40')	90' (30')
Attacks:	2 hooves	2 hooves	Nil
Damage:	1-4/1-4	1-6/1-6	Nil
No. Appearing:	0 (10-100)	0 (domestic only)	0 (domestic only)
Save As:	Fighter: 1	Fighter: 2	Fighter: 2
Morale:	7	9	6
Treasure:	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral

Riding horse. This type of horse is smaller than a draft horse or a war horse but is capable of carrying a rider for a greater distance. A riding horse is noted for its ability to exist anywhere there is grass to feed on. Any wild horse can become a riding horse, if tamed. The amount of weight the horse can carry and still move at normal speed is 3000 cn. The maximum weight that can be carried is 6000 cn at half movement.

War horse. This type of horse is bred for its warlike temperament and strength. It cannot be ridden long distances at high speed, but is powerful in a short charge. A war horse can carry 4000 cn at full speed and 8000 cn at half speed. When charging, a rider employing a lance will do double damage (if a hit is successful), although the horse may not fight at the same time. After the first (charging) round, both rider and horse can fight normally.

Draft horse. This is a large horse bred for its sturdiness and endurance. It is used primarily for plowing, pulling wagons and as a pack animal. A draft horse can carry a normal load of 4500 cn and a maximum load (movement reduced by 1/2) of 9000 cn. A draft horse will not fight; if attacked, it will attempt to flee.



Hydra

Armor Class:	5	No. Appearing:	1 (1)
Hit Dice:	5-12	Save As:	Fighter (see below)
Move:	120' (40')	Morale:	9
Attacks:	5-12 (see below)	Treasure Type:	B
Damage:	1-10 per head	Alignment:	Neutral

A hydra is a large creature with a dragon-like body and 5 to 12 (1d8 + 4) serpentine heads. It has one hit die for each head, and always has 8 points per hit die. A hydra will attack with all of its heads each round. For every 8 points of damage a hydra takes, one head will no longer attack. EXAMPLE: If a 7-headed hydra took 18 points of damage, it would only attack with 5 heads in the next round. A hydra saves as a fighter of a level equal to its number of heads.

Sea Hydras. These hydras have adapted to water. They possess fins instead of legs. They are otherwise the same as their land-dwelling cousins.

The DM may wish to create special versions of hydra. Special hydras could have poisonous bites or breathe fire (as a dragon, but with a 5' range and only causing 8 points of damage per head). Such creatures should be placed by the DM to guard special treasures.

Insect: see **Scorpion** and **Termite**.

Invisible Stalker

Armor Class:	3	No. Appearing:	1 (1)
Hit Dice:	8*	Save As:	Fighter: 8
Move:	120' (40')	Morale:	12
Attacks:	1	Treasure Type:	Nil
Damage:	4-16	Alignment:	Neutral

An invisible stalker is a very intelligent enchanted monster summoned to this world by use of the **invisible stalker** magic-user's spell. If the stalker is given a simple task that is clear and can be swiftly completed, it will obey promptly. If the task is complex or lengthy, the invisible stalker will try to distort the intent while obeying the literal command. EXAMPLE: If ordered to guard a treasure for longer than a week, the stalker may take it away to its native plane of existence and guard it there forever.

Invisible stalkers are most often used to track and slay enemies. They are faultless trackers. They surprise any creature that cannot detect invisible creatures on a 1d6 roll of 1-5. They will return to their native plane once they are slain, or dispelled, or have completed their task.

Leech, Giant

Armor Class:	7	No. Appearing:	0 (1-4)
Hit Dice:	6	Save As:	Fighter: 3
Move:	90' (30')	Morale:	10
Attacks:	blood suck	Treasure Type:	Nil
Damage:	1-6	Alignment:	Neutral

Giant leeches are loathsome and slug-like. They live in swamps and are about 3 to 4 feet long. A giant leech has a sucker-like mouth that attaches to the victim if a hit is successful. It then sucks blood, doing 1-6 points of damage per round. A giant leech must be killed to be removed from its victim. When the victim dies, the leech will drop off and hide while it digests its meal.

Manticore

Armor Class:	4	No. Appearing:	1-2 (1-4)
Hit Dice:	6 + 1	Save As:	Fighter: 6
Move:	120' (40')	Morale:	9
Flying:	180' (60')		
Attacks:	2 claws/1 bite or spikes	Treasure Type:	D
Damage:	1-4/1-4/2-8 or special	Alignment:	Chaotic

A manticore is a horrid monster having a man's face, the body of a lion, leathery bat wings, and a tail ridged with spikes. The manticore has 24 spikes and can shoot 6 each round even when flying. The tail spikes have a 180' range and will each do 1-6 (1d6) points of damage. The creature will regrow 2 spikes per day. The manticore's favorite food is man. They usually live in wild mountain ranges. They will frequently track parties with humans, ambushing with spike attacks when the party stops to rest.

Mastodon

Armor Class:	3	No. Appearing:	0 (2-16)
Hit Dice:	15	Save As:	Fighter: 8
Move:	120' (40')	Morale:	8
Attacks:	2 tusks or 1 trample	Treasure Type:	(see below)
Damage:	2-12/2-12 or 4-32	Alignment:	Neutral

Mastodons look like hairy elephants with long tusks. In combat a mastodon will charge, striking only with its tusks for double damage. In succeeding rounds, it will either strike with its tusks (25%) or trample (75%) if the opponent is man-sized or smaller. The mastodon gains a bonus of +4 on "to hit" rolls when trampling any creature man-sized or smaller. The ivory mastodon tusks are quite valuable, each tusk being worth 200-800 (2d4 x 100) gold pieces). They live in cold, icy tundras or "lost worlds".

Men

	<i>Brigand</i>	<i>Buccaneer (and Pirate)</i>	<i>Dervish</i>
Armor Class:	Variable	Variable	Variable
Hit Dice:	1	1	1
Move:	120' (40')	120' (40')	120' (40')
Attacks:	1 weapon	1 weapon	1 weapon
Damage:	1-6 or by weapon	1-6 or by weapon	1-6 or by weapon
No. Appearing:	0 (10-40)	0 (special)	0 (20-70)
Save As:	Fighter: 1	Fighter: 1	Fighter: 1
Morale:	8	6 (7)	10
Treasure Type:	A	A	A
Alignment:	Chaotic	Neutral (Chaotic)	Lawful

	<i>Merchant</i>	<i>Nomad</i>
Armor Class:	5	Variable
Hit Dice:	1	1
Move:	90' (30')	120' (40')
Attacks:	1 weapon	1 weapon
Damage:	1-6 or by weapon	1-6 or by weapon
No. Appearing:	0 (1-20)	0 (10-40)
Save As:	Fighter: 1	Fighter: 1
Morale:	Variable	8
Treasure Type:	A	A
Alignment:	Neutral	Neutral

Most groups of men will be led by additional higher level leaders with better armor, hit points, saving throws and possibly magic items (for the chance of magic, see p. X44). Furthermore, men usually have large camps. The treasure will usually be at the camp.

Brigand. Brigands are loosely organized outlaws and renegade mercenaries who live by raiding towns and robbing caravans and travelers. For every 20 brigands there will be an additional 2nd level fighter who acts as their leader. For every 40 brigands there will be an additional 4th level fighter acting as commander of the entire group.

Some of the brigands (50%) will have leather armor, shield, shortbow, and sword. The rest (50%) will be mounted on riding horses, wear chain mail and shield, and carry swords. The leaders will wear plate mail, carry swords and lances, and ride barded war horses. (The DM can have a party meet all foot or all mounted brigands, if desired.)

Brigands will often band together to make fortified camps of 50-300 men. A camp will always be led by a 9th level fighter, with an additional 5th level fighter for every 50 brigands. There is also a 50% chance that a magic-user of 9th to 11th level will be in the brigand camp, and a 30% chance for a cleric of 8th level.

Buccaneers (and Pirates). Buccaneers are found on seas, rivers, great lakes, and occasionally oceans. They live by raiding coastal towns and capturing ships to sell the booty elsewhere. Pirates are seagoing men who plunder other vessels, raid coastal towns and engage in illegal slave trades. They are noted for their evil acts, and cruelty toward prisoners. They will also freely attack each other if there is a chance for profit. The number of buccaneers or pirates that will appear depends on the type and number of ships they are sailing.

<i>Ship</i>	<i>No. of Ships</i>	<i>No. of Buccaneers per ship</i>
River Boats	1-8	10-20
Small Galley	1-6	20-40
Long Ship	1-4	30-50
Sailed Warship	1-3	40-80

The DM should choose the most appropriate type of ship for the terrain. For more information concerning these ships and naval adventures, see the section on *Naval Combat*.

Buccaneers and Pirates are organized as follows:

<i>Buccaneers</i>	<i>Pirates</i>
Leather armor and sword	60%
Leather armor, sword and crossbow	30%
Chain mail and sword (buccaneers only: plus crossbow)	10% 15%

For every 30 buccaneers, there will be a 4th level fighter. For every ship, there will be a 7th level fighter as captain and there will be a 9th level fighter as commander of the fleet. There is a 30% chance that a 10th or 11th level magic-user and a 25% chance that an 8th level cleric will be with the fleet.

For every 30 pirates, they will be led by a 4th level fighter. For every 50 pirates or ship, there will be a 5th level fighter. For every 100 pirates or fleet, there will be an 8th level fighter as leader. For every fleet of 300 or more pirates, there will be an 11th level fighter (Pirate Lord), as commander of the fleet, and a 75% chance for a 9th or 10th level magic-user.

Buccaneers and pirates may carry their treasure with them or have maps showing where it is buried. The treasure given is the total for the entire buccaneer pack or pirate fleet, and may be divided as the DM desires. In addition, pirates have a 25% chance of having 1-3 prisoners with them, awaiting ransom.

Often, well-defended coastal towns will serve as havens for pirates and buccaneers. These are lawless and dangerous places, full of many possible adventures.

Dervish. Dervishes often form into camps or tribes of up to 300 men, led by a 10th level cleric. Such a camp will be of tents (75%) or a wooden or brick stockade (25%). These camps will contain women, children, livestock, and the treasure of the dervishes.

Dervishes are noted for their fanatic belief in their religion and their intolerance of other views. On rare occasions, they will wage a "holy war", in which they will attempt to capture or kill all who have different beliefs. Captives will be given an opportunity to convert; if they refuse, they may be killed or enslaved. Lawful characters may be invited to join the crusade, and those who refuse will be viewed with great suspicion unless a good reason can be provided as to why they should not participate.

Merchant. Merchants are traders who travel in caravans from town to town, selling and buying various goods (wines, silks, jewels, precious metals and the like). Those in the caravan usually ride horses, but they are likely to travel by camel in desert and barren lands and by mule in the mountains. All merchants wear chain mail and carry a sword and dagger.

The following table gives typical caravan organization.

Merchants	Wagons	2nd or 3rd			
		1st Level Fighters	Level Fighters	5th Level Fighters	Extra Animals
5	10	20	2	1	1-12
10	20	40	4	1	1-12
15	30	60	6	1	1-12
20	40	80	8	1	1-12

All fighters have Armor Class 4 and carry swords, daggers, and crossbows. The extra animals may be horses, mules, or even camels (DM's choice). If a caravan has less than 20 wagons, the treasure should be reduced accordingly.

Nomads. These groups of wandering tribesmen may be peaceful or warlike and may have any alignment. Small bands encountered hunting or foraging in the wilderness will usually be part of a larger tribe. All treasure will be at the main camp. Nomads are keen traders and often have knowledge of faraway places, though they tend to be superstitious. Nomad bands are organized as follows:

DESERT NOMADS

- 50% Lance, leather armor and shield, riding horse or camel
- 20% Bow, leather armor, riding horse or camel
- 30% Lance, chainmail and shield, riding horse or camel

STEPPE NOMADS

- 20% Lance, leather armor and shield, riding horse
- 50% Bow, leather armor, riding horse
- 20% Bow, chainmail, riding horse
- 10% Lance, chainmail and shield, riding or war horse

For every 25 nomads there will be a 2nd level fighter leading them. For every 40 nomads there will be a 4th level fighter as leader.

Nomad tribes may have up to 300 fighting men gathered together in a camp of temporary huts or tents. In addition to the leaders listed above, there will be one 5th level fighter for every 100 men and an 8th level fighter as the clan or tribe chief. There is also a 50% chance for a 9th level cleric, and a 25% chance for an 8th level magic-user at the main camp.

Mermen

Armor Class: 6	No. Appearing: 0 (1-20)
Hit Dice: 1-4	Save As: Fighter: 1
Move: 120' (40')	Morale: 8
Attacks: 1	Treasure Type: A
Damage: 1-6 or by weapon	Alignment: Neutral

Mermen have the upper bodies of men and the lower bodies of large fish. They are armed with spears, tridents (treat as spears), or daggers. They live in coastal waters and hunt fish and harvest kelp. All mermen (except leaders) have 1 hit die and save as 1st level fighters.

The number appearing represents a small hunting party, although mermen will often form underwater villages of 100 to 300 creatures. For every 10 mermen encountered there will be a leader with 2 hit dice. For every 50 there will be one leader with 4 hit dice. Mermen leaders save as fighters with the same amount of hit dice (i.e. a 4 hit dice merman saves as a fighter: 4).

Mermen often keep trained marine animals and monsters to help guard their homes (DM's discretion).

Mummy*

Armor Class: 3	No. Appearing: 1-4 (1-12)
Hit Dice: 5 + 1*	Save As: Fighter: 5
Move: 60' (20')	Morale: 12
Attacks: 1 touch + disease	Treasure Type: D
Damage: 1-12 + disease	Alignment: Chaotic

Mummies are **undead** who lurk near deserted ruins and tombs. On seeing a mummy, each character must save vs. paralysis or be paralyzed with fear until the mummy attacks someone or goes out of sight. In melee, a hit by a mummy does 1-12 points of damage and infects the creature hit with a hideous rotting disease. This disease prevents magical healing and makes all wounds take 10 times as long to heal. The disease lasts until it is magically cured.

Mummies can only be damaged by spells, fire, or magic weapons, all of which will only do half damage. They are immune to **sleep**, **charm**, and **hold** spells.

Nixies

Armor Class: 7	No. Appearing: 0 (2-40)
Hit Dice: 1	Save As: Elf: 1
Move: 120' (40')	Morale: 6
Attacks: 1	Treasure Type: B
Damage: 1-4	Alignment: Neutral

Nixies are 3' tall water sprites. They look like small beautiful women, and their skin is light blue, green, or gray-green. They avoid combat, but may try to **charm** an adventurer. Ten nixies can cast one such **charm**, and if a save vs. Spells is not made, the victim will enter the water and serve the nixies for a year. (Each nixie can cast a **water breathing** spell on her slave, but this must be renewed every day.)

If forced to fight, nixies use small tridents (treat as spears) and daggers, and each will summon a giant bass to aid them (AC 7, HD 2, MV 120' (40'), #AT 1, D 1-6, Save F1, ML 8, AL N).

Nixies dwell in rivers and lakes, making their lairs in the deepest part of the water.

NPC Parties

	<u>Adventurers</u>	<u>Cleric</u>	<u>Fighter</u>	<u>Magic-User</u>
Armor Class:	varies	varies	varies	varies
Hit Dice:	varies	varies	varies	varies
Move:	varies	varies	varies	varies
Attacks:	varies	varies	varies	varies
Damage:	varies	varies	varies	varies
No. Appearing:	4-9 (4-9)	1+2-7 (1+2-7)	1+2-8 (1+2-8)	1+2-8 (1+2-8)
Save As:	varies	varies	varies	varies
Morale:	varies	varies	varies	varies
Treasure Type:	varies	U + V	U + V	U + V
Alignment:	varies	varies	varies	varies

Adventurers. A high-level party of NPC adventurers can be a group of characters of any class or alignment. (To determine the details of the party, see **Creating an NPC Party**, p. X53.)

Cleric. The cleric will be 7th to 12th level, and will usually be accompanied by 1-4 2nd to 5th level clerics and 1-3 1st to 6th level fighters. The entire party will be of the same alignment.

Fighter. The fighter will be 7th to 10th level, wandering the land (often going to or coming from a battle). The fighter usually has 2-8 retainers of 3rd to 6th level who have the same alignment as their leader.

Magic-user. The magic-user will be 7th to 10th level, and often seeking adventure or rare knowledge. The magic-user usually has 1-4 apprentice magic-users of 1st to 3rd level who have the same alignment as their master. Also with the magic-user will be 1-4 hired fighters of 2nd to 5th level.

Note: Any magic items in the treasure of a party will certainly be used by the NPCs!

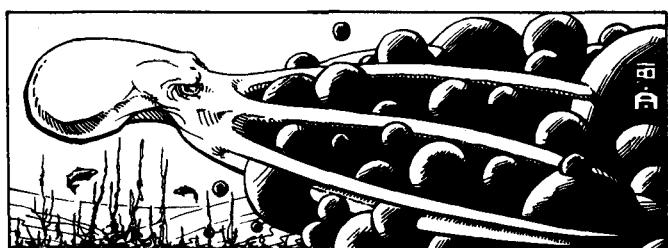
Octopus, Giant

Armor Class: 7	No. Appearing: 0 (1-2)
Hit Dice: 8	Save As: Fighter: 4
Move: 90' (30')	Morale: 7
Attacks: 8 tentacles/ 1 bite	Treasure Type: Nil
Damage: 1-3 (x8)/1-6	Alignment: Neutral

Giant octopi lurk in the waters near fishing villages and other coastal areas in tropical or temperate climates.

In combat, a giant octopus will squeeze with its tentacles and stab or bite any creature dragged to its mouth with its fearsome beak. Once a tentacle hits in combat, it will constrict and automatically do 1-3 points of damage each round. Each tentacle that hits also reduces its victim's chance to hit by 1 (a man with all of an octopus's tentacles wrapped around him would have a penalty of -8 on his "to hit" rolls). A character may try to sever a tentacle and will succeed when any single hit with an edged weapon does 6 or more points of damage.

If a combat is going against it, a giant octopus will flee, jetting away at triple speed and trailing a large, black cloud of ink (40' radius).

**Pegasus**

Armor Class: 6	No. Appearing: (1-12)
Hit Dice: 2 + 2	Save As: Fighter: 2
Move: 240' (80')	Morale: 8
Flying: 480' (160')	
Attacks: 2 hooves	Treasure Type: Nil
Damage: 1-6/1-6	Alignment: Lawful

These semi-intelligent flying horses are wild and shy. They cannot be tamed, but will serve Lawful characters (only) if captured when young and trained. Pegasi are the natural enemies of hippogriffs.

Prehistorical animal: see **Mastodon**, **Pterodactyl**, **Stegosaurus**, **Titanotheres**, **Triceratops**, and **Tyrannosaurus Rex**.

Pterodactyl

	<u>Pterodactyl</u>	<u>Pteranodon</u>
Armor Class:	7	6
Hit Dice:	1	5
Move:		
(flying:)	180' (60')	240' (120')
Attacks:	1-3	1-12
No. Appearing:	0 (2-8)	0 (1-4)
Save As:	Fighter: 1	Fighter: 3
Morale:	7	8
Treasure Type:	Nil	V
Alignment:	Neutral	Neutral

Pterodactyls are bat-like reptiles with wingspans of 8-10 feet. They hunt small and medium-sized animals, gliding slowly along air currents to spot their prey. If driven by great hunger they will attack human-sized creatures.

Pteranodons are giant pterodactyls. They are more aggressive and will often attack humans or humanoids. These monsters can have a wingspan of up to 50 feet.

Pteranodons and pterodactyls are only found in warm climates, usually in "lost world" areas.

MONSTERS

D&D: EXPERT

Purple Worm

Armor Class:	6	No. Appearing:	1-2 (1-4)
Hit Dice:	15*	Save As:	Fighter: 8
Move:	60' (20')	Morale:	10
Attacks:	1 bite/1 sting	Treasure Type:	D
Damage:	2-16/1-8 + poison	Alignment:	Neutral

Purple worms are huge, slime-covered creatures over 100' long and 8' to 10' in diameter. These monsters tunnel through the earth, burrowing up from the ground to feed on surface-dwelling creatures. They attack by biting and stinging with their tails. If the "to hit" roll for the bite is 4 or more than the number required (or a 20, in any case), creatures of man-size or smaller will be swallowed whole, taking 3-18 (3d6) points of damage each round thereafter. Those stung by the tail must save vs. Poison or die. Note that if encountered underground, the size of underground tunnels may prevent a purple worm from using one or both of its attacks.

Rhinoceros

	<u>Normal</u>	<u>Woolly</u>
Armor Class:	5	4
Hit Dice:	6	8
Move:	120' (40')	120' (40')
Attacks:	butt or trample	butt or trample
Damage:	2-8 or 2-16	2-12 or 2-24
No. Appearing:	0 (1-12)	0 (1-8)
Save As:	Fighter: 3	Fighter: 4
Morale:	6	6
Treasure Type:	Nil	Nil
Alignment:	Neutral	Neutral

Though unintelligent plant eaters, rhinoceri can be very dangerous. If threatened, surprised, or charged, they will stampede in a random direction, goring all in their path for double damage on the first attack.

Woolly rhinos. These large rhinoceri are covered with long white hair. Woolly rhinos travel in small herds across tundra and plain, usually in "lost world" areas.



Rhagodessa

Armor Class:	5	No. Appearing:	1-4 (1-6)
Hit Dice:	4 + 2	Save As:	Fighter: 2
Move:	150' (50')	Morale:	9
Attacks:	1 leg/1 bite	Treasure Type:	U
Damage:	0/2-16	Alignment:	Neutral

A rhagodessa is a giant arachnid which looks like a huge hairy spider with an oversized head and jaws (mandibles). A rhagodessa is nocturnal (sleeping during the day and active at night or in the dark), and lives in caves. A rhagodessa is about the size of a small horse, colored yellow with a dark brown thorax. It has 5 pairs of legs; the front pair end in suckers which help the creature to grasp its prey. A hit with a sucker-leg does no damage but means that the victim is stuck. In the next round of combat, the victim will be pulled to the rhagodessa's mandibles and will automatically be bitten for 2d8 points of damage. Rhagodessae can climb walls, are meat-eaters and always hungry.

Roc

	<u>Small Roc</u>	<u>Large Roc</u>	<u>Giant Roc</u>
Armor Class:	4	2	0
Hit Dice:	6	12	36
Move:	60' (20')	60' (20')	60' (20')
Flying:	480' (160')	480' (160')	480' (160')
Attacks:	2 claws/1 bite	2 claws/1 bite	2 claws/1 bite
Damage:	2-5/2-5/2-12	1-8/1-8/2-20	3-18/3-18/8-48
No. Appearing:	0 (1-12)	0 (1-8)	0 (1)
Morale:	8	9	10
Treasure Type:	I	I	I
Alignment:	Lawful	Lawful	Lawful

Rocs are huge birds of prey resembling eagles. They are very lawful, and are often unfriendly towards neutrals (-1 on reaction rolls) and chaotics (-2 on reactions). Rocs prefer solitude and will swoop to attack any intruders unless carefully approached. Roc nests are found in the highest mountains and 50% of the time will contain 1-6 eggs or young. Rocs never check morale if encountered in their lair. If hatched or captured as chicks, young rocs can be trained (see p. X21).

Salamander*

	<u>Flame Salamander</u>	<u>Frost Salamander</u>
Armor Class:	2	3
Hit Dice:	8*	12*
Move:	120' (40')	120' (40')
Attacks:	2 claws/1 bite	4 claws/1 bite
Damage:	1-4/1-4/1-8	1-6(x4)/2-12
No. Appearing:	2-5 (2-8)	1-3 (1-3)
Save As:	Fighter: 8	Fighter: 12
Morale:	8	9
Treasure Type:	F	E
Alignment:	Neutral	Chaotic

A **flame salamander** is a form of free-willed fire elemental that looks like a giant snake (12' to 16' long) with the head and limbs of a lizard. It has scales of bright orange-yellow and orange-red. All creatures within 20' will take 1-8 points of damage per round from the intense heat the salamander generates. They are immune to all fire-based attacks. These creatures are intelligent and prefer to live near (or in!) volcanoes or in very hot, dry lands.

A **frost salamander** looks like a giant lizard with 6 legs. Its scales are white or blue-white in color. When it fights, it rears up and strikes with the front four legs as well as fangs. All creatures within 20' will take an additional 1-8 points of damage each round from the extreme cold the monster radiates. Frost salamanders are immune to all cold-based attacks. They live in frozen wastelands, glaciers, and icy tundras.

Frost and flame salamanders hate each other, and will attack one another on sight.

Scorpion, Giant

Armor Class: 2	No. Appearing: 1-6 (1-6)
Hit Dice: 4*	Save As: Fighter: 2
Move: 150' (50')	Morale: 11
Attacks: 2 claws/1 sting	Treasure Type: V
Damage: 1-10/1-10/1-4 + poison	Alignment: Chaotic

A giant scorpion is the size of a small horse and will usually attack on sight. It fights by grasping opponents with its claws and stinging the immobilized foe. If a claw hits, the stinger attacks at +2. Anyone struck by the stinger must save vs. Poison or die. Giant scorpions live in deserts, caves and ruins.

Sea Dragons

Armor Class: 1	No. Appearing: 0 (1-4)
Hit Dice: 8	Save As: Fighter: 8 (see below)
Move: 180' (60') (Swimming or Flying)	Morale: 9
Attacks: 1 bite or 1 spit.	Treasure Type: H
Damage: 3-24	Alignment: Neutral

Sea dragons are intelligent and usually green in color with a bright yellow-green crest. Sea dragons have a 20% chance of talking and being spell casters, with three 1st level and three 2nd level spells. Their breath weapon is a 20' diameter glob of poison that they can spit up to 100', three times per day (50% chance to use). Those struck must save vs. Dragon Breath or die. (This poison loses its effectiveness after 1 round). Their bite is not poisonous.

The statistics given are for an average-sized sea dragon. Younger dragons, as with other dragons, are smaller and have acquired less treasure; older sea dragons are larger and have acquired more. Dragons generally range in size from 3 hit dice smaller to 3 hit dice larger than average.

Sea dragons have fin-like wings which enable them to glide above the water for up to 6 rounds (much like "flying fish"). They live in caves or sunken ships at the bottom of the ocean, and may attack passing ships for food and treasure.

Sea Serpent (Lesser)

Armor Class: 5	No. Appearing: 0 (2-12)
Hit Dice: 6	Save As: Fighter: 3
Move: 150' (50')	Morale: 8
Attacks: 1 bite or squeeze	Treasure Type: Nil
Damage: 2-12	Alignment: Neutral

A sea serpent resembles a long (20'-30') giant snake with many fins. A sea serpent may attack a sea craft its own size or smaller by looping around the boat and squeezing (for 1-10 points of hull damage per round). Its normal attack is a bite and it can lunge up to 20' out of the water when biting creatures on the surface.

**Shark**

	Bull	Mako	Great White
Armor Class:	4	4	4
Hit Dice:	2	4	8
Move:	18"	18"	18"
Attacks:	1 bite	1 bite	1 bite
Damage:	2-8	2-12	2-20
No. Appearing:	0 (3-18)	0 (2-12)	0 (1-4)
Save As:	Fighter: 1	Fighter: 2	Fighter: 4
Morale:	7	7	7
Treasure Type:	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral

Sharks are vicious predators. They have little intelligence and are unpredictable. They are attracted to the scent of blood within 300' and it will drive them into a feeding frenzy (no morale checks required). They attack by making long, curving passes. Sharks are found in salt water.

Bull shark. These are 8' long and brown in color. Bull sharks will ram their prey first to stun it, and then attack the helpless prey the next round.

Mako shark. These are 15' long and blue-gray or tan in color. Mako sharks are extremely unpredictable, ignoring swimmers one moment, and then, for no apparent reason, attacking.

Great White shark. These are 30' long or larger and grey with a white underside. They have been known to destroy small boats.

**Spectre***

Armor Class: 2	No. Appearing: 1-4 (1-8)
Hit Dice: 6**	Save As: Fighter: 6
Move: 150' (50') Flying: 300' (100')	Morale: 11
Attacks: 1 touch + special	Treasure Type: E
Damage: 1-8 + 2 level drain	Alignment: Chaotic

The ghostly spectres are among the mightiest of the **undead**. They have no solid bodies, and can only be hit by magic weapons; silver weapons have no effect. Like all undead, spectres are immune to **sleep**, **charm**, and **hold** spells.

A hit by a spectre does 1-8 (1d8) points of damage and drains **2** life energy levels. The result of this drain is that the creature touched loses 2 hit dice (levels of experience). Experience points will drop to the lowest amount needed for the new level, and all hit dice and abilities associated with the drained levels are lost. EXAMPLE: A 9th level magic-user struck by a spectre would become 7th level with 80,000 experience points, no 5th level spell, and would lose an additional 2d4 of hit points (or the last two hit die rolls). A character whose level is reduced to 0 is slain. A character slain by a spectre will rise the next night as a spectre under the control of the slayer.

Squid, Giant

Armor Class:	7	No. Appearing:	0 (1-4)
Hit Dice:	6	Save As:	Fighter: 3
Move:	120' (40')	Morale:	7 (9)
Attacks:	8 tentacles/ 1 bite	Treasure Type:	V
Damage:	1-4 tentacles/ 1-10 beak	Alignment:	Neutral

A giant squid dwells only in deep sea, rising to the surface only to hunt. A giant squid will sometimes (25%) wrap its two long tentacles about a boat and squeeze, doing 1-10 points of damage to the boat's hull, while the beak does 2 points per round after the tentacles grapple. Giant squids often (75%) attempt to snatch seamen from the decks of passing ships and pull them to their lair below to be devoured. The lesser tentacles do constriction damage after they hit. They can be severed with a single blow that does 6 or more points, while the greater tentacles can be severed with a blow that causes 10 or more points of damage.

If its morale fails, the squid can flee at triple speed and will leave great clouds of ink (30' radius, twice per day maximum) to confuse pursuers. A large giant squid can even be double or triple normal size.

Stegosaurus

Armor Class:	3	No. Appearing:	0 (1-4)
Hit Dice:	11	Save As:	Fighter: 6
Move:	60' (20')	Morale:	7
Attacks:	tail or trample	Treasure Type:	Nil
Damage:	2-16 or 2-16	Alignment:	Neutral

These squat dinosaurs have hard upright plates of bone along their backs and 4 long spikes on the end of their tails. They will swing their tail at anything that menaces them. Stegosaurs are herbivores and prefer sub-tropical conditions. They are usually found only in "lost world" areas.

Termite, Water

	<u>Swamp</u> <u>Termite</u>	<u>Fresh Water</u> <u>Termite</u>	<u>Salt Water</u> <u>Termite</u>
Armor Class:	4	6	5
Hit Dice:	1+1	2+1	4
Move:	90' (30')	120' (40')	180' (60')
Attacks:	(see below)	(see below)	(see below)
Damage:	1-3	1-4	1-6
No. Appearing:	0 (1-4)	0 (1-3)	0 (2-7)
Save As:	Fighter: 1	Fighter: 2	Fighter: 3
Morale:	10	8	11
Treasure Type:	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral

Water termites vary from about 1' to 5' in length, the largest being found in ocean waters. All are shaped similar to normal termites except for an elastic body sack which can intake and expel water. When the body sack is completely expanded, the water termite looks like a large balloon with a small insect-like head attached at the front of the body. These termites jet about underwater like squids. When frightened above water, the water termite will release an irritating spray at one target. Any creature or character hit by this spray must save vs. Poison or be stunned for 1 turn. If frightened underwater, it will produce a black ink to obscure the vision of its attacker. These defense mechanisms can be used once

per turn. If backed into a corner, the water termite will attempt to bite its attacker.

The real terror of these creatures is the possible destruction they can cause to boats and ships. Water termites will cling to passing vessels and move about the bottom to find a good place to begin eating away at the wood. Once attached, each termite will do 1-3 points of hull damage to the ship or boat and then will drop off, having eaten its fill. Check for sinking (see page X63) after the water termites have begun to damage the vessel. Once a water termite damages a boat or ship, there is a 50% chance each round that someone will notice water leaking into the vessel.

**Titanotherere**

Armor Class:	5	No. Appearing:	0 (1-6)
Hit Dice:	12	Save As:	Fighter: 6
Move:	120' (40')	Morale:	7
Attacks:	butt or trample	Treasure Type:	Nil
Damage:	2-12/3-24	Alignment:	Neutral

The prehistoric titanotherere resembles a huge blunt-horned rhino, 12' tall at the shoulder. They are generally peaceful if left alone, preferring to graze grass and eat leaves off trees. In combat, titanothereres will butt or trample their opponents. Small herds of these creatures are found in the grasslands of "lost world" areas.

Toad, Giant

Armor Class:	7	No. Appearing:	1-4 (1-4)
Hit Dice:	2+2	Save As:	Fighter: 1
Move:	90' (30')	Morale:	6
Attacks:	1 bite	Treasure Type:	Nil
Damage:	2-5	Alignment:	Neutral

A giant toad is about the size of a very large dog, and weighs 150-250 pounds. These toads can change their skin color to blend into woods or poorly-lit dungeons, thus surprising their prey on a roll of 1-3. They can shoot their tongues out to 15' and drag dwarf-sized or smaller victims to their mouths to be bitten. On a "to hit" roll of 20, small prey will be swallowed whole, taking 1-6 (1d6) points of damage each round thereafter.

Treatant

Armor Class:	2	No. Appearing:	0 (1-8)
Hit Dice:	8	Save As:	Fighter: 8
Move:	60' (20')	Morale:	9
Attacks:	2 blows	Treasure Type:	C
Damage:	2-12/2-12	Alignment:	Lawful

Treatants are 18' tall tree-men who resemble trees. Treatants are only concerned with protecting forests and plant life. They speak a slow and difficult tongue and distrust those who use fire. Because treatants are often mistaken for normal trees, all encounters with treatants take place at 30 yards or less and they surprise a party on a roll of 1-3.

One treant can animate any two trees within 60' to move at 30' (5'), and fight as treants. A treant may change which trees it is animating at will.

Triceratops

Armor Class: 2	No. Appearing: 0 (1-4)
Hit Dice: 11	Save As: Fighter: 6
Move: 90' (30')	Morale: 8
Attacks: gore or trample	Treasure Type: Nil
Damage: 3-18 each	Alignment: Neutral

A triceratops is a heavily muscled, four legged dinosaur that stands about 12' high at the shoulder and is nearly 40' long. It has three horns protruding from the bony protective crest that covers its head. Although these creatures are plant eaters, they are aggressive and dangerous, usually attacking on sight. They charge for double damage on the first attack. Triceratops are found on the plains of "lost worlds".

Troll

Armor Class: 4	No. Appearing: 1-8 (1-8)
Hit Dice: 6+3*	Save As: Fighter: 6
Move: 120' (40')	Morale: 10 (8)
Attacks: 2 claws/1 bite	Treasure Type: D
Damage: 1-6/1-6/1-10	Alignment: Chaotic

Thin and rubbery, loathesome trolls stand nearly 8' tall. They are intelligent and prefer humanoid creatures over all other foods. Trolls live in caves, dungeons, wastelands, and in ruined dwellings of the humanoids they have slain and eaten.

Trolls are strong and rend their opponents with talons and sharp teeth. A troll has the power of regeneration: (the ability to heal and grow back together). A troll will begin to heal 3 rounds after it has taken damage. A troll's wounds will heal themselves at a rate of 3 hit points per round, and even severed limbs will crawl back to the body and rejoin. The troll cannot regenerate damage from fire or acid. In game turns, this means that unless totally consumed by fire or acid, a troll will eventually regenerate completely. If reduced to 0 hit points (other than fire or acid damage), the troll will heal enough to fight again in 2-12 rounds. The morale in parentheses applies only when the troll is attacked by fire or acid.

Tyrannosaurus Rex

Armor Class: 3	No. Appearing: 0 (1)
Hit Dice: 20	Save As: Fighter: 10
Move: 120' (40')	Morale: 11
Attacks: 1 bite	Treasure Type: V (x3)
Damage: 6-36	Alignment: Neutral

The tyrannosaurus rex is one of the largest hunting dinosaurs, standing over 20' tall. Its great jaws are lined with sharp teeth and it moves erect on its hind legs. It will attack anything man-sized or larger, usually attacking the largest creature first.

The tyrannosaurus rex is usually found only in "lost world" areas.

Undead: see Mummy, Spectre, Vampire, and Wraith.

Undead are evil creatures whose forms were created through dark magic. All were once living beings. They are unaffected by things that affect living creatures, such as poison, and are not affected by spells that affect the mind, such as sleep, charm person, and hold. Undead usually do not make any noise.

Unicorn

Armor Class: 2	No. Appearing: 1-6 (1-8)
Hit Dice: 4*	Save As: Fighter: 8
Move: 240' (80')	Morale: 7
Attacks: 2 hooves/1 horn	Treasure Type: Nil
Damage: 1-8 each	Alignment: Lawful

A unicorn looks like a slender horse with a horn growing from its forehead. A unicorn is a fierce but shy creature. Only a pure maiden can talk to or ride one. It can magically teleport itself with a rider to a distance of 360' once per day.

Vampire*

Armor Class: 2	No. Appearing: 1-4 (1-6)
Hit Dice: 7-9**	Save As: Fighter: 7-9
Move: 120' (40')	Morale: 11
Flying: 180' (60')	
Attacks: 1 touch + special	Treasure Type: F
Damage: 1-10 + energy drain	Alignment: Chaotic

Vampires are the most feared of the **undead**, feeding on the blood of the living in order to survive. Vampires haunt ruins, tombs, crypts and other places deserted by man. They are unaffected by sleep, charm, and hold spells. Vampires can only be hit with magic weapons.

In human form, a vampire's touch will drain 2 life energy levels from the victim. A character slain by a vampire will return from death as a vampire in 3 days.

A vampire may also attempt to **charm** any who gaze into its eyes. The victim must save vs. Spells to avoid the **charm**, with a -2 penalty on the roll. A charmed victim will be totally under the vampire's control, but cannot use spells or magic.

A vampire in any form can regenerate 3 hit points per round, as soon as it is damaged. If a vampire is reduced to 0 hit points, it will not regenerate, but will become gaseous and flee to its coffin.

In human form the vampire can summon 10-100 rats (5-20 giant rats), 10-100 bats (3-18 giant bats), or 3-18 wolves (2-8 dire wolves), if these are in the area.



Weaknesses of Vampires. Vampires will not come within 10' of any strongly presented holy symbol, although they may move to attack the person holding the symbol from another direction. A strong odor of garlic repels them (save vs. Poison, or cannot attack that round). Vampires cast no reflection and avoid mirrors.

A vampire may take the form of a human, a dire wolf, a giant bat, or a gaseous cloud at will. This transformation requires 1 round. In dire wolf or giant bat form, the vampire will move, attack, and do damage according to the statistics for those creatures. The vampire's armor class, hit dice, morale, and saving throws remain unchanged. In gaseous form, a vampire can fly at the listed speed and has immunity to all weapon attacks. A vampire cannot attack while in gaseous form.

Vampires cannot cross running water, either on foot or flying, except at bridges or while in their coffins. During the day, a vampire usually rests in its coffin, and failure to do so results in the loss of 2-12 hit points per day. These hit points will not be regenerated until the vampire has rested in its coffin for a full day.

Destroying Vampires. A vampire can be destroyed by driving a wooden stake through its heart or by immersion in running water for 1 turn. If a vampire is exposed to direct sunlight, the creature must make a saving throw vs. Death Ray each round or disintegrate. Note that a continual light spell will not disintegrate a vampire, but will partially blind it (making its attacks suffer a -4 penalty "to hit"). If all of the vampire's coffins are blessed or destroyed, the vampire will weaken, taking damage as above, and will die when its hit points are reduced to 0. A vampire will always have several well-hidden coffins available.

Weasel, Giant

Armor Class: 7	No. Appearing: 1-4 (1-6)
Hit Dice: 4 + 4	Save As: Fighter: 3
Move: 150' (50')	Morale: 8
Attacks: 1 bite + special	Treasure Type: V
Damage: 2-8	Alignment: Neutral

A giant weasel is 8'-9' long and covered with a richly colored fur of white, gold or brown. These quick and vicious predators hunt singly or in groups. Once they bite, they will hold on and suck blood, doing 2-8 points of damage each round until their prey is dead or until they are killed.

Giant weasels have infravision to 30' and can track parties by scent. They will pursue wounded prey in preference to all other. They live in tunnels underground, and their treasure will be found on the bodies of creatures they have slain and pulled to their lair to eat.

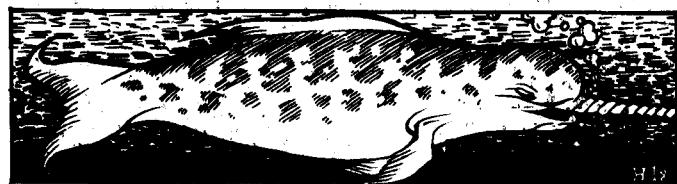
Whale

	Killer Whale	Narwhal	Sperm Whale
Armor Class:	6	7	6
Hit Dice:	6	12	36
Move:	240'	180'	180'
Attacks:	1 bite	1 horn/1 bite	1 bite
Damage:	1-20	2-12/1-8	3-60
No. Appearing:	0 (1-6)	0 (1-4)	0 (1-3)
Save As:	Fighter: 3	Fighter: 12	Fighter: 15
Morale:	10	8	7
Treasure Type:	V	See below	V
Alignment:	Neutral	Lawful	Neutral

Killer whale. These are 25' long and are found mainly in cold waters. They live by hunting other sea creatures (even other whales). Creatures of halfling size or smaller will be swallowed whole if the killer whale scores a 20 on its "to hit" roll. Those swallowed take 1-6 points of damage per round and will drown in 10 rounds unless freed.

Narwhal. The narwhal is 15' long, grey to white in color, and has an 8' long spiral horn on its head (like that of a unicorn). It is an intelligent, magical creature, very independent and secretive. It is rumored that their horns vibrate in the presence of evil. Their horns are worth from 1,000 to 6,000 gold pieces each (1d6 x 1000) for their ivory. Narwhals roam arctic waters.

Sperm whale. This huge whale can grow to be 60' long. It preys on the most feared denizens of the deep (such as the giant squid). Man-sized or smaller creatures will be swallowed on a die roll that is 4 or more than the score needed to hit, taking 3-18 points of damage per round. Sperm whales will sometimes (10% chance) attack ships, attempting to ram. Should the sperm whale succeed, it will do 6-36 points of damage to the ship.



Wraith*

Armor Class: 3	No. Appearing: 1-4 (1-6)
Hit Dice: 4**	Save As: Fighter: 4
Move: 120' (40')	Morale: 12
Flying: 240' (80')	
Attacks: 1 touch + special	Treasure Type: E
Damage: 1-6 + energy drain	Alignment: Chaotic

A wraith is an undead monster that drains the life-force of its victims. It has no physical body and looks like a pale, manlike, almost transparent figure composed of thick mist. It is immune to sleep, charm, and hold spells. A wraith can only be hit by silver or magical weapons, but silver weapons will only do half damage.

When a wraith hits in melee, it will do normal damage and also drain one life energy level (see spectre). Wraiths dwell in deserted lands or in the dwellings of creatures they have slain or frightened away. Characters slain by a wraith will become wraiths under the control of the one that killed them after one day.

Wyvern

Armor Class: 3	No. Appearing: 1-2 (1-6)
Hit Dice: 7*	Save As: Fighter: 4
Move: 90' (30')	Morale: 9
Flying: 240' (80')	
Attacks: 1 bite/1 sting	Treasure Type: E
Damage: 2-16/1-6 + poison	Alignment: Chaotic

A wyvern looks like a two-legged, winged dragon with a long tail. In combat, the wyvern will bite and arch its tail over its head to hit opponents in front of it. Those stung by the tail must save vs. Poison or die. These beasts prefer to live on cliffs or in forests, but may be found anywhere.

PART 7: TREASURE

As in the DUNGEONS & DRAGONS® Basic rules, treasure consists of the coins, gems, jewelry, and magic items the party finds on an adventure. As the party becomes more experienced the treasure will be better guarded, better hidden, and possibly trapped, too! However, there will be more treasure for characters to win, and more things to spend their wealth on.

Often the treasure will be in unusual and possibly hard-to-recognize forms. Valuable silks, wines, rare books, small statues, furs, and tusks are only some of the forms such treasure could take. A party should always look for clues that odd items might be more valuable than they appear.

The random treasure tables are given again here for easy reference. In addition, the expanded table for **unguarded dungeon treasure** is given on page X53. It is recommended that when the

players are experienced, very few treasures be left completely unguarded. The average gold piece value of random treasures (not including magic) are again given below.

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

As the campaign goes on, the DM should be especially careful when placing treasures, as these will become even more important in determining the rate at which the characters gain levels and power. They can be the major tool the DM uses to balance the campaign.

TREASURE TYPES

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

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

INDIVIDUALS' TREASURE TYPE

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

MAGIC ITEMS

There are many new magic items presented in this section of the rules. Descriptions of each may be found after the tables listing the items, under the appropriate heading. These tables have combined the magic items from both the D&D Basic and Expert rules and should be used to replace the tables found in the D&D Basic rulebook. However, only new items are described here; the other item descriptions and general guidelines (duration of potions, etc.) may be found in the D&D Basic rulebook.

The magic subtables are similar to those in the D&D Basic rules, except that the exact item is determined by rolling **percentage dice (d%)**. In general, magic items are used in the same way as before, except that many items will be much more powerful. When such items have the effect of spells whose effects change with level, consider the power of the item to be as a 6th level spell caster.

Sword

Die Roll	Sword Type
01-40	(Sword + 1)
41-46	(Sword + 1, + 2 vs. lycanthropes)
47-52	(Sword + 1, + 2 vs. spell users)
53-57	(Sword + 1, + 3 vs. undead)
58-62	(Sword + 1, + 3 vs. dragons)
63-67	Sword + 1, + 3 vs. regenerating creatures
68-72	Sword + 1, + 3 vs. enchanted monsters
73-80	(Sword + 1, casts light on command (30' radius))
81-83	Sword + 1, locate objects
84-87	Sword + 1, flames on command
88	Sword + 1, drains life energy, 5-8 levels
89	Sword + 1, wishes
90-92	(Sword + 2)
93-94	Sword + 2, charm person
95-96	Sword + 3
97-98	(Sword -1, cursed)
99-00	Sword -2, cursed

Potion

Die Roll	Potion Type
01-03	Clairaudience
04-07	Clairvoyance
08-10	Control Animal
11-13	Control Dragon
14-16	Control Giant
17-19	Control Human
20-22	Control Plant
23-25	Control Undead
26-28	(Diminution)
29-35	Delusion
36-39	(ESP)
40-43	Fire Resistance
44-47	Flying
48-51	(Gaseous Form)
52-55	Giant Strength
56-59	(Growth)
60-63	(Healing)
64-68	Heroism
69-72	(Invisibility)
73-76	Invulnerability
77-80	(Levitation)
81-84	Longevity
85-86	(Poison)
87-89	Polymorph Self
90-97	Speed
98-00	Treasure Finding

Miscellaneous Weapon

Die Roll	Weapon Type
01-10	(Arrows + 1, 2-12 found)
11-12	(Arrows + 1, 3-30 found)
13-18	Arrows + 2, 1-6 found
19-28	Crossbow Bolts + 1, 2-12 found
29-30	Crossbow Bolts + 1, 3-30 found
31-37	Crossbow Bolts + 2, 1-6 found
38-40	Magic Bow + 1
41-49	(Axe + 1)
50-52	Axe + 2
53-60	(Mace + 1)
61-63	Mace + 2
64	Mace + 3
65-67	(Dagger + 1)
68	Dagger + 2, + 3 vs. orcs, goblins, and kobolds
69-75	War Hammer + 1
76-80	War Hammer + 2
81	War Hammer + 3, returns if thrown by dwarf
82-87	Sling + 1
88-95	Spear + 1
96-99	Spear + 2
00	Spear + 3

General Magic

Die Roll	Magic Subtable
01-20	Sword
21-30	Armor
31-35	Misc. Weapon
36-55	Potion
56-85	Scroll
86-90	Ring
91-95	Wand/Staff/Rod
96-00	Misc. Magic

The magical items in parentheses are described in the D&D Basic rulebook. When stocking an area for 1st-3rd level characters, it is recommended that the DM use the magic tables from the D&D Basic rules.

Armor Subtable

Die Roll	Armor Type
01-20	(Shield + 1)
21-35	(Armor + 1)
36-45	(Armor + 1, Shield + 1)
46-55	Shield + 2
56-60	Armor + 2
61-65	Armor + 2, Shield + 2
66-70	Shield + 3
71-73	Armor + 3
74	Armor + 3, Shield + 3
75-80	Cursed Shield -2
81-82	Cursed Armor -2
83-85	Cursed Armor -1
86-88	Cursed Shield, AC 9
89-90	(Cursed Armor, AC 9)
91-93	Armor + 2, Shield + 1
94-95	Armor + 1, Shield + 2
96	Armor + 1, Shield + 3
97	Armor + 3, Shield + 1
98	Armor + 3, Shield + 2
99	Armor + 2, Shield + 3
00	Cursed Armor -2, Shield + 1

Ring

Die Roll	Ring Type
01-05	(Control Animal)
06-10	Control Human
11-16	Control Plant
17-26	Delusion
27-29	Djinni Summoning
30-39	(Fire Resistance)
40-50	(Invisibility)
51-65	(Protection + 1)
66-70	Protection + 1, 5' radius
71-72	Regeneration
73-74	Spell Storing
75-80	Spell Turning
81-82	Telekinesis
83-88	(Water Walking)
89-94	(Weakness)
95-96	Wishes, 1-2
97	Wishes, 1-3
98	Wishes, 2-4
99-00	X-Ray Vision

Scroll

Die	Roll	Type of Scroll
01-15	(Spell scroll: 1 spell*)	
16-25	(Spell scroll: 2 spells*)	
26-31	(Spell scroll: 3 spells*)	
32-34	Spell scroll: 5 spells*	
35	Spell scroll: 7 spells*	
36-40	(Cursed scroll (affects reader immediately))	
41-50	(Protection from Lycanthropes)	
51-60	(Protection from Undead)	
61-70	Protection from Elementals	
71-75	Protection from Magic	
76-79	(Treasure Map: location of 1,000 to 4,000 gp value)	
80-84	Treasure Map: location of 5,000 to 30,000 gp value	
85-86	Treasure Map: location of 6,000 to 36,000 gp value	
87-88	Treasure Map: location of 5,000 to 30,000 gp value and 5-30 gems	
89-90	Treasure Map: location of 1-60 gems and 2-20 pieces of jewelry	
91-93	(Treasure Map: location of one magic item)	
94-95	Treasure Map: location of 2 magic items	
96	Treasure Map: location of 3 magic items — no swords	
97	Treasure Map: location of 3 magic items and 1 potion	
98	Treasure Map: location of 3 magic items, 1 scroll and 1 potion	
99	Treasure Map: location of 5,000-30,000 gp value and one magic item	
00	Treasure Map: location of 5-30 gems and 2 magic items	

*25% of all spell scrolls will be clerical.

Miscellaneous Magic Items

Die	Roll	Miscellaneous Magic Type
01-03		Amulet vs. Crystal Ball and ESP
04-05		(Bag of Devouring)
06-11		(Bag of Holding)
12-16		Boots of Levitation
17-21		Boots of Speed
22-26		Boots of Traveling and Leaping
27-31		(Broom of Flying)
32-35		(Crystal Ball)
36-37		Crystal Ball with Clairaudience
38		Crystal Ball with ESP
39		Drums of Panic
40		Efreeti Bottle
41-42		Displacer Cloak
43		Bowl Commanding Water Elementals
44		Brazier Commanding Fire Elementals
45		Censer Controlling Air Elementals
46		Stone Controlling Earth Elementals
47-56		(Elven Cloak and Boots)
57		Flying Carpet
58-64		(Gauntlets of Ogre Power)
65-66		Girdle of Giant Strength
67-77		(Helm of Alignment Changing)
78		(Helm of Telepathy)
79-83		Helm of Reading Languages and Magic
84		Helm of Teleportation
85		Horn of Blasting
86-90		(Medallion of ESP 30')
91-93		Medallion of ESP 90'
94		Mirror of Life Trapping
95-97		(Rope of Climbing)
98-00		Scarab of Protection

Wand/Staff/Rod

Die	Roll	Type of Wand/Staff/Rod
01-08		(Rod of Cancellation)
09-11		Staff of Commanding*†
12-21		(Staff of Healing†)
22-23		Staff of Power*
24-28		(Snake Staff†)
29-31		Staff of Striking*†
32-34		Staff of Withering†
35		Staff of Wizardry*
36-40		(Wand of Enemy Detection*)
41-45		(Wand of Magic Detection*)
46-50		Wand of Metal Detection*
51-55		Wand of Secret Door Detection*
56-60		Wand of Trap Detection*
61-65		Wand of Fear*
66-70		Wand of Cold*
71-75		Wand of Fire Balls*
76-80		Wand of Illusion*
81-85		Wand of Lightning Bolts*
86-90		Wand of Negation*
91-95		(Wand of Paralyzation*)
96-00		Wand of Polymorph*

*Usable by magic-users and elves only.

†Usable by clerics only.

EXPLANATION OF MAGIC ITEMS**SWORDS**

All magic swords are listed with a plus or minus (for example, a **sword +1** or a **cursed sword -1**). The number is the amount added to or subtracted from the result of the "to hit" roll and to the damage done. EXAMPLE: A **sword +1** would adjust a roll of 17 to 18, and if 5 points of damage were rolled, 6 would actually be inflicted.

Once a cursed weapon is used in battle it may not be gotten rid of except by use of a **remove curse** or **dispel magic** spell.

Some magic swords have additional abilities or intelligence. For example, a **sword +1, +2 vs. lycanthropes** would give a bonus of +2 on the "to hit" and damage rolls (instead of the normal +1) when used against any were-creature. All other abilities are listed either here or in the D&D Basic rulebook. The intelligence of swords is described later.

Sword +1, locate objects: Once per day, this sword may be used to **locate objects** up to 120' away in the same manner as the 2nd level magic-user's spell.

Sword +1, flames on command: This sword will blaze with flames when commanded by the user. It will remain flaming until commanded to go out. While flaming, it gives a bonus of **+2** on "to hit" rolls against trolls, pegasi, hippogriffs, and rocs; and a **+3** bonus against treants and undead monsters. Damage from this sword is treated as fire damage (for example, trolls cannot regenerate damage inflicted by it). It will cast light and burn as if a torch (when used against a **web**, for example).

Sword +1, drain life energy: When this sword hits, it will drain one life level or hit die (like a spectre) on command, in addition to the normal damage done. The sword can only drain 5-8 (1d4+4) levels, after which it becomes a normal magical **sword +1**.

TREASURE

D&D: EXPERT

Sword +1, wishes: This sword will grant 1-4 **wishes** once. A **wish** can be cast by holding the sword and stating the wish. Once the sword is used in this manner, one of the **wishes** is gone. **Wishes** are very powerful magic, and should be used (and handled by the DM) with great care. See page X59 for details on **wishes**.

Sword +2, charm person: This sword can cast a **charm person** (1st level magic-user's spell) on command, up to 3 times per week. The effects are the same as the spell.

Intelligent Swords

Certain magic swords may be intelligent and have other special abilities, as well. The DM can create special intelligent magic swords or roll them randomly, using the following procedure. An intelligent sword should be played by the DM, just like an NPC character.

Rolling Up a Magic Sword

- Find out if the sword has a **special purpose** (Optional: 1d20).
- Determine the sword's **Intelligence** score (1d20).
- Find the **languages** (if any) known by the sword (d%).
- Determine the **alignment** of the sword (1d20).
- Find the **Primary powers** of the sword (d%).
- Roll for an **Extraordinary power** (if any, d%).
- Roll for the sword's **Ego** score (1d12).

1. SPECIAL PURPOSE. A sword will have a special purpose if a roll of 20 on 1d20 is made (the DM may choose to omit this roll, carefully placing all special purpose swords, as they are both very powerful and very rare). Any sword with a special purpose will have Intelligence and Ego scores of 12, as well as one special purpose.

Special purpose is given to some rare swords by their supernatural creator. The following list gives some special purposes which may be used, or the DM may invent others. Only one special purpose may be given to any one magic sword.

- Slay magic-users** (including elves)
- Slay clerics**
- Slay fighters** (including dwarves and halflings)
- Slay monster** (roll for one type randomly)
- Defeat Law** (if sword is Lawful, Defeat Chaos)
- Defeat Chaos** (if sword is Chaotic, Defeat Law)

When used for its special purpose, the sword will gain one added ability, according to its alignment.

Lawful swords will paralyze a Chaotic opponent upon a hit unless the victim saves vs. Spells.

Neutral swords will add +1 to all of the user's saving throws.

Chaotic swords will turn to stone a Lawful opponent upon a hit unless the victim saves vs. Spells.

EXAMPLE: A Lawful sword with a special purpose to **slay magic-users** will paralyze only Chaotic magic-users, and only if the saving throw is failed.

2. INTELLIGENCE. Each intelligent sword has an Intelligence score, one or more Primary powers, possibly an Extra-ordinary power, and a method of communication. **Empathy** means that the user of the sword will somehow know what the sword's powers are and how to use them.

Die Roll	Intelligence Score	Powers	Method of Communication
1-14	None	None	None
15	7	1 Primary	Empathy
16	8	2 Primary	Empathy
17	9	3 Primary	Empathy
18	10	3 Primary	Speech
19	11	3 Primary + Reads Magic	Speech
20	12	3 Primary + Reads Magic + 1 Extraordinary	Speech

3. LANGUAGES. Speaking swords will talk aloud, usually telling the user what is desired. Any sword that can read magic can read written information in any language it can speak. A talking sword will always know its alignment language, in addition to the number of languages rolled. The DM will have to choose which languages are known by a sword.

Die Roll	Number of Languages
01-50	1
51-70	2
71-85	3
86-95	4
96-99	5
00	Roll again twice, and add the results.

4. ALIGNMENT. Determine the alignment of the intelligent sword (roll 1d20):

Die Roll	Alignment
1-13	Lawful
14-18	Neutral
19-20	Chaotic

A sword's alignment cannot be detected until it is handled. If the creature handling the sword is of the same alignment, there will be no adverse effects. However, if the alignment is different, the user will take some damage each round in which the sword is touched or held, according to the following chart:

User's Alignment	Sword's Alignment	Damage per round
Lawful	Neutral	1-6
	Chaotic	2-12
Neutral	Lawful or Chaotic	1-6
Chaotic	Lawful	2-12
	Neutral	1-6

5. PRIMARY POWERS. Roll d% to find any Primary powers a sword might have. The number of Primary powers depends on the sword's Intelligence score (see #2 above). Duplicate results should be rolled again.

Dice Roll	Primary power
01-15	Detect shifting walls and rooms
16-30	Detect sloping passages
31-40	Find secret doors
41-50	Find traps
51-60	See invisible objects
61-70	Detect evil (good)
71-80	Detect metal
81-90	Detect magic
91-95	Detect gems
96-99	Roll for 1 extraordinary power (6., below)
00	Roll twice more on this table

Unless otherwise noted, one Primary power may be used each round, once per round. The user must have the sword in hand and be concentrating on the power in order to use it. Duplicate results should be rolled again unless noted otherwise.

Detect shifting walls and rooms. The sword can find shifting walls and rooms within a range of 10'.

Detect sloping passages. The sword can locate sloping passages within a 10' range.

Find secret doors. The sword can locate all secret doors within a 10' range. This power can only be used three times per day.

Detect traps. The sword can detect traps of any type within 10', but only three times per day.

See invisible objects. The sword can see invisible and hidden objects (but not secret doors) within 20'.

Detect evil (good). The sword will be able to detect one of these intentions up to a range of 20'. (Animals and traps are neither evil nor good.)

Detect metal. The sword can detect metal of any type requested up to a range of 60' (unless blocked by lead). It will point in the direction of the material.

Detect magic. The sword can detect any magic spell or item within 20', and will cause the magic item (when commanded) to glow. This power can only be used three times per day.

Detect gems. The sword can detect any type of gems (and will tell the number of them) within a range of 60' (unless blocked by lead). The sword will point in the direction of the gems.

6. EXTRAORDINARY POWERS. If the intelligent sword has an extraordinary power, roll d% on the table below. Duplicate results should be rolled again unless noted otherwise.

Die Roll	Extraordinary powers
01-10	Clairaudience
11-20	Clairvoyance
21-30	ESP
31-40	Telepathy
41-50	Telekinesis
51-59	Teleportation
60-68	X-ray vision
69-77	Illusion
78-82	Levitation
83-87	Flying
88-92	Healing (duplicate allowed)
93-97	Extra damage (duplicate allowed)
98-99	Make two more rolls on this table
00	Make three more rolls on this table

As with Primary powers, the user must have the sword in hand and be concentrating on the power. Any Extraordinary power is only usable three times per day unless specially noted otherwise.

Clairaudience. This power will allow the user to hear noises (including speech) in an area up to a range of 60' through the ears of a creature in that area (unless blocked by lead). The user must concentrate for one turn in order to hear what the creature hears.

Clairvoyance. This power will allow the user to see an area up to 60' away through the eyes of a creature in that area, unless blocked by lead. The user must concentrate for one turn in order to "see".

ESP. The user of the sword may listen to any one living creature's thoughts. The user must concentrate in one direction, and can only "hear" thoughts within 60' (unless blocked by lead). The user will understand any thoughts "heard".

Telepathy. This power will allow the user to perform the same powers as ESP (above), but also gives the ability to "send"

thoughts to the creature contacted (as a **helm of telepathy**). The creature may refuse to answer.

Telekinesis. The user of the sword may move up to 2,000 coins of weight by concentration alone. See the magic-user's spell of the same name for more information.

Teleportation. This power allows the user of the sword to teleport (as the magic-user's spell).

X-ray vision. This power produces the same effect as a **ring of X-ray vision** (the ability to see through anything, except gold or lead).

Illusion. This power allows the user to create one **phantasmal force** spell (as the magic-user's spell).

Levitation. The user of the sword may levitate as if using the magic-user's spell of the same name, for a maximum of 3 turns.

Flying. The user of the sword may fly as if using the magic-user's spell of the same name, for a maximum of 3 turns.

Healing. The sword will heal up to 6 points of damage at the rate of 1 hit point per round. This power may only be used once per day. Duplicate ability rolls will increase the amount of healing and the time required by 6.

Extra damage. This power will increase the user's strength when striking for 1-10 (1d10) rounds. During this time, the user will inflict 4 times the normal damage on each successful hit (but has no better chances to hit). Each duplicate roll of this power increases the multiplier by 1 (to 5 times, 6 times, etc.).

7. EGO. To determine the Ego score of an intelligent (non-special purpose) sword, roll 1d12. The Ego of the sword is a measure of the force of its personality. A sword with high intelligence and ego may try to control its user. The DM should make a control check at certain times.

Control checks. An intelligent sword must be checked to see if it controls its user in five different situations:

1. When the character first handles the sword.
2. When the character is wounded to a point where half of his or her original hit points are gone.
3. When the character acquires any other magic weapon.
4. When a character of a different alignment tries to use it.
5. When a situation arises where the special purpose of the sword (if applicable) can be used.

To make the control check, the DM must find the **will score** of the user and of the sword. When the will scores are found, the being with the higher total **will score**, either character or sword will control the actions of the character.

Will score. An intelligent sword's will score is found by adding the sword's Intelligence, Ego, and bonuses. The sword gets a bonus of +1 to the will score for each Extraordinary power it has, plus 1-10 (1d10) points if the sword is of a different alignment than the user. A character's will score is found by adding the character's Strength and Wisdom scores and subtracting any adjustments due to wounds, as follows: if the character is damaged but no more than $\frac{1}{2}$ the original hit points, 1-4 (1d4) points are subtracted. If the character has lost more than $\frac{1}{2}$ the original hit points, 2-8 (2d4) points are subtracted from the Will score.

Swords in control. If a sword controls a character, the DM must decide on the actions of the sword in certain situations. These may include:

Leading the user past other magic weapons found, or discard other weapons.

Forcing the user to charge into combat to win glory for itself.

Forcing the user to surrender to an opponent — either one more worthy of the sword or one easier to control.

Forcing the user to spend most of his or her money on items for the sword (jeweled fittings, fancy scabbards, special magical protection, etc.).

The control will last until the sword is satisfied or until the situation which caused the control check has passed.

TREASURE

D&D: EXPERT

WEAPONS AND ARMOR

Most magic weapons and armor work just as in the D&D Basic rules. A **cursed shield** or **cursed armor** (-1 or -2) will reduce the character's armor class by that amount. For example, a character with **cursed plate mail -2** and with a **cursed shield -1** has an adjusted armor class of 5. These items will only display their true nature in actual, deadly combat and can only be gotten rid of with the aid of a **remove curse** or **dispel evil** spell.

Die Roll	Type of Armor	Normal AC	Encumbrance of Magic Armor
1-2	Leather	7	100 coins
3-6	Chain mail	5	200 coins
7-8	Plate mail	3	250 coins

POTIONS

Unless stated otherwise, a potion will give the creature who drinks it a given magical ability for 7-12 turns (1d6 + 6). If a character drinks any potion while another potion is still in effect, the character will become sick and will be unable to do anything for 3 turns. No saving throw is allowed. Potions whose effects are permanent (healing, longevity) are exempt from this rule.

CONTROL POTIONS: When using these potions, the caster must see the controlled creatures in order to direct their actions. The controlled creatures cannot be forced to kill themselves. While controlling creatures by using a potion, the user will be too busy to do anything else.

Clairaudience: The user may hear noises (including speech) in an area up to a range of 60' through the ears of a creature in that area. The effect will be blocked by lead.

Clairvoyance: The user may see an area up to 60' away through the eyes of a creature in that area, unless blocked by lead.

Control Animal: The user may control up to 3-18 (3d6) hit dice of animals (normal or giant but not fantastic or magical). When the control ends, the animals will leave the area if they can.

Control Dragon: The user may control up to 1-3 dragons of one particular type (chosen or randomly determined by the DM). Note that there are therefore 6 different types of this potion. A dragon thus controlled will do what is commanded of it, excluding spell casting (if it is capable of spells). The dragon will be hostile when the control ends.

Control Giant: The user may control 1-4 giants of one type. The DM determines the particular type affected.

Control Human: The user may cast a **charm person** spell at will (to a maximum of once per round) at any human within 60'. This potion allows a maximum of 6 hit dice of humans (normal men count as 1/2 hit die each) to be charmed. Each victim may save vs. Spells to avoid the **charm**. The **charm** lasts only until the potion wears off.

Control Plant: The user may control all plants and plant-like creatures (including monsters) in a 30' x 30' area up to 60' from the user. The controlled plants will respond to the user's will, and can twist, writhe, and entangle victims in the area.

Control Undead: The user may control 3-18 (3d6) hit dice of **undead** monsters. The **undead** will be hostile when the control ends.

Delusion: This potion has the same effect as a **ring of delusion** for 7-12 (d6 + 6) turns.

Fire resistance: The user receives immunity to normal fires, a bonus of +2 on saving throws vs. fire attacks, and will take less damage from magical or dragon fire (-1 per die of damage, but with a minimum of 1 point per die).

Flying: The user may fly at up to 120' per round without tiring (as the magic-user's spell of the same name).

Giant Strength: The user will gain the strength of a frost giant.

The effect may not be combined with other strength-adjusting magic items (such as gauntlets of ogre power). The user may throw small boulders up to 200' to strike for 3-18 (3d6) points of damage, and will inflict twice normal damage on a successful hit when using any weapon.

Heroism: A fighter, dwarf or halfling will gain the hit dice, hit points, and all abilities of a high level fighter, as follows:

Cleric, magic-user, elf, or thief	no effect
Normal Man	becomes a 4th level fighter
Character level 1-3	gains 3 levels
Character level 4-7	gains 2 levels
Character level 8-10	gains 1 level
Character level 11+	no effect

All wounds incurred during the duration of the potion are subtracted from the magically gained hit points first.

Invulnerability: The potion improves the user's Armor Class by 2, and gives a bonus of +2 on all saving throws. However, if used more than once per week, the effect will become a penalty of -2 on Armor Class and saving throws!

Longevity: The user will become 10 years younger immediately. The effect is permanent and will not wear off.

Polymorph Self: The user may change shape (as the magic-user's spell of the same name).

Speed: This potion allows the character who drinks it to move twice as fast, make double the normal number of attacks per round, and perform other actions at twice the normal speed.

Treasure Finding: The user may, when concentrating, detect the direction and distance of the largest treasure within 360' (unless blocked by lead).

SCROLLS

To use a scroll there must be enough light to read by and the scroll must be read aloud. A scroll can only be used once, for the words disappear as they are read aloud. Only magic-users and elves may use magic-user and elf spell scrolls once a **read magic** spell has been cast to understand each scroll. Only clerics may use clerical spell scrolls. Anyone may use protection scrolls and treasure maps.

SPELLS. A scroll of spells may only be used by the spell-casting character class which matches the spells on the scroll. Roll percentage dice (d%) to find the level of the spell. The type of spells (cleric, magic-user or elf) and the exact spells may be selected by the DM or determined randomly.

Die Roll	Level of Spell
01-25	1st
26-50	2nd
51-70	3rd
71-85	4th
86-95	5th
96-00	6th

PROTECTION SCROLLS. A protection scroll may be read by any character who can read the Common language. Some protection scrolls are described in the D&D Basic rulebook; additions are given below.

Protection from Elementals: This scroll will create a circle of protection (10' radius) around the reader. No elemental can attack those within the protection, unless attacked first in hand-to-hand combat. Once attacked, an elemental creature may attack in return. The effect will last for 2 turns, and will move with the reader.

Protection from Magic: This scroll will create a circle of protection (10' radius) around the reader. No spells, or spell effects (from items, for example), may enter or leave the protected area. The effect will last for 1-4 turns, and may not be broken by any means short of a **wish**. The area will move with the reader.

TREASURE MAPS. The map should show a route to the location of a treasure either in the dungeon or wilderness. The treasure is

usually hidden or protected by monsters, traps, or magic. The usual guardian for a treasure of this size is a monster from the **Wandering Monster** table for levels 5-6 (or greater); see page X55. The DM may want to prepare several treasure maps.

RINGS

A ring must be worn on a hand to have the given effects, but may be carried and put on when desired. Some rings are explained in the D&D Basic rulebook; additions are described below. Rings are usable once per round, unless otherwise noted.

Control Human: The wearer may cast a powerful **charm person** spell a range of 60' (as the magic-user's spell of the same name). The victim may save vs. Spells to resist the effect, but with a penalty of -2 on the die roll. The wearer may control up to 6 hit dice of humans at one time (normal humans count as 1/2 hit die each). Controlled persons may not cast spells. The control will last until dispelled by a magic-user, cancelled by the wearer of the ring, or until the ring is removed.

Control Plant: The wearer may animate and control all plants and plant-like creatures (including monsters) within a 10' x 10' area, up to a range of 60'. The controlled plants may be forced to leave the area. The control will last as long as the wearer concentrates on the desired effects.

Delusion: The wearer will think that this ring is any one of the other types of rings. The DM should make every effort to fool the wearer, and to keep the discovery of the ring's actual power a secret until some crucial time in the game. Some suggested misleading types include the delusions of a ring of protection or ring of spell turning.

Djinni Summoning: The wearer may summon one djinni to serve for up to one day. The djinni will only serve and obey the person wearing the ring when it is summoned, even if the ring is then given to another character. (See MONSTERS for a description of a djinni.) The ring may only be used once per day.

Protection +1, 5' radius: This ring improves the wearer's Armor Class and saving throws by 1 (as a normal **ring +1**), but also gives the same bonus to all friendly creatures within 5' of the wearer. For example, 3 fighters in one rank would gain this bonus if the middle one were wearing the ring.

Regeneration: The wearer will regenerate lost hit points at the rate of 1 per round. It will also replace lost limbs; a finger will regrow in 24 hours and 1 limb can be replaced in one week. The ring will not function if the wearer's hit points drop to 0 or less. Fire and acid damage cannot be cured by this ring.

Spell Storing: This ring will have 1-6 (1d6) spells stored in it when found. Once the ring is put on the wearer will know what spells are in the ring and how to cast them from it. The ring will hold only the spells in it when found; the exact spells may never be changed. After a spell is used, the ring may be recharged by a spell caster, who must cast the replacement spell directly at the ring. The ring will not absorb spells thrown at the wearer. The spells in the ring will have the duration, range and effect equal to the lowest level needed to cast them. The DM should select the type of spells in the ring; about 20% of these rings contain only clerical spells.

Spell turning: This ring will prevent 2-12 (2d6) spells from affecting the wearer by reflecting the spell back on the caster.

Telekinesis: The wearer may move up to 2,000 coins of weight by concentration alone (as the magic-user's spell).

Wishes (2, 3, or 4): A ring of wishes is an extremely powerful magic item. Wishes must be handled very carefully by the DM and the players alike. See **Wishes**, page X59.

X-ray Vision: The wearer may see a distance of 30' through a wall and into the space beyond. The effect is blocked by gold or lead. The wearer can inspect one 10' x 10' area per turn, and will be able to see any traps or secret doors in the area ex-

amined. Any items less dense than stone (such as cloth, wood, and water) can be seen through easily, to a range of 60'. To use the ring, a character must stand still and concentrate. The ring may be used once per turn.

WANDS, STAVES, and RODS

A rod may be used by any character class, but a staff or wand may only be used by a spell caster. Wands may only be used by magic-users or elves. The users of the staves explained below are noted after the name of the item (and in the previous chart) using the abbreviations "*" for magic-users and elves and "†" for clerics. Some of these items have been explained in the D&D Basic rulebook; the rest are described below. Unless specified otherwise, a wand has 2-20 (2d10) charges and a staff 3-30 (3d10) charges when found, and each use of a power will use 1 charge. Each item may be used a maximum of once per round until all the charges are exhausted.

Staff of Commanding*†: This item has all the powers of the rings of animal, human, and plant control.

Staff of Power*: This item can be used as a **staff of striking**, and can also be used to cast any of the following attack spells (each doing 6-48 (8d6) points of damage): **fire ball**, **lightning bolt**, and **cone of cold**. It can also cast a **continual light** or a **telekinesis** spell that moves 2400 coins weight.

Staff of Striking*†: This weapon will inflict 2-12 (2d6) points of damage per charge when a hit is successful. Only one charge may be used per strike.

Staff of Withering†: A hit from this item will age the victim 10 years. The effect of old age will be fatal to animals and to most character classes, but elves may ignore the effect up to 200 years of aging. Dwarves may also ignore the first 50 years of aging. This item does not affect the **undead**.

Staff of Wizardry*: This **staff +1** has all the powers of a staff of power, plus the following additional powers: the spells of **invisibility**, **passwall**, **web**, and **conjure (staff) elementals**. It may also be used to create a **whirlwind** (as if from a djinni) or shoot a **cone of paralysis** (as if a **wand of paralyzation**). In addition, the wielder may break the staff, releasing all of its power at once (a **final strike**). The final strike will create a fire ball effect for 8 points of damage per charge remaining in the staff to all within 20'. All creatures within 30' of the final strike (including the wielder) will take the indicated amount of damage.

Wand of Metal Detection*: This item will point towards any mass of metal weighing 1,000 coins or more if within 20'. The user can detect the type of metal.

Wand of Secret Door Detection*: The user may find any secret door within 20'.

Wand of Trap Detection*: This wand will point out the location of all traps within 20'.

Wand of Fear*: This wand will produce a cone of fear 60' long and 30' wide at the far end. All within the cone must save vs. Wands or run away from the user (at 3 times their movement rate per round) for 30 rounds.

Wand of Cold*: This item will produce a **cone of cold** 60' long and 30' wide at the far end. All within the cone must save vs. Wands or take 6-36 (6d6) points of cold damage; a successful save will reduce damage to half.

Wand of Fire Balls*: This wand can cast one **fire ball** per round (as the magic-user's spell) for 6-36 points of damage. The victim may save vs. Wands for half damage.

Wand of Illusion*: This item can cast a **phantasmal force** spell. The user must concentrate on the illusion to maintain it, but may walk (at 1/2 normal movement rate) while doing so. The user may not cast spells nor enter melee while concentrat-

ing, and any successful attack on the user (for damage, **charm**, etc.) will break the concentration, causing the illusion to disappear.

Wand of Lightning Bolts': This wand can cast a **lightning bolt** (as the magic-user's spell) for 6-36 points of damage. The victims may save vs. Wands to reduce damage to half.

Wand of Negation': A charge from this wand will cancel the effect of one other wand or staff for one round. The user chooses the wand or staff to be negated and the decision to use it must be announced before rolling for initiative.

Wand of Polymorphing': This wand can cast either a **polymorph self** or **polymorph others** magic-user's spell. The user must state which effect is desired. An unwilling victim may save vs. Wands to avoid the effect.

MISCELLANEOUS MAGIC ITEMS

These items may be used by any character class, and as often as desired, unless stated otherwise. Most of the given effects are activated simply by concentration. Some items are explained in the D&D Basic rulebook; additional items are described below.

Amulet vs. Crystal Balls & ESP: The wearer of this item is automatically protected from being spied on by someone using a **crystal ball** or any type of **ESP**.

Boots of Levitation: The wearer may **levitate** (as the magic-user's spell). There is no limit to the duration of the effect.

Boots of Speed: The wearer may move as fast as a riding horse (240' per turn) for 12 hours, after which the wearer must rest for one full day.

Boots of Traveling and Leaping: The wearer needs no rest during normal movement. The wearer may also jump, up to a maximum height of 10' and a maximum length of 30'.

Crystal Ball with Clairaudience: This works like a standard **crystal ball** and may only be used by a magic-user or elf. This item also allows the user to listen to any noise (including speech) at the place viewed.

Crystal Ball with ESP: This works like a standard **crystal ball**, but also allows the user to listen to the thoughts of creatures viewed (as the **ESP** magic-user's spell). The user may listen to one creature's thoughts.

Displacer Cloak: This cloak warps light rays: The wearer will seem to be 5' away from his or her actual location. The cloak gives a bonus of +2 to the wearer's saving throws vs. Spells, Wands/Staff/Rod, and Turn to Stone. Hand-to-hand attacks on the wearer are penalized by -2 on the "to hit" rolls.

Drums of Panic: These large kettle drums have no effect on any creatures within 10' of them. When used, all creatures between 10'-240' from the drums must save vs. Spells or run away from the user (at 3 times normal movement rate per round) for 30 rounds. If the optional MORALE system is used, the victims need not save vs. Spells but must make a morale check instead, with a penalty of -2 to their morale.

Efreeti Bottle: This item is a large heavy, sealed jug about 3' high. If the seal is broken and the stopper pulled, an efreeti will come forth to serve the opener once per day for 101 days (or until slain). The creature will return to its home (the fabled City of Brass) after its term of service is ended. It will serve no one but the person opening the bottle.

Elemental Summoning Devices: Bowl of Commanding Water Elementals, Brazier of Commanding Fire Elementals, Censer of Controlling Air Elementals, Stone of Controlling Earth Elementals: Each of these items for elemental control may be used once per day. They range in size from the largest (the bowl) being 3' in diameter to the smallest (the stone), a mere 6 inches across. Each item requires 1 full turn of preparation before use. When prepared, each will summon (and allow the user to control) one device elemental

of the appropriate type in 1 round. The user must maintain concentration, neither moving nor casting spells, to control the elemental creature summoned (as the magic-user's spell **conjure elemental**).

Flying Carpet: This item can carry one passenger at up to 100' per round (300' per turn), two at 80' per round, or three at 60' per round. It will not carry more than 3 passengers and their equipment.

Girdle of Giant Strength: This item will give the wearer the same chances to hit as a hill giant (if better than his or her own). The wearer will inflict 2-16 (2d8) points of damage upon any successful hit. (If the optional **Variable Weapon Damage** system is used, as explained in the D&D Basic rulebook, damages will be twice normal instead of 2d8.)

Helm of Reading Languages and Magic: The wearer is able to read any writing, regardless of the language or magical properties of the script. This does not allow non-spell-casters to use spell scrolls. This helm is fragile, however; and will be destroyed if the wearer is killed, and any hit on the wearer might (a 10% chance) destroy the helm.

Helm of Teleportation': This item may only be used once by a magic-user or elf. It will have no further effect until a **teleport** spell is cast on it, after which it may be used to **teleport** as often as desired (up to a maximum of once per round). The user may try to **teleport** another creature or item; an unwilling victim may avoid the effect by making a saving throw vs. Spells. If used to teleport an unwilling creature the helmet will only work once, and the helm must thereafter be recharged with another **teleport** spell before again becoming useful.



Horn of Blasting: Blowing this horn creates a cone of sound 100' long and 20' wide at the far end. Victims within this area take 2d6 points of damage and must save vs. Spells or be deafened for one turn. The DM must decide how much damage the horn will do to objects; for example, the horn may have to be blown three times to destroy a 10' section of castle wall, but a wooden cottage may be flattened with a single blast! The horn may be blown once per turn.

Medallion of ESP (90'): This item will allow the user to cast an **ESP** spell (as if a magic-user) to a range of 90'.

Mirror of Life Trapping: This mirror will store man-size or smaller creatures indefinitely. Any creature of appropriate size who looks into the mirror must save vs. Spells or be sucked into it (with all things carried at the time). A mirror of life trapping can store up to 20 creatures; when full, no more will be trapped. Creatures trapped in the mirror do not age or need food or air, but are completely powerless. Anyone can talk with the creatures trapped in the mirror (if they speak the same language). If the mirror is broken, all the creatures trapped within will be immediately released.

Scarab of Protection: This item will automatically absorb any **curse** (whether by spell, scroll, or other effect). It will also absorb the clerical spell **finger of death** (the reverse of the **raise dead** spell). The scarab will work 2-12 (2d6) times before becoming worthless.

PART 8: DUNGEON MASTER INFORMATION

This section gives hints on how to handle character's special requests. It also includes expanded tables for lower dungeon levels, should the DM want to use random rolls to create dungeon encounters or treasure.

Also included is a step-by-step guide for creating a wilderness area, along with a sample wilderness that can be used as a guide or as part of a larger area. A suggested set of terrain symbols is included for use in wilderness mapping. Information on hiring specialists and building castles is presented, should characters want to set up their own territories.

Finally, this section contains tips on the Art of the DM, which may prevent some common problems in running a campaign, and make playing more fun for DM and player.

HANDLING PLAYER CHARACTERS

Player characters will often want to do actions not specifically covered in the rules or by their character descriptions. The DM should be prepared to handle such requests. A Dungeon Master must be flexible enough to be able to decide how to deal with situations that the rules don't cover. A good referee will think about how similar problems are handled in the rules, and then use a similar system. Some ideas on how to handle different situations are presented below.

SAVING VS. ABILITIES (OPTIONAL): The DM may want to base a character's chance of doing something on his or her ability ratings (Strength, etc.). The player must roll the ability rating or less on a d20. The DM may give a bonus or penalty to the roll, depending on the difficulty of the action (-4 for a simple task, +4 for a difficult one, etc.). It is suggested that a roll of 1 always succeed and a roll of 20 always fail.

SWIMMING: All characters may swim unless the DM decides otherwise. Movement rate while swimming is ½ normal. The DM will want to decide on the chance of a character drowning when swimming in rough water, swimming while carrying heavy or encumbering equipment or treasure, swimming while wearing heavy armor, or while fighting in the water. The chance of drowning will be largely dependent on the circumstances. For example, a fighter trying to swim in rough choppy seas while wearing plate armor and carrying 3000 cn of treasure might have a 99% chance of drowning. The same fighter in leather armor and not carrying treasure might have only a 10% chance of drowning. When fighting in the water or under the water, it should be harder to hit opponents, and damage done from successful attacks should be reduced. Missile weapons will not normally work while fighting in the water.

CLIMBING: Thieves (and only thieves) can climb steep surfaces, sheer walls, and slight overhangs by locating handholds not readily apparent to most characters and by using special climbing gear which only thieves know how to use. All characters, however, may climb obstacles such as trees, steep hills, or walls with handholds and footholds carved in them. All characters should have a chance of falling when climbing in a difficult situation, such as climbing a tree in a high wind, or climbing up a crumbling wall. A save against the character's Dexterity score is recommended (a successful save would be equal to or less than the character's Dexterity score). The DM should use good sense when deciding what may or may not be climbed.

FORAGING: Characters travelling in the wilderness may attempt to search or hunt for food, either to extend their normal supplies or prevent starvation. Searching for food may be done while traveling. If 1 is rolled on a d6, the party will have found enough to feed 1-6 men for one day. This food will consist of nuts, berries and possibly small game. To hunt, characters must spend a day without moving. There is a 1 in 6 chance of having an encounter from the Animal Subtable on the Wilderness Wandering Monster Tables. This encounter is in addition to any normal encounter rolls for the day. Days spent resting cannot be used for hunting.

Characters who run out of food may face a variety of circumstances that must be handled by the DM. Possible effects of hunger might include the need for more rest, slower movement rates, minuses "to hit", and gradual loss of hit points.

MAGICAL RESEARCH AND PRODUCTION

As mentioned in the information concerning clerics, elves, and magic-users, these classes may attempt to research new spells and create new magical items. These are difficult and lengthy projects for the characters and the DM must handle such attempts with judgment and care.

Spell Research. New spells may be researched by any spell caster. Research requires both money and time spent out of the campaign.

To research a spell, the new spell must be written out and given to the DM, who decides if it is possible, what level it should be, and what changes are needed for play balance. A player may not research spells higher than his character can cast. Spell research costs 1,000 gp per level and requires 2 weeks of research per level.

Producing Magic Items. On reaching name level, clerics may try to make any item usable by clerics (including items that duplicate the effects of clerical spells), while magic-users and elves can attempt to create any item *except* those items usable only by clerics. The DM may limit or forbid the production of certain powerful items.

To create a magic item, the spell caster must first gather together the rare materials from which the item will be made. The DM should decide what is necessary to make different items. A scroll might require special parchment and a different formula of ink for each spell effect. Weapons might require rare metals, powdered gems forged into the metal, or the blood or skins of creatures which are to be affected by the weapon. These items should be difficult to obtain, and the spell caster will often have to adventure to acquire the items, for there are no magic stores. Then the spell caster must spend time and money fashioning the item and enchanting it. The spell caster may *not* go adventuring during the time it takes to create a magic item.

Creating items that duplicate a spell effect once usually requires 500 gp and 1 week *per* spell level.

Examples	Cost	Time
Scroll: 2x magic missile *	1000	2 weeks
potion of healing	500	1 week
fire ball wand	30,000	4 months (120 days)
*(3 missiles ea.)		
**(fully charged with 20 charges)		

There is always a 15% chance (at least) that magical research or production will fail. This check is made after the time and money are spent.

DM INSTRUCTIONS

Items that do not duplicate a spell effect are assigned time and cost requirements by the DM. For example:

Item:	Cost:	Time:
20 arrows + 1	10,000 gp	1 month
plate mail + 1	10,000 gp	6 months
crystal ball	30,000 gp	6 months
ring of x-ray vision	100,000 gp	1 year
ring of spell storing	10,000 gp	1 month/spell level

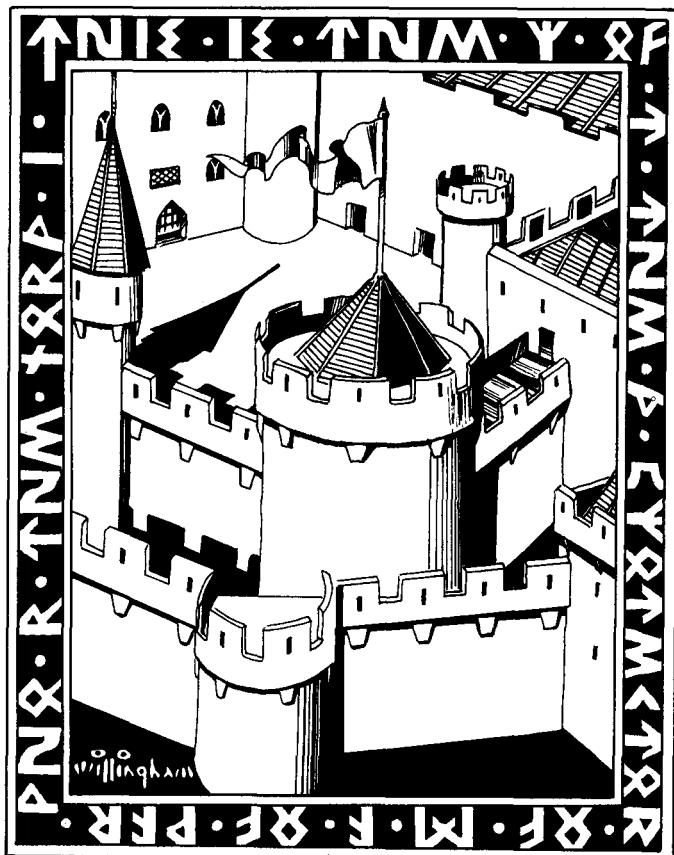
To limit the production of some of the more powerful items, the DM may require rare substances for production. These will be very costly, hard to find, time consuming, or require a special adventure to get.

A spell caster may want to use magic in a way not covered by spells or production: cleansing a defiled temple, opening a gate to another world, setting magical traps, and so on. The DM may let the spell caster research the steps necessary to do this by assigning time and cost requirements as for magic item production. The rituals may require rare substances or the casting of certain spells, and may have to be renewed periodically.

CASTLES, STRONGHOLDS, AND HIDEOUTS

When building a castle or stronghold, a character must first clear a hex or local area of monsters, entering the hex with a force of men and dealing with any lairs the DM has set up in the area. (The DM may also require the character get a land grant from the local ruler, if any.) The player should draw complete plans of the stronghold, using the guidelines given. After the DM approves the plans, an engineer should be hired, and the construction begins.

When the building is complete, the character may want to clear the surrounding area of monsters. The cleared area will remain free of



D&D: EXPERT

monsters as long as it is patrolled. Patrols usually range up to 18 miles from a castle or stronghold, though jungles, swamps, and mountains will require a garrison every 6 miles to keep the area clear.

Settlers can be attracted to cleared areas by spending money on improvements (inns, mills, boatyards, etc.) or advertising. The costs and the number of settlers who move into the area are up to the DM. The settlers will pay **taxes** (10 gp per year or whatever the DM decides) to help maintain the holding and the character's mercenaries.

Castle Plans. When drawing castle plans, the player should allow for wall thickness. Castle walls are about 10' thick, tower and gatehouse walls are about 5' thick, and house stone walls are about 1-2' thick. Typical structures include:

Castle Wall, 100' long, 20' high	5,000 gp
Bastion, 30' base, 30' high	9,000 gp
Round Tower, 20' base, 30' high	15,000 gp
Round Tower, 30' base, 40' high	30,000 gp
Square Keep, 60' base, 80' high	75,000 gp
Moat, 100' long, 20' wide, 10' deep	400 gp
Gatehouse, 30' x 20' base, 20' high, with portcullis	6,500 gp
Barbican, two 20' x 30' towers, gatehouse, and drawbridge	37,000 gp
Dungeon Corridor, 10' x 10' x 10', stone flagged	500 gp
Stone Building, Civilian (two story, attic, 120' of wall, wooden doors, stairs, floors, and roof)	3,000 gp
Wooden Building (as above)	1,500 gp

Construction Time. The time required for construction is one game day for every 500 gp spent. This assumes the land has already been cleared and prepared and all the materials are on hand. For every 100,000 gp a construction costs, one engineer must be hired.

Walls. Cost is normal to 30' height, but double cost from 30' to 60' height (the maximum).

Towers. Cost is normal until height equals base width; building higher costs twice the normal amount. Towers may be no more than twice as high as their base width.

Other Costs

Stairs (3' x 10')		Roof/Floor(10' x 10')	
wood	20	wood	40
stone	60**	flagstone/tile	100**
Door (3' x 7')	10	Arrow Slit or Window	10**
reinforced	20**	Shutters (window)	5**
iron/stone	50	Bars (window)	10**
secret	cost x5	Shifting Wall (10' x 10')	1000
Trap Door (4' x 3')	cost x2		

**These, plus internal walls and modest furnishings, can be assumed by adding 25% to the cost of the basic structure.

Other constructions, such as a home, tavern or barn, of stone cost about 40% of the given costs. Wooden constructions cost about 20% of the given costs.

The DM may round construction costs up to the nearest convenient figure to make record-keeping simple.

DESIGNING A DUNGEON

This is a shortened version of the step-by-step method for designing a dungeon first introduced in the D&D Basic rules. New expanded charts are given for treasure found in unguarded rooms, for higher level NPC parties, and for wandering monsters, which extend the old charts beyond the third dungeon level.

A. CHOOSE A SCENARIO.

A scenario or story about the background, history and current rumors of the dungeon should be written to give purpose and direction to the dungeon and its design.

B. DECIDE ON A SETTING.

To help set the mood of the dungeon and to give further direction in designing a dungeon, a location in the wilderness should be chosen as well as what the dungeon ruins used to be, such as an old castle, an abandoned mine, or a series of catacombs.

C. DECIDE ON SPECIAL MONSTERS TO BE USED.

The DM should decide what monsters live in the dungeon and which will be most commonly encountered, such as a lair of goblins and the vermin, such as rats and snakes, which might inhabit the lair with them.

D. DRAW THE MAP OF THE DUNGEON.

Using the setting as a guideline for the shape of the dungeon and the type of rooms and corridors which might be found there, draw the major encounter areas of the dungeon, the corridors which link them and the entrance to the dungeon.

E. STOCK THE DUNGEON.

First the DM should design any major encounter areas and the monsters, treasures, traps and special situations which may be encountered there. Then the DM may stock the remaining minor areas with monsters and treasure using the following system. Roll 1d6 on the CONTENTS table, and then roll a second d6 for TREASURE based on the results of the first roll.

First Roll: CONTENTS

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

A **Monster** result means that the DM should roll on a **Wandering Monsters** table to determine the type. A **Trap** may be in an empty room or on treasure. A **Special** is anything not exactly a trap, but placed for special reasons, such as a moaning room, a spinning room, illusions, and so forth. The DM should design his or her own traps and specials.

Treasure

The DM may assign treasure to monsters, or place treasure in rooms, as he or she wishes. If random rolls are used, the table below lists treasure amounts found in unguarded rooms (those without a monster) on all dungeon levels. Since treasure is an important factor for gaining experience at higher levels the DM may wish to not allow unguarded treasures below the 8th level. If a monster is present, use the Treasure Type listing (p. X43) for the monster to find the amount of treasure in the room.

Unguarded Treasure

Dungeon Level	Silver Pieces	Gold Pieces	Gems/Jewelry	Magic Items
1	100 (x1d6)	50%; 10 (x1d6)	5%/2% (x1d6)	2%; any 1
2-3	100 (x1d12)	50%; 100 (x1d6)	10%/5% (x1d6)	8%; any 1
4-5	1000 (x1d6)	200 (x1d6)	20%/10% 10%; any 1 (x1d6)	
6-7	2000 (x1d6)	500 (x1d6)	30%/15% 15%; any 1 (x1d6)	
8-9	5000 (x1d6)	1000 (x1d6)	40%/20% 20%; any 1 (x1d12)	

CREATING AN NPC PARTY

If the DM is using NPC parties as Wandering Monsters or as planned encounters, creating these parties in advance will save time. The DM may choose the members of an NPC party, or use random rolls. Parties of higher-level NPCs (Adventurers) can be created randomly with the following system.

The composition, level, and alignment of a NPC party (Adventurers) can be randomly determined by using the following steps:

1. Roll 1d6 + 3 to determine the number appearing.
2. Determine the class of each by rolling 1d8, then roll 1d6 adding the necessary modifiers to determine level:

CLASS	LEVEL
1 cleric	4-9 (1d6 + 3)
2 dwarf	7-12 (1d6 + 6)
3 elf	3-8 (1d6 + 2)
4 fighter	4-9 (1d6 + 3)
5 halfling	3-8 (1d6 + 2)
6 magic-user	4-9 (1d6 + 3)
7 thief	5-10 (1d6 + 4)
8 fighter	6-11 (1d6 + 5)

3. Determine alignment of each NPC with 1d6:
 - 1, 2 lawful
 - 3, 4 neutral
 - 5, 6 chaotic
4. Randomly determine or choose any spells for any magic-users, elves or clerics in the party.
5. Randomly determine possible magic items for the NPCs (see below).
6. Decide on a marching order for the group.
7. If encountered in the wilderness, there is a 75% chance that the NPC party will be mounted.

NPC Magic Items

In general, NPCs should have about the same number of items as a player character of the same level. Magic can be assigned to match the power of the NPC or it can be rolled randomly. The chance of any NPC of 1st level or greater possessing magic items is 5% per level (maximum chance 95%), checking on each magic item suitable:

Swords	Scroll
Armor	Wand/Staff/Rod
Miscellaneous Weapon	Miscellaneous Magic
Potion	

If an NPC cannot use an item, the NPC should not have it (do not re-roll). The DM may reduce or change the magic items rolled to prevent the players from getting powerful magic items too easily. Note also that NPCs will use their magic intelligently against the party when in combat. Furthermore, NPCs never willingly give magic items to players, nor should a **charm** spell cause them to surrender such items. Players should obtain magic items from NPCs only through barter, trickery, or force.

DESIGNING A WILDERNESS

In designing a wilderness, the DM will go through a number of steps quite similar to those of creating a dungeon. The following section explains the process in detail.

A. DECIDE ON A SETTING.

The DM should decide what the area will be like overall. It may be mountains or steppes, woods or desert. It may be based on a fantasy novel or created entirely by the DM. In any case, the DM should first decide the size of the wilderness area he or she wants to work with. It is suggested that the first area be fairly small, such as a barony, an island, or a valley. Small, confined areas are easier for a beginning DM to control, and they take less time to design.

B. DRAW A MAP OF THE AREA.

The next step is to draw a map of the area. The DM may want to look at an atlas or other real maps for reference, as these will give an idea of how real terrain fits together. Common sense should be used — rivers flow downhill, mountains and islands form in chains, forests seldom border deserts, and jungles will have many rivers and swampy areas. A decision should also be made at this point whether to use regular graph paper or special paper that is gridded into hexagons (hex paper). Graph paper is easier to find, but hex paper makes it easier to figure movement.

The DM will usually want to start with a large scale map that shows only major terrain features, working to a small scale map that shows things in more detail. For example, a large scale map might be 24 miles to the hex (or square), while a small scale map might be 6 miles to the hex (or square). It is a good idea to sketch the terrain in pencil first, so that changes can be made easily.

C. PLACE THE DUNGEON AND THE BASE TOWN.

Up to now, most characters have been adventuring in a dungeon that was assumed to be near a town. Both of these should now be placed on the map. The town is likely to be near a waterway or trade route, while the dungeon is usually in a deserted or desolate area. The dungeon should not be too close to the town (or the town would probably be overrun by the dungeon's monsters) but should not be more than a day's journey away. If the town and dungeon are placed near the center of a small scale map, the players will be able to explore in all directions.

D. LOCATE AREAS UNDER HUMAN CONTROL.

Areas controlled by humans should now be placed, as these will usually be the areas where the characters will start the campaign. The areas should be logically placed; for example, many humans would be found on good farming land near rivers, but few would live in a desert. Thought should also be given to who controls these areas. This may be a high level NPC, a king or baron, a council of rich merchants, and so on. The DM may want to do some reading on historical countries in order to design "real" human cultures.

E. PLACE AREAS UNDER NON-HUMAN CONTROL.

Areas that are controlled by non-humans should now be placed. Elves will prefer wooded places far from men, dwarves and goblins will prefer the mountains, and halflings will live on good farming land or gentle hills if they can. Many monsters will choose a "territory" to hunt in and defend, while orcs and similar creatures will raid and move around a great deal. Although non-human areas usually have no set boundaries, the DM may want to write the name of the most common or notable creature on the map in the areas they inhabit.



F. OUTLINE THE BASE TOWN.

The DM should first decide how large to make the town. Some general guidelines are:

Size	Population
Major City	15,000 +
Large Town	5000-14,999
Small Town	1000-4,999
Village	50-999

The base town should be large enough to support the services the players will need. These include:

Inns and townhouses where the players stay between adventures, where notices are posted, and where rumors are found.

Churches, shrines or temples for the clerical orders, including at least one NPC cleric powerful enough to cast a *raise dead* spell.

A Thieves' Guild for thief class characters that can provide information, markets for treasure, smuggling, spies, and hiring thieves — for a price.

Town militia to keep an eye on the town — and the players!

The DM should also decide who is running the town. Possibilities include a sheriff appointed by a baron, a town council with a charter, a powerful merchant prince, or even a high level NPC adventurer. NPC rulers should be at least name level, with appropriate bodyguards and magic.

G. FILL IN IMPORTANT DETAILS AND POINTS OF INTEREST.

The DM now finishes the small area map by creating local NPCs, local rumors, and points of interest. This could include anyone who might wish to hire adventurers and why they want to hire someone, whether the local officials take bribes, and how often the guard patrols a particular section of town, among other things. Minor townsfolk, officials, and other NPCs can be added, now also.

H. CREATE SPECIAL ENCOUNTER TABLES AND GENERAL LAIRS

There will probably be special areas of the wilderness map for which the standard encounter tables will not seem correct. The DM is encouraged to create his or her own tables for these places. Such a place might be a vast battlefield where undead are common, or a forest infested with orcs. Special encounter tables could reflect these unusual conditions. The DM is only limited by what he or she wants to include.

Finally, the DM may also want to prepare several typical caves or lairs but not locate them on the map. This way, should the players encounter a lair the DM has not had time to describe individually, he or she may use the predrawn cave or lair as needed. This is also useful for castle floor plans and ship decks. Likewise, if a random encounter occurs in the wilderness, the DM may want to draw a crude sketch map of the area for the players. This will help them understand what is in the area, what they see, and what they can do.

WANDERING MONSTERS

Monsters are not only encountered in rooms in a dungeon where the DM has placed them, but may also be found wandering the corridors searching for food, patrolling or just prowling. At the end of every **2** turns, the DM should check for the chance that the party encounters one of these wandering monsters. Chances for encounters might be greater if the party is making a lot of noise, or less if the party is resting quietly in a room. To check for a wandering monster encounter roll 1d6 and on a result of 1 an encounter will occur. The DM must determine from which direction and just how the encounter will occur.

Wandering monsters may be randomly determined or selected by the DM. The **Wandering Monster** tables below give a balanced mixture of monsters for the different dungeon levels. The DM may want to create special wandering monster tables for specific dungeons to reflect the types of monsters most commonly encountered in that dungeon.

WANDERING MONSTERS: LEVELS 4-5

Die Roll	Wandering Monsters	No.	AC	HD	Damage	Move	Save	Morale
1	Adventurers (NPC Party)	4-9	var	var	var	var	var	8
2	Bear, Cave	1-2	5	7	1-8/1-8/2-12	120' (40')	F: 3	9
3	Blink Dog	1-6	5	4*	1-6	120' (40')	F: 4	6
4	Caecilia	1-3	6	6*	1-8	60' (20')	F: 3	9
5	Cockatrice	1-4	6	5**	1-6 + special††	90' (30')	F: 5	7
						180' (60')		
6	Doppleganger	1-6	5	4*	1-12	90' (30')	F: 10	10
7	Gray Ooze	1	8	3*	2-16	10' (3')	F: 2	12
8	Hellhound	2-8	4	3-5*	1-6 or special	120' (40')	F: 3-5	9
9	Lizard, Tuatara	1-2	4	6	1-4/1-4/1-12	90' (30')	F: 4	6
10	Lycanthrope, Wereboar*	1-4	4(9)	4+1*	2-12	150' (50')	F: 4	9
11	Lycanthrope, Werewolf*	1-6	5(9)	4*	2-8	180' (60')	F: 4	8
12	Minotaur	1-6	6	6	1-6/1-6 or by weapon	120' (40')	F: 6	12
13	Ochre Jelly	1	8	5*	2-12	30' (10')	F: 3	12
14	Owl Bear	1-4	5	5	1-8/1-8/1-8	120' (40')	F: 3	9
15	Rhagodessa	1-4	5	4+2	2-16	150' (50')	F: 2	9
16	Rust Monster	1-4	2	5	special	120' (40')	F: 3	7
17	Spectre*	1-4	2	6**	1-8 + special	150' (50')	F: 6	11
						240' (80')		
18	Troll	1-8	4	6+3*	1-6/1-6/1-10	120' (40')	F: 6	10
19	Weasel, Giant	1-4	7	4+4	2-8	150' (50')	F: 3	8
20	Wraith*	1-4	3	4**	1-6 + special	120' (40')	F: 4	12
						240' (80')		

WANDERING MONSTERS: LEVELS 6-7

Die Roll	Wandering Monsters	No.	AC	HD	Damage	Move	Save	Morale
1	Adventurers (NPC Party)	4-9	var	var	var	var	var	8
2	Basilisk	1-6	4	6+1**	1-10 + special††	60' (20')	F: 6	9
3	Bear, Cave	1-2	5	7	1-8/1-8/2-12	120' (40')	F: 3	9
4	Black Pudding	1	6	10*	3-24	60' (20')	F: 5	12
5	Caecilia	1-3	6	6*	1-8	60' (20')	F: 3	9
6	Displacer Beast	1-4	4	6*	2-8/2-8	150' (50')	F: 6	8
7	Dragon, White	1-4	3	6**	1-4/1-4/2-16 or special	90' (30') 240' (80')	F: 6	8
8	Gorgon	1-2	1	8*	2-12 + special††	120' (40')	F: 8	8
9	Hellhound	2-8	4	6-7*	1-6 or special	120' (40')	F: 6-7	9
10	Hydra	1	5	5-8	1-10/head	120' (40')	F: 5-8	9
11	Lycanthrope, Weretiger*	1-4	3(9)	5*	1-6/1-6/2-12	150' (50')	F: 5	9
12	Minotaur	1-6	5	5+1*	1-6/1-6 or weapon	120' (40')	F: 6	12
13	Mummy	1-4	5	5+1*	1-12 + special	60' (20')	F: 5	12
14	Ochre Jelly	1	8	5*	2-12	30' (10')	F: 3	12
15	Owl Bear	1-4	5	5	1-8/1-8/1-8	120' (40')	F: 3	9
16	Rust Monster	1-4	2	5	special	120' (40')	F: 3	7
17	Salamander, Flame	2-5	2	8*	1-4/1-4/1-8 + special	120' (40')	F: 8	8
18	Scorpion, Giant	1-6	2	4*	1-10/1-10/1-4 + special	150' (50')	F: 2	11
19	Spectre*	1-4	2	6**	1-8 + special	150' (50') 240' (80')	F: 6	11
20	Troll	1-8	4	6+3*	1-6/1-6/1-10	120' (40')	F: 6	10

WANDERING MONSTERS LEVELS 8+

Die Roll	Wandering Monsters	No.	AC	HD	Damage	Move	Save	Morale
1	Adventurers (NPC Party)	var	var	var	var	var	var	8
2	Black Pudding	1	6	10*	3-24	60' (20')	F: 5	12
3	Chimera	1-2	4	9**	1-3/1-3/2-8/2-8/ 3-12 + special	120' (40') 180' (60')	F: 9	9
4	Devil Swine*	1-3	3(9)	9*	2-12 or weapon	180' (60') 120' (40')	F: 9	10
5	Dragon, Black	1-4	2	7**	2-5/2-5/2-20 or special		F: 7	8
6	Dragon, Blue	1-4	0	9**	2-7/2-7/3-30 or special		F: 9	9
7	Dragon, Gold	1-4	-2	11**	2-8/2-8/6-36 or special	90' (30') 240' (80')	F: 11	11
8	Dragon, Green	1-4	1	8**	1-6/1-6/3-24 or special		F: 8	9
9	Dragon, Red	1-4	-1	10**	1-8/1-8/4-32 or special		F: 10	10
10	Giant, Hill	1-4	4	8	2-16	120' (40')	F: 8	8
11	Giant, Stone	1-2	4	9	3-18	120' (40')	F: 9	9
12	Golem, Bone	1	2	8	weapon (x4)	120' (40')	F: 4	12
13	Golem, Amber	1	6	10**	2-12/2-12/2-20	180' (60')	F: 5	12
14	Hydra	1	5	9-12	1-10/head	120' (40')	F: 9-12	9
15	Lycanthrope, Werebear*	1-4	2(8)	6*	2-8/2-8/2-16	120' (40')	F: 6	10
16	Manticore	1-2	4	6+1	1-8/1-6/1-6 or special	120' (40') 180' (60')	F: 6	9
17	Purple Worm	1-2	6	15*	2-16/1-8 + special	60' (20')	F: 8	10
18	Salamander, Flame	2-5	2	8*	1-4/1-4/1-8 + special	120' (40')	F: 8	8
19	Salamander, Frost	1-3	3	12*	1-6 (x4)/2-12 + special	120' (40')	F: 12	9
20	Vampire*	1-4	2	7-9**	1-10 + special	120' (40') 180' (60')	F: 7-9	11

* or ** Monster: need special weapons to hit

HD: experience award bonus

† poison in addition to damage

†† petrification

var variable by situation
 weapon damage by weapon type
 special see monster description

TRAVELLING IN THE WILDERNESS

Strangely enough, travelling in the wilderness can actually be more dangerous for a low-level party than venturing into the first levels of a dungeon. Horrible monsters abound, and most humans (and humanoids) travel through uncivilized lands in large parties or armed caravans. The following section details the two major perils of wilderness travel: becoming lost, and encountering monsters.

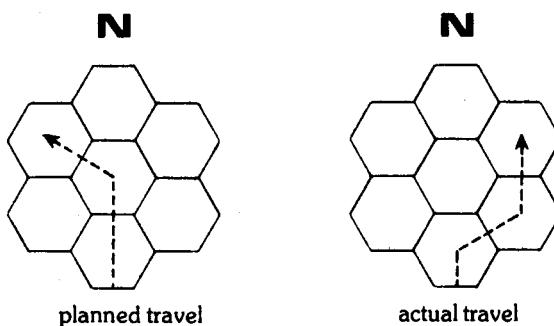
Becoming Lost

When travelling, a party can become lost. A party following a road, trail, or river, or led by a reliable guide, will not become lost. Otherwise, the DM checks each day, rolling a six-sided die (1d6) before the party begins movement. The DM then checks the chance of becoming lost of the appropriate terrain. If the number rolled is the same as those listed, the party is lost.

Clear, Grass-lands	Woods	Swamp, Jungle	Mountains, Hills, Barren Lands	Desert	Ocean
1	1-2	1-3	1-2	1-3	1-2

Treat other terrain types as if similar to those above.

If a party is lost, the DM may choose the direction the party moves in, or use a random die roll. The DM must keep track of the party's actual position, as well as the direction the party believes it is moving. For example, the DM determines that a party in the woods has become lost. The caller of the party instructs the DM that the party wishes to travel north; however, the DM has secretly determined that the party will head northeast. If after travelling in this direction for 6 miles, should the group decide to turn northwest, they will actually turn north.



WILDERNESS ENCOUNTERS

While travelling in the wilderness, there is a chance that the characters will encounter creatures just as they would in a dungeon. The DM should decide how often encounter checks are made. Encounters are usually checked for once per day, but the DM may include planned encounters, or may make additional checks if appropriate. No more than 3 or 4 encounter checks should be made per day. The DM should keep track of time during the day, as it may be important whether an encounter takes place at noon, dusk, night, etc. If the DM wishes to use random rolls for encounters, the chance of having an encounter depends on the terrain the characters are in. The following table lists the major types of terrain and the numbers needed on a d6 to result in an encounter.

Clear, Grass-lands		Woods	River	Swamp	Mountains
6	5-6	5-6	4-6	4-6	
Desert	Inhabited	City	Ocean	Jungle	
5-6	6	6	5-6*	4-6	
	Aerial	Hills	Barren		
	5-6**	5-6	5-6		

*A roll of 5 indicates a normal ocean encounter; a 6 will result in an encounter at the end of the day in whatever type of terrain the ship has beached in. If the ship spends the entire day at sea, there will be no land encounters.

**Aerial encounters always use the Flyer table.

Once an encounter has been determined, an 8-sided die should be rolled and the result checked under the appropriate terrain column. For terrain types not listed on the encounter tables, the closest approximation should be used. The result will give the sub-table to consult. A 12-sided die should be rolled and the result on the subtable will give the type of creature encountered.

The number of creatures encountered will depend upon the size of the adventuring party. Suggested guidelines have been given in the monster descriptions, but numbers may be set by the DM.

Wilderness Encounter Table

No.	Clear, Grassland	Woods	River	Swamp	Barren, Mtns., Hills
1	Men	Men	Men	Men	Men
2	Flyer	Flyer	Flyer	Flyer	Flyer
3	Humanoid	Humanoid	Humanoid	Humanoid	Humanoid
4	Animal	Insect	Insect	Swimmer	Unusual
5	Animal	Unusual	Swimmer	Undead	Animal
6	Unusual	Animal	Swimmer	Undead	Humanoid
7	Dragon	Animal	Animal	Insect	Dragon
8	Insect	Dragon	Dragon	Dragon	Dragon
No.	Desert	Inhabited	City	Ocean	Jungle
1	Men	Men	Men	Men	Men
2	Flyer	Flyer	Undead	Flyer	Flyer
3	Humanoid	Humanoid	Humanoid	Swimmer	Insect
4	Men	Men	Men	Swimmer	Insect
5	Animal	Men	Men	Swimmer	Humanoid
6	Dragon	Insect	Men	Swimmer	Animal
7	Undead	Animal	Men	Swimmer	Animal
8	Animal	Dragon	Men	Dragon	Dragon

Subtable: Men

No.	Clear, Grassland	Woods	River	Swamp
1	Brigand	Brigand	Brigand	Brigand
2	Bandit	Bandit	Bandit	Bandit
3	Adventurers*	Adventurers*	Adventurers*	NPC Party**
4	Merchant	Merchant	Merchant	Adventurers*
5	Berserker	Berserker	Buccaneer	Merchant
6	Merchant	Brigand	Buccaneer	Cleric*
7	Noble	Cleric*	Cleric*	Trader
8	Magic-user*	Magic-user*	Magic-user*	Berserker
9	Fighter*	Fighter*	Fighter*	Fighter*
10	Bandit	Bandit	Merchant	Magic-user*
11	Cleric*	Brigand	Buccaneer	Adventurers*
12	Nomad	NPC Party**	NPC Party**	Bandit

No.	Barren, Mountains, Hills	Desert	Inhabited	City
1	Brigand	Dervish	Bandit	Bandit
2	Bandit	Nomad	Trader	Trader
3	Adventurers*	Adventurers*	NPC Party**	NPC Party**
4	Merchant	Merchant	Adventurers*	Adventurers*
5	Berserker	Nomad	Merchant	Trader
6	Berserker	Nomad	Veteran	Veteran
7	Cleric*	Cleric*	Bandit	Bandit
8	Magic-user*	Magic-user*	Fighter*	Fighter*
9	Fighter*	Fighter*	Magic-user*	Trader
10	Brigand	Noble	Acolyte	Acolyte
11	Caveman	Dervish	Cleric*	Merchant
12	Caveman	Nomad	Noble	Noble

No.	Ocean	Jungle
1	Buccaneer	Brigand
2	Pirate	Merchant
3	Merchant	Bandit
4	Adventurers*	Adventurers*
5	Pirate	Cleric*
6	Merchant	Fighter*
7	Merchant	Magic-user*
8	Merchant	Berserker
9	Buccaneer	Brigand
10	Pirate	Caveman
11	Merchant	Adventurers*
12	Pirate	Brigand

*NPC Party (see page X53).

**NPC Party as given in D&D Basic (page B52).

Subtable: Humanoid

No.	Clear, Grassland	Woods	River	Swamp
1	Bugbear	Bugbear	Bugbear	Gnoll
2	Elf	Cyclops	Elf	Goblin
3	Giant, Hill	Dryad	Gnoll	Hobgoblin
4	Gnoll	Elf	Hobgoblin	Lizard Man
5	Goblin	Giant, Hill	Lizard Man	Lizard Man
6	Halfling	Gnoll	Lizard Man	Lizard Man
7	Hobgoblin	Goblin	Nixie	Nixie
8	Ogre	Hobgoblin	Ogre	Ogre
9	Orc	Ogre	Orc	Orc
10	Pixie	Orc	Sprite	Troglodyte
11	Thoul	Thoul	Troll	Troll
12	Troll	Troll	Troll	Troll

Subtable: Humanoid

No.	Barren, Mountains, Hills	Desert	City, Inhabited	Jungle
1	Dwarf	Giant, Fire	Dwarf	Bugbear
2	Giant, Cloud	Goblin	Elf	Cyclops
3	Giant, Frost	Hobgoblin	Giant, Hill	Elf
4	Giant, Hill	Hobgoblin	Gnome	Giant, Fire
5	Giant, Stone	Ogre	Gnoll	Giant, Hill
6	Giant, Storm	Ogre	Goblin	Gnoll
7	Gnome	Ogre	Halfling	Goblin
8	Goblin	Orc	Hobgoblin	Lizard Man
9	Kobold	Orc	Ogre	Ogre
10	Orc	Pixie	Orc	Orc
11	Troglodyte	Sprite	Pixie	Troglodyte
12	Troll	Thoul	Sprite	Troll

Subtable: Flyer

No.	Mountains	Desert	Other
1	Gargoyle	Gargoyle	Cockatrice
2	Griffon	Gargoyle	Gargoyle
3	Harpy	Griffon	Griffon
4	Hawk	Hawk	Hawk, Giant
5	Hawk, Giant	Hawk, Giant	Hippogriff
6	Hippogriff	Hawk, Giant	Killer Bee
7	Manticore	Manticore	Pegasus
8	Manticore	Manticore	Pixie
9	Pegasus	Manticore	Robber Fly
10	Roc, Small	Roc, Small	Roc, Small
11	Roc, Large	Roc, Large	Sprite
12	Roc, Giant	Roc, Giant	Stirge

Subtable: Animal

No.	Clear, Grassland	Woods	River	Barren, Mountains
1	Antelope	Antelope	Antelope	Antelope
2	Boar	Boar	Boar	Ape, White
3	Cat, Lion	Cat, Panther	Cat, Panther	Ape, White
4	Elephant	Cat, Tiger	Cat, Tiger	Bear, Cave
5	Ferret, Giant	Hawk	Crab, Giant	Cat, Mtn. Lion
6	Hawk, Giant	Lizard, Gecko	Crocodile	Hawk
7	Horse, Riding	Lizard, Tuatara	Crocodile, Large	Mule
8	Mule	Snake, Pit Viper	Piranha, Giant	Rock Baboon
9	Rock Baboon	Spider, Crab	Leech, Giant	Snake, Pit Viper
10	Snake, Pit Viper	Unicorn	Rat, Giant	Snake, Rattler
11	Snake, Rattler	Wolf	Shrew, Giant	Wolf
12	Weasel, Giant	Wolf, Dire	Toad, Giant	Wolf, Dire

No.	Desert	Inhabited	Jungle	Optional Prehistoric
1	Antelope	Antelope	Antelope	Bear, Cave
2	Antelope	Antelope	Boar	Cat, Sabre-tooth
3	Camel	Boar	Cat, Panther	Crocodile, Giant
4	Camel	Cat, Tiger	Lizard, Draco	Mastodon
5	Cat, Lion	Ferret, Giant	Lizard, Gecko	Pterodactyl, Pteranodon
6	Cat, Lion	Hawk	Lizard, Horned Chameleon	Rhino, Woolly
7	Hawk	Rat, Giant	Rat, Giant	Snake, Pit Viper
8	Lizard, Gecko	Shrew, Giant	Shrew, Giant	Stegosaurus
9	Lizard, Tuatara	Snake, Pit Viper	Snake, Pit Viper	Titanotherium
10	Snake, Pit Viper	Spider, Tarantella	Snake, Rock Python	Triceratops
11	Snake, Rattler	Weasel, Giant	Snake, Spitting Cobra	Tyrannosaurus Rex
12	Spider, Tarantella	Wolf	Spider, Crab	Wolf, Dire

Subtable: Dragon

(at sea, roll d10)

1	Chimera	1	Beetle, Fire
2	Dragon, Black	2	Beetle, Oil
3	Dragon, Blue	3	Beetle, Tiger
4	Dragon, Gold	4	Driver Ant
5	Dragon, Green	5	Driver Ant
6	Dragon, Red	6	Killer Bee
7	Dragon, White	7	Rhagodesse
8	Hydra/Sea Hydra	8	Robber Fly
9	Hydra/Sea Hydra	9	Scorpion, Giant
10	Wyvern	10	Spider, Black Widow
11	Basilisk	11	Spider, Crab
12	Salamander (either)	12	Spider, Tarantella

No. Subtable: Insect**No. Subtable: Undead**

1	Ghoul	1	Basilisk
2	Ghoul	2	Blink Dog
3	Ghoul	3	Centaur
4	Mummy	4	Displacer Beast
5	Skeleton	5	Gorgon
6	Skeleton	6	Lycanthrope, Werebear
7	Spectre	7	Lycanthrope, Wereboar
8	Wight	8	Lycanthrope, Wererat
9	Wraith	9	Lycanthrope, Weretiger
10	Vampire	10	Lycanthrope, Werewolf
11	Zombie	11	Medusa
12	Zombie	12	Treant

No. Subtable: Unusual**Subtable: Swimmer**

No.	River/Lake	Ocean	Swamp
1	Crab, Giant	Dragon Turtle	Crab, Giant
2	Crocodile	Hydra, Sea	Crocodile
3	Crocodile	Merman	Crocodile, Large
4	Crocodile, Large	Octopus, Giant	Crocodile, Giant
5	Fish, Catfish	Sea Dragon	Fish, Catfish
6	Fish, Piranha	Sea Serpent	Insect Swarm
7	Fish, Sturgeon	Shark	Insect Swarm
8	Leech, Giant	Shark	Leech, Giant
9	Lizard Man	Snake, Sea	Leech, Giant
10	Merman	Squid, Giant	Lizard Man
11	Nixie	Termite, Water	Lizard Man
12	Termite, Water	Whale	Termite, Water

Castle Encounters

Most castles in the wilderness will belong to high level NPCs who have cleared the land and hired mercenaries. When characters discover a castle in the wilderness they will be unsure of the type of reception they will receive. If the DM has not planned the reaction of the inhabitants of a castle the following table may be used. To use the table, find the character type that inhabits the castle. For each character class the type of men that will be found with the lord of the castle will be listed, and the reaction of the lord. These reactions assume the party does nothing either to arouse suspicion or inspire trust. Note that the men listed are only part of the castle owner's forces. The rest of the force should include men and might even include special creatures such as trolls, or combinations such as superheroes mounted on griffons.

Owner	Level	Patrol	Pursue	Ignore	Friendly
Fighter	9-14	2-12 heavy horsemen	1-3	4-5	6
Magic-User	11-14	2-12 heavy footmen	1	2-5	6
Cleric	7-14	2-12 medium horsemen	1-2	3-4	5-6

Pursue. The men will chase the party off the lord's land or charge the characters a toll. This sum may vary depending on the personality of the lord, how wealthy the characters look, and other things. Refusing to pay may result in being arrested, run off the land, or attacked.

Ignore. This means that no attempt to aid or hinder the party will be made.

Friendly. This result does not necessarily mean that the castle owner likes the adventurers. It merely indicates that he or she has invited them to stay. Some NPCs may do this for evil purposes.

Elves, dwarves, and halflings are not given on this list, as their strongholds are special cases. In almost all cases these characters will seek to avoid contact with strangers. The DM should detail any non-human strongholds so that definite reactions may be known.

DUNGEON MASTERING AS A FINE ART

The guidelines given in the D&D Basic booklet are even more important in a wilderness campaign. Part of the art of expert DMing is to keep the campaign challenging for the players. Much of the rest is dealing with balance problems: too much money, not enough money, a too-powerful magic item, a too-powerful character, player grudges, and so forth. Many of the answers to these problems, as well as a personal DMing style, will come through continued play.

"But I rolled it!" A common mistake most DMs make is to rely too much on random die rolls. An entire evening can be spoiled if an unplanned wilderness encounter on the way to the dungeon goes badly for the party. The DM must use good judgment in addition to random tables. Encounters should be scaled to the strength of the party and should be in harmony with the theme of the adventure.

"Monsters use teamwork, too." A player character party with a wide range of abilities can usually defeat any single monster opponent. Thus, monsters will often team up for mutual survival. Special groups of monsters combining missile, spell, and melee attacks can be set up. Also, monsters can be given special leaders

with more hit dice (or maximum hit points) and other special abilities. For example: a magic-user with two apprentices, a body-guard of bugbears, and a charmed manticore; or an orc leader with clerical spells leading a party of bow-armed orcs with trained hunting lizards; and so on.

"The most dangerous game." Only non-intelligent monsters should act unintelligently. Weak monsters will use missile weapons, traps, ambushes, and even make deals — slugging it out with a more powerful party will only get them massacred! A strong monster will have guards to weaken a party or guard its escape. Smart monsters will use any magic items in their lairs that they can to best advantage. If the party fails to defeat a monster, it will prepare defenses, get reinforcements, or even move to another area in case the party returns. Surviving monsters will learn from a party's tactics and be prepared to imitate or counter them next time.

"NPCs are people, too!" NPCs should be played by the DM as intelligent people with interests of their own. If a player tries to convince an NPC to do something, the DM should think about how a player would react to the same offer, considering character and alignment of the NPC. Also remember that NPCs have friends that will help (or avenge) them, and that NPCs may have friends or retainers with them when encountered. Permanent NPC retainers will expect to be outfitted and supported by their employer. They will want a share of the treasure (not less than half the share of a player character) and will expect to be well-led and brought back alive.

"Can I do this?" The DM should be very careful when letting the players develop new spells, new magic, and expanded abilities. Permanent abilities, unlimited uses, and effects that increase with level or have no saving throw can lead to massive imbalances. In some cases, the DM may want to test an idea for a given time with the understanding that changes will be made if necessary.

"I wish" **Wishes** can cause problems if not handled properly. The DM must see that **wishes** are reasonably limited or the balance and enjoyment of the game will be completely upset. The DM should not allow wishes that alter the basics of the game. (For example, a **wish** that all dragons can't breath fire.) The more unreasonable and greedy the wish is, the less likely it is that the **wish** will become reality. For example if a character should wish for a magic weapon to fight the werewolves attacking the party, the DM may see this as reasonable and a +1 sword might appear, disappearing when the fight is over. If a player were to wish for a life draining sword, it too might appear, in the hands of a fearsome opponent.

The wording of a **wish** is very important and can greatly alter the results. Wishing for more wishes will certainly place the character in an endless time loop, forever repeating the acquisition and use of the **wish**. However, wishing that certain monsters had never attacked, or the blow that killed Laurencino the Thief had never landed, are acceptable and good uses of a wish.

"Pay the piper." When taking excess money out of the campaign, never just take it away from a character. Instead, present the player with a number of choices (based logically on the character's own actions, if possible) of which the least painful is giving up money. It is important not to directly force the players into a pre-decided course of action. For example, a treasure-laden fighting-man just back from a dungeon is confronted with the local salvage tax. He can refuse to pay (and face arrest and possible confinement), he can attempt to flee back into the wilderness (a dangerous course, uncertain of success), or he can pay up and try to look happy about it.

Sample Wilderness Key and Maps

Note: This example is intended for the DM's use only. If players wish to adventure in this sample wilderness, stop reading here. The following information is for the DM to describe to the players as they explore.

Map: Grand Duchy of Karameikos

General Notes: The scale of this map is 6 miles per hex and the map shows a section of the Grand Duchy of Karameikos. The Duchy is a large tract of wilderness and unsettled land claimed by Duke Stefan Karameikos the Third. Although he claims control of a large area of land on paper, large portions of it are held by humanoids and monsters. The two main settled areas are the coast near the main city of Specularum and the Black Eagle Barony on the Gulf of Halag.

The weather throughout the area represented on this map is generally temperate and mild with short winters of little or no snowfall and long summers. Rainfall is ample but not heavy and easterly winds blow cool breezes from over the sea.

The mountain range running along the north edge of the map is known by different names by the peoples of the territory including the Black Peaks, the Cruth Mountains, or The Steach. The two large river systems that provide drainage from the area are left for the DM to name.

Due to the climate, large sections of this map are heavily forested. Humans engage in lumber operations near the edges of the forests, but are loathe to venture too deeply without good cause. Timber, both hardwood and softwood, is a prime resource of the area, and is either exported or used to build ships in the shipyards of the port of Specularum.

HUMAN LANDS

Specularum — Originally a trading port founded when this area was first explored, Specularum has become the major city of the Grand Duchy of Karameikos. Approximately 5,000 people live in or immediately around the city. The Duke maintains a standing force of 500 troops and may raise an army of 5,000 from the surrounding countryside in times of war. A small fleet of warships is maintained in the harbor.

The city is primarily noted for its excellent harbor facilities and shipyards. Walled on the landward side, the city is also protected by 2 breakwaters that extend into the harbor, restricting passage to a narrow entrance. Overlooking the harbor is the Duke's castle, providing ample defense of the harbor.

Black Eagle Barony — This area of the Duchy has been given as a fiefdom to Baron Ludwig "Black Eagle" von Hendriks. The central town is Fort Doom, a forbidding structure. It is rumored to have dungeons filled with those who have displeased the Baron, an extremely cruel and unpopular man. The Baron may have possible connections with evil slavers and disreputable mercenaries. The Baron maintains a garrison of 200 troops, using them freely to quell dissent and crush attacking non-humans.

Luln — Composed primarily of persons who have fled Black Eagle Barony, merchants who have come to trade with the Baron, and some non-humans who have left the wilderness, Luln is a base town for adventurers exploring the Haunted Keep, also called Koriszegy Keep and the surrounding land. Somewhat lawless and open, the town can provide most of the basic needs to any group of adventurers. The town is poorly defended, relying on the goodwill and capabilities of both the Baron and the Duke for its defense. Approximately 500 people live in the town.

NON-HUMANS

Gnomes: Living in the hills, the gnomes are a quiet and solitary group. They make little effort to contact the outside world, but will deal with traders when such arrive. There are 620 gnomes living throughout this area. This number is divided between a large lair of 250 and several smaller outposts of no more than 100 each. A council of elders chosen by the gnomes, 1 from each outpost and 3 from the main lair, guides the members of the community in most decisions. This council will act as judges, handle trade, and distribute any money for the defense of the various outposts. However, any important decisions are decided by a general vote of the population. Strangers desiring to deal with the gnomes must first present their case to the elders for approval. Should this approval not be given (and the gnomes are extremely reluctant to involve themselves in the affairs of any outsider), the case will be closed. In the event that the council cannot decide, a general vote will be taken. If great differences prevent an outpost of the lair from agreeing peacefully on an issue, the dissident faction will leave and establish a new outpost in the area. In this manner, the gnomish lands are slowly growing, although disunity slows this somewhat.

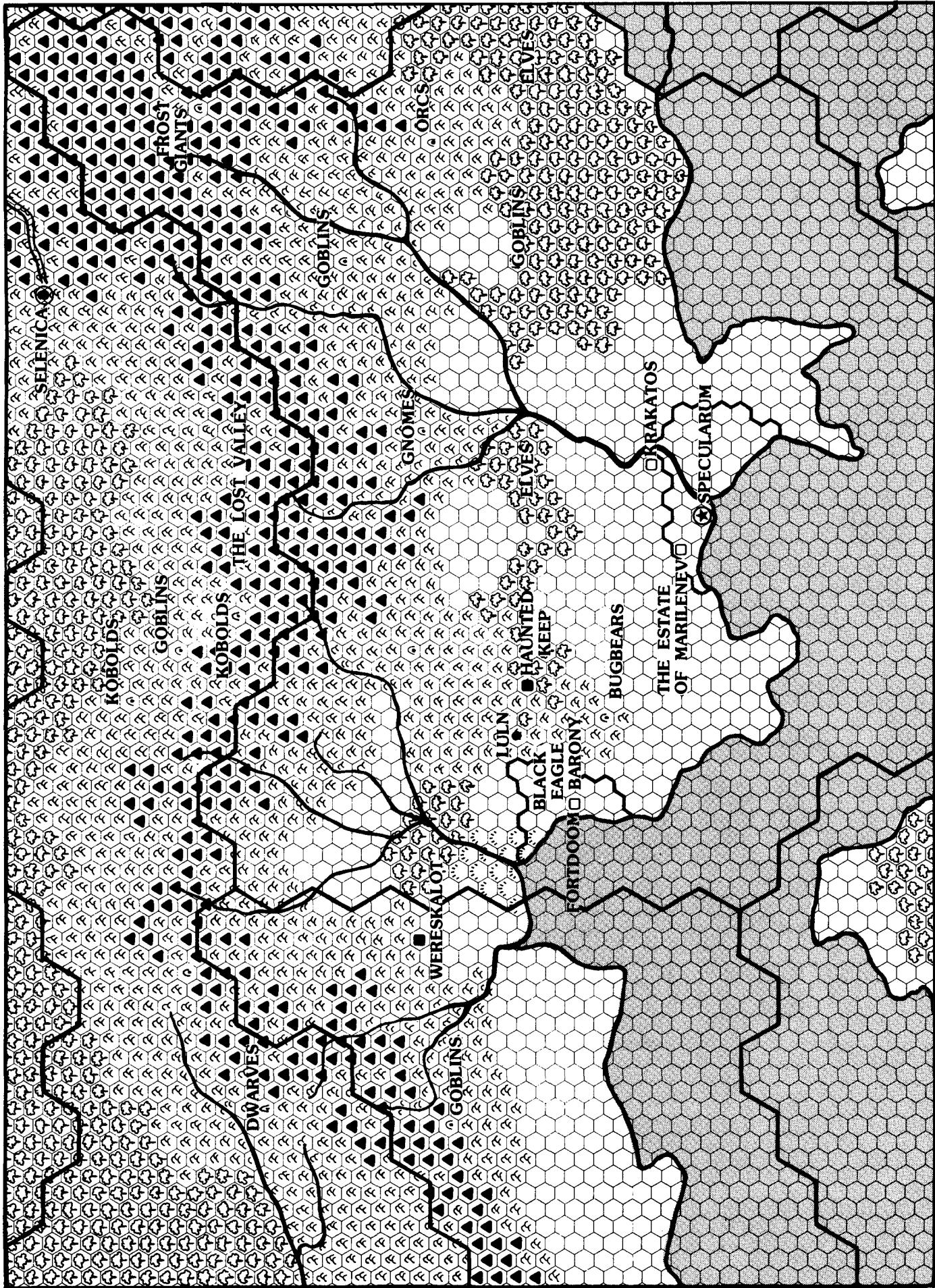
The gnomes are excellent craftsmen, especially skilled in combining items of wood and metal. Their wares will bring good prices in human lands. Trade is rendered difficult, however, not only by the reluctance of the gnomes to deal, but also because the goblins of the forest and the gnomes are involved in frequent skirmishes.

Gnome Lair. When seen from the surface, this area will appear to be nothing but a number of game paths that wind and cross each other. However, hidden throughout the area, are carefully camouflaged doors and smokeholes leading to the burrows underneath. Each door has a peephole through which a gnome guard keeps a constant watch.

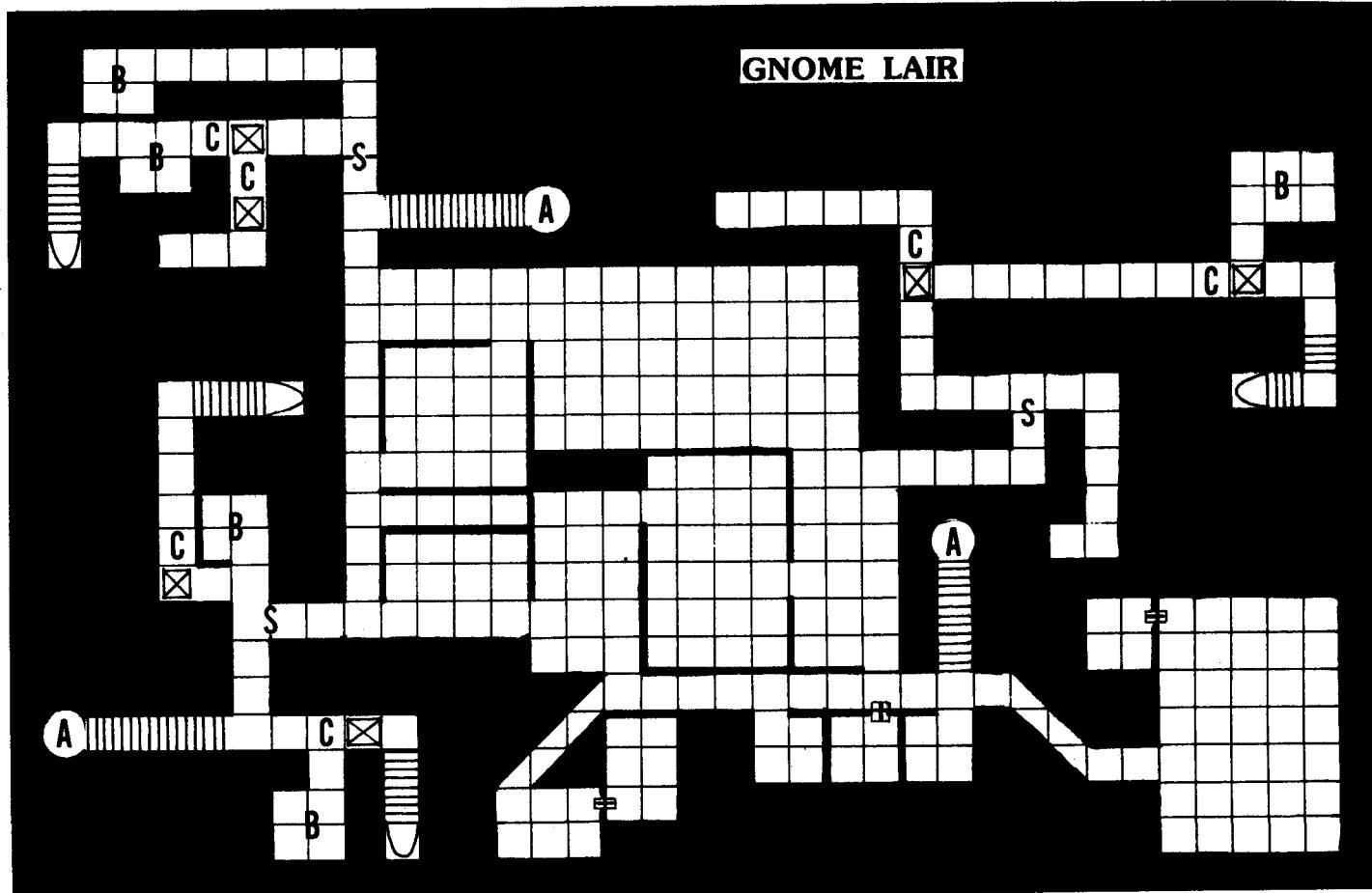
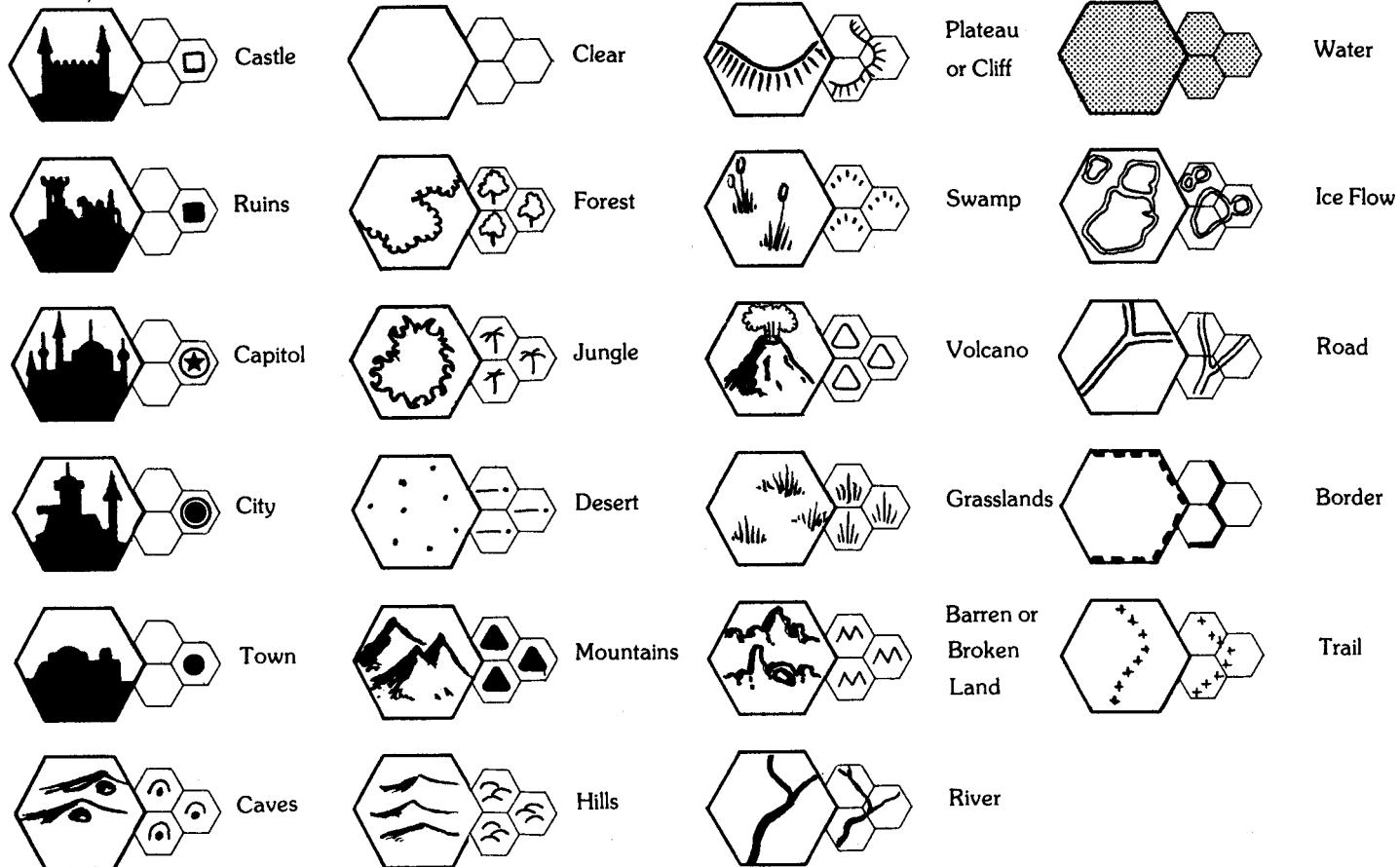
- A. **Gnome Observation Points:** Set in the highest points of the hill, these observation points are small mounds that rise just above the surrounding grass. They are built with small slits in the mounds that provide an all around view to the 2 gnome guards in each observation point. If intruders approach, the guards will alert the others by sounding a silent whistle the tame giant moles will react to.
- B. **Guard Posts:** Each entrance will have a guard post near it, containing 10 gnome guards. It is their duty to stop any attackers that manage to enter the burrow complex and hold them until reinforcements arrive. In each chamber is a gong of different pitch which will be sounded when attackers enter that area.
- C. **Animal Traps and Pens:** These are pits, covered and difficult to distinguish from the surrounding area. Each pit is 10' deep and contains 1-6 giant ferrets that the gnomes have trained to hunt the rats and other small animals that might invade the burrow. The pits also serve as traps, opening under the weight of even fairly small animals. On each side of the pit is a secret catch that is used to lock the doors shut, allowing safe passage over the trap door.

The remaining areas would contain the living chambers, kitchens, council chambers, and storerooms for the gnomes who live in the burrow. These areas have been left for the DM to fill in and key. The walls, ceilings, and floors of the rooms and passageways are panelled with planks of hard wood so that no earth shows. Mounted on the walls about 20' apart are oil lamps that are only lit as they are needed. Rooms are furnished in a simple but colorful style and have many domestic items scattered about them.

THE GRAND DUCHY OF KARAMEIKOS



TERRAIN SYMBOLS: These standard terrain symbols are given at two sizes for maps of different scales. The large hex symbols are used for detailed maps with smaller scales (1 hex = 1 mile). The small hex symbols are used for large scale maps depicting larger areas (1 hex = 36 miles).



PART 9: SPECIAL ADVENTURES

WATERBORNE ADVENTURES

The sea is an awesome place, the home of terrible monsters, the source of unpredictable currents and strange mists, and the scene of terrible storms that can smash the strongest ship to splinters. Perhaps the most deadly of the sea's hazards, however, is the lack of landmarks. Once out of sight of land, there is little to steer by. A small mistake in navigation or a sudden storm can drive a ship hopelessly off course until a familiar shore is sighted. Only the bravest and most hardy adventurers dare challenge the sea!

Movement on rivers and lakes is handled in a similar manner to sea travel (including encounters and combat). The DM can add any restrictions as to vessel size, slower speed due to winding rivers, etc. as the circumstances dictate. Current may increase (or

decrease if heading upstream) distance travelled by 7-12 (1d6+6) miles per day. Special hazards such as sand bars, rapids, waterfalls, and monsters can make river and lake travel almost as risky as ocean travel!

SHIPS

In general, galleys are used for travel along the coast. River boats and rafts are used for travel on rivers and will almost surely be destroyed if they venture too far from shore. Below are given the average movement rates in miles travelled per day for the different types of crafts. Where two rates are given, the first is for rowing movement and the second is for sailing. Rowing during an encounter is much faster than when used for long voyages.

Ship	Miles/Day	Feet/Round	Crew			Hull Points	Armor Class	Cargo (cn)
			Rowers	Sailors	Marines			
Canoe	18	60'	—	—	—	5-10	9	6,000
Galley, Large	18/72	90'/120'	180	20	50	100-120	7	40,000
Galley, Small	18/90	90'/150'	60	10	20	80-100	8	20,000
Galley, War	12/72	60'/120'	300	30	75	120-150	7	60,000
Lifeboat, Ship's	18	30'	—	—	—	10-20	9	15,000
Longship	18/90	90'/150'	—	75*	—	60-80	8	40,000
Raft	12	30'	—	—	—	5 per 10' x 10' section	9	50 cn/sq. ft.
River Boat	36	60'	8	2	—	20-40	8	30,000
Sailing Boat	72	120'	—	1	—	20-40	8	20,000
Sailing Ship, Large	72	120'	—	20	50**	120-180	7	300,000
Sailing Ship, Small	90	150'	—	10	25**	60-90	8	100,000

*These also act as rowers and marines.

**Warships only; costs an additional 1/3 of original.

Hull Points. A ship's ability to remain afloat after taking in water or sustaining damage is given in a value called *hull points*. Hull points for a ship are very similar to hit points for a character; when a ship reaches zero or less hull points, it will sink in 1-10 rounds. Also, when a ship is reduced to zero or less hull points, it may no longer move under its own power or attack with ship-mounted weapons (catapult, etc.), although crew may use personal weapons normally.

Ship Modifications. Some ships can be modified for transport or combat. The costs and effects of these are listed below:

Adding a Ram — Large and Small galleys can add a ram for an additional 1/3 of the original ship's cost. War Galleys already have a ram (included in their cost).

Troop Transport — Large and Small sailing ships can be converted into troop transports by paying an additional 1/3 of the original ship's cost. Troop transports have 1/3 more hull points than normal sailing ships, and carry twice as many troops (marines) as the normal vessel.

Catapult — Longships, any type of galley, and either type of sailed warship can add one light catapult (combat with these will be discussed later). Ordinary sailing ships, troop transports, and the smaller vessels not mentioned above **cannot** mount a catapult. A catapult and 20 rounds of shot weigh 10,000 coins.

WEATHER

As stated before, the miles per day given above represents average sailing conditions. If the voyage is favored by steady winds and calm waters, the distance travelled might be as much as double what is given here. If the seas are rough, or the vessel is becalmed, little or no progress might be made in a day. See the optional **Water Movement Modification Chart** section for more details.

In general, galleys stay near the coast, as they are not considered safe on the high seas. Likewise, river boats, rafts, and sailing boats will almost surely be destroyed if they venture too far onto great bodies of water; all rules for galleys apply to them as well.

If the optional **Water Movement Modification Chart** is not used, the following simple rules should apply. When sailing on seas or oceans, there is a chance that the weather will be unsuitable for travel. Two six-sided dice are rolled at the beginning of the day with a roll of 2 indicating no wind and a roll of 12 meaning gales or fierce storms. Sailing ships (not vessels with rowers) may not move if becalmed and must spend the entire day in the same hex or square. Rowed ships are never stopped for lack of wind; they are unaffected by calm weather. If a gale or storm is indicated, sailed ships may attempt to run before it. This will result in the ship moving at 3 times its normal movement rate in a random direction. If no coastline is reached during this movement, the ship has successfully run before the storm and is safe. If, however, the ship should reach a coastline or other shore before reaching the end of its movement, there is a 75% chance that the ship will be broken up in trying to beach, otherwise it will have found shelter. Galleys may not run before a storm. They have only a 20% chance of being able to weather any gale, with failure resulting in the ship being swamped. However, if the galley is in sight of the coastline, there is a chance that it will be able to beach before the storm hits. If the coastline is clear terrain, the galley will automatically find a beach. For any other type of terrain, roll a six-sided die with a result of 1-2 indicating that a safe beach or cove has been found.

It is assumed that all characters know how to swim, unless some circumstance might prevent this knowledge from being acquired. Swimming movement is equal to one-half the distance that character may normally travel. Characters in any type of metal armor may not swim, instead they will sink and drown.

SPECIAL ADVENTURES

D&D: EXPERT

Water Movement Modification Chart (optional)

Roll 2d6 at the start of each day and find the result.

Dice Roll	Effect
2	Becalmed. No movement except by oar. Oared movement reduced to $\frac{1}{3}$ normal amount to take into account rower fatigue.
3	Extreme light breeze or beating before normal winds. All movement reduced to $\frac{1}{3}$ normal rate.
4	Light breeze or quarter reaching before normal winds. All movement reduced to $\frac{1}{2}$ normal rate.
5	Moderate breeze or broad reaching before normal winds. All movement reduced to $\frac{2}{3}$ normal.
6-8	Normal winds. Normal movement.
9	Strong breeze. Normal movement plus $\frac{1}{3}$ extra movement.
10	High winds. Normal movement plus $\frac{1}{2}$ extra movement.
11	Extreme high winds. Double normal movement.
12	Gale. Eighty percent chance of a galley sinking. Triple normal movement in random direction**.

*20% chance of galley shipping water, 10% chance for all other ships. Any ship which ships water will have its speed reduced by $\frac{1}{3}$ until it can dock and make repairs.

**Roll 1d6: 1 = current direction, 2 = 60 degrees starboard (or to the right), 3 = 120 degrees starboard, etc. Use rules already given concerning running before the gale.

ENCOUNTERS AT SEA

Visibility. Land can be seen at a distance of 24 miles on a clear day. The DM can reduce this for local conditions: night, fog, haze, storms, etc. Ships out of sight of land are lost unless a **navigator** is aboard. Approaching ships (encountered pirates, for example) can be seen and identified at 300 yards on a clear day, or can come as close as 40 yards in a dense fog before being spotted. Monsters are encountered at normal distances (40-240 yards).

Surprise. Monsters surprise ships as normal. Ships never receive surprise unless a special condition (such as fog) exists.

Evasion. Whenever an encounter at sea is indicated, the target can make one attempt to **evade** the pursuer (whether it's a ship or a monster). The chance to evade is based on the difference in speed between the opposing vessels. Each pursued ship has a separate roll to evade.

Difference In Speed (per round)	Chance Of Evasion
pursued vessel is:	
faster than pursuer	80%
0'-30'/round slower	50%
31'-60'/round slower	40%
61'-90'/round slower	35%
91'-120'/round slower	25%
121+'/round slower	10%

If Evasion is successfully rolled, the attacker has lost sight of the pursued vessel and cannot attempt to attack it again until the following day (if it happens to be encountered again). If the Evasion attempt is not successful, the pursuing ship starts at the distance it is spotted at (300 yards on a clear day) and begins to close the distance. If the pursuing vessel is in the 0'-30' Speed Difference

range (or is slower than the pursued ship), the pursuer will close at 30' (10 yards)/round. If the Speed Difference is greater than 30'/round, the pursuer will close at that rate.

COMBAT AT SEA

Combat at sea is fought in combat rounds of 10 seconds each, with ramming taking place at the same time as missile fire. Once ships close, the crews will attempt to grapple and board the opponent. For boarding actions, it is helpful to have a sketch of the ships' deck plans. A scale of 1" = 5' is often convenient. Unless otherwise specified, most giant sea creatures and certain magic attacks will do 1 hull point of damage for every 5 points of normal damage the attack does.

Catapults. Light catapults can be mounted on some ships. They can throw rocks or flaming pitch at a range of 150 to 300 yards, but not at any close targets.

Light catapults need a crew of 4 for maximum efficiency. The catapult is fired every fifth round as long as four crew are left, every eighth round with three crew, every tenth round with two crew, and cannot be operated at all by one person. A catapult fires as a fighter of a level equal to the number of crew. Thus, if fired by a 3 man crew the DM would need to roll the same "to hit" score that a 3rd level would use. The DM may adjust this number for rough seas or other factors.

Rocks thrown by catapults affect a 10' x 10' area, and do 3-18 hull points of damage. Flaming pitch will set a 10' x 10' area on fire, doing 1-6 hull points of damage per turn of burning. The flames will spread if not fought by several crew: 5 crew can put the fire out in 3 turns; 10 crew can extinguish the flames in 2 turns; and 15 crew can put the flames out after 1 turn of burning. Pitch will always burn at least one turn regardless of the number of crew assigned to fight the blaze.

Rams. Large and small galleys may be fitted with a ram on the bow. These are useful for striking large targets such as other ships or giant sea creatures. When making a ram attack, the chance to hit AC 9 is 10. One is added to the chance to hit for each armor class below 9 (i.e. a 12 is needed to hit AC 7). The DM may modify this because of weather, maneuverability, or other factors. Rams that hit other vessels will do 50-80 (1d4+4) points of damage (small galley ram) or 60-110 (1d6+5) points of damage (large or war galley ram); giant sea creatures will suffer 3-24 (3d8) points (small galley) or 6-36 (6d6) points (large or war galley) from rams. Small individual targets will be impossible to hit as they are able to outmaneuver the ramming vessel.

Repairing Hull Damage. Damage from any type of attack on a ship can be repaired at the rate of 1 hull point of damage per turn. This requires that at least 5 crew be assigned to repair duty during the entire turn. Because repairs at sea were makeshift, no more than $\frac{1}{2}$ the damage sustained by a vessel can be repaired until the vessel returns to a port facility.

Ship Damage. Attempts to put out fires and repair hull damage take place **after** damage for the round is scored on the ship. Crew working at these tasks cannot do anything else. Each 10% of hull damage reduces speed by 10%. Each 10% loss of rowers reduces rowed speed by 10%.

Grappling and Boarding. If both ships' crews want to grapple, the attempt is automatic. If only one ship's crew wants to grapple, a 1 or 2 must be rolled on a 1d6 for success. Grappling may be attempted each round that the ships are adjacent. Once the ships are grappled, the boarding battle is fought just like a large melee; however, attackers boarding a ship attack and defend at -2 during the round they are boarding. The boarding action continues until the crew of one ship is killed or surrenders.

INDEX

This index lists alphabetically many of the rules a Dungeon Master will have to look up most often. If the subject has more than one word and isn't listed under the first word, try looking for another key word in the name. (Example: **Reactions, Monster.**) Note also that sub-categories will be found under general listings. (Example: Under the **Experience** listing will be found the sub-listings: "advancement, rate of" and "for monsters".)

If you decide to reorganize the rules to make them easier for you to use, the index will be helpful in keeping track of the rules. Renumber the pages in the new order you place them in and then write the appropriate new page numbers next to each listing on the index.

A				
Abilities Scores (recap).....	X2	X8		
Adventure, The.....	X19	X20, X56		
C				
Castle Encounters.....	X59	X51		
Characters.....	X5	X45		
high and low level.....	X4	X44		
levels beyond those listed.....	X8	X7		
Clerics.....	X7	X6		
advancement.....	X5	X14		
spells.....	X11	X19		
Combat.....	X24	X22		
attack tables.....	X26	X19		
Construction.....	X52	X64		
D				
Dungeon.....	X53	X25		
Dungeon Master, Fine art of.....	X59	O		
Dwarves.....	X5	X25		
advancement of.....	X7	P		
E				
Ego (swords).....	X47	Pursuit.....	X24	
Elves.....	X7	Player Character (see Character).....	R	
advancement of.....	X5	Ranges Outdoors.....	X23	
spells.....	X14	Reactions, Monsters'.....	X23	
Encounters.....	X23	Rest.....	X20	
distance.....	X23	Reversed Spells.....	X11	
at sea.....	X64	S		
Energy drain attacks.....	X27	Saving Throws.....	X24	
Equipment cost.....	X9	Scale.....	X19	
explanations.....	X9	Ships.....	X63	
Evasion.....	X23	Specialists.....	X21	
Events, Order of.....	X23	Spells.....	X11	
Experience.....	X5	clerical.....	X11	
advancement, rate of.....	X5	magic-users and elves.....	X14	
for monsters.....	X22	ranges outdoors.....	X19	
F				
Fighters.....	X7	Surprise (in the Air).....	X25	
advancement of.....	X6	T		
Forced March.....	X20	Terrain Effects.....	X20	
G				
Game Day, Outline of.....	X23	Thieves.....	X8	
H				
Halflings.....	X7	advancement of.....	X6	
advancement of.....	X6	Time.....	X23	
Holy Water.....	X25	Transport.....	X9	
I				
Initiative.....	X23	Treasure.....	X43	
Intelligence (swords).....	X46	W		
L				
Levels.....	X5	Wandering Monsters.....	X55	

GLOSSARY

aerial — Inhabiting or occurring while in the air or flying.

ballista — An ancient or medieval seige weapon that fires large bolts similar to its smaller cousin the crossbow.

becalmed — To be unable to move while sailing due to lack of wind.

catapult — A large weapon, normally used in seiges, for hurling boulders or other items through the use of a lever or spring.

elemental — Belonging to or dealing with a natural force or element. For example, fire was considered an element by ancient thinkers.

empathy — Feeling or identifying with another thing or person.

evasion — The attempt to avoid an encounter.

galley — A large, oared ship, sometimes set with a sail, used for sailing in coastal waters.

lost world — An area out of contact with the rest of the world for a great length of time, where otherwise extinct creatures and cultures still survive.

moat — A flooded ditch surrounding a castle.

name level — The 9th level of experience.

person (charm** or **hold**)** — Besides those already listed in the

D&D Basic rulebook, the following creatures are also affected by these spells: merman and nixie.

pitch — A tarry substance which burns well and is difficult to remove or put out.

ram — Armoring and strengthening built onto the front of a ship for the purpose of colliding with other vessels.

rampart — A defensive work, consisting of a sloped embankment usually topped by a wall or parapet.

retainer — A non-player character in the employ of a player character.

regeneration — The power to instantly heal lost hit points or the ability to regrow lost limbs.

reversed — Using a spell so that it has an effect opposite to the usual effect of the spell.

shrine — A place or site of great importance to a religion.

stronghold — A fortified construction built to protect a place or people from outside attack. A castle is a stronghold.

terrain — Any geographical feature such as rivers, mountains, deserts, etc.

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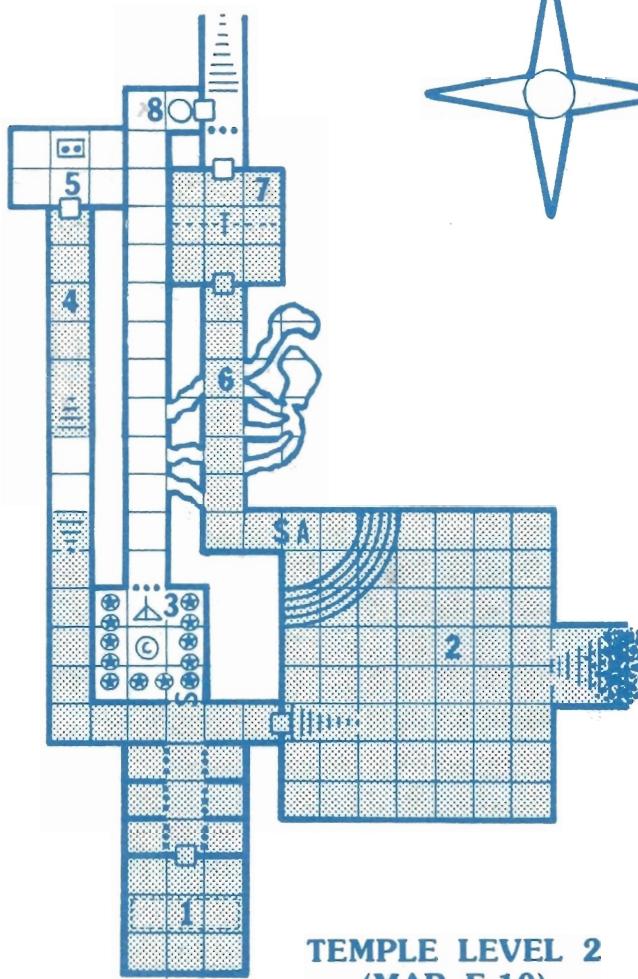
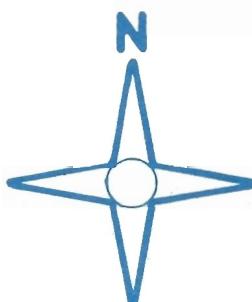
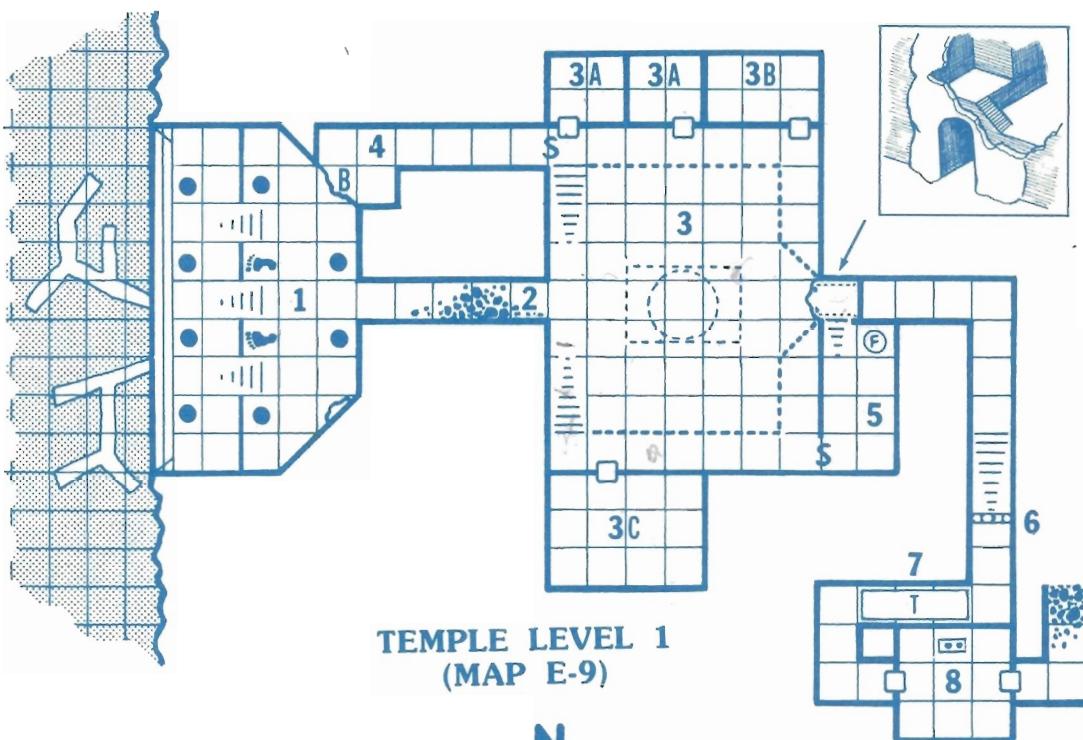
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Special Introductory
Wilderness Module

TSR Hobbies, Inc.
POB 756
LAKE GENEVA, WI 53147

TABOO ISLAND



SCALE:
ONE SQUARE = 10 FEET

[Door symbol]	Door
[Secret Door symbol]	Secret Door
[Trap Door in Floor symbol]	Trap Door in Floor
[Trap Door in Ceiling symbol]	Trap Door in Ceiling
[Iron Bars or Portcullis symbol]	Iron Bars or Portcullis
[Stairs symbol]	Stairs
[Trap symbol]	Trap
[Trigger symbol]	Trigger
[Statue symbol]	Statue
[Pillar symbol]	Pillar
[Dais symbol]	Dais
[Rubble symbol]	Rubble
[Stone Wall symbol]	Stone Wall
[Dock symbol]	Dock
[Balcony symbol]	Balcony
[Water symbol]	Water
[Smokehole symbol]	Smokehole
[Altar symbol]	Altar

Dungeon Module X1

The Isle of Dread

by David Cook and Tom Moldvay

A WILDERNESS ADVENTURE
FOR CHARACTER LEVELS 3-7



The Isle of Dread is the first in a series of adventure modules for use with the DUNGEONS & DRAGONS® Expert rules. As the first D&D® wilderness adventure published by TSR Hobbies, the Isle of Dread is designed as an instructional module to help novice Dungeon Masters design their own wilderness adventures.

This module contains maps and background material for the Isle, fifteen new monsters, and suggestions for further adventures. In addition, The Isle of Dread contains a map and background information for a large continent, and eleven smaller maps for encounters on the island itself. In this module, players will push their way through dark jungles and treacherous swamps to discover the lost plateau, and the final secrets of – the Isle of Dread!

If you enjoy this module, watch for future releases in the D&D® line from TSR, The Game Wizards.

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POB 756

LAKE GENEVA, WI 53147

Dungeons & Dragons® Expert Set

Dungeon Module X1

THE ISLE OF DREAD

This module requires information found in the D&D® Expert Rules, which are a continuation of the D&D® Basic rules. Without a copy of both booklets, some sections of this module may be confusing.

PART 1: INTRODUCTION

About This Module

This module is intended for use with the DUNGEONS & DRAGONS® Expert rules. The **Isle of Dread** is a wilderness adventure designed as a framework to help Dungeon Masters (DMs) design their own wilderness adventures.

If you plan to participate in this module as a player, please **stop** reading at this point. The information in the rest of this module is for your DM so that he or she may guide you and other players through the adventure. Knowledge of the contents of this module will spoil the surprises and the excitement of the game for everyone concerned.

Notes for the Dungeon Master

The **Isle of Dread** is a wilderness adventure module in five parts. Part one is the INTRODUCTION, which outlines both the adventure and the fantasy “world” it takes place in. Part two, THE ISLE OF DREAD, is the first stage of the adventure. It includes getting to the Isle of Dread, exploring the main island, and setting up a base for the next stage of the adventure. In part three, the party investigates the island’s great CENTRAL PLATEAU. With good fortune and thought, the party should establish a base at Mantru, a small village on the shore of the plateau’s great crater lake. Part four is the climax of the adventure. Here, the party discovers the secrets of the TABOO ISLAND in the center of the lake. Part five contains the NEW MONSTERS introduced in this module. After the basic adventure is over, the Isle of Dread can be used as the site of additional adventures, some of which are described at the end of Part 4.

While the D&D Expert rulebook contains most of the information necessary to design wilderness adventures, this module is another tool. It is a graphic example of what a wilderness adventure may be. It allows the DM to learn by experience about wilderness design and supplements the rules given in the D&D Expert and Basic sets.

Before beginning the adventure, please read the module thoroughly to become familiar with the details of THE ISLE OF DREAD. Certain sections may be read aloud to players. Other sections contain information the players should not know in advance, but may learn in the course of the adventure. Before the adventure begins, the DM should decide what information to give the players and what information to hold back.

This module has been designed for a party of six to ten characters. Each character should be between the 3rd and 6th level of experience at the beginning of the adventure. The party should have a total of 26-34 levels, 30 being best. For example, a party with a 4th level fighter, a 5th level magic-user, a 6th level cleric, a 3rd level

thief, a 5th level dwarf, a 4th level elf, and a 3rd level halfling would have a total of 30 levels ($4+5+6+3+5+4+3=30$). Furthermore, the group should have at least one magic-user or elf, and one cleric in it. If the party has less than 26 levels or more than 34, the DM may wish to adjust the strength of the monsters, making them larger or more numerous (or smaller or less numerous) as the DM sees fit.

The DM should be careful to give the player characters a reasonable chance for survival. The emphasis is on “reasonable”. Try to be impartial and fair, but give the party the benefit of the doubt in conditions of extreme danger. However, sometimes the players insist on taking unreasonable risks; charging a tyrannosaur bare-handed, for example. If bravery turns to foolhardiness, the DM should make it clear that the characters will die unless the players act more intelligently. Everyone should co-operate to make the adventure as fun and exciting as possible.

In addition to the large scale map of the continent and the small scale maps of the Isle of Dread and the CENTRAL PLATEAU, there are maps of some of the **encounter areas**. These are included to give the DM an idea of what the area looks like. The DM may use them as given, change them slightly, or create different ones. For example, when using the **general cave lairs**, the DM can add new creatures, seal off tunnels, or add secret chambers, to nearly any part of the map. Both cave maps can even be combined for a very large lair!

The lair treasures can be used as given or changed into different forms with the same value. Primitive native tribes like those on the Isle of Dread may not have gold or silver coins. Instead, they may have native carvings of bone or ivory, small nuggets of precious metals, or any other unusual but valuable forms of treasure the DM can create.

When describing monster encounters, the DM should not rely only on sight — there are four other senses — smell, sound, taste and feelings of hot, cold, wet and so forth! The DM should try to vary his or her approach to encounters when possible. For example, the party may first hear the monster crashing through the underbrush, or find its tracks instead of just meeting the monster face-to-face. This is a good way to “signal” a party that an encounter may be too difficult for them to handle. The DM should also try to avoid letting unplanned wandering monsters disrupt the balance of the adventure.

THE MAP OF THE CONTINENT (Map C-1)

Geography

In the center of this module is a large-scale (24 miles per hex) wilderness map, which shows the southeastern portion of the continent and the northern islands of an archipelago (a cluster of islands). This map is useful for the overseas journey to the **Isle of Dread** and serves as an example of a large-scale wilderness design. The DM may wish to base dungeon and wilderness adventures on this map, or expand the map by designing wilderness areas where the map leaves off. The following is a suggested key to the areas mentioned on the map. To read the map of the continent, start at the top and read from left to right.

The following key gives only a brief background of most areas except the Isle of Dread which is further described in PART 2. The rest is left for the individual Dungeon Master to “flesh out”, allowing as much creative freedom as possible.

The Key to the Continental Map

Principalities of Glantri. Glantri is a magocracy; that is, the princes and princesses who rule the state are all high level magic-users. They live in Glantri City most of the time, though each ruler also has a castle hidden in some remote wilderness area. Actually, the rulers are more concerned with magical research than with ruling. Most decisions are left to the various local councils of elders and the princely stewards. The princes and princesses do not trust each other and live in a state of uneasy truce. In the face of invasion or rebellion, however, they are quick to unite. In extreme emergencies, they will select one of their number as "dictator", to serve for one year.

Ethengar Khanate. The Ethengar are nomadic herders of horses, cattle, and goats. They are divided into small family clans. Usually the clans raid and quarrel with each other, but occasionally a strong leader (khan) emerges to unite the entire Ethengar people into a strong "nation". However, with the eventual death of the khan, there is rarely an heir strong enough to hold the Ethengar together. They then break apart, and the family clans begin warring with each other once more. Their culture is similar to that of the horsemen of the central Asian steppes (Huns, Mongols, Magyars, Turks, and so on).

Heldann Freeholds. The Heldann are a barbaric, fair-haired people who hunt, fish, and raise crops on isolated farms. They are related to the people in the northeastern kingdoms but acknowledge no ruler among themselves higher than the individual household leader. Their culture is very similar to that of medieval Iceland.

Kingdom of Vestland, Kingdom of Ostland, and the Soderfjord Jarls. Each of these northeastern states is composed of many petty "kingdoms" that are loosely united under one ruler. In Vestland and Ostland the underchiefs are called "kings"; in Soderfjord they are known as "jarls" (pronounced "yarls"). Their culture resembles that of the vikings.

The people of these kingdoms highly value individualism, physical strength and prowess in combat. They live mainly by fishing and by occasional raids on nearby coastal villages. Besides being fierce warriors, these people are explorers without equal, ranging far and wide in their wooden longships.

The Broken Lands. The "broken lands" are an area of rocky badlands and old volcanic lava beds. The land is extremely wild and inhabited mainly by outcasts and monsters.



Rockhome. Rockhome is the homeland of the dwarves. It stretches throughout the northern Altan Tepe mountain range. The dwarves have built and maintain a road through the mountains for caravans. They charge toll from all who pass.

Atruaghin Clans. These grassy plateau, forest, and hilly regions next to the sea are inhabited by herders, hunters, and fishermen who live in small villages. All the villagers claim to be descended from the ancient hero Atruaghin. If threatened by war they will unite under a temporarily elected leader.

Republic of Darokin. This republic is centered around the capital, Darokin. Its wealth is based on trade from Lake Amsorak (the large inland lake), the Strel river, the eastern caravan route, and sea trade filtering in through the Malpheggi Swamp. Darokin is a plutocracy; that is, the government is run by the wealthiest merchant families. The culture resembles that of Venice or Genoa in medieval Italy.

Alfheim. As the name implies, Alfheim is the homeland of the elves. The elven king rules the great forest of Canolbarth. Because Canolbarth is tended by the elves, it is far larger than a natural forest in this area would be. Darokin pays the elves to protect the caravan route through the forest to Selenica.

Emirate of Ylarum. Ylarum is built in the midst of the largest oasis in the Alasiyan Desert. It is the center of caravan routes crossing from north to south and from east to west, and is controlled by the Emir of Ylarum and his royal family. The culture is similar to that of the Arabic desert states or the Central Asian city-states of Palmyra, Damascus, or Samarkand.

The Five Shires. The five shires are the homeland of the halflings. The area is ruled by a council of five sheriffs who each control a shire. Four times a year the sheriffs meet at a great feast and there decide shirewide policy by vote.

Grand Duchy of Karameikos. This part of the continent is a wild and unsettled land claimed by Duke Stephan Karameikos. In reality, little of the land is under the duke's control. Large areas are overrun with monsters and hostile humanoids. For a more detailed description of the Duchy of Karameikos, see the D&D Expert rule-book.

Kingdom of Ierendi. The trading ships of Ierendi rival those of Thyatis, and the kingdom sports a magnificent royal palace carved from pure white coral. The king and queen of the land are usually popular adventurer-heroes; however, they are without true power and serve only as figureheads. Actual rule is held by certain aristocratic families (making Ierendi an oligarchy).

Minrothad Guilds. The Minrothad island cluster is a syndicate; the government is run by the heads of the various trading guilds. Minrothad is closely allied to Thyatis.

Empire of Thyatis. The empire of Thyatis is an autocracy. The emperor holds absolute power, but his decisions must allow for the desires of powerful nobles and for the threat of mob riots over unfavorable laws. The city of Thyatis is built beside a large canal that separates the southern peninsula from the mainland, so the city is a major trade center. The Thyatic culture is similar to the medieval Byzantine empire.

Thanegioth Archipelago. The archipelago is a cluster of islands about 1000 miles from the coast of the main continent. What little knowledge is available about Thanegioth is buried in myth and superstition.

Suggested Pronunciations

Akesoli – ak·e·sō·lē
Akorros – a·kōr·rōs
Alasiyan – al·as·ē·ān
Alfheim – alf·hīm
Altan Tepe – al·tan tepe
Amsorak – am·sōr·ak
Aranea – ar·an·ē·ā
Atruaghin – at·ru·ā·gin
Biazzan – bē·ā·zan
Canolbarth – can·ōl·barth
Castellan – kas·tel·lan
Corunglain – kōr·un·glan
Cruth – krūth
Darokin – dar·ō·kin
Ethengar – eth·en·gar
Glantri – glan·trē
Heldann – hel·dan
Ierendi – ē·er·end·dē

Karameikos – kar·a·mī·kōs
Kerendas – ker·en·das
Kopru – kō·prū
Malpheggi – mal·fēg·gē
Minrothad – min·rō·thad
Norrvik – nōr·vik
Ostland – öst·land
Phanaton – fan·ā·ton
Rakasta – ra·kas·ta
Selenica – se·len·i·ka
Soderfjord – sō·der fyord
Specularum – spek·ū·lar·um
Tel Akbir – tel ak·ber
Thanegioth – than·ā·gē·oth
Thyatis – thi·ā·tis
Vestland – vest·land
Ylaruum – il·a·rū·am
Zeaburg – zē·burg

Weather & Climate

The general weather patterns of this part of the continent move from west to east. Hence, much rain falls on the western edge of the Altan Tepe mountains, while little or none falls on the Alasiyan desert. The warm offshore currents near Thyatis and Minrothad modify the weather somewhat in the south, making the climate there similar to the Mediterranean.

The southern farm lands are extremely fertile, due to a thick layer of rich ash from the ancient volcanic hills. The farmers here have discovered better ways to grow most crops. The heavily irrigated and terraced gardens of the southern farmlands produce more food than any other area on the map.

The climate in the Thanegioth Archipelago is tropical, similar to the Pacific South Seas islands (Oceania) and the Caribbean. The climate south of the Cruth mountains (running west to east) is moist and temperate, with mild winters. The climate of Darokin and Glantri is warm and sunny, similar to that of southern France. The climate of the Ethengar steppes is mild in the summer, but cold and bleak in the winter; like the Russian steppes around the Black Sea. The climate of the northeastern coast is wet and mostly overcast, similar to that of Denmark.



PART 2: THE ISLE OF DREAD

Background. Several weeks ago, the party of adventurers was returning from a previous adventure (the DM can work this into the campaign as desired) when they discovered a cache of scroll-papers. The scroll-paper was made of an excellent vellum parchment (a kind of paper that lasts for centuries). On the journey home, the characters were caught in a sudden rainstorm and the entire cache was drenched. Upon the party's return to Specularum, it was found that none of them were magical. Still, magic-users can always use good paper for spell research and writing their spell books, so the characters carefully spread the paper out in front of a fire to dry out. Much to their surprise, as the paper dried out, writing appeared on several of the pages. The heat had brought out secret writing on the parchment.

The pages were part of a ship's log and read as follows:

"When the gale finally ended, we found ourselves approximately seven days normal sailing distance due south out of Specularum, in the Thanegioth Archipelago. We replenished our supplies, patched up the ship, and traded our remaining goods at native villages along the shores of several islands. Some villages were friendly, but others were hostile and the natives attacked on sight. I suspect the hostile villages were filled with cannibals.

"We skirted the coastlines of several islands, sailing south by west until we reached a small peninsula cut off from the main island by a massive stone wall. We were well received by the natives of Tanoroa, the small village that guards this wall. The villagers have no name for the large island other than the 'Isle of Dread'. Their own small peninsula is known simply as 'Home'.

"The villagers told us a tale about an ancient city in the central highland of the isle that was built by the same people who built the wall. The villagers call the builders 'the gods', but I noticed that the names of the gods and the personal names of the clan ancestors were often the same, so I suspect that their ancestors and the builders were one and the same. I believe that the natives once possessed a much more advanced culture and that the descendants of the builders have returned to a more primitive state.

"The inland city is rumored to be filled with treasure beyond imagining. In particular, I heard persistent tales concerning a great black pearl of 'the gods' that still remains in the inland city. The island waters abound with excellent pearl beds, so the rumor of the black pearl may well be true.

"The village contains a number of huge life-like statues of iron, bronze, and stone. Since no villager currently has the skill or the craft to make such statues, the tale of a lost city built by the 'gods' seems reasonable. I would have liked to explore inland to verify the rumors, but too many crewmen died in the storm or by cannibal spears. Only five of us are left. I am the only professional adventurer, the others are only sailors. We can sail the small ship well enough but on land, in hostile territory, we would be helpless. Once back in Specularum I should be able to recruit a new crew and a party of professional adventurers, then I will return to claim the great black pearl.

"One thing I managed to do before leaving: we sailed around the island and made the best map we could. We were afraid to land, since village fishermen had warned us that it was extremely dangerous to land anywhere on the main island and the coasts were rocky with no beaches. As a result, the map only shows the coastal areas we could chart from the ship, but it is better than nothing."

Rory Barbarossa

Note: The DM should hand the players the tear-out copy of the ship's log with the incomplete map of the Isle of Dread on the back. The tear-out sheet represents the parchment that the players have. The players can use the partial map to chart the unknown wilderness as they explore it.

The parchment log is signed by Rory Barbarosa, a well known adventurer and sea captain who died about 30 years ago. A little research in local taverns will reveal to the players that just before he died, Rory was indeed recruiting for a journey south. He had been blown off course on his last voyage and had hardly been in town a day before he started signing on new hands. Unfortunately, Rory angered a powerful wizard over a lost wager and died horribly before his journey south began.

Not only does the story of Rory Barbarosa's death confirm the writing on the parchment, but every rumor that the party can track down about the Thanegioth Archipelago tends to confirm the account (the DM should make up suitable rumors as needed).

Preparation. The players begin the module in Specularum, which is in the Grand Duchy of Karameikos. If the players are based somewhere else, the DM should arrange to have them go to Specularum or a coastal city before the adventure begins.

The players must acquire a ship or passage to the Isle of Dread. Most parties should have no trouble raising enough money to buy a small sailing ship. If the characters cannot come up with the money, the DM will have to arrange matters so that the characters do get a ship or smaller boat that can sail the ocean. Some ideas on how characters might acquire a ship include:

- 1) Have a merchant hire the party to investigate the island. The players will receive free passage, but must split any treasure 50-50 with their employer. Alternately, the DM might change the scenario, so that the characters are allowed to convince a merchant to open up a new trade route to the Thanegioth Archipelago.
- 2) Allow the characters to buy an old, decrepit boat. Generate a percentage by dividing the price paid for the boat by the cost of a new boat. This percentage is the measure of the boat's condition. The speed and hull value of the boat are both multiplied by this percentage (giving lower numbers). Also, in any storm, the percentage or lower must be rolled as a saving throw or the boat will sink.
- 3) Allow one player to inherit a boat. If this idea is used, the boat should be no larger than a small sailing ship (and should have no lifeboat). Remember that the normal inheritance tax is 10% of the value of the inherited goods. The inherited boat cannot leave port until the tax is paid.
- 4) Let the characters borrow the money. Interest should be at least 10% per month. The loan must be paid by the end of the first voyage. Local moneylenders have a working agreement with a magic-user who will send an **invisible stalker** to attack each character who has not paid his or her share of the loan by one week after the due date.

The Adventure. During the voyage from Specularum to the village of Tanaroa on the Isle of Dread, use the wilderness rules from the D&D Expert set and the Ocean-Sea Encounter Tables. Remember to check for weather each day (2d6: 2 = BECALMED, 12 = STORM) and that if a 6 is rolled on an encounter check, there will be one. If the boat enters a reef area, it will take 1-100 (d%) points of hull damage. In spite of these hazards, the DM should remember that the party should still **reach** the Isle of Dread, and should handle weather, rolls for becoming lost, and encounters with this in mind.

Once the characters reach the Isle of Dread (**Map D-1**), they will probably land at one of the native villages. The details of these

villages are given in the description of **Tanaroa**, the main village (encounter area **1, p. 7**). These villages are **matriarchies**, so the chieftain will always be a woman. The DM should set up a few typical NPC leaders in advance, or use the ones included later.

From these villages, the party can move inland (note that they can map one hex of terrain in every direction when they pass through a hex: seven new hexes maximum; unless the terrain in the hex is mountainous or covered with dense foliage which blocks sight). For encounters, the DM should use the three **Wilderness Wandering Monster Tables** included in the module. Each table covers a different part of the island.

Using the Wilderness Wandering Monster Tables

Wandering monsters should be checked for twice a day, once for the daylight hours and once for the hours of darkness. (For the night check, subtract 1 from the roll since most of the wandering monsters are inactive at night.)

This method of handling encounters is used only in the first stage of the adventure. When the players reach the CENTRAL PLATEAU and beyond, a new method will be introduced (see **p. 12**).

Once a monster is encountered, the exact monster is determined by rolling percentage dice (d%) on one of the wandering monster tables, depending on where the party is on the Isle of Dread. **Wilderness Wandering Monster Table 1** should be used on the southern peninsula south of the Great Wall, and on the southeastern islands. **Wilderness Wandering Monster Table 2** should be used on the main island south of the central river (including the swamp), and on the southwestern islands (west of **encounter area 6**). **Wilderness Wandering Monster Table 3** is used north of the central river and on the northern islands.

The DM should use logic when rolling wandering monsters. If the monster rolled is highly unlikely for the terrain type (for example, a plesiosaurus in a non-lake hex) the DM should either roll again or choose a different wandering monster. If the monster is either much too strong or much too weak for the party, the DM may change the number appearing or the monster's hit points to provide a suitable challenge for the party.



The Map of the Isle of Dread (Map D-1)

The maps of the Isle of Dread include several special features.

The tar pits are hard to recognize unless the party has native guides or bearers. The natives will not leave the main trail nor travel beyond the tar pits at the trail's end.

The road symbol joining the CENTRAL PLATEAU to the mountain chain is a rope bridge.



Wilderness Wandering Monster Table 1

% Roll	Monster	No. Appearing
01-02	Dryad	1-6
03-05	Ghoul	1-6
06-29	Humans*	2-12
30-32	Killer Bee	2-8
	Living Statues**	
33	Living Crystal Statue	1-6
34-35	Living Iron Statue	1-4
36	Living Rock Statue	1-3
	Lizards, Giant	
37-40	Gecko	1-6
41-43	Draco	1-4
44-45	Horned Chameleon	1-3
46	Tuatara	1-2
	Lycanthropes	
47	Wererat	1-8
48	Werewolf	1-6
49	Wereboar	1-4
50	Weretiger	1-3
51	Werebear	1-2
52	Mummy	1-3
53-58	Rat, Giant	2-20
59-60	Rhagodessa	1-4
61-62	Robber Fly	2-8
63-64	Scorpion, Giant	1-2
65-69	Skeleton	4-16
	Snakes	
70-71	Spitting Cobra	1-6
72-73	Pit Viper	1-8
74	Giant Rattlesnake	1-4
75-77	Rock Python	1-3
	Spiders, Giant	
78-79	Crab Spider	1-4
80-82	Black Widow Spider	1-3
83-84	Tarentella	1-3
85-88	Toad, Giant	1-4
89	Treant	1-2
90	Wight	1-4
91	Wraith	1-3
92-00	Zombie ^o	2-12

*These humans will probably be the natives who live on the island. For information on creating native encounters, see page 18.

**When Living Statues are rolled as wandering monsters there is a 50% chance they will be living statues, and a 50% chance they will only be normal statues.

^o Zombies will attack strangers on sight, unless the individual looks like a native. Zombies will only attack natives when their master has commanded them to do so.

Wilderness Wandering Monster Table #2

% Roll	Monster	No. Appearing
01-03	Aranea†	1-6
04-08	Cave Bear	1-4
09-10	Centaur	1-6
11	Cyclops	1
12-17	Dire Wolf	1-6
18	Dragon, Black*	1
19	Dragon, Green*	1
20	Dragon, Red**	1
21-22	Dryad	1-6
23-27	Elk, Giant†	1-3
28-33	Granger†	1
34-38	Hydra, 5 heads	1
39-43	Lizard Man	2-8
44-49	Mastodon	1
50-54	Megatherium†	1
55-60	Neanderthal	2-8
61-65	Phanaton†	4-16
66-71	Phororacost†	1-6
72-75	Rakasta† (+ Sabre Tooth Tiger)	1-2
76-77	Roc	1-2
78-82	Rock Baboon	2-8
83-86	Sabre Tooth Tiger	1-2
87-92	Titanotherere	1
93	Treant	1
94-95	Troll	1-3
96	Wyvern	1-2
97-00	Zombie	2-12

†New monsters, see description at the end of this module.

*Not older than average age.

**Young red dragon only, 7 or 8 HD.

Wilderness Wandering Monster Table #3

% Roll	Monster	No. Appearing
01-06	Allosaurus†	1
07-14	Ankylosaurus†	1
15-21	Brontosaurus	1
22-26	Crocodile, Giant	1
27-34	Dimetrodon†	1
35	Dragon, Black*	1
36	Dragon, Green*	1
37	Dragon, Red**	1
38-40	Dryad	1-6
41-42	Giant, Hill	1
43-44	Giant, Stone	1
45-47	Hydra, 5 heads	1
48-53	Plesiosaurus†	1
54-61	Pteranodon	1-3
62-64	Roc	1-2
65-71	Stegosaurus	1
72-79	Trachodont†	1
80-82	Treant	1-2
83-89	Triceratops	1
90-94	Tyrannosaurus Rex	1
95-97	Wyvern	1-2
98-00	Zombie	2-12

†New monster, see description at the end of this module.

*Not older than average size.

**Young red dragon only, 7 or 8 HD.

KEY TO THE MAIN ISLAND ENCOUNTER AREAS

1. THE VILLAGE OF TANAROA (Map E-1). Tanaroa stands in a clearing at the edge of the jungle, just south of a 50' high wall built of huge stone blocks. The wall stretches for two miles across the thin neck of land that joins the southeastern peninsula with the main island. Evenly spaced along the wall are 28 square towers; each 100' to a side and 70' tall. In the center of the wall is a pair of massive wooden gates. Each gate has double doors that are 40' wide, 40' tall, and 5' thick. Each gate can be barred with a heavy wooden beam.

The village of Tanaroa guards and controls these gates. A cleared trail leads into the village from the south, winding through Taranoa and continuing through the gates into the jungle beyond. The path circles four roughly circular groups of huts made of wood and roofed with interwoven palm leaves. The huts are about 50' long and 20' wide and are raised 10' off the ground on wooden stilts. Each group of huts faces a central graveyard, with the back of each hut to the encircling path.

Each collection of huts represents one **clan** that lives in the village. The four clans are the **Elk Clan** on the south, the **Hawk Clan** on the west, the **Tiger Clan** on the north, and the **Sea Turtle Clan** on the east. The animal each clan takes its name from is its **totem**, and the members of the clan believe they are blood brothers to the animal. A large wooden statue of the appropriate totem animal stands in the middle of each graveyard. In battle, each clan will have a standard decorated with the clan totem.

In the center of the village is a flat-topped hill that has been artificially leveled. In the center of the hill is a 10' tall, truncated pyramid that is made of earth and faced with stone slabs. Set on the top of the pyramid is a huge alarm gong. In a square, 300' to a side around the pyramid, is a 3' high by 3' wide earthen wall. The hilltop is the assembly place of the village. Members of each clan sit on the earthen mound (or stand behind it) on the side facing their clan site, while the village leaders conduct business from atop the pyramid.

Between the clan sites and the flat-topped hill, the path surrounds village gardens and the grounds for the pigs, chickens, and goats that provide meat and milk for the village. The path continues until it reaches the Great Wall and passes into the jungle. Between the village and the Great Wall is a second line of defense; pits 20-30' deep filled with 5-10' of tar. At the base of the towers of the Great Wall are the huts used by the warriors who garrison the Wall.

Tanaroa is one of the seven villages on the southeastern peninsula and the adjoining islands. The other villages are Kirikura, Dawa, Mora, Panitube, Burowao, and Usi. The seven villages are loosely allied through a council of village chiefs that meets once a year. The population of all seven villages is about 2100 total.

The seven villages are **matriarchies**; that is, each village chief is a woman. The natives trace their descent and inheritance through their mother's side of the family and take the mother's family name as their own.

The other six villages resemble Tanaroa (the same map can be used) but without the wall and tar pit defenses. Each village has the same four clans. The clans serve to unify the villages in time of war, each clan being organized as a separate "regiment". Although the chief of each village is



female, the leader of each clan is male. Each village also elects a special official to serve as advisor to the chief and to be the village war leader in times of trouble.

The last important village official and advisor is the village Zombie Master (or Zombie Mistress). This advisor will be a cleric or magic-user of at least 5th level, who heads the Cult of the Walking Dead in the village. This cult is a secret society whose members (except for the Zombie Master) wear hooded masks during cult ceremonies. At these ceremonies, the "Walking Ancestors" (the same as the monster, **zombie**) are created. While these zombies are sometimes used as laborers or spare warriors, the villagers shun and fear them.

The Great Wall is always garrisoned by warriors from the seven villages. Each village clan garrisons one tower with seven warriors, so there is a total of 196 warriors in the 28 towers. The pits filled with tar are secondary defenses, should a non-human raiding party or rampaging monster fight past the wall. The area between the wall and the village has been cleared of trees and brush to allow clear fire for bows and thrown spears.

In a recent meeting, the council of chiefs decided that it would be good for the seven villages to trade with the mainland (the large continent). Unfortunately, their small fishing boats are unable to sail out of sight of land or stand up to storms on the open sea.

If the party has had the foresight to stock up on trade goods, their reception by the villagers and village chiefs will be at a bonus of +2 on the reaction dice roll. Furthermore, the party can sell their trade goods for 100% profit (i.e. they will receive back twice what they paid for the goods). The villagers are not terribly wealthy and there is a 5000 gp limit on the amount of money they can spend.

Characters will receive experience points equal to the value in gold pieces of goods sold for opening up a new trade route. After the initial visit the route is no longer unknown and the profits from any other trips will not be counted for experience points.

The party can use their profits or spare money to buy extra equipment. All standard equipment is available in the seven villages at standard prices except the following: battle axes, crossbows & quarrels, pole arms, two-handed swords, lances, chain and plate armor, all transport animals and related objects (such as bardings or animal-drawn carts). Also, all water transport is unavailable, **except** canoes, sailing boats, and rafts.

The natives of Tanaroa occasionally visit the tar pits at the end of the trail to renew their supplies (which they use for waterproofing their boats and roofs). The party can hire a guide to take them as far as the tar pits. The guide will also tell them where it is safe to cross the pits. The party can also hire 2-12 bearers to carry supplies, however, no more will travel beyond the wall without a guard force of at least 30 fighters. A guide will cost 5 gp per adventure and bearers will cost 1 gp each per adventure. They will not leave the path nor go beyond the tar pits at the end of the trail. The natives will never hire out as warriors.

2. JAWS FROM THE DEEP

The wide, white sand beaches and placid waters of this bay belie the true dangers that await anyone entering the water. Swimming just out of sight are five bull sharks (AC 4, HD 2, hp 15, 10, 10, 7, 6, #AT 1, D 2-8, MV 180' (60'), Save F1, ML 7, AL N). These savage creatures will attack anyone who moves more than 20' into the bay and will fight until slain. If blood is drawn by either side, there is a 75% chance that 5 more sharks will be attracted by the scent of blood. They will arrive in 8 rounds, and will tend to attack wounded creatures first.

3. LAIR OF THE SEA SNAKES

Near these broad coral reefs, hundreds of large oysters cover the sea bottom. They are under 20' of water. If the party gathers a few, they will discover a pearl worth 100 gp. Each day the party dives for pearls, they will find 1-4 (1d4) pearls worth 100 gp each. However, every day the party dives for pearls (including the first dive), they will be attacked by 1-4 sea snakes (AC 6, HD 2, hp 9, 8, 7, 6, #AT 1, D 1 plus poison, MV 90' (30'), Save F1, ML 7, AL N). Although the number of sea snakes is unlimited, the pearls will run out after 14 days of diving.

4. RANDOM ENCOUNTER. For every day the party spends within two hexes of this location, they *will* encounter one wandering monster from chart 2. If possible, the encounter should occur in or near the monster's lair.

5. CAVES OF THE ROCK BABOONS. The party is attracted to a crumbling stone cliff by the noise of many loud hoots, grunts and shrieks. The sounds come from a 6 foot high cave opening in the rock wall. A foul stench wafts out of the dark opening but all the characters can see is a tunnel leading back into darkness.

Living within this cavern complex is a tribe of 15 rock baboons (AC 6, HD 2, hp 14 each, leader 16, #AT 2, D 1-6/1-3, MV (40'), Save F2, ML 8, AL N). For the layout of the cavern use **General Cave Lair #1, #2**, or one of your own design, whichever is preferred. Each of the cave chambers will have 1-4 baboons living in it, except for the hearth-treasure room which will contain the remainder of the tribe and the leader. None of the chambers have furniture or fire pits but there are large amounts of trash and dung piled in the corners of each room and fruit rinds and bones litter the floor.

In a pile of gnawed bones in one corner of the hearth-treasure room, among miscellaneous debris, is a gold bracelet worth 700 gp and a silver-and-amethyst necklace worth 1300 gp. Both pieces are somewhat tarnished, but are otherwise in good shape.

6. LAIR OF THE GIANT SQUID. This area is the hunting ground of an ancient giant squid (AC 7, HD 6, hp 37, #AT 9, D 8x 1-4, 1-10, plus special, MV 120' (40'), Save F3, ML 6, AL N). There is a 50% chance that the squid will attack any ship passing through this hex. The squid may (25% chance) wrap its two long tentacles around the ship, doing 1-10 points of hull damage while the beak does 2 points per round after the tentacles grapple. Otherwise (75% chance), the squid will try to drag characters on deck into the water and down to its cavern lair.

The squid lives in a rocky cave, located 35' beneath the water's surface. Within the flooded lair are piles of bleached

bones and miscellaneous bits of trash, including old swords, boots, waterlogged clothing, and an opaque bottle containing a potion of **heroism**.

7. PIRATE'S CAMP (Map E-4). These pirates have come from another island (the DM should choose one or add new islands off the map). They have set up this base camp while they raid the coastal villages for slaves. They sail four 20' long outrigger canoes with collapsible masts.

There are 41 pirates, consisting of the following:

Leader (AC 5, F4, hp 29, #AT 1, D 1-6 or by weapon, MV 90', ML 10, AL C) with an ornate two-handed sword, chain mail, a **ring of water walking**, and the key to the iron box in **P4**.

6 Pirates (AC 5, F1, hp 5, #AT 1, D 1-6 or by weapon, MV 120', ML 7, AL C) with chain mail and cutlasses.

20 Pirates (AC 7, F1, hp 5, #AT 1, D 1-6 or by weapon, MV 120', ML 7, AL C) with leather armor and cutlasses.

14 Pirates (AC 7, F1, hp 5, #AT 1, D 1-6 or by weapon, MV 120', ML 7, AL C) with leather armor, crossbows and cutlasses.

At sea, 7-8 pirates will sail in each outrigger canoe, with the leader sailing in the canoe of his choice. The rest will be guarding the camp. The details of the camp follow:

Key to the Pirate's Camp

P1. Towers. There are three 20' tall lookout towers, each of which can hold up to 4 pirates. There will always be at least one lookout in each tower (the DM may wish to roll 1d4 for the number of lookouts in a tower).

P2. The Boats. The outriggers will be beached here unless the pirates are out raiding. When ashore, the paddles and sails are kept in different huts to prevent theft.

P3. The Huts. These grass huts have conical roofs of thatched grass. The hut marked "**L**" is the leader's hut. It contains a locked wooden cabinet where the outrigger sails are stored. The hut marked "**S**" is the supply hut. It contains the paddles, ropes, tools, buckets of tar, food, spare weapons and other supplies. The huts marked "**c**" each contain 3-12 (3d4) captives. They are shackled to iron weights to keep them from escaping. The unmarked huts each house 4 pirates.

P4. The Cave. There will always be 2-8 (2d4) pirates guarding the cave. The pirate treasure is here, kept in a large iron box that is cemented into the wall. The box is locked and the leader has the only key. If the box is forced open (not picked), a secret compartment in the side of the chest will slide open, releasing a deadly pit viper (AC 6, HD 1, hp 5, #AT 1, D 1-4 plus poison, MV 90' (30'), Save F1, ML 7, AL N). The treasure consists of 2000 cp, 3000 sp, 4000 ep, 17 gems worth 1300 gp total, a magic-user/elf scroll (**shield**), and a **sword +1** (AL N, I8, E9, Detect Metal, Levitate for three turns per use, up to three times per day).

P5. The Escape Tunnel. Behind a hidden exit (treat as a secret door) in the cave is an escape tunnel (4' wide). It winds through the hill for 500' and exits into a series of natural caverns. These will be under water at high tide (20% chance).

P6. The Wall. The pirate camp is surrounded by a wall of thorn bushes weighted down with rocks. The wall is 5' tall and 3' wide, and will keep out all but the largest animals.

8. HIPPOGRIFF NEST. Set atop the tallest hill on this island is a nest of five hippogriffs (AC 5, HD 3 + 1, hp 21, 20, 16, 14, 10, #AT 3, D 1-6/1-6/1-10, MV 180' (60'), flying 360' (120'), Save F2, ML 8, AL L). These creatures prey on the weakest of the many wild sheep that graze on the surrounding hills. In defending their "territory", the hippogriffs will attack anyone climbing the hill within a half-mile of their nest.

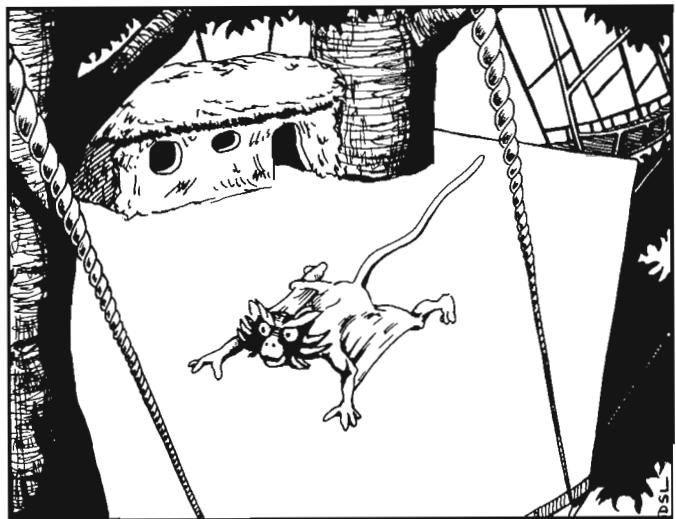
9. RAKASTA CAMP (Map E-5). A tribe of rakasta have set up a temporary camp in this hex. Rakasta are a race of nomadic feline humanoids. They walk erect, but their heads and features are cat-like and their bodies are covered with soft, tawny fur. They are proud and barbaric, fierce fighters who cover their natural claws with metal "war claws", their favorite weapon.

The strongest warriors will ride sabre-tooth tigers. They dwell in large waterproof tents richly furnished within. The rakastas' treasures include silk tapestries, brightly colored carpets, bronze artifacts, gilded leatherwork, silverware and gold jewelry. The tribe's treasures are worth a total of 10,000 gp (weighing about 10,000 coins).

In this temporary camp there are 16 normal warriors (AC 6, HD 2 + 1, hp 10 each, #AT 3, D 1-4/1-4/1-4, MV 120' (40'), Save F2, ML 9, AL N) and three tiger riders (hp 16 each). Only these three, the bravest and strongest Rakasta warriors, can hold the respect of the three sabre-tooths (AC 6, HD 8, hp 36 each, #AT 3, D 1-8/1-8/2-12, MV 150' (50'), Save F4, ML 5, AL N). These riders can leap off their mounts, up to 20', and attack in the same round.

Key to the Rakasta Camp

- R1.** These Rakasta tents each house 1-4 rakasta. Beginning with the upper left tent and going clockwise, the tents hold 4, 2, 3, 3, 4, and 3 rakasta respectively. The tents with an italicized number appearing indicate that one of the rakasta in the tent is a sabre-tooth tiger rider.
- R2.** Each of these is a simple tent pavilion with a roof of interwoven palm leaves raised 10' off the ground on a light wooden framework. The tent canvas can be rolled down in case of rain. There are three pavilions, each housing a sabre-tooth tiger chained to a large heavy log.
- R3.** This is the communal pavilion. It is similar to the pavilions housing the sabre-tooth tigers, but has a smoke hole in the center of the roof. Inside the pavilion are a number of cushions and rugs.
- R4.** This area is the communal fire pit, rimmed with rocks, and complete with turning spit and other cooking utensils.



10. PHANATON SETTLEMENT (Map E-6). This is a small settlement of about 100 **phanaton**. These halfling-sized creatures look like a cross between a monkey and a racoon and glide from tree branch to tree branch like flying squirrels.

The settlement cannot be seen from the ground because of the foliage between the ground and the tree settlement, which is 50' off the ground. Since the settlement is hidden, a non-phanaton must be within 20' to distinguish it from the surrounding greenery.

The settlement consists of a half-dozen wooden platforms built between several large trees. Each platform is supported from below by wooden braces. The platforms are also supported by a web of knotted ropes, like the cables of a suspension bridge.

Each platform contains a number of wooden huts that vary in size. A safety rail runs along the edge of the platforms to prevent young phanaton from falling off. The platforms are connected by a series of rope bridges for the young or infirm.

Phanaton usually climb or glide up to their settlement. One platform (**PH 5**), however, has a trap door in the center of the floor, from which a rope ladder can be unrolled. The rope ladder reaches to the jungle floor and is for the convenience of non-flying guests. Guests usually sleep on platform **PH 5**.

Key to the Phanaton Lair

- PH1.** On this platform there are three huts housing a total of 14 phanaton (AC 7, HD 1-1, hp 7x4 hp, 5x3 hp, 2x1 hp, #AT 1, D 1-6 or by weapon, MV 90' (30'), glide 150' (50'), Save F1, +2, ML 7, AL L). There are seven adult males, five adult females, and two children. The phanaton young are unable to defend themselves and will flee if attacked.
- PH2.** The five wooden huts on this platform contain a total of 20 phanaton, including the clan war chief (AC 6, HD 3, hp 15, #AT 1, D 1-6 or by weapon, MV 90' (30'), glide 150' (50'), Save F3, +2, ML 7, AL L) and his seven bodyguards (AC 6, HD 2, hp 10 each, #AT 1, D 1-6 or by weapon, ML 7, AL L). The remaining 12 phanaton are the warriors' mates (AC 7, HD 1-1, hp 3 each, #AT 1, D 1-6, MV 90' (30'), 150' (50'), Save F1, +2, ML 7, AL L). Hidden beneath the war chief's bed is a locked wooden chest containing the clan treasure: 3000 sp.

PH3, 4, 5, and 6. These platforms house the rest of the tribe. On areas **3** and **4** there are 3 huts and on **5** and **6** there are 4 huts. In each hut there will be a family of phanaton composed of an adult male, an adult female and 1-4 children. The wooden huts are filled with skillfully carved furniture made from many different types of exotic woods. Decorating the interiors of all the houses are dozens of hanging plants and ornate wood and bone mobiles.

11. LAIR OF THE LIZARD MEN. This lair is located on the edge of a dense swamp in a dank, half-flooded cave. Living within this dismal cavern are 14 lizard men (AC 5, HD 2+1, hp 10 each, #AT 1, D 2-7, MV 60' (20'), swim 120' (40'), Save F2, ML 12, AL N). They hunt and eat the various swamp animals that live in the area. For tribal feasts, the lizard men will occasionally attack a neanderthal lair. From these raids the saurians have accumulated a small horde of treasure.

For the lair, use **general cave lair #1** or **#2** or create a different one. There will be from 1-3 lizard men in each chamber, except for the hearth-treasure room which will contain the remainder of the group. Stored in an untrapped, unlocked box is the lizard mens' treasure: 5000 cp, 6000 sp, and 8 opal gems worth 500 gp each.

12. NEANDERTHAL LAIR. In this lair are 16 normal neanderthals and 2 leaders (AC 8, HD 2, leaders 6, hp 9 each, leaders 27, 31, #AT 1, D 1-6, leaders 1-6 + 2, MV 120' (40'), Save F2/F6, ML 7, AL L). For an outline of their cavern home, use **general cave lair #1** or **#2** or create a different one. Each room will have 1-2 neanderthals, except the hearth-treasure room, where the two leaders and the remainder of the neanderthals will be. In a chest made from fitted, uncemented rock slabs are 1000 sp, 1 large white pearl and a small piece of obsidian. The pearl is worth 500 gp; the obsidian 10 gp.

The rooms are filled with crude wooden furniture and each has a firepit. The walls are painted with hunting scenes and the floors are kept reasonably clean.

13. AERIE OF THE GARGOYLES. When the characters enter this hex, they will notice a single grotesque statue, standing atop a craggy rock peak several hundred yards in the distance. As long as the party is at least 100 feet away, the figure will not move and will appear to be nothing more than a stone statue. However, if someone moves closer than 100 feet, the gargoyle (AC 5, HD 4, hp 26, #AT 4, D 1-4 each, MV 90' (30'), flying 150' (50'), Save F4, ML 11, AL C) will fly forward with a grating shriek and attack.

Two other gargoyles (hp 23, 22) attracted by the gargoyle's cries, will leave their nearby cliff lair and join in the fray.

The gargoyles' nest is set into a rocky cliff about 50' from the ground. Any non-thief character who tries to climb the cliff must roll less than his or her Dexterity (on a 20-sided die) or fall to the ground. The fall will cause 3-18 points of damage. A thief will succeed automatically in an attempt to reach the lair. Among bones and assorted garbage, the party will find a ruby worth 600 gp and a scroll (**protection from elementals**) lying on the cave floor.

14. ARANEA LAIR (Map E-7). The Aranea are a race of highly intelligent, magic-using arachnids (spiders) who live in webs strung between trees. They look like huge, greenish-brown spiders (about the size of a small pony), with a massive odd-shaped lump on their backs that houses a large brain. The webs are about 40' above the jungle floor. These lairs cannot

be seen unless one climbs above the first layer of leaf growth, about 20-30' above the ground. Each aranea has a separate lair, but the walls are close enough together so that the aranea can jump from one to another with ease. Part of the webs are roofed over with a waterproof mixture of leaves, bark, twigs, and web strands.

This section of forest is inhabited by three aranea. Each has its own lair. The webbed-over sections of their lairs resemble caves. These are filled with many pieces of crude "furniture" made out of wood, vines, and web and webbed in place on the floor. These include storage chests, and libraries used for spell research. Aranae treasure is usually woven into the roofs of their lairs for safe keeping.

Key to the Aranea Lairs

The area beneath the aranea webs is patrolled by two bugbears (AC 5, HD 3+1, hp 16, 14, #AT 1, D 2-8, MV 90' (30'), Save F3, ML 9, AL C). They earn treasure and favors from the aranea by guarding the grounds from intruders. These bugbears live nearby in thatched huts, and each carries a large alarm horn that it will sound at the first sign of trouble, warning the aranea. The bugbears each carry a pouch containing scraps of food, personal mementos (such as bones and teeth), and 10 gp.

- A1.** The aranea in this lair (AC 7, HD 3, hp 19, #AT 1, D 1-6 plus poison, MV 60' (20'), 120' (40') in web, Save M3, ML 7, AL C) has learned the magic-user spells **detect magic**, **sleep**, and **levitate**. This spider has a **shield -1** (cursed) and a **potion of undead control** hidden in the roof of its lair.
- A2.** This aranea's lair is similar to the previous one, but the only treasure is a **broom of flying** hidden in the roof. The aranea has learned the spells **floating disc**, **ventriloquism** and **phantasmal forces**.
- A3.** The final aranea web is the same as the other two except that the aranea (hp 19) has a **potion of poison** stored in the web ceiling and a scroll (**light**, **read languages**, **mirror image**) laid out on its table for quick use.



- 15. PTERANODON TERROR.** This area is inhabited by three pteranodons (AC 6, HD 5, hp 26, 23, 18, #AT 1, D 1-8, MV 30' (10'), flying 240' (80'), Save F3, ML 8, AL N). There is a 75% chance that the pteranodons will attack the party as they cross the 300' rope bridge. Anyone who is hit by one of the pteranodons has a 10% chance of falling off, taking 10-100 points of damage from the fall to the rocks below.
- 16. THE ROCOS' ROOST.** This next belongs to two small rocs (AC 4, HD 6, hp 32, 26, #AT 3, D 2-5/2-5/2-12, MV 60' (20'), flying 480' (160'), Save F3, ML 6, AL L). Woven into the nest is a map showing that a treasure worth 17,000 gp can be found at the location in hex **#19**.

17. DIMETRODON PERIL. The party hears a series of horrible screams. In the center of a grassy clearing is a dimetrodon (AC 5, HD 7, hp 36, #AT 1, D 2-16, MV 120' (40'), Save F4, ML 8, AL N) attacking on a frantically struggling native. Although the native is mortally wounded, if the dimetrodon is slain or driven off, he will give the party his only treasure — a nugget of platinum (worth 50 gp) — if they will swear to bury him in a special location (DM's choice).

18. THE OGRE'S LAIR. This ancient burial chamber is the home of five ogres (AC 6, HD 4+1, hp 21, 18, 18, 15, 9, #AT 1, D 1-10, MV 90' (30'), Save F4, ML 10, AL C). For an outline of the lair use **general cave lair #1** or **#2**, or create one of your own. There is a 50% chance that each room will contain an ogre, except for the hearth-treasure room which will house the rest of the group.

Each chamber of the cavern complex is lit by a crude torch attached to the rock wall by a glob of sticky, black adhesive (tar). The dim illumination in each room will reveal burial chambers, with dozens of old, shrunken bodies strewn about the stone floor in various stages of decay. Hidden amongst a pile of shrouds in the hearth room is the ogres' treasure chest. Inside the locked wooden chest are 2000 sp, 1000 gp and three sabre-tooth tiger skulls.

19. DERANGED ANKYLOSAURUS. As the party moves through this lightly wooded area, an ankylosaurus (AC 0, HD 7, hp 33, #AT 1, D 2-12, MV 60' (20'), Save F4, ML 8, AL N) will rush out and attack the party in a frenzy of tail-bashing. Although normally quite docile, this beast recently grazed on a patch of loco weed and is now under the plant's influence. The giant beast will attack until slain, or until the drug wears off (in about two hours).

This area is also the hunting ground of an allosaur (AC 5, HD 13, hp 55, #AT 3, D 1-6/1-6/4-24, MV 150' (50'), Save F7, ML 9, AL N). If the party has the treasure map from the **ROC'S ROOST (#16)**, they can dig for the large treasure buried here. The hoard is buried 10' underground and will take 2-5 (1d4 + 1) turns to dig up. The DM rolls for wandering monsters each turn. If one appears, it will be the allosaur. The treasure consists of 2000 gp, 3 diamonds worth 3000 gp each, and a sapphire necklace worth 6000 gp.

20. ABODE OF THE GREEN DRAGON. As the characters pass a low, stony hill they will notice a broad opening in the rocky hillside. Once the party arrives at the mouth of the cave they will be able to hear heavy, labored breathing coming from inside the dark cavern. For the lair, use either **general cave lair #1** or **#2**, or you may design your own as you prefer. If one of the general designs is used, the dragon will have blocked all tunnels that are too small for him to move through.

If the characters enter the caverns, they will find all the rooms empty except the hearth-treasure chamber. In this room lies a green dragon, a creature of great age and fearsome aspect. The dragon (AC 1, HD 9, hp 45, #AT 3 or breath, D 1-6/1-6/3-24 or breath, MV 90' (30'), flying 240' (80'), Save F9, ML 9, AL C). Quite often 33% of the time) he will be asleep atop his pile of treasure and can be surprised. However, if he is awake when the party enters his cave, he will know the characters are there. There is a 50% chance that, instead of slaying the party, the dragon will allow the characters to leave if they give him all of their magic items.

The dragon's treasure hoard consists of 40,400 sp, 2000 gp and 30 assorted pieces of jewelry worth a total of 18,000 gp.

21. LAIR OF THE WRETCHED TROGLODYTES. As the party nears this area, they will begin to smell a particularly foul stench. As they continue, the smell will become worse until the party reaches a dark opening in the ground. The odor seems to come from this hole.

Within this lair are 17 troglodytes (AC 5, HD 2, hp 10 each, #AT 3, D 1-4 each, MV 120' (40'), Save F2, ML 9, AL C). They have recently moved to this location because of the pleasantly damp climate.

For a map of the troglodytes' home, use **general cave lair #1** or **#2** or design one of your own. There will be from 1-4 troglodytes in each room, except for the hearth-treasure chamber where the rest will be. The chest containing their valuables is chained to the bottom of a 3 foot deep, evil-smelling pool of dark liquid. The rusty box is attached to a bolt in the center of the pool's floor. In order to get the chest the chain must first be severed (the DM must decide the party's chance of severing the chain, based on their actions). Although the chest is locked, the lock mechanism may be picked once the box is removed from the water. Underneath the slime at the bottom of the pool is the key to the lock; however, there is only a 20% chance that the party will find it accidentally (if the party actively searches for a key, each character searching has a 1-in-6 chance of finding it). The hoard of valuables consists of 2000 cp, 2000 sp, 1000 ep, 3000 gp and 6 amethyst stones worth a total of 3000 gp.



22. PLESIOSAUR MENACE. Beneath the surface of this lake there awaits a hungry plesiosaur (AC 6, HD 16, hp 60, #AT 1, D 4-24, MV 150' (50'), Save F8, ML 9, AL N). The beast will attack anyone coming within 15' of the shore. If it hits, it will pull its victim into the lake on the following round. If the plesiosaur is slain and its body cut open, the party will find a skeletal arm and hand wearing a **ring of regeneration**.

23. RANDOM ENCOUNTER. For every day the party spends within two hexes of this location, they will encounter one wandering monster from **table #3**.

24. THE SEA DRAGON. If a ship passes within one hex of this location, it will be attacked by a sea dragon (AC 2, HD 6, hp 25, #AT 1, D 2-16, MV 180' (60'), gliding 180' (60'), Save F6, ML 8, AL N). The beast will first surface 150' away and bombard the deck with globs of poison for two rounds. The dragon will then sink, only to reappear a turn later next to the ship. The creature will attack as normal, biting or using its third breath. It does not use magic.

The dragon's lair is located 200' beneath the surface in a flooded cave. Inside the cave is the treasure the dragon has gleaned from sunken ships and unfortunate passers-by. The treasure includes 10,000 gp, an untarnished coat of **chain mail +3**, a rusted cutlass with a jewelled pommel worth 500 gp and a potion of **water breathing**.

PART 3: THE CENTRAL PLATEAU (Map D-2)

THE PLATEAU

Bordered by mountains on one side and the great river canyon on the other is the central plateau. It stands separated from all else by steep, jagged cliffs that rise 3000'. There are only three ways to reach the top of the plateau — by crossing the rope bridge (at #15), by using a magical flying device, or by climbing. Characters without climbing skill cannot successfully scale the cliff, and even thieves must check for falling every 100' (30 times). The characters should be given hints about the great risk involved in climbing.

The plateau is shown on a separate map (**Map D-2**) from the rest of the island, and has its own encounter table and lairs. The temperature atop the plateau is somewhat cooler than the rest of the island and less tropical (except for the volcanic crater) resulting in grasslands and some forests. The plateau is dominated by a dormant volcanic mountain, complete with a crater lake. This mountain can be seen from nearly all points on the plateau.

The scale of the map is one mile to the hex, so the characters will travel six times as far per day when using the plateau map. Note, however, that it takes much longer to scale the cliffs at **area #3**. Encounters on the plateau will also be handled somewhat differently (see the **Central Plateau Encounter Table**, below).

Central Plateau. The **Encounter Table** is to be used when travelling across the central plateau of the island. Every 3 hexes travelled a d6 should be rolled, on a 5 or 6 an encounter occurs. The encounters in the middle of the encounter table are more likely to be rolled than those at the high or low ends. Hence, on this encounter table, antelope will be most common, followed by boars and dire wolves. Very seldom will players encounter a cave bear or a sabre-tooth tiger.

Central Plateau Encounter Table

Unlike the main island, there is a 2 in 6 chance of an encounter every 3 hexes travelled, regardless of terrain. If an encounter occurs, roll two 6-sided dice to determine the encounter type:

2. Cave Bears (2); AC 5, HD 7, hp 33, 28, #AT 3, D 1-8/1-8/2-12 points, MV 120' (40'), Save F4, ML 9, AL N.
3. Woolly Rhino (1); AC 4, HD 8, hp 37, #AT 1, D 1-12, MV 120' (40'), Save F4, ML 6, AL N.
4. Pteranodons (4); AC 6, HD 5, hp 20, 19, 18, 16, #AT 1, D 1-12, MV flying 240' (80'), Save F4, ML 8, AL N.
5. Pterodactyls (7); AC 7, HD 1, hp 6 each, #AT 1, D 1-3, MV flying 240' (80'), Save F1, ML 7, AL N.
6. Boars (2); AC 7, HD 3, hp 10, 9, #AT 1, D 2-8, MV 150' (50'), Save F2, ML 9, AL N.
7. Antelope (5); AC 7, HD 2, hp 10 each, #AT 3, D 1-2/1-2/1-4, MV 240' (80'), Save F1, ML 5, AL N.
8. Dire Wolves (4); AC 6, HD 4 + 1, hp 19, 16, 14, 11, #AT 1, D 2-8, MV 150' (50'), Save F2, ML 8, AL N.
9. Mastodons (2); AC 3, HD 15, hp 67, 59, #AT 3, D 2-12/2-12/4-32, MV 120' (40'), Save F8, ML 8, AL N.
10. Titanotheres (1); AC 5, HD 12, hp 50, #AT 1, D 2-12 or 3-24, MV 120' (40'), Save F6, ML 11, AL N.

11. Sabre-tooth Tigers (2); AC 6, HD 8, hp 35, 29, #AT 3, D 1-8/1-8/2-16, MV 150' (50'), Save F4, ML 10, AL N.
12. TREMOR. This is a minor earthquake (caused by volcanic activity underground) that will vary in severity. Roll 1d6 and consult the following table:
 - 1 — Minor Shock: no effect on characters or ground
 - 5 — Major Shock: characters knocked off their feet, if climbing cliffs 30% chance of falling
 - 6 — Severe Shock: trees tilt, rocks fall, small cracks appear in ground, characters knocked off their feet (if in forest, 5% chance per character of 3d6 damage from falling trees); if climbing cliffs, 60% chance of fallingAll tremors will last for 10 to 30 seconds.

KEY TO THE PLATEAU ENCOUNTER AREAS

1. GOLD VEIN. A recent tremor has revealed a lode of high quality gold ore. A dwarf or any character knowledgeable about mining can identify the ore and estimate the possible value as 5 gold pieces for every 10 coins of ore mined. The vein is actually a small one and will not yield more than 15,000 pieces of refined gold.

However, to obtain this amount, the characters will have to mine, transport, and refine 3000 pounds (30,000 coins) of raw ore. Two men can mine 200 pounds of ore in one day.

Workers may be brought in from the mainland to mine and transport the ore. The cost for each worker is 1 gold piece per week plus food and the cost to transport them. The natives living on the plateau will not work the vein unless enslaved (the DM may wish to discourage this by making slave labor work slower, rebel often, and so forth). Once the workers have removed the raw ore, it must be carried overland by mules or porters, loaded on a ship, and taken to the mainland. The cost for refining the gold is 10-20% of final value, and may be done in any major mainland city of the DM's choice.

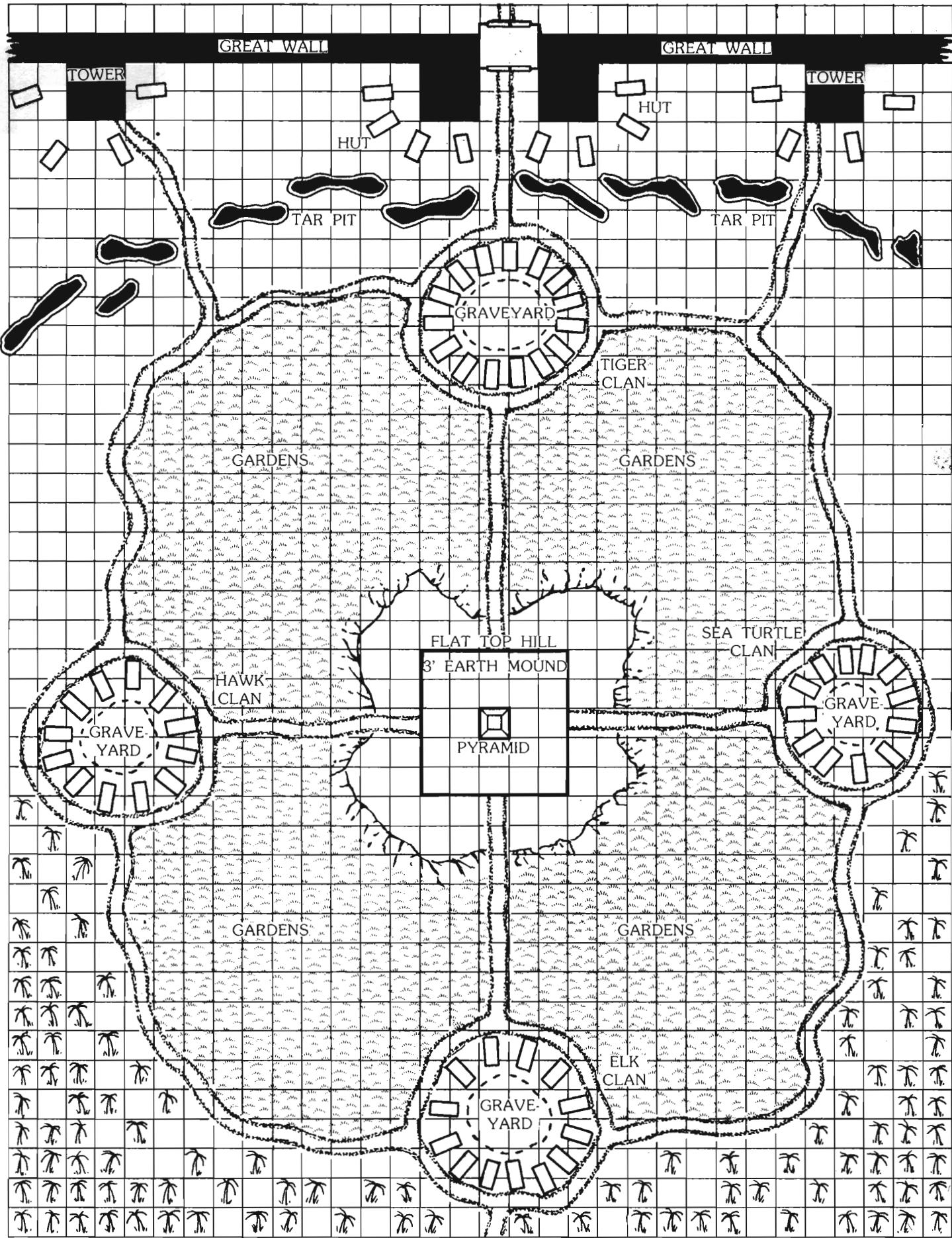
2. TREANT FOREST. This forest is open and easy to move through, but the tree branches overhead are tightly woven together, making the forest dark and gloomy. Scattered throughout this small forest are 15 treants (AC 2, HD 8, hp 34-41 (33 + 1d8), #AT 2, D 2-12/2-12, MV 60' (20'), Save F8, ML 9, AL L). They are reclusive and will try to avoid any contact with the party. The only encounter in these woods is with treants, and if the party moves through without searching, the chance of encounter is only 1 in 20. Treants can only be spotted at a range of 30' or less and will surprise the party on a roll of 1-3. The treants will usually ignore the party, but the following actions will bring the listed responses:

Searching. If the party is searching for creatures, they have a 1 in 6 chance of discovering a treant. If they are searching specifically for treants, the chance is increased to 3 in 6.

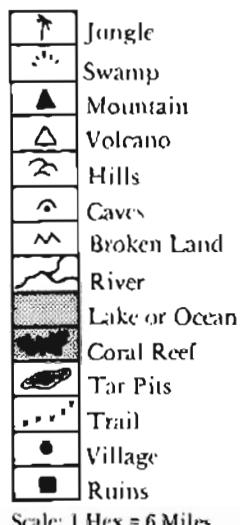
Climbing Trees. If a character climbs a tree, there is a 1 in 20 chance it is a treant. If nothing harmful is done, the treant will not move or reveal its presence. If attacked or hurt, it will immediately capture or kill the offender while calling loudly for assistance (2-5 treants will come in 2-12 rounds).

MAP E-1 VILLAGE OF TANAROA

SCALE: ONE SQUARE = 50 FEET

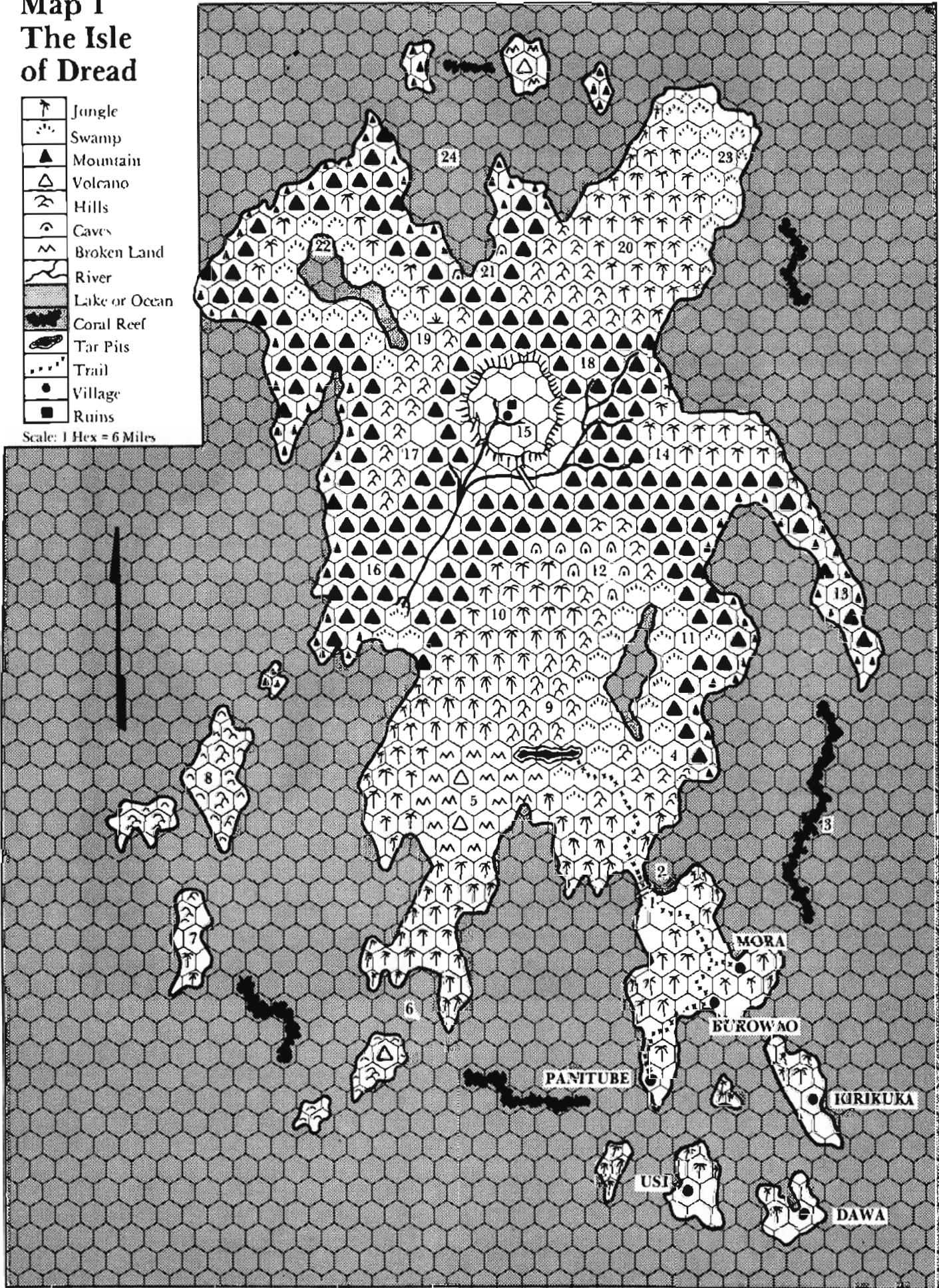


Map 1 The Isle of Dread

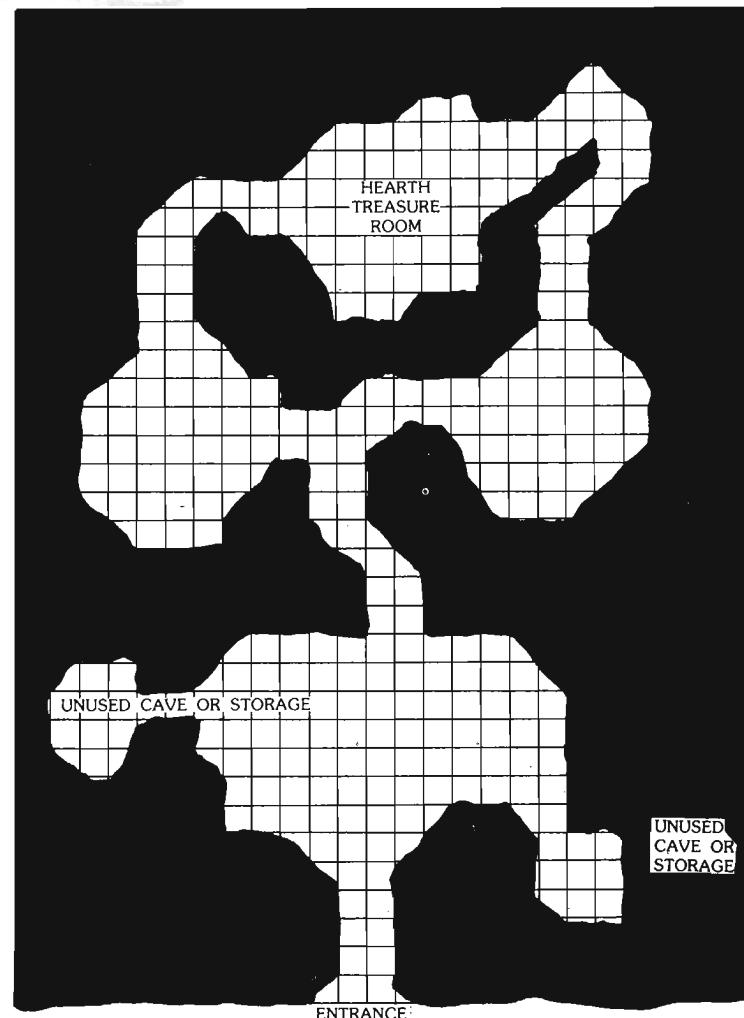
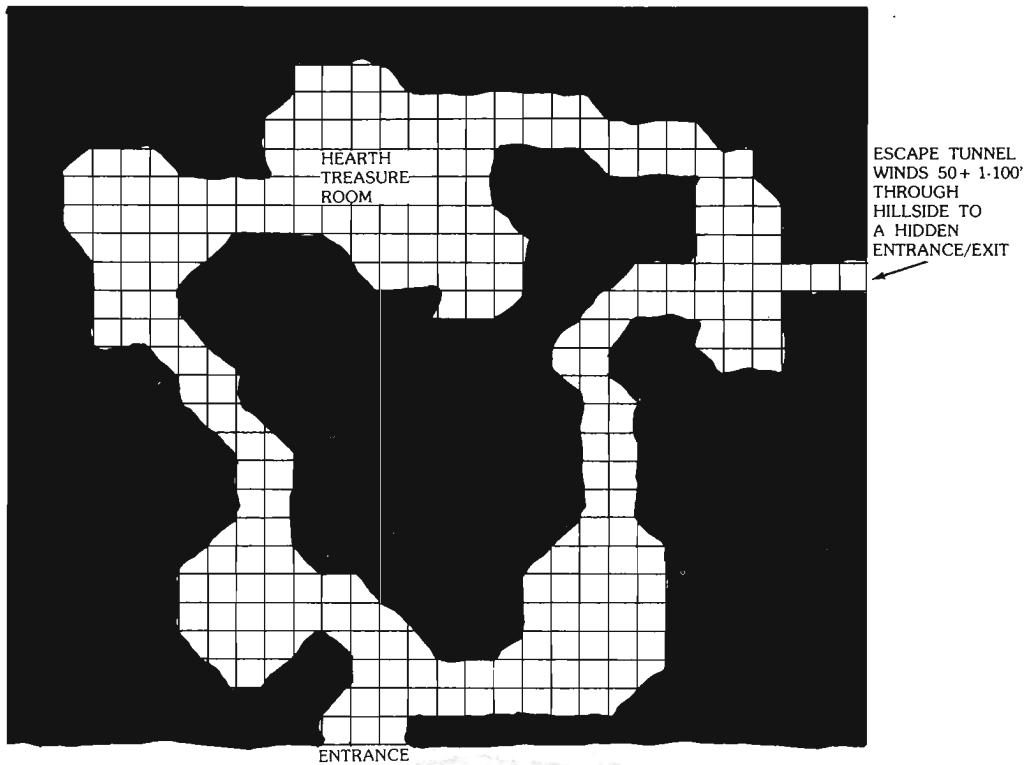


Scale: 1 Hex = 6 Miles

To remove map, open staples and pull out 8 map pages, then bend staples back.



**MAP E-2
GENERAL CAVE LAIR #1**

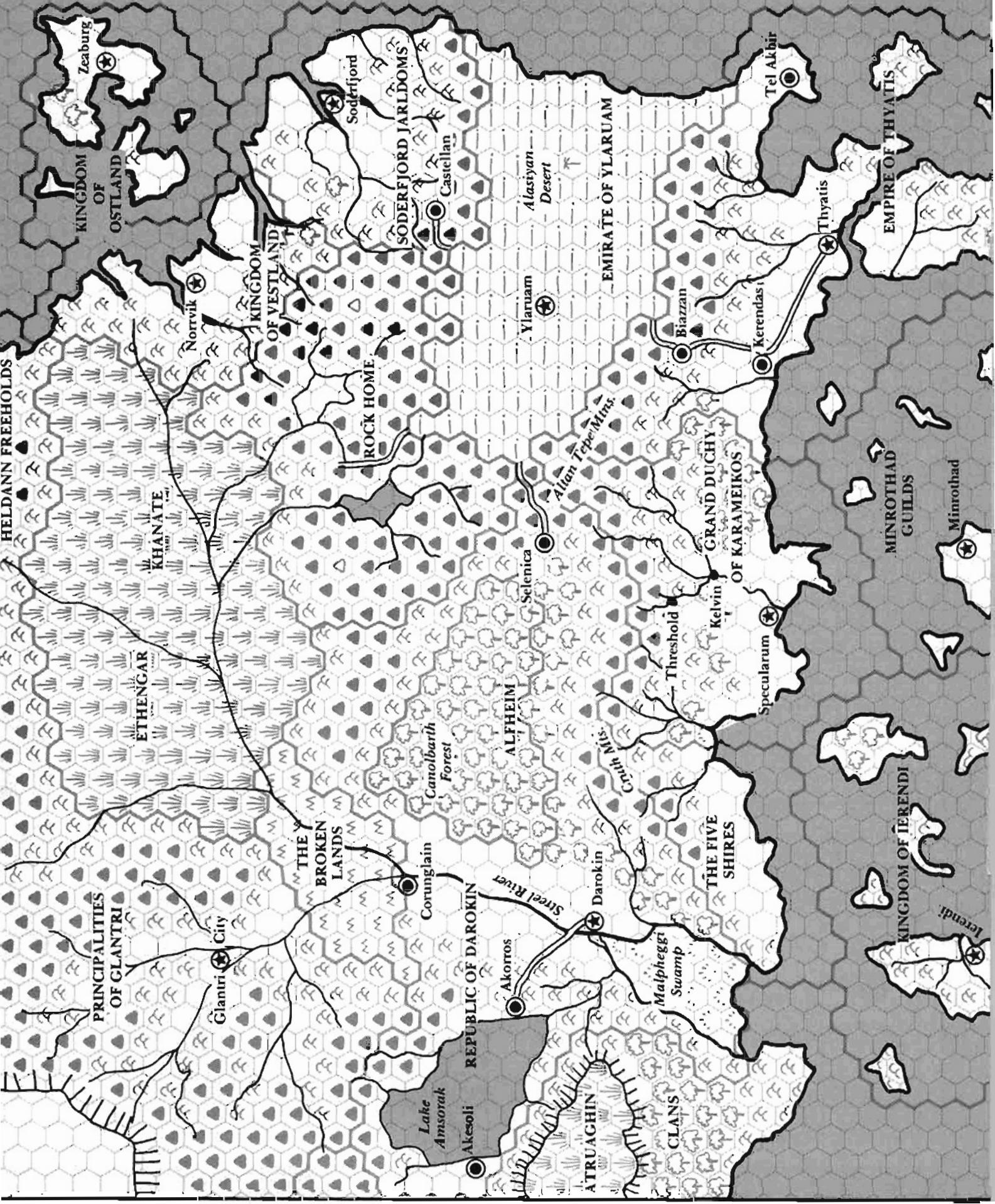


MAP E-3

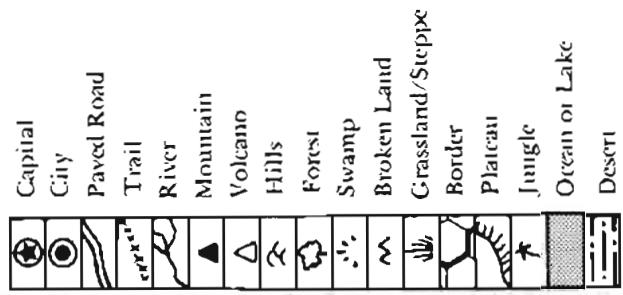
GENERAL CAVE LAIR #2

SCALE: EACH SQUARE = 5 FEET

HELDANN FREEHOLDS

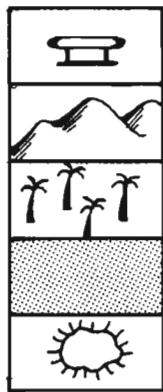
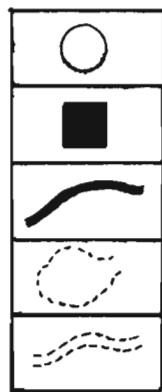
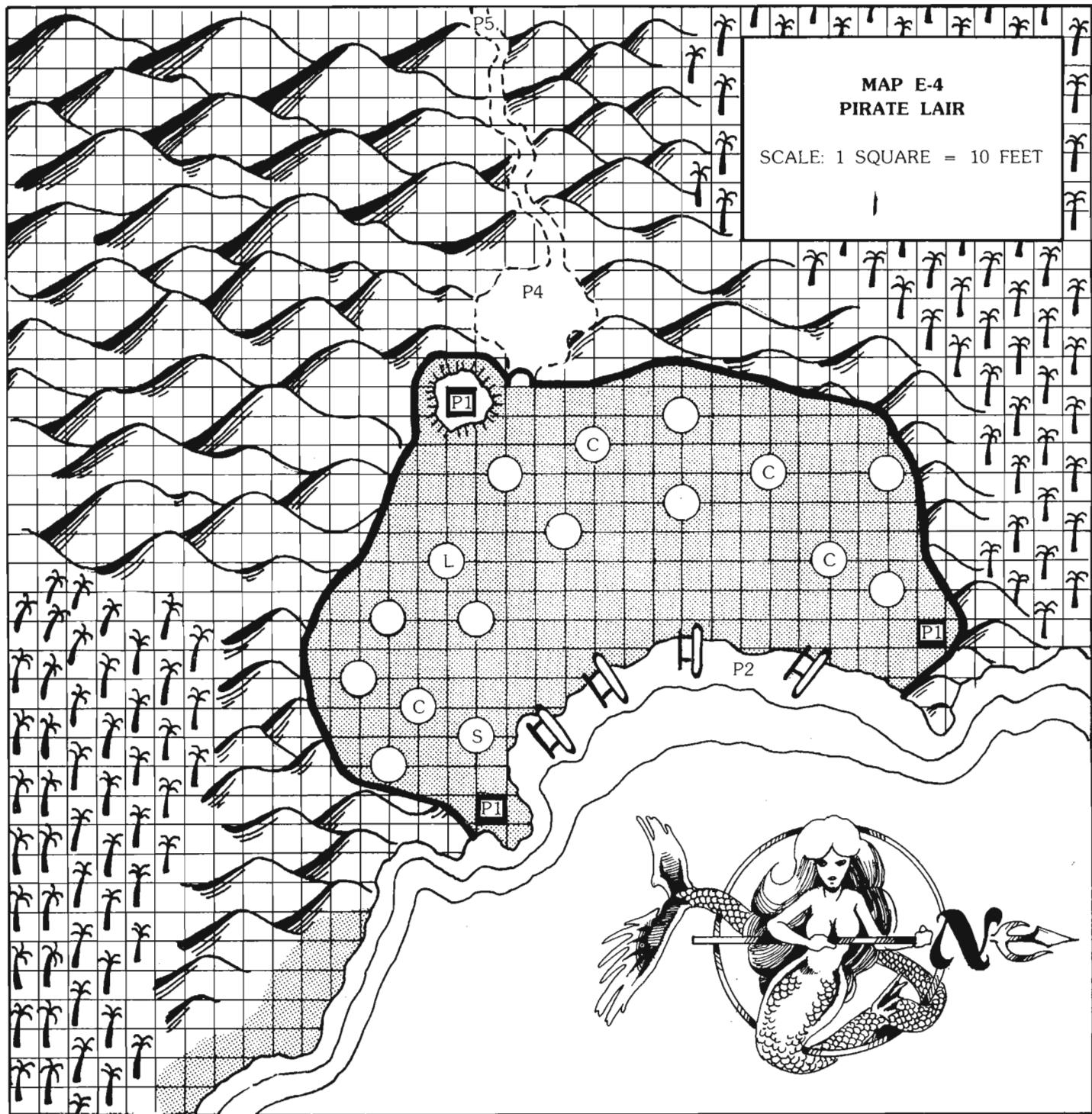


Map 6 The Continent



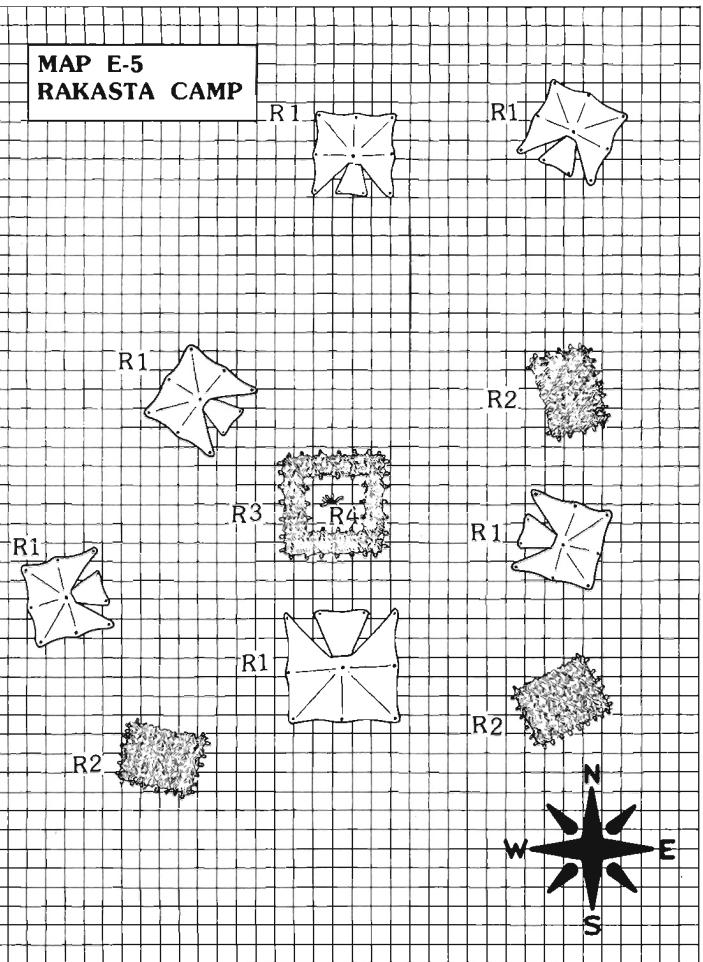
Scale: 1 Hex = 24 Miles



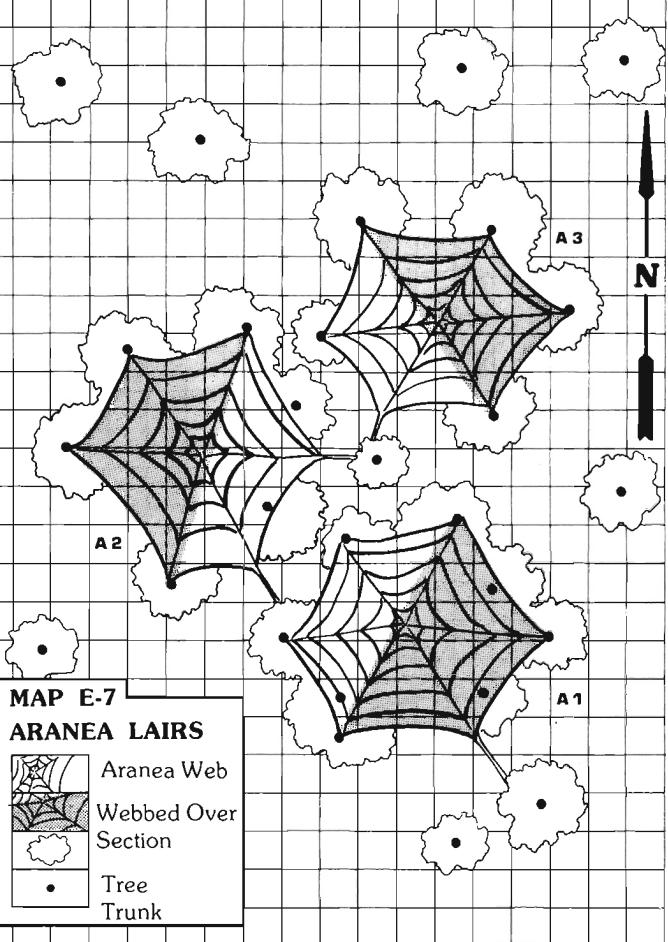


SCALE: 1 SQUARE = 10 FEET

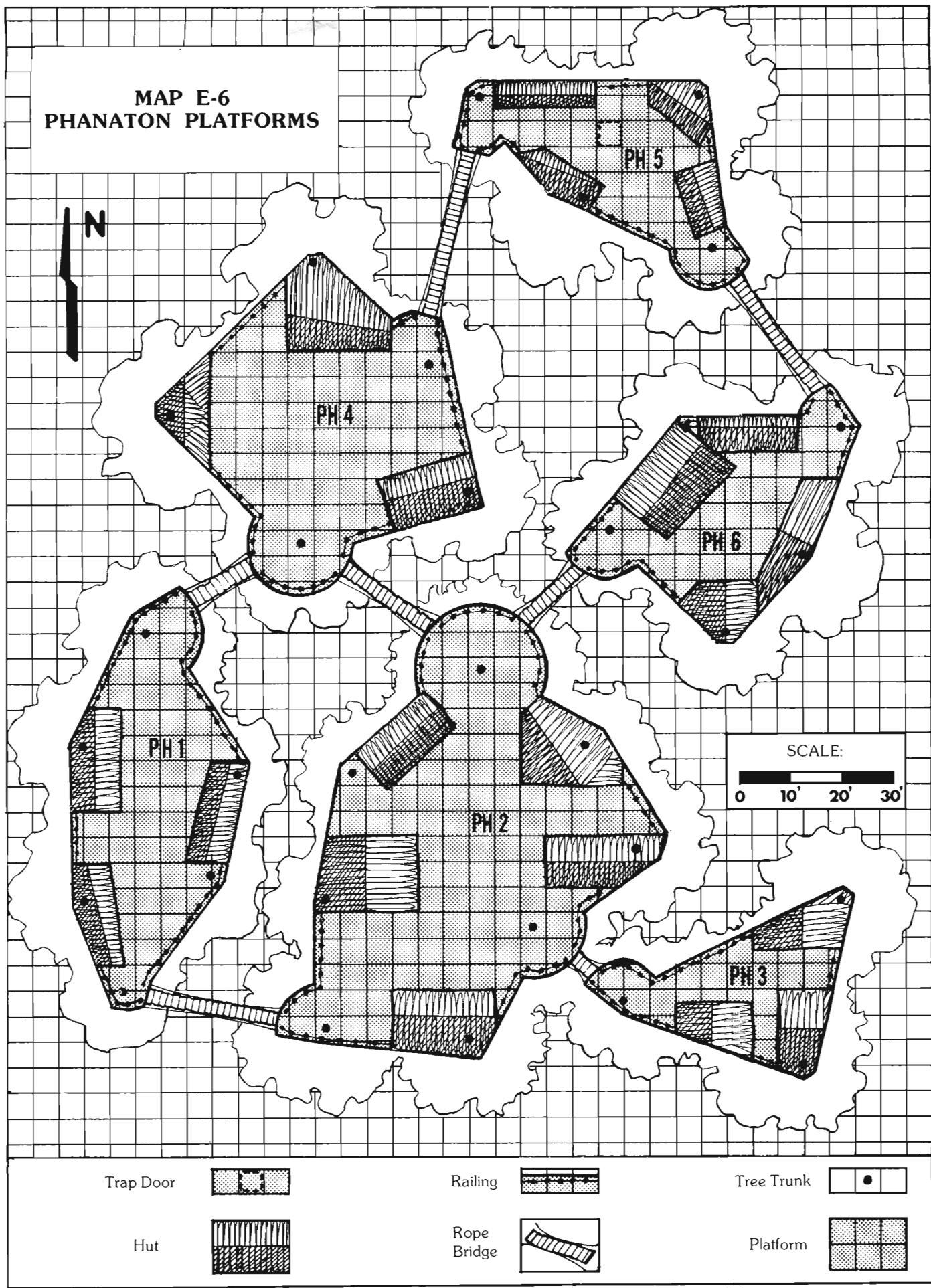
**MAP E-5
RAKASTA CAMP**



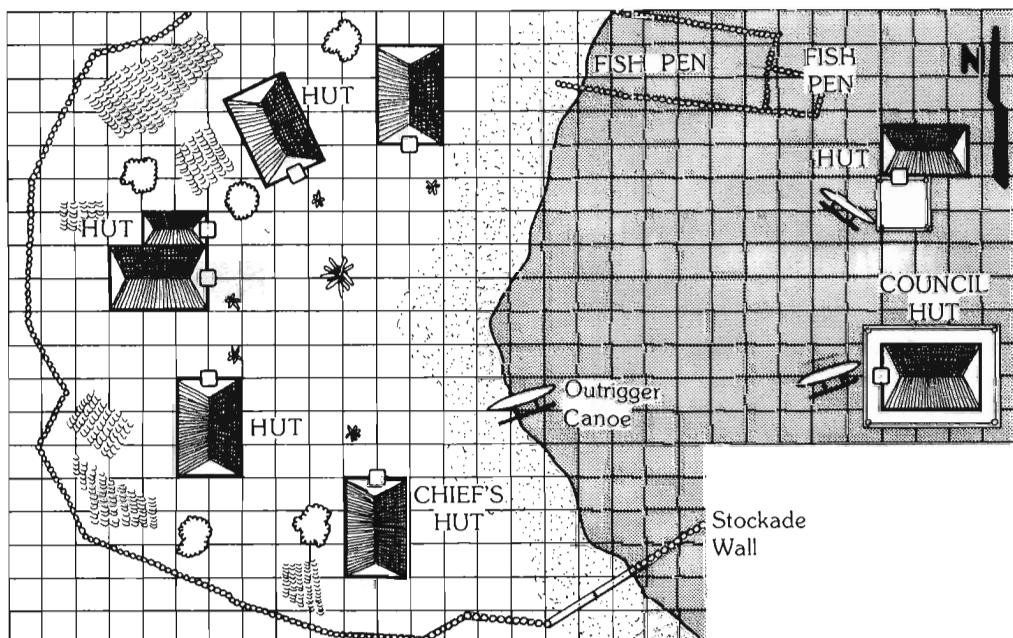
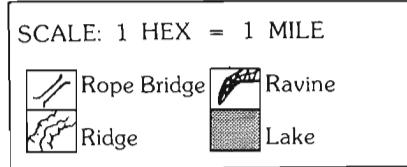
SCALE: 1 SQUARE = 10 FEET



MAP E-6
PHANATON PLATFORMS

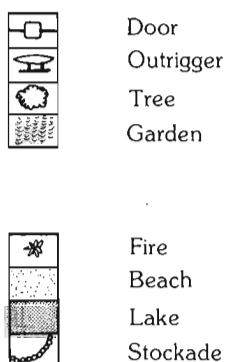


MAP D-2 THE CENTRAL PLATEAU



**MAP E-8
VILLAGE OF MANTRU**

SCALE: ONE SQUARE = 10 FEET



Cutting Trees. If the characters try to cut down a tree, one treant will arrive in the first turn of activity. The treant will try to avoid being noticed, but will cause the tree being cut down to move away at 30' per turn. Each turn thereafter, one treant will arrive. The treants will do whatever they can to drive the party from the forest while avoiding combat as long as possible.

Starting a Fire. If a small campfire is lit, the forest will gradually recede from the camp, leaving a clearing 50' in diameter. Three treants will be in position around the camp, controlling the trees. They will do nothing if the party uses dead branches and brush for the fire. If the party collects living branches or wood, each treant will send 2 trees through the camp late at night. The characters will not be attacked unless they try to destroy the trees, but the trees will try to take or destroy as much gear as possible on one pass. If a fire-based spell is used, the treants will attack the caster.

Summary: Searching for Treants

Party Is:	Chance to Discover Treants
Not Searching	1 in 20
Searching for Creatures	1 in 6
Searching for Treants	3 in 6

3. CLIFF WALL. The cliffs surrounding the central volcanic lake form a high, imposing wall of upthrust rock. Often shrouded in low clouds, the tops appear jagged, and in some places snow-covered. There are no clear trails over the cliff wall, but it appears that the wall can be scaled in many places. Even characters without climbing skill may attempt the climb, as there are obvious handholds and routes up the rock face. For all characters except thieves, the base chance of falling is 50%. This may be reduced 10% if a thief is with the party (to give guidance), by 10% if the character's Dexterity is 15 or greater, and by 20% if the characters are roped together (the DM may further adjust the chance of falling depending on other party actions). It will take 12 hours of climbing time to reach the top of the cliffs. During this time, normal encounters are still rolled for, but only the following apply: pteranodons (#4), pterodactyls (#5), and tremors (#12).

At the top, the rocks are covered with ice and snow, and the temperature is below freezing. No encounters will occur here, but characters who attempt to stay here overnight without warm clothing will suffer 2-12 points of damage from exposure. If the party has brought firewood, they can start a fire to keep warm, but there is none to be found here.

As the party descends into the volcanic crater (an 8 hour climb) the temperature will become warm and near tropical. Jungle vegetation covers the lower slopes, but the valley is sparsely populated with animal life. No normal encounters of importance will occur, but on a roll of 12 on 2d6, a minor tremor will shake the ground.

4. VILLAGE OF MANTRU (Map E-8). This small village lies on the shore of the large crater lake. Its landward side is surrounded by a crude palisade of palm trunks and branches that extends into the water on both sides of the village. Part of this wall has been expanded to form two fish pens for keeping any extra fish from the daily catch. The village itself consists of six palm-thatched lodges that are raised about 2' off the ground on stilts. Further out in the lake are two more lodges, kept 3' above the water on stilted platforms. The small one (20' x 40') belongs to Umlat, the tribal cleric, an aged man. The larger building (30' x 50') is the main council lodge.

The village has 50 inhabitants who live by fishing and farming small gardens. They are divided into five large families who live

as one group sharing food and work. Each family has its own possessions — canoes, nets, tools, and lodges. These people are not warlike, but if attacked they will defend themselves to the best of their ability. If the characters do not attack the village, they will be met by a band of men from the village armed with spears. At first, spears will be thrown to fall short of the party. The villagers will then try to frighten the party away by shouting and gesturing. If the party remains non-hostile and friendly, the villagers will welcome the party and lead them into the village.

In the village, the party will be introduced to **Fano**, the "talking chief" and village leader; **Umlat**, the tribal cleric (both described later); and the "**chief**", a small stone carving of an old man that is kept in the council lodge on the lake. The party learns that all major decisions come from this "chief", while the "talking chief" (Fano) acts as a messenger and the interpreter of the "chief's" wishes. After this meeting (a solemn affair) there will be feasting on baked fish, fruits, yam paste, turtle soup, roasted birds, and fermented yam beer. This feast will be held on the beach, and great smoking fires will be lit to drive away insects. Lodging will be provided by several families. The natives will insist that at least one character sleep in each lodge. The natives will freely give anything a character asks for, but will expect the same in the future (the DM should use this tribal custom at least once during the adventure).

The characters may remain for as long as they wish, but after a short period of time they will be asked to help the natives by destroying a threat to the village. Fano and Umlat will carefully describe the attacks of a group of renegade tribesmen, now headhunters, who have been preying on lone villagers. These renegades have settled in a great ruined temple on the western side of an island in the center of the lake. The villagers cannot do anything to their enemy because the renegades are stronger and because the island is taboo. Although the villagers will aid the party by providing canoes and what equipment they can, they will not set foot on the island.

Fano, the "talking chief" (AC 9, F4, hp 26, #AT 1, D 1-6 or by weapon type, MV 120' (40'), ML 8, AL L). Fano is an elderly man, badly scarred and crippled in the left arm. His infirmity, his responsibilities to the tribe, and his superstitious fear of the island will prevent him from joining the party on the raid. His good will is important, however, as his opinion of the characters will decide the treatment the villagers give the party. Fano is good-natured, but proud of his position. He will not tolerate mockery of it or of the "chief" of the village.

Umlat, the tribal cleric (AC 9, C 6, hp 22, #AT 1, D 1-6 or by weapon type, MV 120' (40'), ML 8, AL L). Umlat is a pious man, devoted to his deity (**Oloron, Lord of the Skies**) but it seems that he has been both blessed and cursed. He is an extremely aged man, living many years beyond the normal lifespan of others in the tribe. The villagers ascribe this to the favor of his deity. However, he is frail and weak, and this greatly limits his activities. The villagers speculate that this weakness is due to some past failing. Because of his condition, Umlat cannot travel on adventures, or actively assist the party. However, he will make his spells available to aid the party in their task. The spells he normally uses are:

First Level: cure light wounds, purify food and water

Second Level: bless, snake charm

Third Level: cure disease

Umlat will pray for other spells, given one day's notice.

5. TABOO ISLAND. The details of the TABOO ISLAND are given in **PART 4**.

PART 4: TABOO ISLAND

This island was once the center of the kingdom of the **Kopru**, until native rebellion destroyed their power (the players should not be told who or what the Kopru were; this is part of the taboo — for more details, see page 20). The rocky island is now dotted with small ruins, statues, and broken terraces. The largest ruin on the island is a temple that is carved into the cliff wall of the island's western shore. It can be most easily entered from the lake side, as its broad steps descend to the waters of the lake. This is where the players will begin the final stage of the adventure. The lair of the headhunters is on the first level of the temple complex (**Map E-9**).

The entire dungeon is damp and foul-smelling. The air is hot and stale. Small blind creatures will constantly scatter before characters, flitting here and there.

KEY TO THE FIRST LEVEL (**Map E-9**)

1. TEMPLE ENTRANCE. The entrance to the temple has been carved into the side of a rocky cliff. Two primitive docks of narrow poles and weak planking extend from the temple steps; several canoes are moored there. Two steps lead to a landing lined with pillars. The landing and pillars are made of red marble. Set on poles thrust into cracks in the floor of the landing are many shrunken heads, jawbones, feathered totems, and other primitive tribal symbols.

Three short flights of steps lead up to a second landing 5' above the first. To either side of the center steps is a stone foot and ankle, the remains of a huge statue that once straddled the stairs. The end stairways are each flanked by another red marble pillar. At the back of the second landing is an opening leading back into the cliff. The opening is flanked by another pair of pillars. Carved out of the angled back walls of the landing are two bas-reliefs of humans holding lighted braziers.

2. GUARD POST. The tribesmen have carefully narrowed the passage with mounds of rubble at this point so that only one character can pass through at a time. Waiting on the other side of the opening are 3 1st level fighters (AC 7, F1, hp 7 each, MV 120' (40'), #AT 1, D 1-6 or by weapon type, ML 8, AL C) and a 5th level fighter wearing bone armor and carrying a shield and **spear + 1** (AC 5, F5, hp 32, MV 120' (40'), #AT 1, D 1-6 + 1, ML 9, AL C). Able to observe intruders as they move down the hall, these guards will attempt to slay their opponents one at a time. If attacked with a **fire ball**, **lightning bolt**, or similar spell, these guards will gain + 1 on their saving throws, as they are well protected by cover. Should the morale of these guards fail, they will retreat to area **3**, the **main chamber**.

3. MAIN CHAMBER. This large hall was once the main worship area of the temple, but is now being used as the central living area of the tribe. The floor is covered with mats, bowls, and eating utensils made of bone. There is a blazing fire in the center of the chamber. The hall itself is two stories high with balconies on three sides (the dashed lines on the map). There is a rectangular hole (20' x 30') in the center of the ceiling that is open to the sky. To prevent debris and small creatures (such as bats) from entering, a net has been fastened across this opening. This net will not prevent characters from entering through here, nor will it support a character's weight. A rope hangs from one corner of the opening to the floor.

In the center of the wall opposite the entrance is a carved face that fills the area from the floor to the ceiling. It looks like a human or humanoid creature with its mouth agape. The carving has been cut and defaced, making the kind of creature it was difficult to identify. The other doors are all located on the balcony level.

In this chamber are 10 men and 12 women, the renegade tribesmen (AC 9, F1 or NM, hp 5, #AT 1, D 1-6 or by weapon, MV 120' (40'), ML 9, AL C), with 8 children. The men and women will fight while the children attempt to escape up the rope to the surface. Also, the men in areas **3A** and **3C** will reinforce the natives here in two melee rounds. Should the morale of the adults fail, those fighting will attempt to charge towards the exit to area **1**.

3A. The unmarried men of the tribe sleep in these rooms. Each room is hung with ornaments and headdresses of bones, feathers and fish scales. Short bows and spears lean against the walls. Mats, gourd pots of paints, and carved obsidian bowls filled with mud and ash are arranged in a circle around a small, smouldering fire. The ceiling is heavily stained with soot and the air reeks of grease, smoke, sweat, and fish. In each room seven young men armed with spears and bows and wearing primitive leather armor (AC 7, F1, hp 6 each, #AT 1, D 1-6 or by weapon type, MV 120' (40'), ML 9, AL C) are telling boastful stories to one another. Their arrows are coated with a gummy vegetable poison, which will cause 1-6 points extra damage and violent sickness and fever for 2-20 hours. A successful saving throw vs. Poison will negate the sickness and the additional damage.

3B. This room is reserved for unmarried girls. It is decorated like **3A**, except that the weapons here are daggers of bone and metal. There are also many tools — scrapers, needles, mallets, etc. There are 5 girls here. They are hairstyling, tatooing, filing their teeth, and otherwise "improving" their looks. These girls (hp 3 each) will not attack, but will try to flee if possible.

3B. This large room is the tribal chief's quarters. In this room are the following natives:

The Chief (AC 5, F7, hp 44, #AT 1, D 1-8 + 2, MV 120' (40'), ML 10, AL C) with a **sword + 2** and bone armor and shield.

His 3 sons (AC 7, F3, hp 16, 20, 17, #AT 1, D 1-6, MV 120' (40'), ML 9, AL C) with spears and leather armor.

The Witchdoctor (AC 6, C5, hp 21, #AT 1, D 1-6, MV 120' (40'), ML 9, AL C) with a bone club and bone armor. He can cast the following spells:

First Level: cause light wounds (x2)

Second Level: hold person, snake charm

5 women (AC 9, hp 3, MV 120' (40'), AL C) who will not fight.

The chief, his sons, and the witchdoctor will come to the aid of the families in area **3** should the alarm be raised. They will also investigate any unusual noises from the area. Should their morale fail, they will retreat to this room and make a stand.

The room is cluttered with pots, gourds, a rack of skulls, necklaces of bones, and many skins and furs of animals. Hidden in one of the skulls on the rack are 5 gems (1000 gp, 500 gp, 800 gp, 1200 gp, 50 gp). In a wax-sealed gourd is a potion of **fly-ing**. Hanging on the walls are 6 furs worth 100 gp each.

4. SECRET VIEWING CHAMBER. The secret door, unknown to the natives, leads to a small chamber near the main entrance. The hallway is extremely dusty and apparently unused. In the chamber, moldering rags and unidentifiable lumps dot the floor, presenting a variety of vivid colors to the eye. Along the south wall of the chamber are several large stone levers and a

corroded bronze tube. Hanging from small holes in the ceiling are three rotted ends of rope. These ropes and levers once operated mechanisms within the now-ruined statue that stood over the temple's entrance. The metal tube was used as a megaphone for the "god's" voice. The slanted section of the wall has a small niche carved in the back of the statue (**B**) in the northeast wall of area **1**. A person can stand in this niche and observe the landing (area **1**) through two small spy holes. However, the walls of the niche are lined with a brownish mold (actually, yellow mold: AC special, HD 2, hp 8, MV 0', #AT Special, D 1-6 plus spores, Save F1, ML Special, AL N). The mold is filmed with damp dust so its true color is not easily seen.

5. PRIEST'S QUARTERS. This secret chamber was where "the gods" watched the services held in their honor. The chamber is bare of furniture and has a heavy layer of dust and fine sand on the floor. The dust covers a trap door in the northeast corner, so it is unlikely to be noticed (a 1 in 6 chance). The trap door is weak and will break when stepped on, dropping the character into room **3** on the second level. The character will take 1-6 points of damage. In the northwest corner are stairs up to a narrow platform (**A**) above the corridor behind the eyes of the carved face looking into area **3** on the first level. Two small holes allow a character standing on the platform to view the **main chamber**. Between the two spy holes is a large wooden piston and handle. If given a strong hard pull, this piston will spray a 20' diameter cloud of inflammable dust through the nose of the face into the main chamber. Any open flames in this area will cause a fiery explosion for 4d6 of damage (a successful saving throw vs. Dragon's Breath will reduce damage by half). There is a 50% chance that any explosion in the main hall will cause a similar explosion on the platform where the piston is, resulting in 2d6 points of damage to anyone there.

6. BLOCKED-UP PASSAGE. The hallway ends in a crude wall of stones that completely closes the passage. This wall was built by the renegades to prevent creatures from the lower levels from entering their tribal home. So seldom has anything attempted to come through this wall, the natives no longer bother to guard it. If they have suitable tools, the characters can make an opening large enough for one character to get through in one hour.

7. WEAKENED FLOOR. Unused for many years, this section of the floor has been weakened from below. The stone and supporting beams have been rotted by water and slimes. The section marked by the **T** is sturdy enough to support one person crossing it at a time; 2 or more people will cause the section to break, dropping characters to the water-filled room below (**Level 2, room 1**). No damage will be taken by the characters.

8. PRIVATE ALTAR. This altar room contains several items once used by the priests in the worship of their "gods". Across from the door is a square stone pedestal. Next to it are several bone rhythm sticks, 3 inlaid and bejeweled bowls (worth 500 gp each), a crumbling bamboo flute, and the remains of a feather fan.

On the pedestal is a small, intricately carved stone box with two hinged doors. Inside is an unusual statuette of gold and coral. It looks like an amphibious humanoid with a smooth head, large eyes, and a tentacled, sphinctered mouth. The torso is human-like, with two arms that end in webbed, clawed hands. From the waist down, the body divides into three long tentacles ending in fluke-like fins, each tipped with a single large claw. (This is a **kopru**; see the description at the end of the module.) The statuette is worth 2000 gp.

All who look at this statue must make a saving throw vs. Spells. Failure means the character becomes a secret servant of the Kopru (see description) until the power of the statuette is destroyed. This happens when the statuette is **blessed** by a Lawful cleric or physically destroyed.

The corridor beyond this room is blocked by fallen rock and is impassible (the DM can have this lead to additional areas of his or her own design, if desired).

KEY TO THE SECOND LEVEL (Map E-10)

Special note: Part of this level is underwater to the depth of 5'. The DM should keep track of which areas are flooded and how deep the water is; periodically reminding the players (via description) of this special condition. Careful attention should be paid to normal light sources, as these can easily be extinguished or made useless if gotten wet.

1. WATER-FILLED CHAMBER. Formerly a torture chamber, this room has flooded with water to a depth of 5'. Characters less than 4' tall and wearing metal armor must keep their heads above the water in some manner, or they will quickly drown. The ceiling above is reddish-black from an oxidizing rot, and the supporting beams are almost entirely rotted away. (Characters who enter from the hall may break and smash their way through the ceiling to room **5** on the first level.)

Several small, harmless cave fish live in this room and the flooded corridors beyond. These will occasionally bump against the legs of the characters, feeling cold and slimy. There are several sharp metal, stone, and glass items hidden underwater. Unless the characters probe ahead with sword, spear, staff, or pole, each character has a 1 in 6 chance of stumbling and stepping on a sharp item every 10' travelled. Stepping on an item will cause 1-2 points of damage.

The door leading out of this chamber is open, revealing a passage that is also filled with water to a depth of 5'. Along the passage are cells with iron bars. The bars are badly corroded and may be broken by any character who rolls his or her Strength or less on 1d20. All the cells are empty.

2. CHAMBER OF THE GREAT ONE. The doors to this chamber are 15' above the level of the chamber floor. The chamber is filled with water to the level of the surrounding flooded passages. If the characters are not probing ahead, they will stumble on the stairs (or dais steps) and fall into the room, taking no damage. Three albino Mako sharks (AC 4, HD 4, hp 26, 29, 19, #AT 1, D 2-12, MV 180' (60'), Save F2, ML 7, AL N) live in this chamber. They are extremely hungry and will attack any character or creature who tries to swim across the chamber.

2A. At this point on the dais, 5' below the water's surface, rests a giant oyster (AC 5 open, -2 closed, HD 10, hp 55, #AT 1, D 4-24, MV 0, Save F5, ML none, AL N). The DM must decide when the party can see it. Between its open valves is a large black pearl (3000 gp).

If the oyster is attacked from a distance, it will close its shell and not open for at least a turn. The pearl may be "picked" from the open oyster (non-thieves can be given a 5% worse chance than a 1st level thief, at the DM's option). Failure means the oyster closes, possibly trapping the unsuccessful character (roll a normal melee attack). The oyster will not open by itself while under attack. It can be pried open by several characters with a combined Strength of 50+ (a **knock** spell will also work).

3. LAIR OF GUARDIANS. The floor of this room is covered with small puddles and the walls of this room are lined with statuary, some of graceful creatures, others of women with children and others of fierce monsters. All the statues are well fashioned, but have deteriorated due to age and moisture. The stone glistens a green-streaked red when struck by light, giving even the simplest and most innocent pieces an unwholesome look. At the point where the secret door is located is a larger puddle of water. In the center of the room's ceiling is an obvious trap door to an upper floor (**Level 1, room 5**). This trap door is wooden and appears to be severely rotted.

Coiled around several of the statues are a total of 4 spitting cobras (AC 7, HD 1, hp 6, 4, 2, 2, #AT 1, D 1-3 plus special, MV (30'), Save F1, ML 7, AL N). They are cold blooded and cannot be distinguished from the statue by infravision. Though they can be seen in normal light, the snakes will not attack unless they are approached. At the base of a statue in the northeast corner is a 50 gp gem.

There are 2 exits from this room: the passageway north to **8** and the secret door in the south wall. At the point on the map marked "Δ" is a hidden trigger that will drop the portcullis across the north entrance to this room when the first character steps on it. Raising the portcullis will require the efforts of several characters (with a combined Strength of 50+, for example). On the other side of the secret door, the hallway is flooded. The doors open inward and any characters near this door when it is opened will be swept off their feet, and 20-120' (2d6 x 10') down the hall towards the shaft in area **8**. They will be knocked around considerably, taking 2-8 points of damage. Characters not standing near the secret door will be able to brace themselves and remain on their feet. Should the secret door be opened from the other (hall) side, all characters in the water will be swept through the door as above.

4. PIRANHA POOL. Just in front of this section of hallway is a short staircase that leads up to a platform just above the level of water. The floor of the platform is damp and covered with pale fungus, cold and slimy to the touch. If the fungus is cleared away and the floor examined by a dwarf, the dwarf will notice that the rock below must have been too hard to carve through, thus making this change in passage depth necessary.

Beyond the platform, the steps lead back down into the flooded hall. This section contains 3 giant piranhas (AC 6, HD 3+3, hp 14, 18, 20, #AT 1, D 1-8 bite, MV (50'), Save F2, ML 8, AL N) who have only fed on small lizards, rats, and snakes. They will attack anything that enters the water.

5. PRIEST'S CHAMBER. The door to this room is closed and, if examined, will look tightly sealed. It has kept the water out of the chamber. Should the door be opened without precautions, anyone in the water will be swept into the room for 1-6 points of damage. In the chamber are several stone benches and a small altar stone. Hanging from a stone hook on the wall is a bone-handle **mace +2**, while hidden in a secret compartment on the right side of the altar are 500 gp and 2 coral statuettes worth 1000 gp each. This compartment will be hidden underwater if the room is flooded. There is nothing else in the chamber.

6. RAT LAIR. As characters move down this hallway, they will see several large, rough holes in the walls just above water level. These holes are the tunnels of giant rats, who will swim out and attack the characters from both sides as they pass by. There are a total of 10 giant rats (AC 7, HD 1/2, hp 2, #AT 1, D 1-3 bite plus disease, MV (40'), swimming (20'), Save NM, ML 8, AL N). They are attracted by light and scent. Should the

morale of the rats fail, they will retreat into the tunnels and hide. The tunnels are dug out of dirt and are wide enough for a halfling to crawl through. The large chamber at the end of several of the tunnels is the main lair of the giant rats. The rats will attempt to flee if invaded, but if cornered they will fight ferociously to the death. In the lair are rags, some bones, a gnawed scroll (with a **levitation** spell on it), and three metal potion bottles (2 potions of **healing** and a contaminated potion, now a deadly **poison**).

7. FIRE TRAP. This room had originally been trapped to fire a burst of flame from a hole near the north wall. Now the room is flooded with 5' of water, but the trap still operates — in a different manner. Across the center of the room is a wire set about ankle height (therefore hidden underwater). If it is broken or pulled, it will release a spray of fine oil into a 10' wide, 10' long area in front of the north door. This is special oil that will ignite on contact with water. As the oil bursts into flame, a mist of water will cover any character in the area, igniting any remaining oil. The oil will burn for 6 rounds and will do 3 points of damage per round to characters in the fire. The oil may be wiped off.

The burning oil will make the air in the chamber smoky and hard to breathe, requiring characters to leave this room as quickly as possible. (The DM should try and cause the party to move quickly here, by any means preferred: a description of the rapidly dwindling air supply, a few points damage, saving throws vs. Death Ray for unconsciousness, etc.) The door screened by the flame may be opened by characters moving underwater on a roll of 1 on a six-sided die. When the door is opened, the water will rush out of the room, sweeping unprepared characters into the lowered portcullis beyond. This will cause 1-4 points of damage to the first character to strike. If the door to the flooded hall is opened, water will rush through the portcullis (and down the stairs) for 2 minutes (12 rounds). The characters will be thrown against the portcullis and underwater, taking 1-2 points of damage each round until the characters take some action to keep their heads above the level of the water. On the east wall between the door and the portcullis is a lever which will raise the portcullis if pulled down. If characters raise the portcullis while the water is still flowing, they will be swept down the stairs to **level three**. This will cause 2-12 points of damage to all characters involved.



8. BOILING WELL. In the center of the hallway is a circular shaft of carved stone that descends out of sight. Sixty-five feet below the level of the floor, the shaft is filled with boiling water. The shaft forms a "U", trapping water at the bottom. The other end of the "U" opens into a ledge overlooking the great cavern on **level three** (location **C**). This water is heated by volcanic action. Characters may swim the distance, but unless they have some method to protect themselves from the boiling water, they will suffer 2-20 points of damage. The water in the well cannot be bailed out, as hot water constantly seeps in.

KEY TO THE THIRD LEVEL (Map E-11)

This is a single natural cavern of great size. The air is hot, steamy, and foul with volcanic gases. The floor of the cavern is a field of bubbling mud pots, small geysers, hot springs, and mineral crusts. The colors are rich reds, browns, and yellows, combined with blacks and greys. Terraces crusted with deposits from mineral springs extend from the sides of the cavern at several points. Stalactites hang from the ceiling, and merge with stalagmites in several places to form pillars from the roof to the floor. The heat of the chamber will prevent the use of infravision. Occasional flares of ruddy light, combined with great bursts of steam from the depths of some of the hot springs, will briefly illuminate small points in the room.

When the characters are moving about the floor of this cavern, there is a 1 in 6 chance per turn that one of the following events will happen (roll 1d6):

1. mudpot bursts, spraying random party member with hot mud (1-3 points of damage)
2. geyser sprays random party member with hot steam (1-4 points of damage)
3. cloud of steam from hot springs covers 10' diameter area, blinding all within it for 1-4 rounds (randomly determine which member it centers upon)
4. boiling water splashes random party member (1-3 points of damage)
5. gas bubble bursts near random party member; save vs. Poison or be nauseated for 1 round (no action may be taken)
6. small tremor shakes the cavern

A. THE MINERAL TERRACE. This terrace leads to the stairs to **level 2**. If characters have been washed down these stairs, they will be able to stop themselves here. The terrace is white with calcium deposits and hot enough to be painful, but not damaging. All terraces are somewhat slippery and there is a 1 in 10 chance of slipping if care is not taken. The characters will attack at -3 to hit and defend at -3 (3 AC worse) due to the wet, unsure footing and have a 10% chance per round of slipping. Characters who slip will lose at least one melee round while they stand, and may even slip off the terrace (at the DM's option).

B. THE KOPRU. In the bubbling mud at each location is a concealed **koprū** (two total: AC 3, HD 8+4, hp 44, 49, #AT 2, D 1-4/3-18 or charm, MV 150' (50'), Save F9, ML 9, AL C). They are amphibious humanoids who dwell in the hot geyser pools.

The koprū will use their special **charm** ability to capture members of the party, or perhaps lure them off the paths and into the geyser basins. Characters who fall into a geyser basin will take 1-8 points of damage each round from the boiling water. If the charm attempts fail, the koprū will either physically attack characters on the paths or hide in the hot mud, awaiting a chance to strike again. If the party is obviously stronger or is trapped on a terrace, the koprū will not pursue, but will wait in the bubbling mud. If the party is badly hurt or obviously weak, the koprū will attack both mentally and physically.

The koprū will never surrender and will attempt to enslave as many characters as possible. Should the entire party be enslaved, the koprū will attempt to use them to restore the koprū's ancient kingdom. (If this happens, the DM can either start thinking up ways the characters can serve the koprū, or retire the captured characters from the campaign, perhaps to be re-introduced later as NPCs. The DM and players should talk it over and come up with their own solution.)

C. BOILING WELL. This is the topmost terrace of the level. Here is the hot spring that is connected to the U-shaped shaft to area **#8 of level 2**. Characters may swim to the other side of the shaft and climb out, taking 2-20 points of damage unless protected from the heat. On the terrace beside the spring is a bag, almost unnoticeable under a crust of minerals, containing 5 emeralds worth 1000 gp each. The party will only find it if they search the terrace.

D. CAVERNS. This set of terraces leads to a series of natural caverns. These caverns are left unmapped so the DM can create his or her own special encounter areas. Many cave-dwelling creatures might live here, and there may be exits up to the plateau.

E. WEAK CRUST. This section of trail is actually nothing but a weak crust over a hot spring. Unless the path is probed first, the lead character will break the surface. The character will drop into the hot water, suffering 1-10 points of damage the first round and 1-8 points each round until rescued. The crust will be crumbling and dangerous around the edges and characters will not be able to come closer than 5' to the edge without also falling in. Ropes, poles, and rescue techniques like those used on thin ice may be used to save the character.

F. THE HIDDEN THRONE. Set on the topmost terrace, directly under a dripping stalactite, is a throne. On the throne sits a grinning skeleton. Mineral-rich waters, falling from the ceiling over many years, has encrusted the skeleton and throne, hiding all but the most general features. In front of the throne (and hard to see under the mineral crust) is a sword. On the skeleton's finger is a ring, similarly concealed. They are entirely ordinary in appearance. The ring is a **ring of telekinesis** and the sword is a **sword + 2, charm person ability** (non-intelligent).

Further Adventures On The Isle of Dread

Since this module gives a great deal of detail on the Isle of Dread, the DM may desire to use the locations and descriptions found herein after the main adventure has been played. To aid the DM in this, some suggestions for further adventures on the Isle of Dread are listed below. Each is accompanied by a short description of how the adventure might be handled.

1. Destroy the Zombie Master. This is a short adventure suitable for use before the characters venture inland for the first time. The village of Tanaroa has been plagued recently by the attacks of undead creatures. The villagers are frightened and the tribal leader seems to be losing the authority necessary to maintain order. If questioned, the people will only speak in frightened terms of the Zombie-Master. At night zombies and ghouls will prowl the paths, killing lone travellers.

As seen on the map, each section of the village surrounds a graveyard. These graveyards are infested with tunnels and unwholesome creatures, at the center of which is the Zombie-Master. The DM would have to prepare for this adventure by drawing and populating the tunnels under the graveyard.

2. Map the Island. Information is always valuable. After having opened up new territory, a merchant prince or curious map maker might wish for more information about the island. The party could be hired to make a careful survey of the island, mapping the terrain and noting important features. This would be a dangerous and time consuming task.

3. The Dinosaur Hunt. A powerful and well-equipped party might find it quite worthwhile to try to kill several dinosaurs and

carry all or part of their bodies back to the mainland. It is likely that the rare essences and parts of these beasts would bring a good price from wizards or collectors of the unusual.

- 4. Exterminate the Pirates.** To provide secure trade with the mainland, it is first necessary to destroy the pirates. The adventurers could be given the use of a ship by mainland merchants for the adventure. The pirates described in the module would be used. If the DM feels the pirates are not strong enough to challenge the party, the pirates may be increased in level or number, or given stronger defenses.
- 5. Bring 'Em Back Alive.** A tough challenge for strong characters would be to capture some creature alive and take it back to the mainland. At the request of some wizard or king the party could attempt to capture one of the giant monsters, uncharmed or charmed, and bring it back. If this deed were done voluntarily, the reward could be sizable — enough to make the effort worthwhile. Monsters suitable or challenging for this adventure would include a pterodactyl, tyrannosaurus rex, stegosaurus, or perhaps even a giant ape. Such an expedition would require careful planning: how to catch the monster, how to keep it quiet, how to move it overland, and how to get it across the ocean. It would not be unusual for the princes or princesses of Glantri to want a live monster from the Isle of Dread.
- 6. Sunken Treasure.** The characters could find a treasure map which gives a description of a shipwreck near the Isle of Dread. The information in the description should be enough for the characters to recognize the island (the wall, the dinosaurs and the unusual races), the general location where the ship might be found (for example, on the southwestern side, between the smoking mountains and the reef), and a description of the ship's cargo. The sunken ship should, of course, be inhabited by a sea monster.

Creating Human Encounters

Human encounters can either be natives or other adventurers with native guides and bearers. When these are encountered, the group can be set up by the DM, or created randomly on the following tables. The number appearing is 2-12.

Class (1d10)	Level (1d12)	Alignment (d8)	Sex (1d6)
1-6 Normal Human	1-5 1st	1-3 Lawful	1-3 Male
7 Cleric	6-8 2nd	4-5 Neutral	4-6 Female
8 Fighter	9-10 3rd	6-8 Chaotic	
9 Magic-user	11 4th		
10 Thief	12 5th		

Generally, the natives on the Isle of Dread are peaceful and fight only if attacked. Most will have Armor Class 9, though some may have the equivalent of leather armor (AC 7) or special armor made out of hardened fish or animal bones (AC 5). Warriors will usually be armed with spears and short bows. Spells can be assigned or rolled randomly by the DM. Magic items can be assigned or rolled for as in the D&D Expert rules. Since setting up a human party can be time-consuming, three typical parties are given below:

Wandering Human Party #1

Class & Level	Sex	hp	AC	AL	Magic Items and Spells
fighter: 4	male	20	2	L	none
magic-user: 1	male	4	9	L	charm person
thief: 1	female	2	7	C	potion of diminution
normal human: 0	male	1	9	N	none
normal human: 0	female	3	9	C	none
normal human: 0	female	3	9	L	none

Wandering Human Party #2

Class & Level	Sex	hp	AC	AL	Magic Items and Spells
fighter: 2	female	13	1	N	Plate mail +1, war hammer +1
magic-user: 3	female	8	9	N	detect magic, protection from evil, phantasmal forces
normal human: 0	male	4	9	N	none
normal human: 0	male	1	9	L	none
normal human: 0	male	2	9	C	none

Wandering Human Party #3

Class & Level	Sex	hp	AC	AL	Magic Items and Spells
fighter: 3	male	14	2	C	axe +1
cleric: 2	female	10	2	L	purify food & water
magic-user: 1	female	1	9	C	sleep
thief: 2	male	7	7	N	sword +1, +3 versus dragons
normal human: 0	male	4	9	L	none
normal human: 0	male	1	9	N	none
normal human: 0	male	2	9	C	none
normal human: 0	male	2	9	C	none
normal human: 0	female	4	9	L	none

Sample Native Leaders

The DM should create NPC personalities as needed to populate the Isle of Dread. The main purpose of such NPCs is to help set up the background. They are not meant to adventure with the party or openly attack it. The following native leaders can be placed in any of the seven villages or used to inspire other NPCs created by the DM. Note that the figures for number of attacks and damage, Armor Class, and hit points have already been adjusted for Strength, Dexterity, and Constitution. The war leaders are assumed to have shields and spears (armor will improve their AC). Three matriarchs and three war leaders are provided. Details for the leaders of the other villages and for the Zombie Masters are left to the DM.

Matriarchs

J'kal (AC 9, NM, hp 5, #AT 0, MV 120' (40'), ML 10, AL L; S8, I14, W14, D11, C8, Ch12). This aged and respected woman is a shrewd leader and a brilliant strategist. She has a **medallion of ESP, 30'**. Through her experience and clever use of this item, she usually takes the best course of action.

Sanar (AC 9, T3, hp 8, #AT 1, D 1-4 or by weapon, Move 120' (40'), ML 10, AL C; S9, I14, W9, D12, C10, Ch17). This schemer has one goal — to become leader of all the villages! She sees trade with the mainland as a tool to this end. Sanar will use any person any way she can as long as they can serve her ends. She is ruthless and treacherous, but practical, and she respects those who bargain from strength.

Kuna (AC 9, NM, hp 3, #AT 0, MV 120' (40'), ML 6, AL N; S12, I6, W7, D12, C12, Ch15). This matriarch is neither very bright nor very brave. She will often act on a whim, but is never intentionally cruel. Although Kuna is content to let her advisors make the decisions while she remains the figurehead, she will

occasionally use her Charisma to sway them. She is much loved.

Tribal War Leaders

Bakora (AC 6, F5, hp 36, #AT 1 at +2, D 1-6+2, MV 120' (40'), ML 10, AL N; S16, I18, W10, D16, C17, Ch11). Because of his skill with weapons, this warrior is highly respected by his village. Though he is not extremely intelligent, he does have good advisors. Bakora is strong-willed and somewhat superstitious.

Kuro (AC 7, F4, hp 24, #AT 1 at +3, D 1-6+3, MV 120' (40'), ML 10, AL L; S17, I10, W9, D15, C16, Ch12). This mighty leader carries a family heirloom, a **spear +1**. Though he is first a warrior, Kuro is also a kind and honest man. His fair and just treatment of his people and of captured enemies has earned him respect and fame throughout the seven villages.

Masawa (AC 7, F4, hp 20, #AT 1 at +1, D 1-6+1, MV 120' (40'), ML 10, AL C; S15, I10, W8, D14, C13, Ch7). This arrogant warrior is feared by the people of his village, not only because of the great war skills of which he boasts, but because of his cruelty to those who cross him. Masawa does not like strangers. He does not want trade with the mainland, but has been overruled by the village matriarch.

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PART 5: NEW MONSTERS

The monsters in this section are special additions for the **Isle of Dread**. Of course, the DM may use them elsewhere and may alter their statistics if desired. Any of these monsters could have giant-sized variations with more hit dice, better Armor Class, and the ability to cause more damage. Special monsters can also be designed for a specific party by assigning hit points instead of rolling them. Leaders of a group will usually have high or maximum hit points. Additional prehistoric creatures may be found in the D&D® Expert rulebook.

Allosaurus

Armor Class: 5	No. Appearing: 0 (1-4)
Hit Dice: 13	Save As: Fighter: 7
Move: 150' (50')	Morale: 9
Attacks: 1 bite	Treasure Type: V
Damage: 4-24	Alignment: Neutral

An allosaurus is a huge carnivorous dinosaur which runs upright on its large hind legs. It stands almost 15' tall, and weighs several tons. The allosaur's attack is to bite with its large jaws, which are filled with dagger-like teeth. Allosaurs hunt most often in lowland hills and plains.

Ankylosaurus

Armor Class: 0	No. Appearing: 0 (1-8)
Hit Dice: 7	Save As: Fighter: 4
Move: 60' (20')	Morale: 6
Attacks: 1 tail	Treasure Type: Nil
Damage: 2-12	Alignment: Neutral

The body of an ankylosaurus is covered with thick bony armor and ends in a massive club-like tail. This dinosaur walks on four legs and eats plants. It is 15' long, 4' tall and weighs 4-5 tons. An ankylosaurus is usually found in jungles and hills.

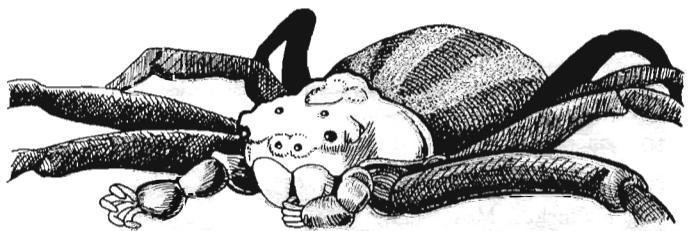
Aranea

Armor Class: 7	No. Appearing: 1-3 (1-6)
Hit Dice: 3**	Save As: Magic-user: 3
Move: 60' (20')	Morale: 7
In web: 120' (40')	
Attacks: 1	Treasure Type: D
Damage: 1-6 + poison	Alignment: Chaotic

Aranea are an intelligent giant spider race. They are as large as a small pony, and are greenish-brown in color. An aranea can be distinguished from other giant spiders by the massive odd-shaped lump on its back that houses its large brain. Aranea are web-spinners, and their bite is poisonous.

The front limbs of an aranea are divided into flexible digits. The aranea uses these to grasp prey and manipulate simple tools. In addition, the aranea can cast spells as a 3rd level magic-user (two 1st level and one 2nd level spell) and they spend much of their time in magic research.

Aranea live in dense forests or jungles, spinning their web homes high in the trees. Part of the web will be roofed with bark, leaves, and vines held together with web. In the covered part of their lairs, the aranea keep their crude tools, magic research, and crude "furniture" of web, vines, bark, and wood. They are the traditional enemies of the **phanaton**, and will attack them on sight. They are friendly with bugbears and often hire them to guard the forest beneath their lairs.



Brontosaurus

Armor Class: 5	No. Appearing: 0 (1-3)
Hit Dice: 26	Save As: Fighter: 13
Move: 60' (20')	Morale: 8
Attacks: 1 bite/1 tail	Treasure Type: Nil
Damage: 2-12/3-18	Alignment: Neutral

A brontosaurus is one of the largest of all dinosaurs. It has a massive body with a small head, long neck, and a strong, tapering tail. The creature is 65' to 75' long and weighs more than 30 tons.

A brontosaurus is so heavy that it needs to spend most of its time in water, so that the water helps support its weight. If only its neck shows above water, the brontosaurus may be mistaken for a plesiosaur or sea serpent. This dinosaur eats plants, and can only be found in deep marshes or on the edge of swamps.

Dimetrodon

Armor Class:	5	No. Appearing:	0 (1-6)
Hit Dice:	7	Save As:	Fighter: 4
Move:	120' (40')	Morale:	8
Attacks:	1 bite	Treasure Type:	V
Damage:	2-16	Alignment:	Neutral

A dimetrodon is a sail-backed, meat-eating dinosaur. The "sail" is a comb of long bony spines connected with a skin webbing. The dimetrodon is about 10' long and weighs nearly a ton. Dimetrodons hunt most often in hills and in the drier areas of swamps.

Elk (Giant)

Armor Class:	6	No. Appearing:	0 (1-6)
Hit Dice:	8	Save As:	Fighter: 4
Move:	120' (40')	Morale:	7
Attacks:	1 butt	Treasure Type:	Nil
Damage:	1-12	Alignment:	Neutral

Giant elk inhabit hills and plains. They are 10-12' long and weigh nearly a ton. Their antlers often span 10' or more. Giant elk eat shrubs and grasses. They are preyed upon by dire wolves and sabre-tooth tigers.

Grangeri

Armor Class:	5	No. Appearing:	0 (1-6)
Hit Dice:	13	Save As:	Fighter: 7
Move:	120' (40')	Morale:	7
Attacks:	1 bite or trample	Treasure Type:	Nil
Damage:	2-12 or 3-18	Alignment:	Neutral

Grangeri look like a cross between giant hornless rhinoceri and giraffes. Their long necks let them reach and eat leaves from the tops of trees. A grangeri is about 30' long and stands 20' tall.

Kopru

Armor Class:	3	No. Appearing:	1-3 (1-3)
Hit Dice:	8+4	Save As:	Fighter: 9
Movement:	30' (10')	Morale:	9
Swimming:	150' (50')	Treasure Type:	I+N
Attacks:	1 bite/1 tail or charm	Alignment:	Chaotic
Damage:	1-4/3-18		

The kopru are a race of heat-loving amphibians of great intelligence and power. Their heads are smooth with large eyes and a tentacled, sphinctered mouths. They have human-like torsos and two arms ending in webbed, clawed hands. From the waist down their bodies consist of three fluke-like tails, each ending in a sharp ripping claw. Kopru have a +2 bonus on their saving throws against magical attacks.



While they do not truly hate all men, they view humans as nothing but brutes to be used, played with, and controlled. Their expansion has been severely limited by their need for very hot, wet environments (hot springs, tropical swamps, and so forth) and their civilization has been in decline for many years.

In combat, a kopru will bite while coiling all three of its tails around a single victim in a powerful crushing attack. However, more deadly than the normal attacks of the kopru is its special charming power. Instead of attacking normally in a round, the kopru may use this power on any one opponent within 30'. If the victim fails to make a saving throw vs. Death Ray, the character becomes totally obedient to the mental commands of the kopru. If the saving throw is successful, no similar attack from the same group of kopru will be effective.

The special charm of the kopru is different from the **charm person** spell, in that the person will act normally (including the use of spells and magic items), but will be totally committed to the interests of the kopru. The kopru will know the thoughts and memories of the charmed character. A character may only be controlled by one kopru at a time, but there is no limit to the distance at which a character may be controlled. The charm can be broken by a **dispel magic** or by the death of the controlling kopru. In addition, the controlled character gets a new saving throw at the beginning of each game month. If successful, the character breaks free of the charm.

Megatherium

Armor Class:	6	No. Appearing:	0 (1-6)
Hit Dice:	11	Save As:	Fighter: 6
Move:	90' (30')	Morale:	7
Attacks:	2 claws	Treasure Type:	Nil
Damage:	2-12/2-12	Alignment:	Neutral

A megatherium is a giant ground sloth that eats leaves, roots, and shrubs. It stands 24' tall and can walk erect on its hind legs, though it usually walks on all fours. It is slow, stupid, and peaceful unless provoked.

Native

Armor Class:	9	No. Appearing:	0 (3-30), village 30-300
Hit Dice:	11	Save As:	Fighter: 1
Move:	120' (40')	Morale:	7
Attacks:	1	Treasure Type:	A
Damage:	1-6 or by weapon	Alignment:	Any

Natives are primitive people who live in jungles, wilderness, or on tropical islands. The warriors of the more warlike tribes (including cannibals) will all be 1st level fighters but the natives of peaceful tribes are mostly normal humans with fewer higher level leaders. Most natives wear no armor (AC 9), but some will wear the equivalent of leather armor (AC 7), and the tribal chiefs may wear special armor of hardened bone or lacquered wood that is the equivalent of AC 5 or 6. Natives may also carry shields.

For every 20 natives, there will be an additional 2nd level fighter who acts as their leader. For every 40 natives, there will be an additional 4th level fighter as war leader. For each village of at least 100, there will be a chieftain who is a 6th level fighter and a 50% chance for a tribal shaman who will be a magic-user or cleric of at least 5th level. If 300 are encountered, there will be a "great chief" of at least 9th level with a bodyguard of 2-8 warriors of 4th level.



Phanaton

Armor Class:	7	No. Appearing:	0 (3-18, village 30-300)
Hit Dice:	1-1	Save As:	Fighter: 1
Move:	90' (30')	Morale:	7
Glide:	150' (50')	Treasure Type:	Nil
Attacks:	1	Alignment:	Lawful
Damage:	1-6 or by weapon		

The Phanaton look like a cross between raccoons and monkeys. They are roughly halfling-size and have 4' long tails that can grasp objects, and even manipulate them clumsily. For example, when fighting in the trees, a phanaton will often wrap its tail around a branch for support. In addition, phanatons have membranes of skin stretching from arm to leg, that they can spread and glide from branch to branch. They have a + 2 bonus on all saving throws due to their small size and agility.

Phanaton prefer to eat fruits and vegetables, though they may eat meat. They live in tree-top villages built on platforms of wood and woven vines connected by rope bridges. Each village of 30-300 will be a separate clan. They are the allies of treants and dryads, and are friendly with elves. Phanaton are the traditional enemies of **aranea**, the spider-folk, and will attack them on sight.

For every 30 phanaton, there will be a clan war chief who will have 3 hit dice and at least 15 hit points. He will also have a bodyguard of 2-12 phanaton warriors who fight as 2 hit dice monsters and have 7-10 (1d6 + 4) hit points each. For every hundred phanaton, there will be a tribal subchief with 6 hit dice, 30 hit points, and a + 1 bonus to all damage rolls. The subchief will have 2-8 (2d4) bodyguards with 3 hit dice and 15 hit points. If 300 phanaton are encountered, there will be a tribal king who has 8 hit dice, 50 hit points, and a + 2 bonus to all damage rolls. His bodyguards will be 4 phanaton warriors with 6 hit dice, 30 hit points, and a + 1 bonus to all damage rolls.

Phororhacos ("Sword Beak")

Armor Class:	6	No. Appearing:	0 (1-8)
Hit Dice:	3	Save As:	Fighter: 2
Move:	150' (50')	Morale:	8
Attacks:	1 bite	Treasure Type:	U
Damage:	1-8	Alignment:	Neutral

A phororhacos, or *Sword Beak*, is a 6' tall flightless bird with small, useless wings and large hind legs. This bird eats meat and runs down its prey, often reaching great speed across flat ground. A phororhacos has a large curved beak that snaps at prey with the force of a sword.

Plesiosaurus

Armor Class:	6	No. Appearing:	0 (1-3)
Hit Dice:	16	Save As:	Fighter: 8
Move:		Morale:	9
	Swimming: 150' (50')	Treasure Type:	Nil
Attacks:	1 bite	Alignment:	Neutral
	Damage: 4-24		

A plesiosaurus is a fish-eating, lake-dwelling dinosaur, usually about 30'-50' long. It has an extremely long neck and a large snake-like head filled with sharp teeth. This dinosaur has small flippers in place of legs to aid in swimming. It is aggressive and can overturn small boats and rafts.

Rakasta

Armor Class:	6	No. Appearing:	0 (3-30 + 1-8 sabre-tooths)
Hit Dice:	2 + 1	Save As:	Fighter: 2
Move:	90' (30')	Morale:	9
Attacks:	2 claws/1 bite	Treasure Type:	M (special)
Damage:	1-4/1-4/1-4	Alignment:	Neutral

The **rakasta** are a race of nomadic, cat-like humanoids. They walk erect, much like humans, but are covered with soft, tawny fur and have feline heads and features. The rakasta fight with special metal "war claws" fitted over their natural claws (without these special "claws", the rakasta claw attacks do only 1-2 points each). The rakasta can use normal weapons such as swords, but generally disdain them, preferring to use their "natural" weapons (the war claws).

The rakasta often tame sabre-tooth tigers that they then ride to the hunt or into battle. The sabre-tooth tigers are controlled with knee pressure and heavy riding crops and are fitted with special saddles that do not hinder the fighting abilities of the sabre-tooth tigers. These saddles also allow the rakasta to leap off their mounts (up to 20') and attack the same round. The "tame" sabre-tooths are too ferocious to be ridden by any non-rakasta.

Rakasta settlements average 3-30 rakasta and 1-8 sabre-tooths, and are made up of many colorful tents or pavilions. Although they have type M treasure, the rakasta will have rugs and tapestries of fine workmanship, crafted bowls and drinking cups, and other bulky items of value instead of gems and jewels.



Trachodon

Armor Class:	5	No. Appearing:	0 (1-6)
Hit Dice:	14	Save As:	Fighter: 7
Move:	120' (20')	Morale:	6
Attacks:	1 tail	Treasure Type:	Nil
Damage:	2-12	Alignment:	Neutral

A trachodon is a duck-billed dinosaur that stands 15'-18' tall. This beast runs erect on its hind legs. This dinosaur only eats plants, but may be dangerous if enraged.

CHARACTER ATTACKS

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

* for NPCs or higher level characters

MONSTER ATTACKS

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

SAVING THROWS

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

Saving Throws for Higher Level Characters

In the D&D BASIC rules, NPCs higher than 3rd level should use the saving throws given above. In the D&D EXPERT SET, saving throws are given for higher level characters. In the more advanced game, a character's saving throws get easier to make as the character advances in experience level.

The DM may want to give higher level NPCs a bonus of +2 on all saving throw rolls to imitate their improved ability to save vs. special attacks. This should *not* be done, however, if the D&D EXPERT rules are used.

DUNGEONS & DRAGONS®

COST OF EQUIPMENT AND WEAPONS

Weapons

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

* these weapons may be used by a cleric.

Armor

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

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

FANTASY ADVENTURE GAME REFERENCE TABLES

(This page is perforated for easy removal.)

Miscellaneous

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

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

CLERICAL ABILITIES

First Level Clerical 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

Second Level Cleric Spells

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

Clerics vs. Undead

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

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

MAGIC-USER AND ELF SPELLS

First Level 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

Second Level 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

Third Level Spells

1. Dispel Magic
2. Fire Ball
3. Fly

ARMOR CLASSES

VARIABLE WEAPON DAMAGE

Damage
1-4 (1d4)
1-4 (1d4)
1-4 (1d4)
1-4 (1d4)
1-6 (1d6)
1-8 (1d8)
1-8 (1d8)
1-10 (1d10)
1-10 (1d10)

Weapon Type

Torch
Dagger
Sling stone
Club
Arrow
Hand Axe
Mace
Quarrel* (Crossbow Bolt)
Short Sword
Spear
War Hammer
Battle Axe*
Sword
Pole Arm*
Two-handed Sword*

* Two-handed weapon

Type of Armor

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

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

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

WANDERING MONSTERS: LEVEL 1

WANDERING MONSTERS: LEVEL 2

WANDERING MONSTERS: LEVEL 3

Die Roll	Wandering Monster	No.	Die Roll	Wandering Monster	No.	Die Roll	Wandering Monster	No.
1	Acolyte (A)	1-8	1	Beetle, Oil (N)	1-8	1	Beetle, Tiger (N)	1-6
2	Bandit (N-C)	1-8	2	Berserker (N)	1-6	2	Bugbear (C)	2-8
3	Beetle, Fire (N)	1-8	3	Cat, Mt. Lion (N)	1-4	3	Carrion Crawler (N)	1-3
4	Dwarf (L)	1-6	4	Elf (L/N)	1-4	4	Doppelganger (C)	1-6
5	Gnome (L)	1-8	5	Ghoul (C)	1-6	5	Driver Ant (N)	2-8
6	Goblin (C)	2-8	6	Gnoll (C)	1-6	6	*Gargoyle (C)	1-6
7	*Green Slime (N)	1	7	*Gray Ooze (N)	1	7	Gelatinous Cube (N)	1
8	Halfling (L)	3-18	8	Hobgoblin (C)	1-6	8	Harpy (C)	1-6
9	Killer Bee (N)	1-10	9	Lizard, Draco (N)	1-4	9	Living Statue, Crystal (N)	1-6
10	Kobold (C)	4-16	10	Lizard Man (N)	1-3	10	*Lycanthrope, Wererat (C)	1-8
11	Lizard, Gecko (N)	1-3	11	Neanderthal (N)	1-10	11	Medium (A)	1-4
12	Orc (C)	2-8	12	Noble (A)	2-12	12	Medusa (C)	1-3
13	Shrew, Giant (N)	1-10	13	Pixie (N)	2-8	13	NPC Party (A)	5-8
14	Skeleton (C)	3-12	14	Robber Fly (N)	1-6	14	*Ochre Jelly (N)	1
15	Snake, Cobra (N)	1-6	15	Rock Baboon (N)	2-12	15	Ogre (C)	1-6
16	Spider, Crab (N)	1-4	16	Snake, Pit Viper (N)	1-8	16	Shadow (C)	1-8
17	Sprite (N)	3-18	17	Spider, Black Widow (N)	1-3	17	Spider, Tarantella (N)	1-3
18	Stirge (N)	1-10	18	Troglobyte (C)	1-8	18	Thoul (C)	1-6
19	Trader (A)	1-8	19	Veteran (A)	2-8	19	White Ape (N)	1-6
20	Wolf (N)	2-12	20	Zombie (C)	2-8	20	*Wight (C)	1-6

"When the gale finally ended, we found ourselves approximately seven days normal sailing distance due south out of Specularum, in the Thanegioth Archipelago. We replenished our supplies, patched up the ship, and traded our remaining goods at native villages along the shores of several islands. Some villages were friendly, but others were hostile and the natives attacked on sight. I suspect the hostile villages were filled with cannibals.

"We skirted the coastlines of several islands, sailing south by west until we reached a small peninsula cut off from the main island by a massive stone wall. We were well received by the natives of Tanoroa, the small village that guards this wall. The villagers have no name for the large island other than the 'Isle of Dread'. Their own small peninsula is known simply as 'Home'.

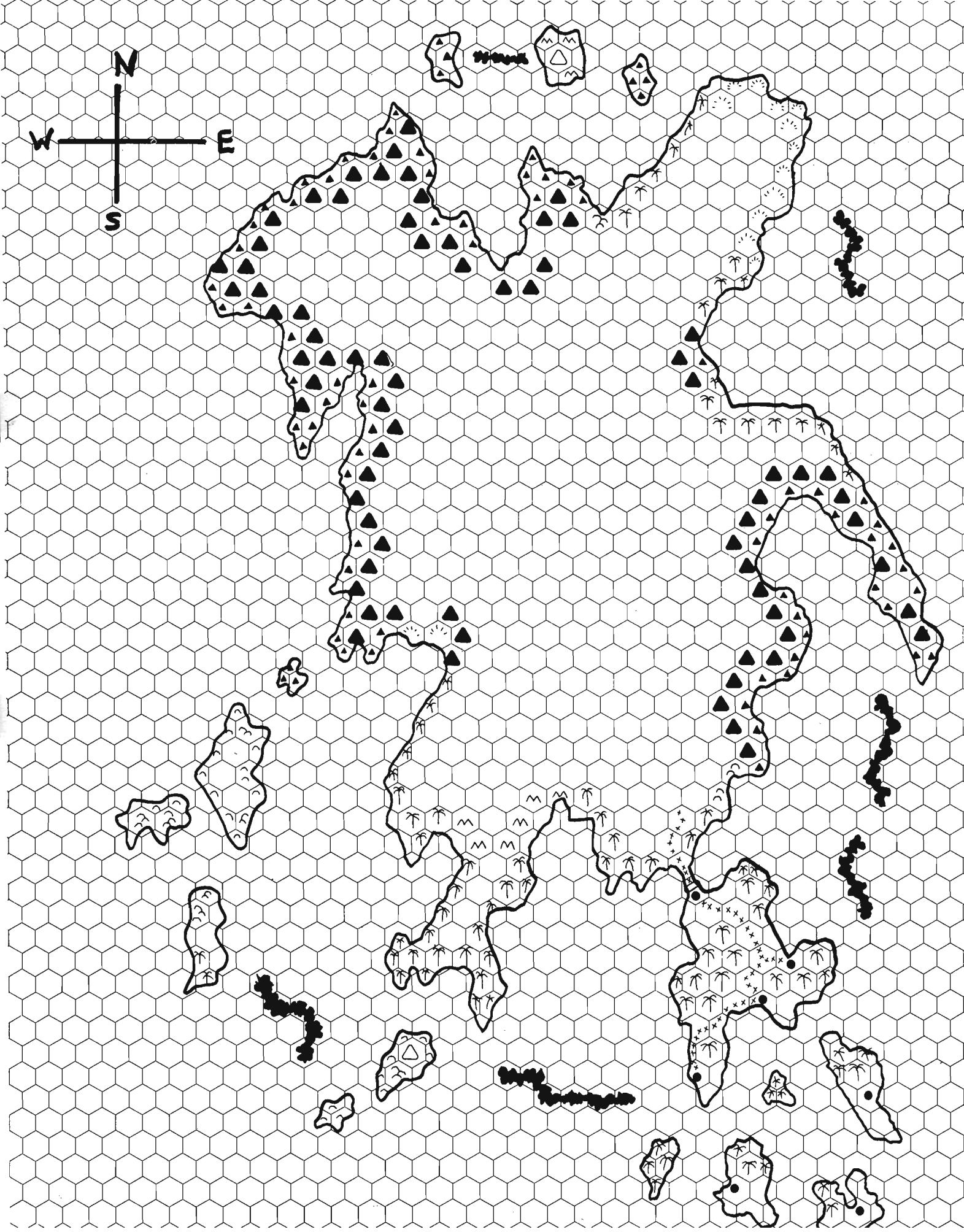
"The villagers told us a tale about an ancient city in the central highland of the isle that was built by the same people who built the wall. The villagers call the builders 'the gods', but I noticed that the names of the gods and the personal names of the clan ancestors were often the same, so I suspect that their ancestors and the builders were one and the same. I believe that the natives once possessed a much more advanced culture and that the descendants of the builders have returned to a more primitive state.

"The inland city is rumored to be filled with treasure beyond imagining. In particular, I heard persistent tales concerning a great black pearl of 'the gods' that still remains in the inland city. The island waters abound with excellent pearl beds, so the rumor of the black pearl may well be true.

"The village contains a number of huge life-like statues of iron, bronze, and stone. Since no villager currently has the skill or the craft to make such statues, the tale of a lost city built by the 'gods' seems reasonable. I would have liked to explore inland to verify the rumors, but too many crewmen died in the storm or by cannibal spears. Only five of us are left. I am the only professional adventurer, the others are only sailors. We can sail the small ship well enough but on land, in hostile territory, we would be helpless. Once back in Specularum I should be able to recruit a new crew and a party of professional adventurers, then I will return to claim the great black pearl.

"One thing I managed to do before leaving: we sailed around the island and made the best map we could. We were afraid to land, since village fishermen had warned us that it was extremely dangerous to land anywhere on the main island and the coasts were rocky with no beaches. As a result, the map only shows the coastal areas we could chart from the ship, but it is better than nothing."

Rory Barbarosay

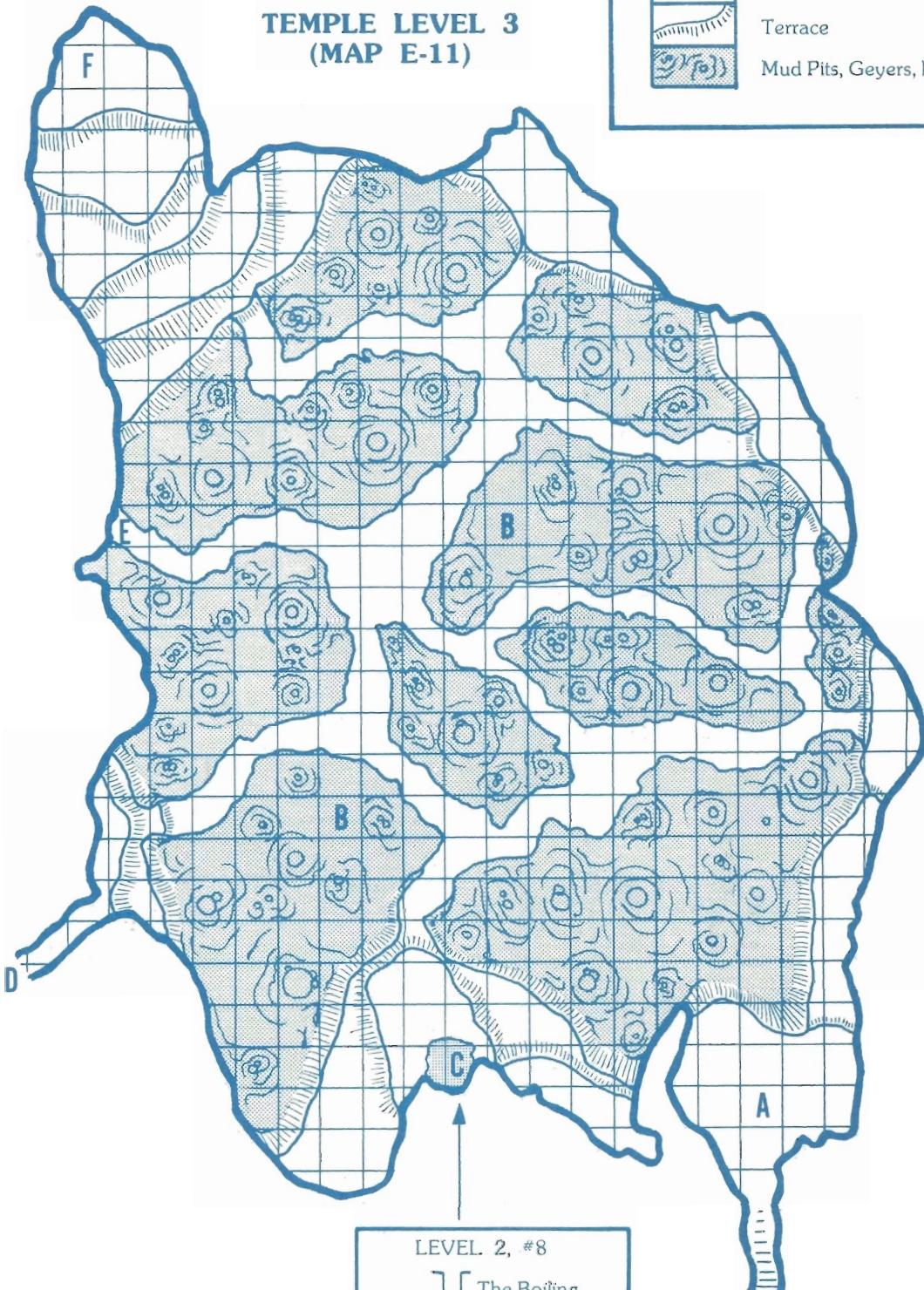


SCALE: ONE SQUARE = 10 FEET

**TABOO ISLAND
TEMPLE LEVEL 3
(MAP E-11)**



Stairs
Terrace
Mud Pits, Geyers, Hot Springs



LEVEL 2, #8

The Boiling
Well
(Side View)

LEVEL 3, C



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INDEX



PAGE I DUNGEONS & DRAGONS® BASIC SET DUNGEONS & DRAGONS® EXPERT SET

2 D&D® BASIC SET MODULES

D&D® BOOKLETS

D&D® EXPERT MODULES

D&D® BASIC & EXPERT PLAYING AIDS

3 ADVANCED D & D™ BOOKS

4 ADVANCED D&D™ PLAYING AIDS

5 ADVANCED D&D™ MODULES

6 BOXED FANTASY GAMES

7 BOXED GAMES

8 BOXED GAMES

**9 COLLECTORS EDITION
COLLECTORS EDITION SUPPLEMENTS**

10 FANTASY GAME PLAYING AIDS

11 DRAGON PUBLISHING

12 GENCON® CONVENTION

13 T-SHIRTS

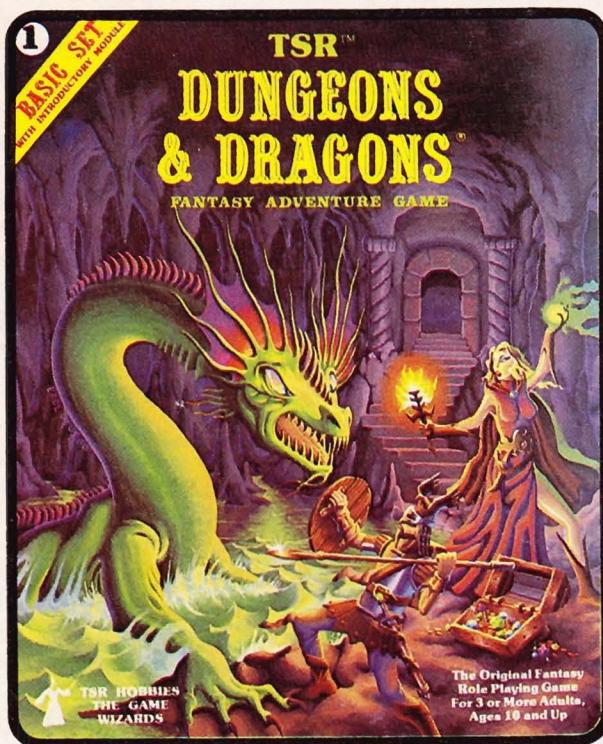
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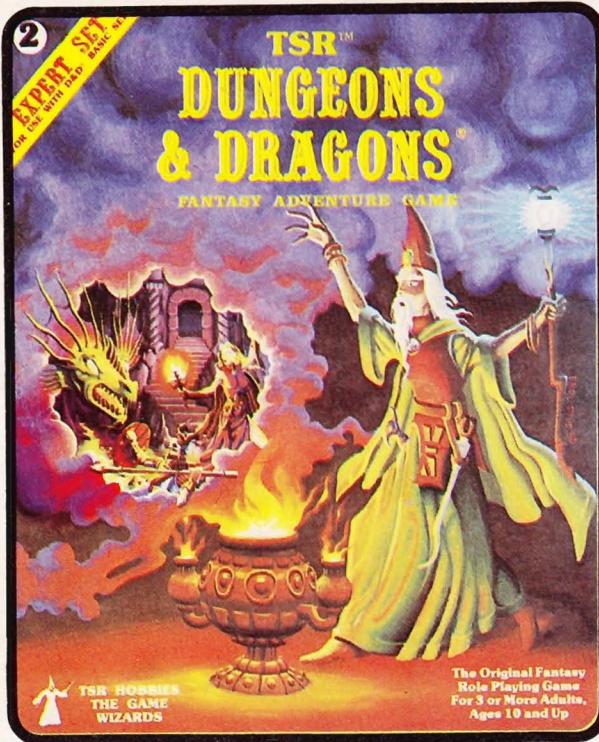


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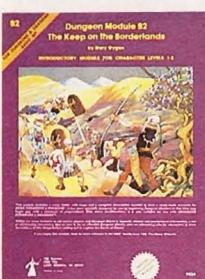
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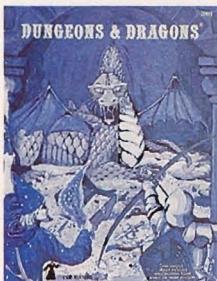
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D&D® EXPERT MODULES

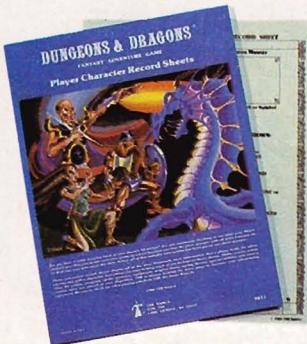
COMING
IN
1981

THE ISLE OF DREAD DUNGEON MODULE X1

9043

Included in the DUNGEONS & DRAGONS® Expert Set [and available separately, as well], module X1 provides a challenging higher level wilderness adventure for players and Dungeon Masters alike. Intrepid adventurers must find the center of a mystical isle and face its unknown guardians, pitting their own knowledge, abilities, and experience against unknown dangers.

D&D® BASIC & EXPERT PLAYING AIDS



DUNGEONS & DRAGONS® PLAYER CHARACTER RECORD SHEETS

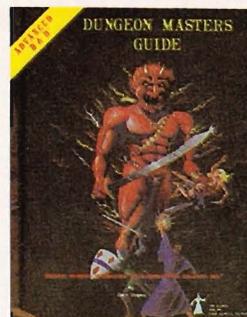
9037

Here is an easy-to-use booklet of character record sheets for players of the DUNGEONS & DRAGONS® Basic and Expert Sets. The sheets are perforated for easy removal, and each is drilled for notebook storage. All the character information needed during play is easily recorded and available for quick reference — a must for all those who actively play D&D® fantasy adventure games.

ADVANCED D&D™ BOOKS

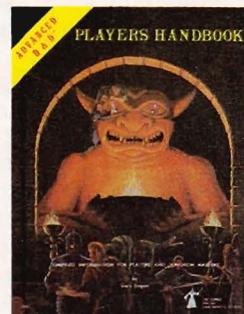
DUNGEON MASTERS GUIDE 2011

This 240 page hardbound book presents the Dungeon Master with complete and detailed information on how to run an ADVANCED DUNGEONS & DRAGONS™ fantasy game in dungeon and campaign form. It is a cornucopia of information on all the aspects of AD&D™ fantasy games, and includes combat tables, monster lists and encounters, treasure and magic item tables and descriptions, random dungeon generation, suggestions on game-mastering, a glossary of game terms, an index, and much, much more. Like all of TSR's hardbound books, this volume features a full color cover, illustrations throughout, and the most durable binding available. It is truly a landmark work on the art of fantasy gaming.



PLAYERS HANDBOOK 2010

No player of ADVANCED DUNGEONS & DRAGONS™ fantasy games should be without a copy of PLAYERS HANDBOOK, an integral part of the AD&D™ series. Here within 128 hardbound pages is a wealth of information on all aspects of the game, written for the use of the players. All the important information needed during play is outlined and explained, including the generation of characters, their classes and abilities, equipment and weapons costs, and a complete descriptive treatment of over 300 magic spells used in the game.



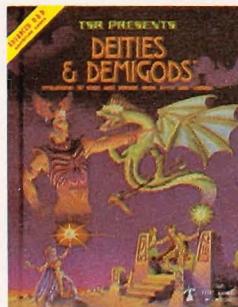
MONSTER MANUAL 2009

The hundreds of monsters which are a part of the world of ADVANCED DUNGEONS & DRAGONS™ fantasy games come to life within the 112 hardbound pages of the MONSTER MANUAL! Here within one alphabetical volume are over 300 creatures of every conceivable type — from aerial servants to zombies. Each is described in an individual narrative, which appears along with a full listing of game abilities. Most of the monsters are illustrated in addition, giving a visual representation to players and Dungeon Masters.



DEITIES & DEMIGODS™ CYCLOPEDIA 2013

The newest ADVANCED DUNGEONS & DRAGONS™ fantasy game hardbound volume is the DEITIES & DEMIGODS™ cyclopedia, burgeoning with details on the gods, heroes, and monsters of myth and legend. Over 15 different pantheons are presented to provide every Dungeon Master with game statistics and background information for use in all kinds of AD&D™ campaigns. The book lists such legendary figures as Zeus, Poseidon, Thor, and a host of lesser names — all ready to make an appearance in an AD&D™ fantasy game setting, with game statistics and an illustration accompanying each description.



ADVANCED D&D™ PLAYING AIDS



DUNGEON MASTERS SCREEN 9024

The highly useful DUNGEON MASTERS SCREEN is a set of durable card-stock folders which present both players and Dungeon Masters with the full assortment of commonly-used AD&D™ fantasy game charts and tables for quick reference during play. All the most important information is easily at hand, from combat tables to experience levels, and considerably more. With the DUNGEON MASTERS SCREEN, the gamemaster can shield his materials from the players and have the most important information at a glance. Less time paging through the books means less wear and tear on materials and more time to play — no wonder this is one of our most popular accessories!

ADVANCED DUNGEONS & DRAGONS™ PLAYER CHARACTER RECORD SHEETS 9028



Every AD&D™ fantasy game player has plenty of characters. This booklet is filled with blank perforated forms for every character type to allow easy reference and record-keeping.

ADVANCED DUNGEONS & DRAGONS™ PLAYER CHARACTER FOLDER AND ADVENTURE RECORDS 9029

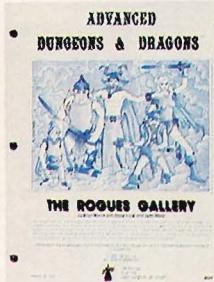
This product is actually two playing aids in one package — 16 record sheets for listing the details of a character's game adventures, and a permanent folder to record all the details of the character's life. Together they provide a total character information packet that no AD&D™ fantasy game aficionado will want to be without.

DUNGEON MASTERS LOG 9036

Effective Dungeon Mastering requires good organization, and that's where the DUNGEON MASTERS ADVENTURE LOG comes in handy. This three-hole drilled booklet contains a ready supply of standard sheets for recording the details of each group of players. Not only is this a quick reference aid during play, but a permanent record is then on hand for future reference. Additional information for Dungeon Masters is also given, including weapons and armor information and several additional charts.

ADVANCED DUNGEONS & DRAGONS™ NON-PLAYER CHARACTER RECORDS 9030

In any ADVANCED DUNGEONS & DRAGONS™ fantasy game campaign, non-player characters abound. Keeping all of them close at hand is easy with the AD&D™ NON-PLAYER CHARACTER RECORDS. This booklet, like the other playing aids, is three-hole drilled for easy storage, and the individual sheets can be used for all types of characters. Tens of thousands of Dungeon Masters can't be wrong . . .



THE ROGUES GALLERY 9031

THE ROGUES GALLERY is a 48-page booklet presenting hundreds of pre-rolled characters for use in AD&D™ fantasy games. All character class types are covered, with a large assortment of random listings which give all the necessary information on abilities and special characteristics of each. Other commonly encountered groups are included, such as bandits, caravans, dungeon parties, and the like. An additional bonus is a section of detailed character vignettes which show players and Dungeon Masters how characters can develop, and provide some interesting possibilities for cameo appearances.

ADVANCED D&D™ MODULES

BEGINNING MODULES THE VILLAGE OF HOMMLET DUNGEON MODULE T1 9026



Every TSR™ module is a ready-to-play adventure setting. This popular module for beginners features a village and nearby dungeon for exploration, with maps and descriptive information.

G SERIES G1-2-3 AGAINST THE GIANTS 9058

The G module presents a series of exciting adventures which can lead all the way through the D modules to Q1, if desired. The strongholds of hill, frost, and fire giants must be penetrated and ravaged to find clues to the greater mystery which threatens mankind.

D SERIES D1-2 DESCENT TO THE DEPTHES OF THE EARTH 9059

The D series stands alone, or as a sequel to the G module. Players probe the deep chambers of the earth to combat the evil Drow and the strange Kuo-Toa.

D3 VAULT OF THE DROW 9021

THE VAULT OF THE DROW brings the quest against evil to its very heart — the underground city where the dark elves coordinate their campaign against humanity.

Q SERIES DUNGEON MODULE Q1 QUEEN OF THE DEMONWEB PITS 9035



Q1 stands alone or as a sequel to the G and D modules. The campaign against evil reaches its conclusion in a strange place on another plane that demands the utmost in adventurers' skill and daring.

COMPETITION SERIES

C1 THE HIDDEN SHRINE OF TAMOACHAN 9032

An ancient temple is the locale for this challenging test of players' skill — the scenario which was the AD&D™ fantasy game tournament at Origins '79. Includes a special illustrated booklet for use during play.

C2 THE GHOST TOWER OF INVERNESS 9038

The stolen Soul Gem within haunted Inverness Castle is the objective in this official tournament module from Wintercon VII.

SPECIAL SERIES S1 TOMB OF HORRORS 9022

Here's one of TSR's best-selling — and most challenging — modules, a foray into a deadly wizard's crypt. Includes an 8-page illustration booklet.

S2 WHITE PLUME MOUNTAIN 9027

WHITE PLUME MOUNTAIN takes a party of intrepid adventurers inside an active volcano on a dangerous search for missing magic items.

S3 EXPEDITION TO THE BARRIER PEAKS 9033

TSR's most deluxe module brings adventurers face-to-face with science fantasy. Includes numerous maps and a 36-page illustration booklet, with color.

S4 DWELLERS OF THE FORBIDDEN CITY COMING IN 1981 9046

The dreaded Forbidden City is the setting for module S4, as adventurers try to prevent the Yuan-Ti from unleashing their hordes upon an unsuspecting world.

SLAVERS SERIES A1 SLAVE PITS OF THE UNDERCITY 9039

This module, the first in a series, starts a quest to end the evil actions of a ring of treacherous slave lords.

A2 SECRET OF THE SLAVERS STOCKADE 9040

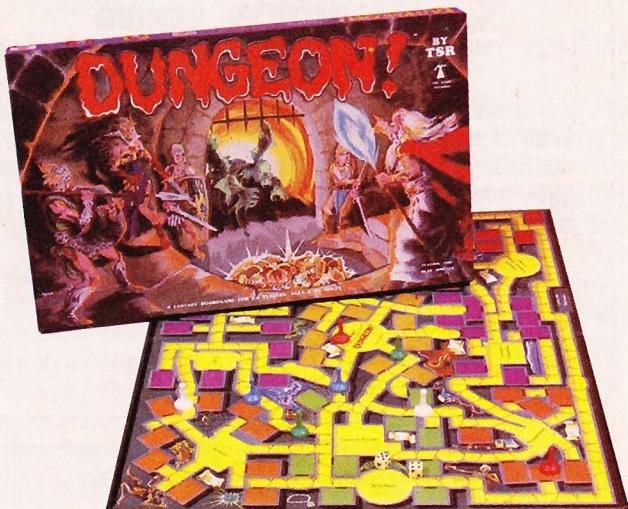
A3 ASSAULT ON THE AERIE OF THE SLAVELORDS 9041 COMING IN 1981

A4 THE DUNGEONS OF THE SLAVELORDS 9042

The A2, A3, and A4 adventures continue the quest which began with A1 and which together comprise the official AD&D™ fantasy game tournament from GenCon® XIII. The objective is to penetrate the citadel of the slave lords, solve the mystery of their actions, and put an end to their evil once and for all.

BOXED FANTASY GAMES

 TSR
The Game Wizards
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DUNGEON!™

ADVENTURE GAME

1010

TSR's best-selling family fantasy game now has a whole new look! A big, brand new box holds the mounted gameboard and a colorful assortment of monster and treasure cards. Dice, markers and playing pieces are also included, along with a rules folder that is easy to read and learn. This is truly a game for all ages (8 and up), as children and adults alike enjoy its fast action and subtle strategies. Playable by up to 8 players, or solitaire.



WARLOCKS & WARRIORS™

FANTASY GAME

1003

WARLOCKS & WARRIORSTM fantasy game is an action-packed introductory level fantasy game for two to six players, ages 8 and up. Each player opts to take the role of a warlock or warrior in order to successfully escort a rescued princess through a wilderness fraught with peril. Beware the dragon's lair and demon maze!



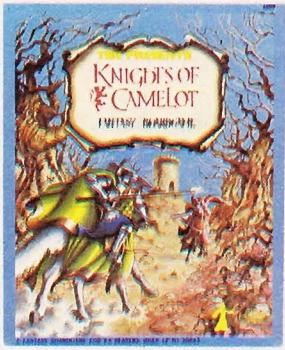
TM

FANTASY GAME

fate often intervenes at will. It all adds up to an exciting and unpredictable game where the outcome is ever in doubt. Includes full color map, over 250 counters, rulebook, cards, and dice.

1008

DIVINE RIGHT™ Fantasy Boardgame is a multi-player design that combines combat, diplomacy, and role playing. Each player attempts to build and hold together a fragile alliance long enough to defeat the others and win the game. But diplomatic treachery, powerful magic, and the fickleness of



KNIGHTS OF CAMELOT™

ADVENTURE GAME

1009

KNIGHTS OF CAMELOT™ Fantasy Boardgame is a multi-player design based on legendary Britain in the times of King Arthur. Player knights travel over land and sea to further the cause of virtue, chivalry, and courage — hoping to win the favor of King Arthur and a seat at his prestigious Round Table. Troublesome rivalries, unpredictable ladies, and dangerous monsters make the task a challenging but exciting one. Includes full color map, rulebook, cards, playing aid charts, and dice. For two to six players, ages 12 and up.

BOXED GAMES

TOP SECRET™

7006

ESPIONAGE
GAME

Set in the exciting modern world of espionage and intrigue, TOP SECRET™ Espionage Role Playing Game places players in the roles of individual agents, each seeking to further the aims of their "organization" while undertaking all sorts of dangerous missions. The risks are considerable, but the rewards can be great for those few who possess the necessary courage, skill, and resourcefulness. Contemporary real-life settings or the outlandish spy plots of movies and television provide plenty of action and excitement for every mission. The game comes with 64-page rulebook, introductory module and map folder, and set of percentile dice, all in a full color game box.



BOOT HILL™

7005

WILD
WEST
GAME

BOOT HILL™ Role Playing Game is TSR's popular game of the Wild West. Players become all sorts of legendary characters: lawmen, Indians, outlaws, bankers, or any other of the many possibilities. The action is fast and furious, with stagecoach robberies, cattle rustling, shoot-em-ups, and barroom brawls aplenty. Historical scenarios are also included for possible play, and a lengthy section gives game information for 100 of the most famous gunslingers of the Old West. Includes 36-page rulebook, campaign maps, and percentile dice.

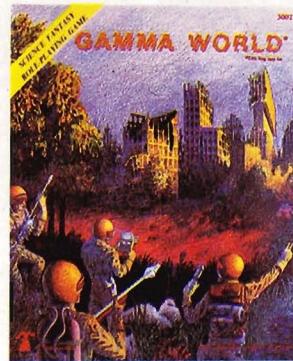


GAMMA WORLD™

SCIENCE FANTASY GAME

3002

The devastated Earth of the far future is the setting for the GAMMA WORLD™ Science Fantasy Role Playing Game. Players are thrust into a world gone mad, as barbaric societies and mutated plants and animals threaten survival at every turn. Using their own wits and unique abilities, players must try to explore this dangerous new world where mutational powers and fragmented technology contend for superiority. It is a fascinating journey that will excite and challenge every player. GAMMA WORLD™ Science Fantasy Game includes a 56-page rulebook, campaign map, and polyhedra dice.



Fight in the Skies™

7003

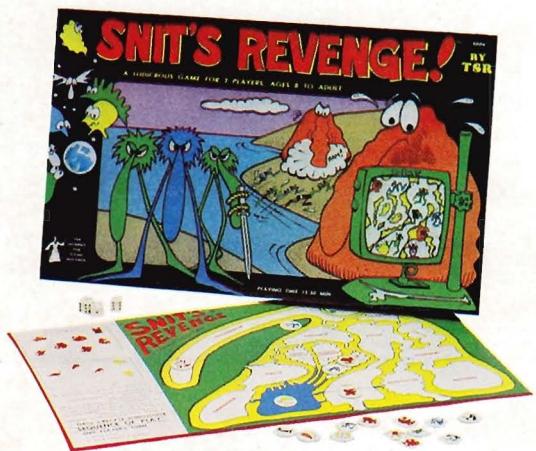
AERIAL
COMBAT
GAME

The FIGHT IN THE SKIES™ boardgame allows you to bring all the excitement of a World War I dogfight right into your living room. Players take the roles of individual pilots and fly in any one of the many famous aircraft of the First World War, matching their skills in aerial battles which can range from treetop height to thousands of feet above the ground. Almost any number — from two on up — can play, and unique provisions for random combat allow for an infinite number of possible game situations. Players take their pilots through the rigors of combat in an effort to survive and gain the "kills" which will earn them the title of Ace. Do you have what it takes to match wits with the Red Baron? Includes game map, rulebook, aircraft data, maneuver cards, playing aid charts, and dice.



BOXED GAMES

 TSR
The Game Wizards
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SNIT'S REVENGE!™

BOARDGAME
5006

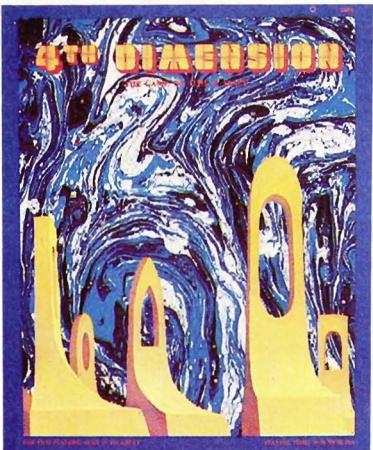
What a **crazy** idea! The SNITS REVENGE™ game is quite unlike any other you've ever played. It starts with its own cartoon, explaining the zany situation which leads to the game — the ongoing battle between the two-legged Snits and their arch-enemies, the Bolotomi. Since the Bolotomi love to smash Snits, the endangered creatures have found a way to fight back by invading the bodies of their bulbous adversaries in search of the elusive "spark of life". It's all more than a little preposterous, but subtle strategies make this more than just a simple game for kids [though they love it, too]. Includes mounted gameboard, laminated playing counters, rules folder, and dice.

THE AWFUL GREEN THINGS FROM OUTER SPACE™

BOARDGAME
5007



If you've ever watched "The Late Movie", you'll certainly identify with THE AWFUL GREEN THINGS FROM OUTER SPACE!™ game. This wacky spoof of science fiction films pits a desperate crew — with fire extinguishers, pool cues, and cans of space food — against the growing horde of mysterious Green Things which threaten to take over their spaceship. There's even a robot caught up in the excitement! It all adds up to a game which requires skill and strategy, providing challenging fun for players of all ages, 8 and up. The big colorful box includes a cartooned instruction booklet, laminated playing counters, dice, and a mounted spaceship gameboard.



4TH DIMENSION

5004

4TH DIMENSION is the exciting game of pure strategy from TSR. Originating in Britain [where it was a smash success], 4D is easier to learn than chess, but possesses the same complex strategies. A circular playing board provides a novel twist for the battles between Rangers, Guardians, and the all-important Time Lord. But the most unique feature is the ability to "Time Warp", taking a piece out of play and bringing it back later — up to two moves away. This game could well be a future classic! Includes gameboard, specially molded plastic pieces, and rules folder.

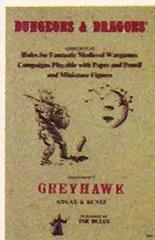
COLLECTORS EDITION

DUNGEONS & DRAGONS® COLLECTORS EDITION 2002

The three books comprising the Collectors Edition of DUNGEONS & DRAGONS® Fantasy Game Rules provide a complete set of rules for the D&D® player. Included in the trilogy are information on men and magic, invaluable material concerning monsters and treasures, and details necessary for the proper construction of underworld and wilderness adventures. The DUNGEONS & DRAGONS® Collectors Edition is specially suited to those players who prefer more freedom in the construction of their fantasy campaigns.



COLLECTORS EDITION SUPPLEMENTS

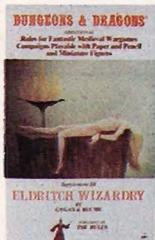


GREYHAWK 2003

GREYHAWK is an extremely useful supplement to the DUNGEONS & DRAGONS® Collectors Edition, expanding and detailing combat systems and monster descriptions for use with the game.

BLACKMOOR 2004

A follow-up to GREYHAWK, BLACKMOOR lists the monk and assassin character classes for D&D® fantasy games, and includes a sample dungeon, the Temple of the Frog.



ELDRITCH WIZARDRY 2005

Introducing the druid class, psionics, and super powerful magic relics, ELDRITCH WIZARDRY has long been one of the most popular supplements to D&D® fantasy games.

GODS, DEMIGODS & HEROES 2006

This DUNGEONS & DRAGONS® fantasy game playing aid lists the gods and heroes of the world's greatest mythologies. The Dungeon Master will find a full assortment of ten pantheons for use in campaigns.



SWORDS & SPELLS 2007

SWORDS & SPELLS is a set of rules for large scale fantasy miniatures battles compatible with D&D® fantasy games. The elements of melee, magic, morale, and monsters are all scaled for tabletop actions where fantasy armies clash.

CHAINMAIL 6002

CHAINMAIL, with its fantasy supplement, is the forerunner of D&D® fantasy games and all such games on the market today. This popular booklet outlines rules for tabletop medieval warfare with miniatures, harkening back to the days of knights in armor.



FANTASY GAME PLAYING AIDS



WORLD OF GREYHAWK™ FANTASY WORLD SETTING **9025**

All of the modules and playing aids for AD&D™ fantasy games take on new meaning when they come to life as a part of THE WORLD OF GREYHAWK™ Fantasy World Setting. Now players and DM's can visualize the geographic locations of their adventures on two large, colorful maps. The 32-page booklet of background history and geographical information together with the gigantic maps create a complete fantasy world in which to base an endless variety of AD&D™ fantasy game campaigns.

DRAGON DICE™ AIDS **8004-8005**

Random number generation of any kind becomes easy with DRAGON DICE™ aids, TSR's new sets of dice for all sorts of gaming! The polyhedra set [8005] is a collection of six different multi-sided dice most commonly used in role playing games like AD&D™ fantasy games, and the percentile set [8004] is a pair of ten-sided dice for many game applications. Both sets feature high impact durability and a special miniature storage and carrying case.

MONSTER & TREASURE BOOK **9047**

The MONSTER & TREASURE BOOK puts 900 monsters and 900 treasures for D&D® fantasy games into an easy-to-use format for Dungeon Masters. Nine dungeon levels are given, with appropriate listings for each. Dungeon stocking and random encounters were never so simple, for beginners or veteran players alike

DUNGEON GEOMORPHS **9048**

Entire dungeons can be created in minutes with DUNGEON GEOMORPHS! Dozens of ready-to-use map sections can be cut out and placed together in millions of possible combinations to construct an instant underworld for fantasy adventure.

HEX BOOKS **8007**

TSR's hex book is a useful accessory for all kinds of gaming, and especially for Dungeon Masters. Approximately 60 sheets of quarter-inch hexes allow plenty of room for mapping during play and the construction of fantasy worlds.

FUTURE RELEASES:

Modules . . .

MAD MESA — BOOT HILL™ Module BH1
RAPIDSTRIKE — TOP SECRET™ Module 002
LEGION OF GOLD — GAMMA WORLD™ Module GW1

Minigames . . .

SAGA: THE AGE OF HEROES™ minigame
GALACTIC ARENA™ minigame
THEY'VE INVADED PLEASANTVILLE™ minigame
A minigame based on the legend of Count Dracula

COMING
IN
1981

TRY THE GAME. THEN, TRY DRAGON™ MAGAZINE.

If you like games, chances are you'll enjoy **Dragon™** magazine, a special publication about a special brand of games.

TSR Hobbies, Inc. pioneered the field of adventure gaming, abandoning the constraints of the traditional board game with **Dungeons & Dragons®** and **Advanced Dungeons & Dragons™** fantasy adventure games. Newcomers to adventure and role-playing games quickly discover what veteran gaming enthusiasts already know: The scope and excitement of adventure games are bound only by the imaginations of the participants. And each issue of **Dragon™** magazine is designed to help gamers journey wherever their fantasies roam.



Dragon™ magazine is the monthly adventure role-playing aid. More than a magazine, each **Dragon™** issue is a tool to enhance your enjoyment of the games made by TSR Hobbies and other major companies. Besides showing you what's new, the 80-plus pages in each issue are timeless as well as timely: Extensive listings of conventions, clubs and referees from all over the world, to help you find others who enjoy the same games you do; new suggestions for characters, settings and rule variants to individualize your game; a wide variety of advertisements for games and gaming accessories [and honest reviews to help you get your money's worth]; "Sage Advice" answering rules questions posed by readers; background reports . . . humor . . . cartoons . . . opinions . . . fiction . . . AND, a complete module or game in every issue. [**The Awful Green Things From Outer Space™** game and **Snit's Revenge™** game both made their debuts in the pages of **Dragon™** magazine].

Fantasy games, war games, science-fiction games, computer games, miniatures — all facets of the hobby of gaming are covered, in the largest professional gaming publication.

Send subscription inquiries to Dragon Publishing, P.O. Box 110, Lake Geneva, WI 53147. We'll also be happy to send you information on our other products: **Dragon™ Tales**, an original anthology of heroic fantasy fiction and art; **Days of the Dragon™** calendars; **Best of the Dragon™** collection of articles from early, hard-to-find **Dragon™** issues; and **The Wargamer** and **White Dwarf**, British gaming magazines which are distributed to retail outlets in North America by Dragon Publishing.

Dragon Publishing products are also available at many hobby, book, toy, and department stores.

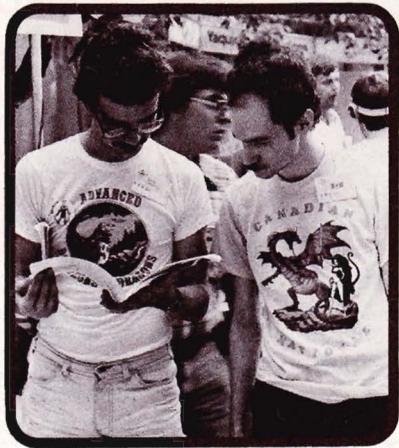
GENCON® CONVENTION



AMERICA'S PREMIER GAME CONVENTION GENCON® GAME FAIR

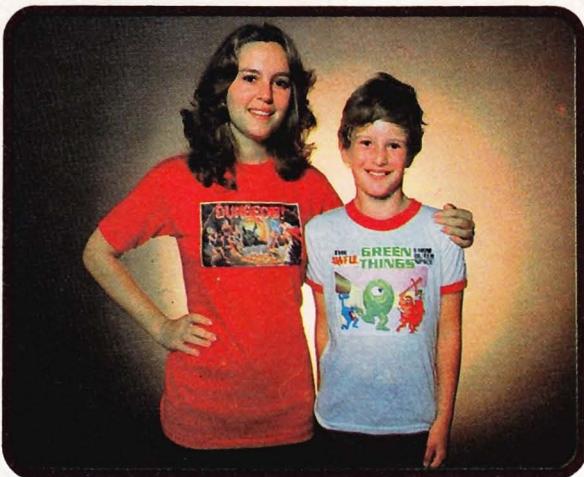
TSR
The Game Wizards
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TSR Hobbies is proud to sponsor the GENCON® Game Fair, America's premier national gaming convention. Every August, thousands of enthusiasts from all across the country come to partake in a broad spectrum of gaming activities: historical simulations, fantasy and science fiction games of all types, traditional boardgames, and [of course] D&D® and AD&D™ fantasy games. There are four days of movies, demonstrations, tournaments, seminars, and manufacturer's exhibits. No one goes home disappointed — there's plenty happening every year, just as there has been since 1968.



The GENCON® Annual Gaming and Trade Show is an extravaganza with a myriad of activities for all ages and interests. Whatever is stimulating, new, interesting, and innovative will be seen at the GENCON® show, and every year's convention is planned to be bigger and better than the last. If you're a gamer or hobby dealer, you shouldn't be missing the fun! For individual or dealer information, contact: GENCON® INFO, POB 756, Lake Geneva, WI 53147 [phone 414-248-8050].

All of the GENCON® convention's gaming fun is not located in the Midwest alone! TSR helps other regional organizations sponsor gaming conventions under the GENCON® convention banner — like the GENCON® SOUTH show [held each February in Jacksonville, Florida] and the GENCON® EAST convention [held in July in Cherry Hill, New Jersey]. Individuals interested in attending these events — or clubs with convention experience interested in co-sponsoring them — should write for information to the address above.



WHAT'S YOUR GAME?

Show your colors with official TSR™ T-shirts! Each one is a 50/50 blend of cotton and polyester fibers, featuring a full color reproduction of one of TSR's popular game or book covers. The shirts come in an assortment of colors and sizes, including two designs for kids. These shirts are **not** available in stores — only from the direct mail address on the back of this page. Start your own collection now!



ADULT
S-M-L-XL



CHILD
S-M-L



ADULT
S-M-L-XL



ADULT
S-M-L-XL



ADULT
S-M-L-XL



ADULT
S-M-L-XL



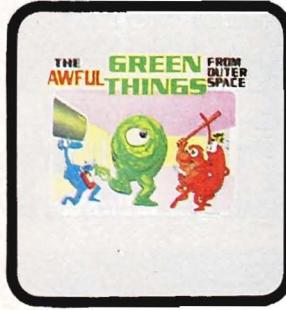
ADULT
S-M-L-XL



ADULT
S-M-L-XL



ADULT
S-M-L-XL



CHILD
S-M-L



ADULT
S-M-L-XL



CHILD S-M-L ADULT S-M-L-XL

T-SHIRT ORDER FORM



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DUNGEONS & DRAGONS® Basic Set design

Qty.	Size	Color	Part No.
	Child Small	Lt. Blue	8838822201
	Child Medium	Lt. Blue	8838822202
	Child Large	Lt. Blue	8838822203
	Adult Small	Red	8838822173
	Adult Medium	Red	8838822174
	Adult Large	Red	8838822175
	Adult X-large	Red	8838822176

DEITIES & DEMIGODS™ design

Qty.	Size	Color	Part No.
	Adult Small	Navy	8839322181
	Adult Medium	Navy	8839322182
	Adult Large	Navy	8839322183
	Adult X-large	Navy	8839322184

AD&D™ DUNGEON MASTERS GUIDE design

Qty.	Size	Color	Part No.
	Adult Small	Yellow	8839222189
	Adult Medium	Yellow	8839222190
	Adult Large	Yellow	8839222191
	Adult X-large	Yellow	8839222192

AD&D™ PLAYERS HANDBOOK design

Qty.	Size	Color	Part No.
	Adult Small	Black	8839122213
	Adult Medium	Black	8839122214
	Adult Large	Black	8839122215
	Adult X-large	Black	8839122216

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Box 424
Butler, WI 53007

DUNGEON!™ design

Qty.	Size	Color	Part No.
	Adult Small	Red	8838922173
	Adult Medium	Red	8838922174
	Adult Large	Red	8838922175
	Adult X-large	Red	8838922176

DIVINE RIGHT™ design

Qty.	Size	Color	Part No.
	Adult Small	Navy	8839022181
	Adult Medium	Navy	8839022182
	Adult Large	Navy	8839022183
	Adult X-large	Navy	8839022184

TOP SECRET™ design

Qty.	Size	Color	Part No.
	Adult Small	Black	8839722213
	Adult Medium	Black	8839722214
	Adult Large	Black	8839722215
	Adult X-large	Black	8839722216

AWFUL GREEN THINGS™ design

Qty.	Size	Color	Part No.
	Child Small	White	8839522481
	Child Medium	White	8839522482
	Child Large	White	8839522483
	Adult Small	Tan	8839522221
	Adult Medium	Tan	8839522222
	Adult Large	Tan	8839522223
	Adult X-large	Tan	8839522224

FIGHT IN THE SKIES™ design

Qty.	Size	Color	Part No.
	Adult Small	Lt. Blue	8839622205
	Adult Medium	Lt. Blue	8839622206
	Adult Large	Lt. Blue	8839622207
	Adult X-large	Lt. Blue	8839622208

SNITS REVENGE™ design

Qty.	Size	Color	Part No.
	Child Small	Lt. Blue	8839422201
	Child Medium	Lt. Blue	8839422202
	Child Large	Lt. Blue	8839422203
	Adult Small	Lt. Blue	8839422205
	Adult Medium	Lt. Blue	8839422206
	Adult Large	Lt. Blue	8839422207
	Adult X-large	Lt. Blue	8839422208

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NAME OF THIS TSR GAME: (PLEASE PRINT) _____

FIRST NAME _____ LAST NAME _____

STREET _____

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1. PLEASE CHECK: a Male or b Female c Single or d Married

2. YOUR AGE GROUP: a 10 or under b 11-14 c 15-18 d 19-22 e 23-29 f 30-34 g 35-40 h over 40

3. YEARS OF EDUCATION: a 0-8 b 9-12 c 13-14 d 15-16 e 17+

4. IS THIS YOUR FIRST TSR PRODUCT? a Yes b No

5. DID YOU RECEIVE THIS PRODUCT AS A GIFT? a Yes b No

6. WHO MADE THE PURCHASE OF THIS PRODUCT? a I b Mother c Father d Other _____

7. WHERE WAS THIS PRODUCT PURCHASED? a Hobby Shop b Book Store c Toy Store d Department Store
e Discount Store f Mail Order g Other _____

8. WHAT PROMPTED THE PURCHASE OF THIS PRODUCT? (Check as many as apply) a Friend's recommendation

b Played it before c Saw on display in store d Manufacturer's Name e Store clerk's recommendation
f TV advertising g Magazine advertising h Price i Magazine/Newspaper articles j Packaging

9. DID YOU SEE A TV COMMERCIAL FOR THIS PRODUCT? a Yes b No

10. DID YOU SEE A MAGAZINE AD FOR THIS PRODUCT? a Yes b No

11. WHAT TYPES OF TV SHOWS DO YOU MOST ENJOY (Check as many as apply)

a Situation Comedy b Science Fiction c Police/Detective d Feature Film e Sports Events f Adventure/Fantasy
g Suspense/Mystery h Western Drama i Cartoons j News/Human Events k Other _____

12. WHAT TYPES OF MAGAZINES DO YOU READ MOST? (Check as many as apply)

a Hobbies and Craft b Science Fiction c Humor d Gaming e Comic Book f Leisure g Sports
h General News & Business i Science j Other _____

13. HOW WOULD YOU RATE THE FOLLOWING?

	Excellent	Adequate	Poor
Quality of the components used in game	a <input type="checkbox"/>	f <input type="checkbox"/>	k <input type="checkbox"/>
Attractiveness of the game box	b <input type="checkbox"/>	g <input type="checkbox"/>	l <input type="checkbox"/>
Clarity of the game rules	c <input type="checkbox"/>	h <input type="checkbox"/>	m <input type="checkbox"/>
Length of the game rules	d <input type="checkbox"/>	i <input type="checkbox"/>	n <input type="checkbox"/>
Overall quality of the game	e <input type="checkbox"/>	j <input type="checkbox"/>	o <input type="checkbox"/>

14. WHAT OTHER TSR PRODUCTS DO YOU OWN?

a DUNGEON!® Fantasy Board Game f GAMMA WORLD™ Science Fantasy Game
b DUNGEONS & DRAGONS® Basic Set g TOP SECRET™ Espionage Game
c DUNGEONS & DRAGONS® Expert Set h BOOT HILL™ Wild West Adventure Game
d ADVANCED DUNGEONS & DRAGONS® products i DRAGON™ Adventure Gaming Magazine
e MODULE(S) j PLAYING AIDS/ACCESSORIES
k Minigames

15. WOULD YOU LIKE TO READ DRAGON™ MAGAZINE ABOUT DUNGEONS & DRAGONS® GAMES AND OTHER ADVENTURES? a Yes, please send information b I already subscribe c No

16. WOULD YOU LIKE TO BELONG TO THE ROLE PLAYING GAME ASSOCIATION (RPGA™)?

a Yes, please send information b I already belong c No

17. WOULD YOU ATTEND A GEN CON® NATIONAL GAMING CONVENTION IN ANY OF THE FOLLOWING AREAS? (Check as many as apply) a Wisconsin b Florida c California d East Coast e Texas f Canada

18. MAY WE SEND YOU FURTHER INFORMATION FORMS SO THAT WE CAN BE BETTER INFORMED OF YOUR INTERESTS, AND OF YOUR OPINIONS OF FUTURE TSR PRODUCTS? a Yes b No





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- D&D® games _____
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- BOOT HILL™ games _____
- TOP SECRET ® games _____
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- DAWN PATROL™ games _____
- OTHER _____

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