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DUNGEONS & DRAGONS®

FANTASY ADVENTURE GAME BASIC RULEBOOK



By Gary Gygax and Dave Arneson

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Previous edition edited by J. Eric Holmes
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FOREWORD

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

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

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

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

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

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

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

Tom Moldvay
3 December 1980

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

PART 1: INTRODUCTION

What The D&D® Game Is All About

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

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

How To Use This Book

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Definitions of Standard D&D® Terms

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

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

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

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

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

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

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

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

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

Use of the Word "Level"

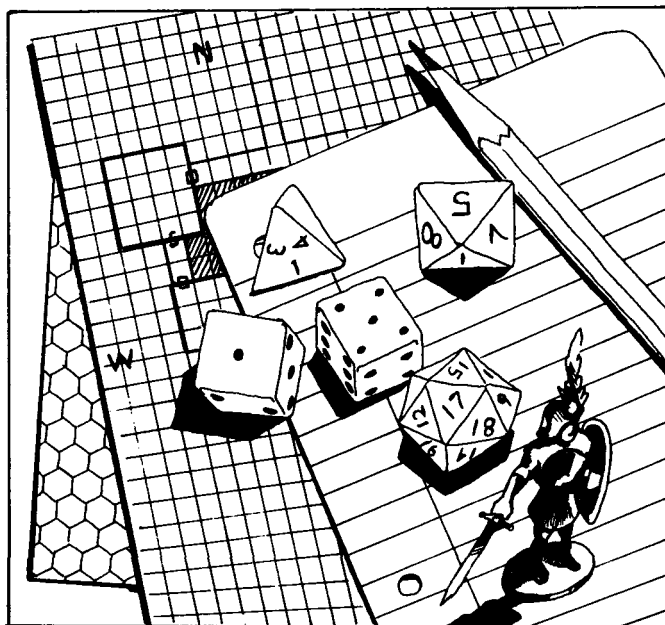
EXPERIENCE: The word "level" has several different meanings in D&D® Adventure Game. A "level of experience" is a general term meaning an amount of experience points. When a character earns a given amount of experience points (XP), that character gains one level of experience. **All player characters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

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

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

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

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



How To Use the Dice

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

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

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

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

How To "Win":

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

PART 2: PLAYER CHARACTER INFORMATION

How To Create A Player Character

1. On a blank sheet of paper, write down the names of the six player character abilities: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma (in that order). If a **Dungeons & Dragons Character Record Sheet** is being used, the six names will already be printed on the sheet. It may be useful to glance at the example character record sheet hereafter (page B14) to see the form that such a sheet takes.
2. Roll 3d6 (for a result of 3-18) for each ability and put the result in pencil next to the name of the ability.
3. Read the sections on **Character Abilities** (page B6) and **Character Classes** (pages B9-10), and choose a class which best suits your character.
4. Write down any special abilities your character possesses because of the class, for future reference (keeping in mind that your character is 1st level). Magic-users and elves should choose one spell, consulting the section on **Magic-user and Elf Spells** (pages B16-17).
5. Read the section on **Ability Score Adjustments** (page B6), and then adjust your character's ability scores, if so desired.
6. Consult the table of **Bonuses and Penalties** (page B7) and make a note of the results next to exceptional ability scores.
7. Set aside a section of the paper for **Experience Points** or **XP**. As a new character, mark down "0" for the number of starting XP. For future reference, make a note of the number of XP needed to advance to second level.

NAME: BORG CLASS: FIGHTER

STR 17 HIT POINTS: 6

INT 8

WIS 10 ARMOR CLASS: 3

DEX 7

CON 15 ALIGNMENT: LAWFUL

CHR 6

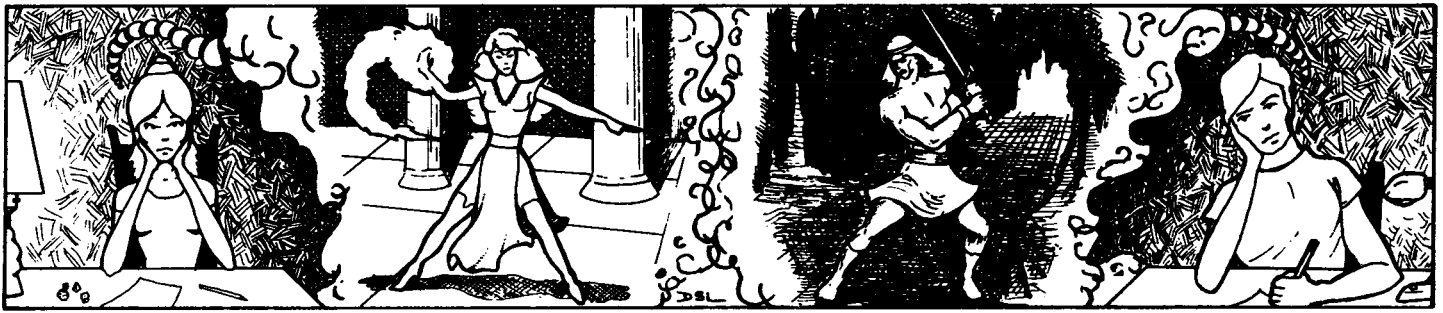
LEVEL: 1 X. POINTS: 0 MONEY: 10 GP's
(NEED 2000)

SAVING THROWS	ATTACK ROLLS
POISON	12 AC 0: 17
MAGIC WAND	13 AC 1: 16
PARALYSIS	14 AC 2: 15
DRAGON BREATH	15 AC 3: 14
SPELLS	16 AC 4: 13
	AC 5: 12
EQUIPMENT	AC 6: 11
1 LONG SWORD	AC 7: 10
2 DAGGERS	AC 8: 9
1 SHIELD	
1 SHORT BOW	
20 ARROWS	
50' ROPE	
1 BACKPACK	

8. Determine the number of **hit points** your character has by rolling the appropriate type of hit die (as mentioned in the class description). Record the number in a special area marked **hit points** or **hp**.
9. Read the section on **Character Alignment** (page B11) and choose an alignment for your character. Record the alignment next to your character's name.
10. Roll 3d6 and multiply the result by 10. This new number is the total amount of money or gold pieces (abbreviated **gp**) your character starts with and can spend on equipment for adventures. Record this amount in a section marked **Money** or **gp**.
11. Consult the table of **Costs of Equipment and Weapons** (page B12) and "buy" whatever equipment your character desires, within the limits of his or her starting amount of gp and class restrictions (for example, magic-users may not wear armor). Write down the equipment you have purchased on the back of the paper.
12. Now that you know what type of armor your character will be wearing, check the **Armor Class** table (page B12), and write down the number of your character's Armor Class in a section marked **Armor Class** or **AC**.
13. Find the **Character Attacks** table (page B27) and record the scores your character needs to hit the various armor classes when in battle. Check the **Saving Throws** table (page B26) and write down the various scores that your character may need to roll as saving throws during an adventure. Part 4 of this booklet (**The Encounter**) contains an explanation of these numbers and how they are used.
14. If you have not already done so, name your character. If any problems have come up while creating your character, double-check with the example of character creation on page B13.

Summary:

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



Character Abilities

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

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

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

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

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

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

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

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

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

Ability Score Adjustments

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

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

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

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

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

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

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

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

Hit Points and Hit Dice

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

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

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

Bonuses and Penalties Due to Abilities

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

Prime Requisite:

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

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

Strength:

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

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

Intelligence:

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

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

Wisdom:

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

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

Dexterity:

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

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

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

Constitution:

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

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

Charisma:

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

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

Character Class Tables

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

CLERICS

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

Clerics vs. Undead

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

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

DWARVES

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

ELVES

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

FIGHTERS

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

HALFLINGS

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

MAGIC-USERS

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

THIEVES

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

Thieves' Abilities

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

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

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

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

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

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

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

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

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

Character Classes

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

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

CLERICS

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

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

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

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

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

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

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

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

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

DWARVES

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

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

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

ELVES

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

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

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

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

CHARACTERS

D&D: BASIC

FIGHTERS

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

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

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

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

HALFLINGS

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

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

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



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

MAGIC-USERS

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

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

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

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

THIEVES

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

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

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

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

Character Alignment

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

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

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

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

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

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

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

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

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

Example of Alignment Behavior

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

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

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

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



Alignment Languages

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

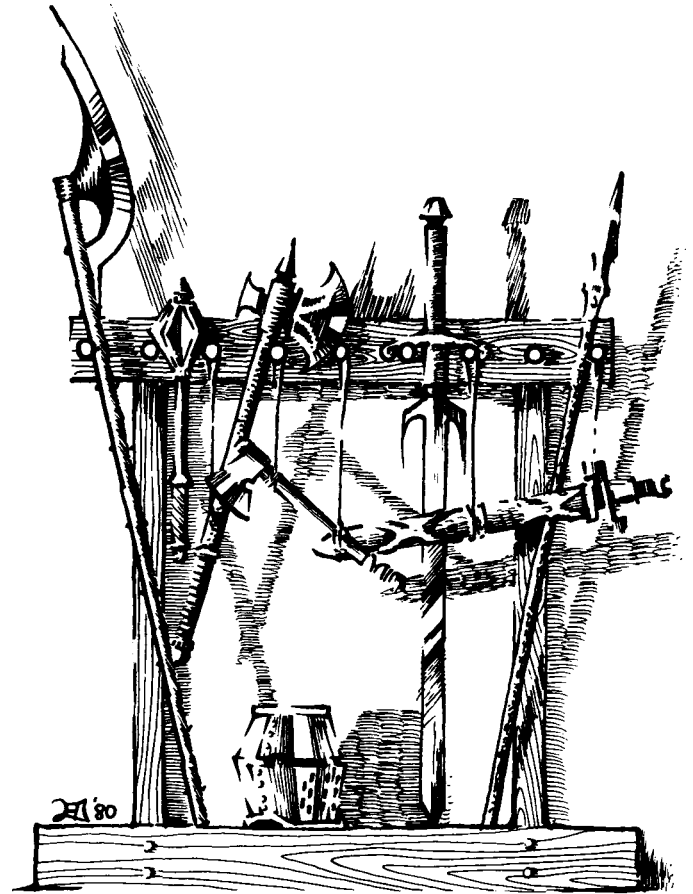
Note that playing an alignment does not mean a character must do stupid things. A character should always act as intelligently as the Intelligence score shows, unless there is a reason to act otherwise (such as a magical curse).

Cost of Weapons and Equipment

WEAPONS

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

* these weapons may be used by a cleric.



ARMOR

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

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

ARMOR CLASSES

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

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

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

EQUIPMENT

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

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

Languages

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

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

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

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

Inheritance

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

"Hopeless Characters"

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

EXAMPLE OF CREATING A PLAYER CHARACTER

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


DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

Player's Name _____ Dungeon Master _____

Character's Name MORGAN IRONWOLF Alignment LAWFUL

Class FIGHTER Level 1st

Armor Class 3 Hit Points 6

Character Sketch or Symbol 

SAVING THROWS:

16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
STRENGTH	INTELLIGENCE	WISDOM	DEXTERITY	CONSTITUTION	CHARISMA	POISON or DEATH RAY	MAGIC WAND	TURN TO STONE or PARALYSIS	DRAGON BREATH	SPELLS or MAGIC STAFF						
+16	7	+9	13	14	8											
adjustment	adjustment	adjustment	+1 MISSILE & INITIATIVE adjustment	+1/HD adjustment	-1 REACTION adjustment											

ABILITIES:

SPECIAL ABILITIES NONE

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

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

PART 3: SPELLS

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

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

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

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

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

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

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

CLERICAL SPELLS

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

First Level Clerical Spells

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

FIRST LEVEL CLERICAL SPELLS

Cure Light Wounds*

Range: 0

Duration: permanent

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

Detect Evil

Range: 120'

Duration: 6 turns

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

Detect Magic

Range: 60'

Duration: 2 turns

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

Light*

Range: 120'

Duration: 12 turns

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

Protection from Evil

Range: 0 (caster only)

Duration: 12 turns

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

Purify Food and Water

Range: 10'

Duration: indefinite

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

SPELLS

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Remove Fear*

Range: 0
Duration: 2 turns

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

Resist Cold

Range: 30'
Duration: 6 turns

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

MAGIC-USER AND ELF SPELLS

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

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

First Level Magic-user and Elf Spells

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

Second Level Magic-user and Elf Spells

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

FIRST LEVEL MAGIC-USER AND ELF SPELLS

Charm Person

Range: 120'
Duration: See below

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

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

Detect Magic

Range: 60'
Duration: 2 turns

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

Floating Disc

Range: 6'
Duration: 6 turns

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

Hold Portal

Range: 10'
Duration: 2-12 turns

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

Light

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

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

Magic Missile

Range: 150'
Duration: 1 turn

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

Protection from Evil

Range: 0 (caster only)
Duration: 6 turns

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

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Read Languages

Range: 0 (caster only)
Duration: 2 turns

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

Read Magic

Range: 0
Duration: 1 turn

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

Shield

Range: 0 (caster only)
Duration: 2 turns

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

Sleep

Range: 240'
Duration: 4-16 turns

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

Ventriloquism

Range: 60'
Duration: 2 turns

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

SECOND LEVEL MAGIC-USER AND ELF SPELLS

Continual Light

Range: 120'
Duration: permanent

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

Detect Evil

Range: 60'
Duration: 2 turns

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

ESP

Range: 60'
Duration: 12 turns

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

SPELLS

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

Invisibility

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

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

Knock

Range: 60'
Duration: 1 round

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

Levitate

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

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

Locate Object

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

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

Mirror Image

Range: 0 (caster only)
Duration: 6 turns

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

Phantasmal Force

Range: 240'
Duration: concentration

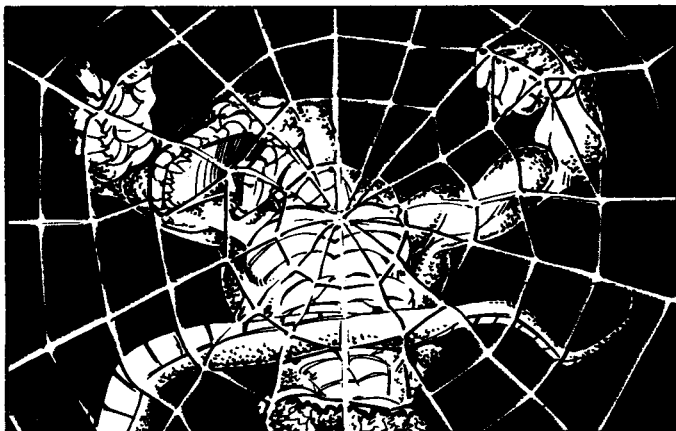
This spell creates or changes appearances within the area of the spell effect: up to a 20' x 20' x 20' cube. The caster should create an illusion of something he or she has seen. If not, the DM should give a bonus to saving throws against this spell's attacks. If the caster does not use the spell to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

SPELLS

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

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



Web Range: 10'
Duration: 48 turns

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

Wizard Lock Range: 10'
Duration: permanent

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

HIGHER LEVEL CLERIC AND MAGIC-USER SPELLS

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

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

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

CLERICS

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

MAGIC-USERS/ELVES

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

Second Level Cleric Spells Third Level Magic-user Spells

- | | |
|-----------------------|-----------------|
| 1. Bless* | 1. Dispel Magic |
| 2. Hold Person | 2. Fire Ball |
| 3. Silence 15' radius | 3. Fly |

EXPLANATION OF CLERICAL SPELLS

Bless* Range: 60'
Duration: 6 turns

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

Hold Person Range: 180'
Duration: 9 turns

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

Silence 15' Radius Range: 180'
Duration: 12 turns

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

EXPLANATION OF MAGIC-USER SPELLS

Dispel Magic Range: 120'
Duration: permanent

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

Fire Ball Range: 240'
Duration: instantaneous

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

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

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

PART 4: THE ADVENTURE

Beginning the Adventure

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

Party Size and Composition

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

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

Organizing a Party

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

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

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

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

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

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

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

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

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

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

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



Encumbrance (Optional)

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

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

Character Movement

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

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

Weights and Movement

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

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

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

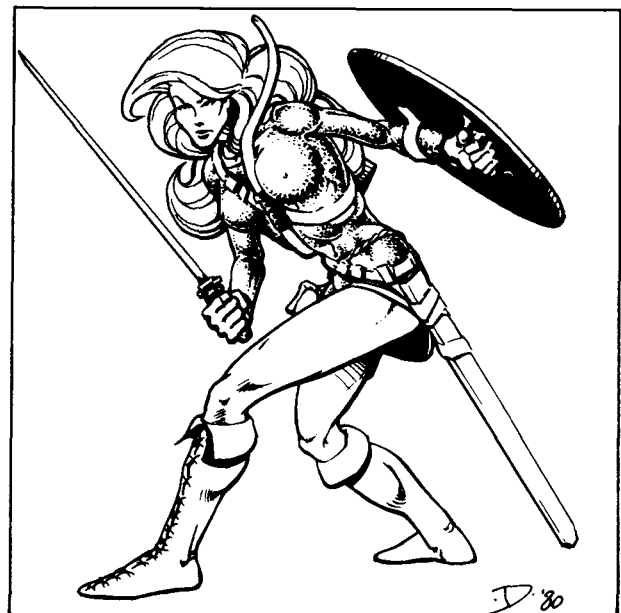
Encumbrance Table

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

EXAMPLE OF ENCUMBRANCE (Morgan Ironwolf)

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

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



Light

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

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

Doors

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

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

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

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

Retainers

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

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

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

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

Retainer Reactions

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

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

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

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

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

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

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

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

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

Traps

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

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

Wandering Monsters

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

GIVING EXPERIENCE POINTS

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

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

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

EXPERIENCE POINTS FOR MONSTERS

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

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

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

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

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

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

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

PART 5: THE ENCOUNTER

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

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

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

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

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

Order of Events in One Game Turn

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

ENCOUNTERS

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

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

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

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

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

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

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

Monster Reactions

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

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

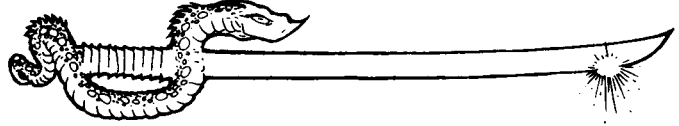
RUNNING: Running characters may move at up to three times their normal movement rate (per round). No mapping is allowed while running. Characters may only run for half of a turn (30 rounds), and must then rest for three complete turns. If forced to fight before they are fully rested, the characters will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

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

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

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



COMBAT

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

Combat Sequence

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

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

Defensive Movement

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

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

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

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

How To Attack

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

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

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

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

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

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

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

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

DAMAGE

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

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

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

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

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

Missile-Fire

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

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

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

ENCOUNTERS

D&D: BASIC

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

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

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

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

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

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

Saving Throws

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

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

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

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

SAVING THROWS

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

Saving Throws for Higher Level Characters

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

MELEE COMBAT

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

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

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

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

CHARACTER ATTACKS

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

* for NPCs or higher level characters

MONSTER ATTACKS

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

Missile Fire Ranges

RANGES (in feet):

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

* thrown weapons

Variable Weapon Damage

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

* Two-handed weapon

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

MORALE (Optional)

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

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

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

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

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

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

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

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

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

EXAMPLE OF COMBAT

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

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

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

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

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

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

"Huh?" the hobgoblin wittily responds.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

PART 6: MONSTERS

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

MONSTER LIST: Acolyte to Zombie

Acolyte

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

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

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

Ape, White

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

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

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



Bandit

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

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

Bat:

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

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

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

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

Bear

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

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

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

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

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

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

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

Beetle, Giant

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

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

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

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

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Berserker

Armor Class: 7	No. Appearing: 1-6 (3-30)
Hit Dice: 1 + 1*	Save As: Fighter: 1
Move: 120' (40')	Morale: See below
Attacks: 1 weapon	Treasure Type: P (B)
Damage: 1-8 or weapon	Alignment: Neutral

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

Boar

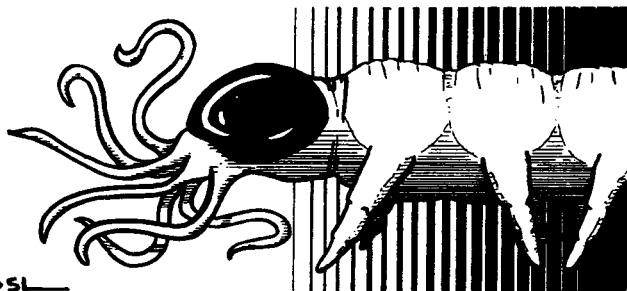
Armor Class: 7	No. Appearing: 1-6 (1-6)
Hit Dice: 3	Save As: Fighter: 2
Move: 150' (50')	Morale: 9
Attacks: 1 tusk	Treasure Type: Nil
Damage: 2-8	Alignment: Neutral

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

Bugbear

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

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



Carrion Crawler

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

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



Cat, Great

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

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

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

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

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

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

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

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

Cave Locust:

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

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

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

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

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

Centipede, Giant

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

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

Doppelganger

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

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

Dragon

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

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

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

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

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

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

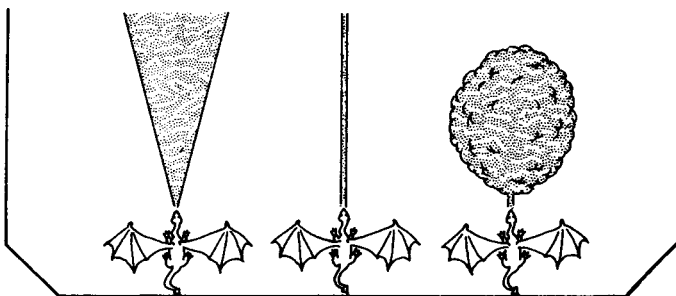
- a result of 1-3 means that the dragon will use its claw and bite attacks;
- a result of 4-6 means that the dragon will breathe again.

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

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

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

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



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

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

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

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

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

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

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

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

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

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

Driver Ant

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

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

Dwarf

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

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

Elf

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

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

Ferret, Giant

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

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

Gargoyle*

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

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

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

Gelatinous Cube

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

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

Ghoul

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

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

Gnoll

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

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

Gnome

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

MONSTERS

D&D: BASIC

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

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

Goblin

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

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

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

Gray Ooze

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

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

Green Slime*

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

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

Halfling

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

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

Harpy

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

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

Hobgoblin

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

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

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

Insect Swarms

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

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

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

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

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

Killer Bee

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

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

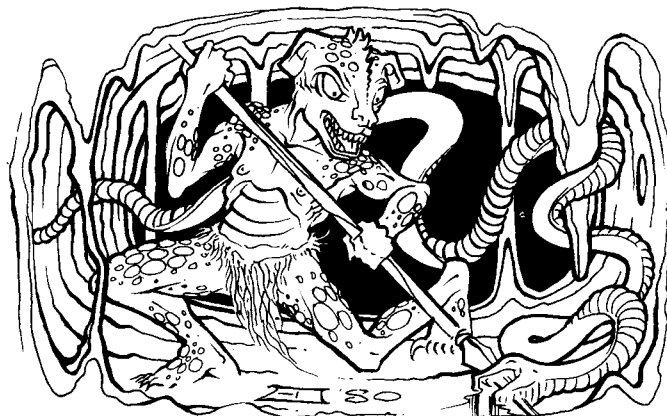
A special kind of honey may be found inside the beehive. If eaten, it acts as one half-strength **potion of healing**, curing 1-4 (1d4) points of damage (this will require all the honey in the hive — about 2 pints). There will always be at least 10 killer bees with their queen in or near the hive. At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



Kobold

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

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



Living Statue

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

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

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

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

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

MONSTERS

D&D: BASIC

Lizards, Giant

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

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



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

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

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

Lizard Man

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

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

Lycanthropes*

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

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

† Armor Class when in human form.

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

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

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

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

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

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

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

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

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

Medium

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

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



Medusa

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

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

Minotaur

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

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

Mule

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

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

Neanderthal (Caveman)

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

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

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

Noble

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

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

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traditional ones; a few sample titles are:

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

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

Normal Human

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

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

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

NPC Party

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

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

Ochre Jelly*

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

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

Ogre

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

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

Orc

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

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

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

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

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

Owl Bear

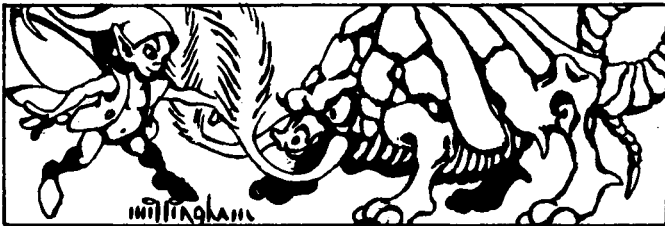
Armor Class: 5	No. Appearing: 1-4 (1-4)
Hit Dice: 5	Save As: Fighter: 3
Move: 120' (40')	Morale: 9
Attacks: 2 claws/1 bite	Treasure Type: C
Damage: 1-8 each	Alignment: Neutral

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

Pixie

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

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



Rat

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

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

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

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

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

Robber Fly

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

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

Rock Baboon

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

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

Rust Monster*

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

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

Shadow*

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

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

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

Shrew, Giant

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

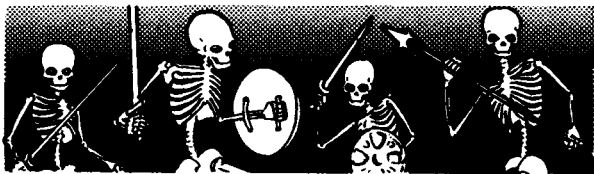
Giant shrews look like brown-furred rats with long snouts. They can burrow, climb, or jump (up to 5'). They are insectivorous and hunt insects, their main source of food. The eyes of giant shrews are so weak that the creatures are almost blind. They are not affected by light or the lack of it. Like bats,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

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

Shrieker

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

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



Skeleton

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

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

Snake

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

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

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

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

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

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

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

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

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

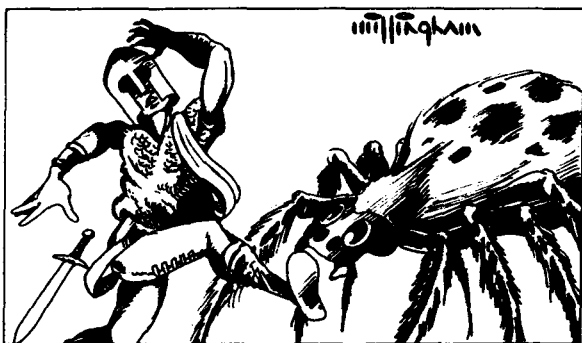
Spider, Giant

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

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

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

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



Sprite

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

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

Stirge

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

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

Thoul

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

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

Trader

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

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

Troglodyte

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

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



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

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

Veteran

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

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

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

Wight*

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

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

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

Wolf

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

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

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

Yellow Mold*

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

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

Zombie

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

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

PART 7: TREASURE

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

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

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

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

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

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

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

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

TREASURE TYPES

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

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

INDIVIDUALS' TREASURE TYPE

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

GENERAL MAGIC ITEMS

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

MAGIC ITEMS

SWORD (roll 1d8)

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

WEAPON/ARMOR (roll 1d8)

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

POTION (roll 1d8)

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

SCROLL (roll 1d8)

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

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

RING (1d6)

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

WAND/STAFF/ROD (roll 1d6)

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

MISCELLANEOUS MAGIC ITEM (roll 1d10)

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

COINS

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

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

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

GEMS

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

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

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

JEWELRY

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

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

MAGIC ITEMS

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

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

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

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



EXPLANATION OF MAGIC ITEMS

Swords, Weapons, and Armor

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

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

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

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

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

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



Potions

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

If a character drinks a potion while another potion is still in effect, that character will become sick and will be unable to do anything (no saving throw) for 3 turns (1/2 hour) and neither potion will have any further affect. A **potion of healing** has no duration for purposes of the sickness described above. Each type of potion is described hereafter:

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

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

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



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

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

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

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

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

Scrolls

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Rings

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

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

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

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

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

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

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

Wands, Staves, and Rods

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

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

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

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

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

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

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

Miscellaneous Magic Items

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

PART 8: DUNGEON MASTER INFORMATION

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

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

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

A. CHOOSE A SCENARIO.

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

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

Scenarios

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

- 1. Exploring the Unknown:** The party is hired to map unknown territory. The area might once have been familiar but is now overrun or destroyed; a strange tower might mysteriously appear overnight in a familiar area. Dungeon modules **B1 (In Search of the Unknown)** and **B3 (Palace of the Silver Princess)** are examples of exploration scenarios.
- 2. Investigating a Chaotic Outpost:** This scenario has to do with a Chaotic invasion (either in progress or about to begin). The characters must enter the enemy outpost, find out the strength and plans of the invaders, and destroy the outpost if possible. Dungeon module **B2 (The Keep on the Borderlands)** is an example of this type of scenario.
- 3. Recovering Ruins:** The party is usually scouting an old village before permanent settlers move in. The ruins have often been overrun by a specific kind of monster which must be killed or driven away. The ruins could be part of (or underneath) a thriving town!
- 4. Destroying an Ancient Evil:** The evil is usually a monster or NPC (the exact type not known by the players). Sometimes the evil has been deeply buried and re-awakened by recent digging. This theme is often used along with others; for example, an ancient evil may have to be destroyed before some ruins are resettled.
- 5. Visiting a Lost Shrine:** To remove a curse or recover a sacred item, the players must travel to a shrine which has

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

- 6. Fulfilling a Quest:** This is a scenario in which a king (or other NPC) provides a reason for adventuring. A variation of this is a special mission for "the gods". Quite often this scenario also involves the recovery of a sacred object or powerful magic item.
- 7. Escaping from Enemies:** The player characters begin this adventure as prisoners, and must escape. The reason is clear and simple, especially if imprisonment is to be followed by the deaths of the characters. The DM must be careful to make escape possible (though not necessarily easy).
- 8. Rescuing Prisoners:** Valuable and important persons are being held prisoners by bandits, a tribe of orcs, or an evil magic-user. The party sets out to rescue the prisoners because they have been hired to (for an expected reward), for a debt of honor, or for some other reason. Sometimes the player characters are only hired to guard an individual who is talking over the demands for ransom. This scenario is the basis for the sample dungeon hereafter (The HAUNTED KEEP).
- 9. Using a Magic Portal:** The "magic portal" is a device which magically sends creatures from one place to another. A magic portal is usually a door into another dimension or world, and thus may easily become the point of an invasion from one of these worlds. Portals may be known or secret. If known, the characters may be on a mission to destroy or guard a portal used by enemies, or perhaps to reopen or repair a "closed" portal. Secret portals can be used to make sure that the characters will visit an important area of a dungeon. Portals might operate both ways, or one way only (teleporting into but not out of an area).
- 10. Finding a Lost Race:** The players find a once-human race which has lived underground for so long that it has begun to change. Its members might have developed infravision, changed color, or begun to fall back into animal ways. This scenario works well when used with **Destroying an Ancient Evil**, since Lost Races are often servants of the ancient powers. This scenario requires extra work and imagination by the DM, since details for the Lost Race must be invented.

B. DECIDE ON A SETTING.

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

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

C. DECIDE ON SPECIAL MONSTERS TO BE USED.

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

D. DRAW THE MAP OF THE DUNGEON.

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

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

E. STOCK THE DUNGEON.

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

First Roll: CONTENTS Second Roll: TREASURE?

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

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

ROOM TRAPS:

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

TREASURE TRAPS:

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

SPECIALS:

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

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

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

Unguarded Treasure

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

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

F. FILLING IN FINAL DETAILS.

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

CREATING AN NPC PARTY

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

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

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

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

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

The DM may want to roll for NPC ability scores, also.

WANDERING MONSTERS

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

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

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

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



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

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

WANDERING MONSTERS: LEVEL 1

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

* Monster: need special weapons to hit
 HD: experience award bonus
 † poison in addition to damage
 weapon damage by weapon type
 special see monster description

WANDERING MONSTERS: LEVEL 2

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

WANDERING MONSTERS: LEVEL 3

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

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

†† poison and petrification

° paralysis in addition to damage

var variable by situation

weapon damage by weapon type

special see monster description

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

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

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

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

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

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

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

B. DECIDE ON A SETTING: A “keep” is a kind of castle. The HAUNTED KEEP has two towers connected by a gatehouse. The upper stories have collapsed, and the buildings now have only one floor. The rest of the castle is totally in ruins. The insides of the two towers should be similar, though not exactly the same. The gatehouse is split into two sections, divided by what was once a main road. The interior of the gatehouse will be similar to the towers, though there will be fewer rooms (see the dungeon maps on page B57).

The catacombs (2nd level of the dungeon) are a series of caverns and crypts where the Rodemus family ancestors are buried, and lie under the ruins. The 3rd level, under the catacombs, is the maze-like lair of the Rodemus family of wererats. The prisoners will be scattered throughout all of the levels; however, the most important prisoners must be rescued from the center of the wererat lair.

C. CHOOSE SPECIAL MONSTERS: The most common monsters on the 1st level are goblins. Other common 1st level monsters are giant rats (possibly hunted by giant ferrets), bandits, and hobgoblins. Common monsters in the 2nd level catacombs are ghouls, zombies, skeletons, goblins, hobgoblins, and giant rats. Common monsters on the maze-like 3rd level are wererats, hobgoblins, bugbears, and thouls, plus at least one wight and one doppleganger.

D. DRAW THE MAP: To make it easier to draw and map, the towers are designed square rather than round. Since the east tower is small, the scale chosen is 1 square = 5'. The first thing needed is an entrance from the 1st to the 2nd levels. This is a trap door in the middle of a tower, so the first room drawn is room #4. The trap door leads to a winding staircase and eventually to the catacombs. The next area drawn is the entrance to the tower itself. The outer walls are 10' thick. Rather than have the goblins post a guard at the entrance door, a pit trap is placed in the entranceway. Then the other rooms are drawn in, being careful to make sure that the player characters will have to go through several other rooms to each room #4 (no matter which way they go). Finally, the DM decides to make room #4 contain hobgoblins guarding 2 prisoners, room #5 will be a goblin barracks, and room #9 will be a goblin lookout post. Having no preference as to what monsters, treasures, or traps go in the other rooms, they are stocked at random.

E. STOCK THE DUNGEON:

Room 1: First the DM rolls 1d6 to determine the room’s contents. The result is a 5, so the room is empty of monsters and traps. The DM rolls again to check for treasure; the result of 4 indicates that the room has none. The room is totally empty of monsters, treasures, and traps.

Room 2: The DM rolls a 2 when checking for contents, so there are monsters present. Using the **Wandering Monsters** table (level one) and rolling 1d20, the result of 16 indicates that they are crab spiders (Treasure Type U). The monster description states that 1-4 crab spiders normally appear, so the DM rolls 1d4; the result of 1 indicates that 1 crab spider is present. Rolling 1d6 to check for treasure, the result of 2 indicates that treasure is present. Rolling d% and referring to the **Treasure Types** table, these are the results:

Treasure Type	Listing for Type “U”	Dice Roll	Result
Pieces of copper	10% 1-100	21	None present
Pieces of silver	10% 1-100	02	Silver present
Pieces of electrum	Nil	—	No roll
Pieces of gold	5% 1-100	23	None present
Pieces of platinum	Nil	—	No roll
Gems/Jewelry	5% 1-4	59	No gems present
		14	No jewelry present
Magic Items	2% Any 1	86	None present

Separate rolls are made for gems and jewelry. The only treasure present is silver pieces; percentage dice are rolled to determine the number, and the result of 99 meant that the crab spider guards a treasure of 99 sp. The DM decides that the treasure is too small for a special trap. The stocking of this room is finished.

Room 3: The DM rolls 1d6 to check for contents; the result of 3 means that the room contains a trap. Rolling again to check for treasure, however, the result of 1 means that some booty or treasure has to be determined. Rolling d% and using the **Un-guarded Treasure** table, these are the results:

Treasure Type	Listing	Dice Roll	Result
Silver pieces	100 x 1d6	—	Silver always present
Gold pieces	50%: 1d6 x 10	76	None present
Gems	5%: 1d6	51	None present
Jewelry	2%: 1d6	90	None present
Magic Items	2%: Any 1	01	1 magic item present

Rolling 1d6 for silver pieces, the result of 4 indicates that 400 sp are present. To determine the magic item, a roll on d% gives the result of 44, indicating that a potion is left with the trapped silver

DM INSTRUCTIONS

pieces. The DM rolls 1d8 and, consulting the **Potion** table, finds that a **potion of healing** is the magic item. For the trap, the DM selects a capsule of sleeping gas which will break open when the treasure is tampered with.

Room 4: The DM selects 4 hobgoblins to occupy this room along with 2 prisoners and some treasure. Rolling the chances according to the given Treasure Type for hobgoblins (D), it is found that the monsters may have 3000 silver pieces and 1-8 pieces of jewelry. Since only 4 hobgoblins are on guard (out of a possible 24, or 1/6 of the possible Number Appearing), the number of silver pieces is reduced to 1/6 the rolled number (down to 500) and the minimum (1) piece of jewelry is used. Rolling 3d6 to determine its value, the result of 11 means that the piece of jewelry is worth 1100 sp. There is a trap door in the room, leading to the lower levels of the dungeon.

Room 5: This area serves as the barracks for the goblins. No traps or treasure are indicated by dice rolls.

Room 6: This room is empty (by dice rolls of 5 and 3).

Room 7: The result of 1 (on 1d6) indicates that a monster is present. It is determined by die roll (1d20, with a result of 7) to be 1 green slime. The roll for treasure is a 4, so there is nothing in the room but the monster.

Room 8: As with room 6, this room is found to be empty.

Room 9: Four goblin guards are placed in this room. Dice rolls show that they have no treasure. There is, however, a secret door in the room, also placed by the DM.

F. FILLING IN FINAL DETAILS: Now that all the rooms are stocked, it is useful to make a dungeon Key and fill in final details. The Key should be complete enough that it (along with the scenario) is all the DM needs to run the dungeon.

When expanding the Keep, the DM should create the feeling of a haunted house by adding spooky noises and some ghostly figures which appear suddenly in odd places (though harmless). Some of the placed monsters should be **undead** (skeletons, zombies, and wights). The DM should be careful, however, not to unbalance the dungeon with *too many* **undead** monsters.

In the following Key, monsters will be presented in a standard form. This form will be followed whenever D&D monsters are used. The form is:

Monster name (Armor Class, Hit Dice or level, hit points, Movement Rate, Number of Attacks, Damage, Save As, Morale, Alignment).

This form will be used with the following standard abbreviations:

Monster name (AC, HD, hp, MV, #AT, D, Save, ML, AL).

Since saving throws for monsters are based on character classes, the following standard abbreviations will be used after "Save": F = fighter, C = cleric, T = thief, M = magic-user, D = dwarf, E = elf, H = halfling. Each room description will begin with the room number, followed by a note on the size of the room, in parentheses. Standard abbreviations for compass directions (N, S, E, and W for North, South, East, and West) will be used. For example, (20' N-S, 10' E-W) means that the room is 20 feet long and 10 feet wide. "Square" means that the room is exactly as wide as it is long.

DUNGEON KEY

Room #1 (15' E-W, 10' N-S): This room appears to have once been a bedroom. It is filled with rotting, moldy bedroom furniture,

but is empty of monsters, treasure, and traps. The dust on the floor has obviously been brushed to remove any footprints.

Room #2 (10' E-W, 15' N-S): This room was once a guard post (when the Haunted Keep was a castle, before becoming ruins). A faded, ragged tapestry showing a hunt divides the room in half. Clinging to the side of the tapestry away from the characters (no matter which door they use, unless they enter through both at once) is a crab spider (AC 7, HD 2*, hp 10, MV 120' (40'), #AT 1, D 1-8 + poison, Save F: 1, ML 8, AL Neutral).

On the north side of the tapestry is a wooden table and 3 wooden chairs. A few moldy cards lie on the tabletop. Against the west wall is a wooden chest. Any attempt to disturb the chest will bring an immediate attack by the crab spider. The chest contains 99 sp (silver pieces).

Room #3 (15' E-W, 20' N-S): The walls of this room are carved with leering human faces along their length. A close examination of the north wall will reveal a crack around one particularly sinister face. The face is on a swivel and can be pried open. Behind it is a small iron safe cemented into the wall. The safe is trapped with **sleep** gas which will billow out unless the trap is deactivated. The **sleep** gas will fill a circular area 10' in diameter, but otherwise has the same effects as a **sleep** spell; however, any creature who saves vs. Poison will not be affected. Inside the safe are 400 sp and an unmarked bottle of clear liquid (a **potion of healing**).

Room #4 (15' square): This was the office of the tower commander, though all furnishings have been removed. Two terrified prisoners huddle in one corner, their hands and feet in chains. Guarding the prisoners are 4 hobgoblins (AC 6, HD 1+1, hp 7, 9, 4, 5, MV 90' (30'), #AT 1, D 1-8, Save F: 1, ML 8, AL Chaotic) who will fight anyone who tries to rescue the prisoners. The largest hobgoblin has a locked iron box which contains 500 sp and a jeweled necklace worth 1100 gp. Underneath a rug in the middle of the floor is a trapdoor to the 2nd level.

Room #5 (15' square): Once this room was a chapel, but now the altar is covered with dust. On the altar is a grime-covered statuette depicting a muscular man with a rat's head. Most of the twelve goblins (AC 6, HD 1-1, hp 5 each, MV 60' (20'), #AT 1, D 1-6, Save F: 1, ML 7, AL Chaotic) are either sleeping on crude bunks along the walls or playing dice games in a corner while two of them watch the door. If loud noises are made in the corridor outside, all the goblins will be awake when the party enters. They have no treasure.

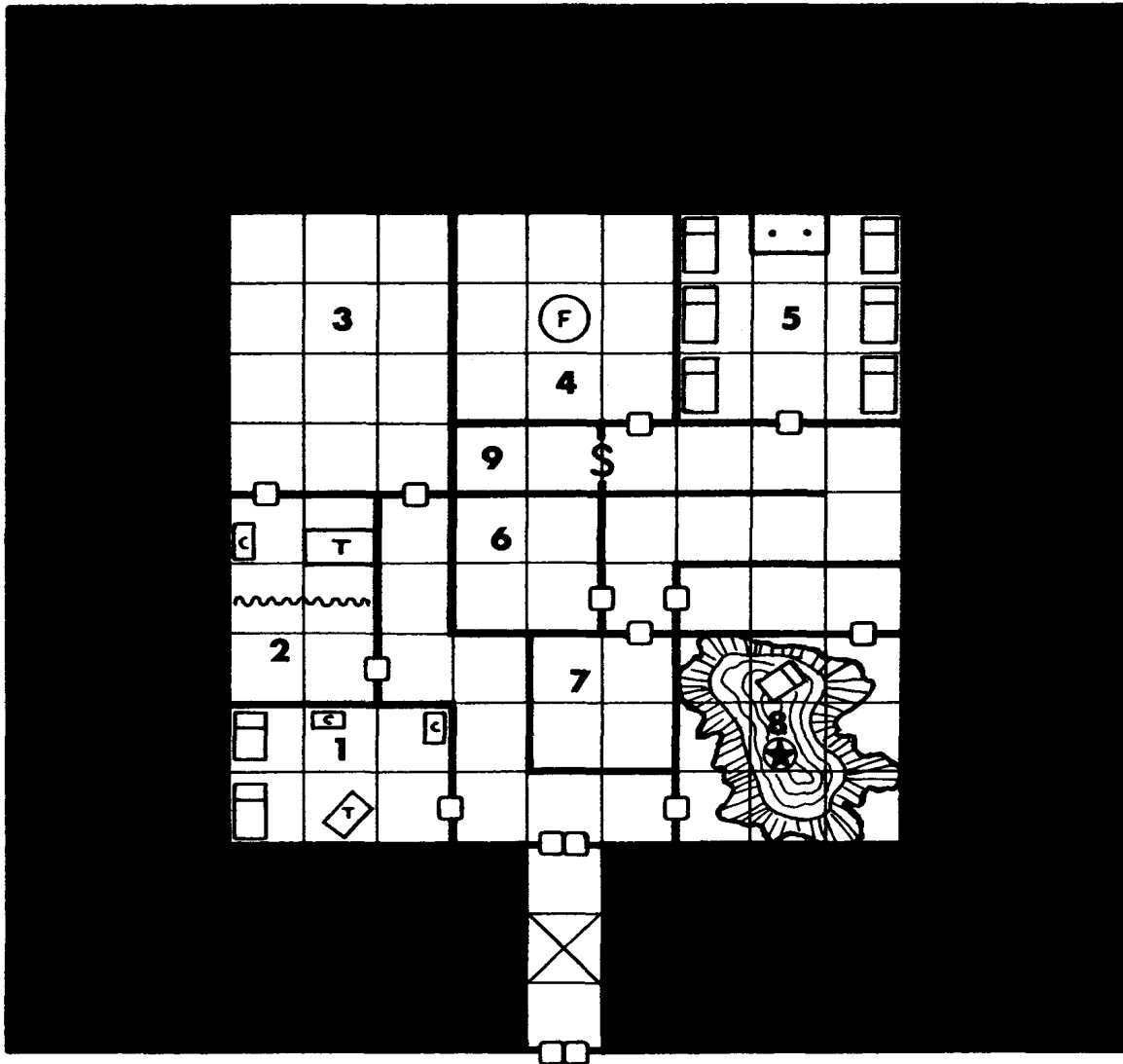
Room #6 (10' square): It is difficult to determine what this room was used for. It is empty except for a few splinters of wood, which may mean that the furniture was broken up (probably to serve as firewood). The room is empty of monsters, treasure, and traps.

Room #7 (10' square): This room is similar to #6, but there is a green slime (AC none, HD 2*, hp 13, MV 3' (1'), #AT special, D special, Save F: 1, ML 12, AL Neutral) clinging to the ceiling. A cautious party will see the slime, but an unwary party will not see it until it falls on one of them.

Room #8 (15' square): This room was once a guard barracks. The floor has collapsed and the ceiling leaks. The result is a 3' deep pool filled with scummy water. A partially waterlogged bunk floats in the water. A rusted iron statue of a beautiful warrior maiden lies at the bottom of the pool. The water is safe to walk through, and the statue is harmless and worthless.

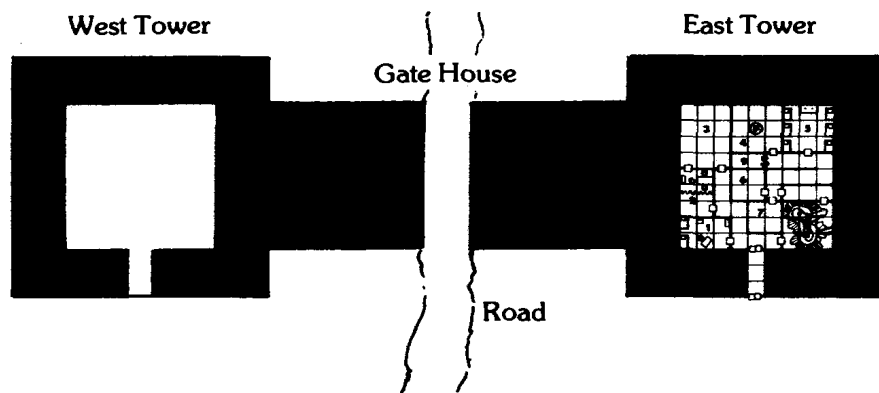
Room #9 (5' E-W, 10' N-S): This cubbyhole has a secret door and was used to spy on those walking down the corridor. There are now 4 goblins (AC 6, HD 1-1, hp 5, 3, 4, 1, MV 60' (20'), #AT 1, D 1-6, Save F: 1, ML 7, AL Chaotic) in the room, spying on anyone approaching in the corridor. They have no treasure.

HAUNTED KEEP
East Tower

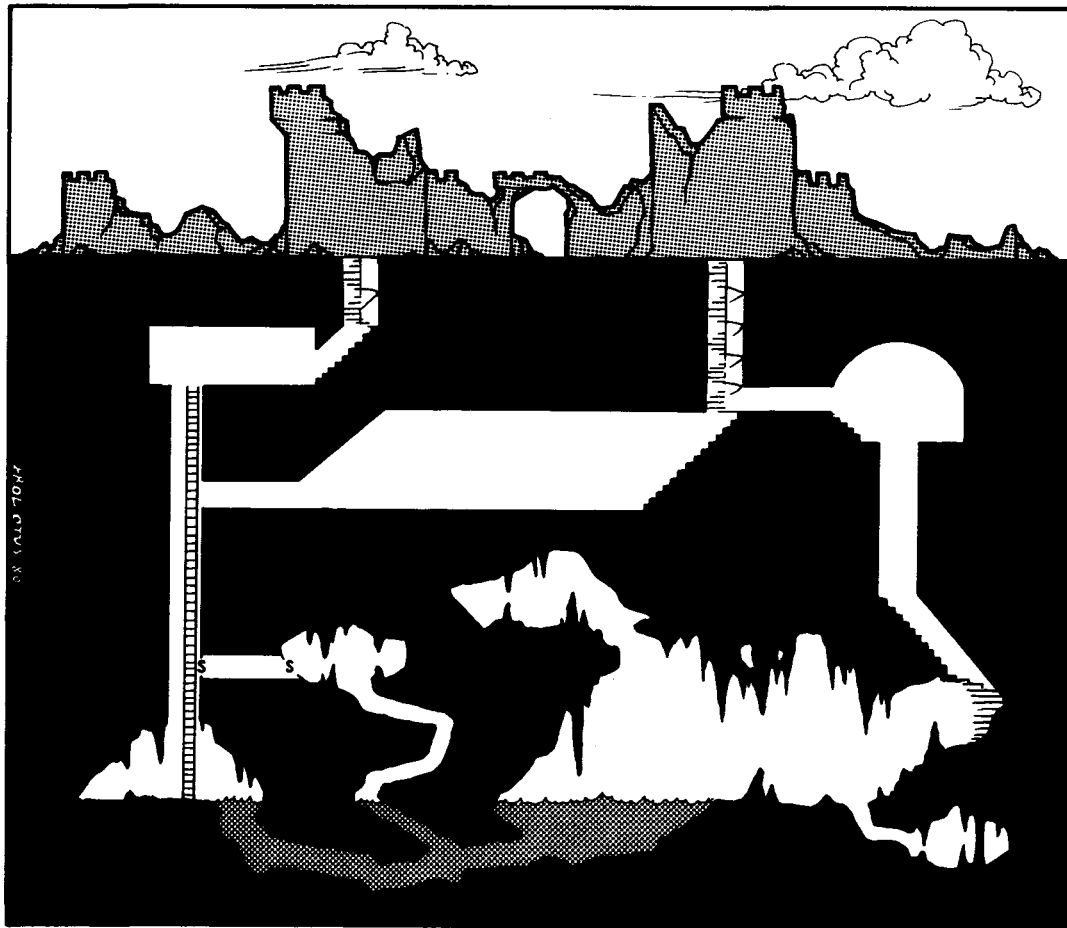


Scale: 1 square = 5'

Haunted Keep – First Level



Ruins



	Door		One Way Secret Door		Well		Rock Column
	Double Door		Open Pit		Pool		Stalactite
	Secret Door		Covered Pit		Dais		Stalagmite
	One Way Door		Trap		Altar		Rubble
	False Door		Stairs		Fireplace		Crevasse
	Revolving Door		Stairs/Slide Trap		Table, Chest		Sinkhole
	Concealed Door		Spiral Stairs		Bed		Submerged Path
	Archway Door		Natural Stairs		Curtain		Subterranean Passage
	Open Doorway		Ladder		Window		Depression
	Portcullis or Bars		Slide		Arrow Slit		Pool or Lake
	Trap Door In Ceiling		Statue		Railing		Stream
	Trap Door In Floor		Pillar		Illusionary Wall		Elevated Ledge
	Secret Trap Door		Fountain		Rock Wall		Natural Chimney

Sample Dungeon Expedition

THE SITUATION: This party includes four 2nd level characters and a 1st level dwarf: Morgan Ironwolf, a female fighter (the **caller**); Silverleaf, an elf; Fredrik, a dwarf; Sister Rebecca, a cleric; and Black Dougal, a thief. After equipping themselves, these characters have journeyed to the Haunted Keep and discovered the trap door in room 4, leading to the second level. As caller, Morgan relays the party's actions to the DM after the characters decide what they want to do.

DM: "Having killed the hobgoblins, you open the trap door and find a set of stairs going down to the south."

Morgan: "We're going down the stairs."

DM: "After 30' you reach a round landing with two sets of stairs. One goes down to the east and the other goes down to the west."

Morgan: "Fredrik looks down the east staircase and Silverleaf looks down the west one. What do they see?"

DM: "The party's torches mess up their infravision, so they can only see twenty to thirty feet. The west stairs go down ten feet and turn sharply south. The east stairs go down at least thirty feet. Also, Fred smells a rank, musty odor coming up from below."

Fredrik: "Hey everybody! There's something down there. I don't like it!"

Morgan: "Anyone want to go down the east stairs? . . . OK, we're going down the *west* stairs."

DM: "You go ten feet down the west stairs; it turns south to 20', 30' down; the stairs end and you step into a 20' wide corridor that goes east and west. You see a door 10' up the west corridor on the north wall."

Rebecca (mapping): "That was the north wall?"

DM: "Yes, the door is in the north wall."

Morgan: "We're going to the door. Silverleaf, Black Dougal, and I will listen."

DM: "As you step into the corridor, a breeze from the west makes your torches flicker."

Rebecca: "Is it strong enough to put them out?"

DM: "No," (chuckling) "not yet."

Morgan: "Then we'll listen at the door."

DM (Rolling three dice for listening): "You don't hear anything."

Morgan (After a discussion with the others): "We'll leave the door and go down the passage to the west."

DM: "After 30' there is a side passage to the south, 10' wide. The main corridor continues west. You notice the breeze is stronger and your torches are beginning to flicker even more."

Fredrik: "I don't like this."

Dougal: "You've got infravision."

Morgan: "We'll take the side passage."

DM: "OK. After 50' you find doors to the east and west. The passage continues south."

Morgan: "Silverleaf, Fred, and Black Dougal will listen at the west door."

DM (rolling): "Black Dougal hears muttering voices."

Dougal: "Do I understand them? I speak Common, Orc, Goblin and Elvish."

DM (after deciding on a chance for Dougal to recognize goblin language through the heavy door, and then rolling): "No, the voices aren't loud enough."

Morgan: "We're getting ready for combat. Fred and I will force the door."

Dougal: "I'll guard the rear!"

DM: "OK. The party is set, with Black Dougal guarding the rear." (Rolling to see if the door is forced) "it opens. You see half a dozen goblins."

Fredrik: "Let me at them!"

DM: "You can't be surprised, but they can be . . ." (rolling for

surprise) . . . "no. Roll for initiative, please."

Morgan: "Fred rolled a 2."

DM (rolling): "The goblins have the initiative." (Rolling reaction for the goblins) "They must have heard you, Fred. They charge, yelling, 'Kill the dwarf! Chop them to hamburger!'" (Combat is now resolved, morale checks taken, etc. The goblins fight until all are dead. It is now time to check for wandering monsters, but the DM's roll indicates that none appear.)

Morgan: "OK, what does the room look like? We are checking the floor and ceiling, too."

DM: "The room is six-sided, 30' on a side and 20' high. The door you came in is the only one you see. There is nothing unusual about the floor or ceiling. Besides the bodies of the goblins, there is a wooden box along the northeast wall and a pile of old rags in the north corner."

Morgan: "Silverleaf is checking for secret doors, Fred is looking for traps, Black Dougal is examining the box, and Sister Rebecca is guarding the door. I'm prodding the rags with my sword — any movement?"

DM (after rolling for the appropriate chances): "Silverleaf notices that one of the stone blocks in the southwest wall is slightly discolored. Fred does not see any traps. The box is the size of a small trunk; it is latched, but not locked. Morgan: nothing moves in the pile of rags."

Fredrik: "I want to have a look at that block, Silverleaf."

Morgan: "Fred examines the block."

Fredrik: "For traps."

Morgan: "Sorry, Fred; for traps."

Dougal: "I'm looking for traps on the box, too."

DM (rolling for Fred, even though the block is not trapped; the DM also rolls for Dougal's "find traps" ability. The roll indicates that Dougal has failed to find the poisoned needle in the latch.) "Neither of you finds a trap."

Fredrik: "I'm pushing, pulling, and trying to twist the block."

DM: "When you push it, a secret door opens in the west section of the southwest wall. You see a 5' wide corridor that goes south for 30' and ends at a door."

Morgan: "Fred and Silverleaf will guard the secret door, and Black Dougal will open the box. I'll search through the rags. Anything that looks like a cloak or boots?"

DM: "Black Dougal, you find out that you missed a tiny discolored needle in the latch. Roll a saving throw vs. Poison, please!"

Dougal (rolling): "Missed it!"

DM: "Black Dougal gasps 'Poison!' and falls to the floor. He looks dead."

Fredrik: "I'm grabbing his pack to carry treasure in."

Rebecca: "I'm giving Black Dougal the last rites of my church."

DM: "OK. Meanwhile, Fred, you find the box is full of silver, perhaps two thousand pieces. Morgan, you do find a pair of old boots, but nothing like a cloak."

Morgan: "Fred will dump the silver and look for hidden compartments in the box. I'll try on the boots and see if I move silently — we could use a pair of **elven boots!**"

DM (rolling another wandering monster check): "Fred finds a false bottom in the box. It contains another smaller box of carved ivory that holds two gold bracelets set with jade."

Fredrik: "How valuable do they look?"

DM: "You think the jewel case is worth 100 gp and each bracelet is worth about 600 gp. Morgan seems to be moving very quietly."

Morgan: "GREAT! I'll put the case and jewels in my pack and then watch the door as the others take turns filling their packs with silver."

Fredrik: "I'll dump out Dougal's pack and fill it with coins."

DM: "OK; the loading will take four turns." (The DM makes the wandering monster checks. As the party finishes loading, a large party of bandits approaches. Since Morgan is watching the door, the DM gives a very high chance that the bandits

will be heard.) "As you finish loading, Morgan hears the tramp of many booted feet coming from the north. It's getting louder. . . ."

Morgan: "We'll beat a hasty retreat through the secret door. Fred will go first, then me. Silverleaf is next, and Sister Rebecca will bring up the rear. She'll spike the door shut behind us."

Fredrick: "Before we do I grab Dougal's body. We can't leave him behind."

DM: "OK. As you reach the end of the secret passage, you hear a cry of discovery and a babble of voices from the room behind you. Black Dougal's tools and rations have been discovered."

Morgan: "What?! Didn't anyone bring his things along?"

All: "No!"

Morgan: "Nuts! We're going to be more careful from here on, gang. Anyhow, Fred will listen at the door. I have my bow ready."

DM (rolling): "Fred, you don't hear anything."

Morgan: "Fred will force open the door."

DM (rolling): "It opens. You see a square room, 30' on a side and 20' high. Your door is in the west section of the north wall. You don't see any other exits. The room appears to be empty."

Rebecca: "What about behind us?"

DM: "The voices have died down and you don't hear anything."

Morgan: "We'll search the room *very* carefully, taking at least two turns. Silverleaf and Sister Rebecca are looking for secret doors and Fred is looking for shifting walls. I'm guarding the rear."

DM (rolling for wandering monsters): "OK. You search for two turns. You don't find anything, but something finds you. A secret door that Silverleaf and Sister Rebecca didn't find in the south wall opens, and two hobgoblins stroll in"

(At this point, the time scale shifts from turns to rounds. This encounter is the example at the end of **COMBAT**, page B28).

Dungeon Mastering as a Fine Art

The success of an adventure depends on the DM and his or her creation, the dungeon. The DM should have the dungeon carefully mapped out before play begins. Even so, a DM will quickly find that it is impossible to predict every possibility. After all, there are several players, and only one DM! It is not unusual for players to find a solution, or pose a new problem, that the DM has not even thought of. It is very important for the DM to be *flexible*.

It is important that the DM be *fair*, judging everything without favoring one side or another. The DM is there to see that the adventure is interesting and that everyone enjoys the game. **D&D is not a contest between the DM and the players!** The DM should do his or her best to act impartially when taking the part of monsters or handling disputes between characters.

"That's not in the rules!" The players will often surprise the DM by doing the unexpected. Don't panic. When this happens, the DM should just make sure that everything is done in the order given by the outline or sequence of events being used. Minor details may be made up as needed to keep the game moving. All DMs learn how to handle both new ideas and unusual actions quickly and with imagination.

Quite often a DM can decide on a solution to a player's actions not covered by these rules. Other times, a problem may have no simple solution. One quick way for a DM to decide whether a solution will work is by imagining the situation, and then choosing percentage chances for different possibilities. For example, suppose the DM is running a combat that is taking place on a ledge next to an unexplored chasm. One player suddenly decides that his character has no chance to survive combat. The player announces "My character wants to jump into the chasm to escape!" There may be a chance that he will fall to a nearby ledge or land in a pool of water at the bottom of the chasm. The DM thinks about

the dungeon for a minute, and remembers that an underground river flows through some of the lower dungeon levels, so there *might* be a pool below. Even so, the character will fall 60', and a normal fall will do 1d6 points of damage per 10' fallen. This character has only 7 hp, and seems likely to die even if the water cushions his landing and reduces the damage. However, there should always be a chance to do something nearly impossible. A player should have, at the very least, a saving throw or a stated percentage chance of a miraculous occurrence saving the character. The DM answers: "Looking down into the chasm, your character can estimate that he has a 98% chance of dying, no saving throw, if he jumps. If you decide your character jumps, roll percentage dice. A result of 99 or 00 will mean that your character lives, but any other result will mean that he will die in the attempt. Do you still want to jump?"

"There's always a chance." The DM may want to base a character's chance of doing something on his or her ability scores (Strength, Dexterity, and so forth). To perform a difficult task (such as climbing up a rope or thinking of a forgotten clue), the player should roll the ability score or less on 1d20. The DM may give a bonus or penalty to the roll, depending on the difficulty of the action (-4 for a simple task to +4 for a difficult one). A roll of 1 should always succeed, and a roll of 20 should always fail.

"The DM is the Boss." The DM decides how these rules will be used in the game. A good DM talks about problem areas with the players and considers reasonable requests by them. The players should realize, however, that the final decision is the DM's: not theirs, and not this booklet's! If a disagreement holds up play, the DM may make a temporary decision and talk it over with the players when the adventure is over. If a player disagrees strongly enough, he or she may quit the game. It is up to the DM to create an adventure the players can enjoy.

"Everyone is here to have fun." The DM should make the adventure seem as "real" to the players as possible. All should avoid getting stuck in long discussions about rules or procedures. The game should move along with humor, as well as excitement.

"Everything is balanced." The DM should try to maintain the "balance of play". The treasures should be balanced by the dangers. Some groups prefer adventures where advancement between levels is swift. In such a case, since the treasures are generally greater, the monsters should be "tougher". Other groups prefer adventures where character development is more important, and advancement is slower. If the monsters are too tough, and if the parties are reduced by many deaths, then few characters will ever reach higher levels. (The DM should keep in mind that further supplements will detail character levels up to the 36th. It should be very difficult for a character to attain this level, but it should not be impossible).

"Your character doesn't know that." A player should not allow his or her character to act on information that character has no way of knowing (for example, attacking an NPC because the NPC killed a previous character run by the player, even though the NPC and current character have never met). If the players get careless about this the DM should remind them. The DM may, in addition, forbid certain actions to the characters involved. The DM should make it clear to the players *before* the adventure begins that characters may not act on information they don't have. It will save lots of time later.

The following tips are optional suggestions, which the DM may or may not wish to use:

MAPPING: Mapping during an adventure can sometimes be a difficult task. One way to save mapping time is to describe the map in terms of squares rather than feet. Such a description is easier for

the mapper to follow, since the mapper need not translate feet to squares before drawing the map. Scale is very important when giving directions in terms of squares.

Whenever the characters are expected to know the shape of a dungeon, the DM should draw this outline before play begins. Even if the outline cannot be given to the players, the DM should still draw in a starting door, room, or corridor. The DM can also save mapping time by drawing in complex rooms for the mapper. However, this should only be done in extreme situations. Players should learn to become good mappers, and the only way they will learn is by doing it themselves.

MONSTER DESCRIPTIONS: When the characters first encounter monsters, the DM should describe what the monsters look like, instead of merely giving the name of the monsters. The players will eventually recognize monsters by their descriptions.

MONSTER HIT POINTS: The DM should *never* reveal the hit points of the monsters. It is enough to tell the players how a monster reacts after a successful attack. For example: "It's bleeding from a number of wounds and staggering a bit, but it's still fighting". The players should not know the level of an NPC until they have adventured with him or her.

SURPRISE: When monsters attack by surprise, the DM does not need to describe the monster. It is enough for the DM to describe the attack. For example: "From out of the dark shadows, Morgan Ironwolf suddenly feels a paw reach out and claw her leg. She takes 3 points of damage." Of course, the monster should be described after the surprise round is over. Continuing the above example: "You then see by your flickering torchlight that a huge bear-like creature with a head like a great bird is charging you!" If the party had seen an owlbear before, it could just be named; however, the mysterious appearance of an unknown monster is part of the thrill of the game.

MAGIC ITEMS: When describing magical treasure items, the DM should only do so in general terms. For example: "A ring" should be mentioned, not "a ring of invisibility". Characters must experiment to find out what an item does. Magical weapons and armor usually reveal their true natures after being used in combat.

DIVIDING MAGICAL TREASURE: While it is not the DM's job to divide treasure between the players, the DM may offer suggestions. Non-magical treasure is usually divided evenly among all surviving players. Magical treasures may be divided by the players' choice, or by having each player roll d%: the highest roll would get first pick of magical items, the second highest would get second pick, and so forth.

PLAYER ADVANCEMENT: If no one has reached the 2nd level of experience in three or four adventures, the DM should consider giving more treasure. If most of the players have reached the 3rd level of experience in this time, the DM should consider cutting down the amount of treasure, or increasing the "toughness" of the monsters.

GRUDGES: Occasionally, a grudge develops between characters. A small grudge can often make the game more interesting, particularly if the grudge develops because the players are playing their character roles well. For example, a Lawful character might have a grudge with a Chaotic character who slew a prisoner after the Lawful character gave his word that the prisoner would not be harmed. If any grudge gets out of hand, the DM should try to subtly warn the players. If a grudge develops to a point where it is ruining the adventure, the DM may have a powerful creature interfere. The DM may plan an encounter with a gold dragon who tells the players that, unless the grudge ends immediately, severe steps will be taken (at most, the deaths of the offending characters).

MINIATURE FIGURES: D&D adventures are more interesting to play when figures are used. Metal miniatures (about 15 to 25 millimeters high) are often used, for they can be easily painted to look like real dungeon adventurers. Many excellent figures are designed specially for fantasy role playing games. These are available from TSR or from local hobby stores. If metal miniatures cost more than the players want to spend, many companies make inexpensive packs of plastic figures. These are not specifically made for fantasy role playing, but can easily be adapted for it. Inexpensive plastic monsters of many sizes are also available in local stores.

PLAYING SURFACE: Combats are easy to keep track of when large sheets of graph paper, covered with plexiglass or transparent adhesive plastic (contact paper), are used to put the figures on. The best sheets for this use have 1" squares, and the scale of 1" = 5' should be used when moving the figures. With water-based markers or grease pencils, an entire room or battle can be drawn in just a few seconds. When the battle is over, the board may be wiped off, leaving it ready for the next combat. Dominoes or plastic building blocks can also be used to outline walls and corridors. When using figures, the DM should make sure that a solid table top is used, so the figures won't fall over when the table is bumped.

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AFTERWORD

This concludes the D&D BASIC rules. While it was not possible to cover everything that might happen in a game, the ideas here give a solid framework to build on. And there is more to come! The D&D EXPERT SET expands the game, with lots of new monsters, spells, treasures, and information for character levels 4-14. The D&D COMPANION SUPPLEMENT adds even more, and explains characters to 36th level. To add to the games, TSR also publishes dungeon modules especially for use with DUNGEONS & DRAGONS® games. The "B" series of modules (including **B1: In Search of the Unknown** and **B2: The Keep on the Borderlands**) are an excellent source of ideas to build on or add to a campaign "world".

TSR is happy to answer questions about DUNGEONS & DRAGONS rules. When writing, leave room to put the answers with the questions, enclose a stamped self-addressed envelope, and send it to:

D&D Questions
TSR Games
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INSPIRATIONAL SOURCE MATERIAL

A good D&D campaign is imaginative and creative. Sometimes a little research is useful to improve a dungeon, flesh out a scenario, and provide inspiration for a campaign. Books on folklore, mythology, fairy tales, bestiaries, and knightly legends can often help the DM fill in important details of a campaign, but fictional tales and fantasy novels usually provide the best sources of inspiration. The following list includes some books which might prove useful. A title list followed by "et al." means that the author has written more fantasy titles than those which can be listed in the limited space available. Note that some books listed as "non-fiction" are about myths or legends, but are labeled as non-fiction because they are not on the fiction shelves of the library or bookstore.

FICTION: YOUNG ADULT FANTASY

- Alexander, Lloyd — **The Book of Three; Black Cauldron; Castle of Llyr**, et al.
Baum, L. Frank — **The Wizard of Oz; The Emerald City of Oz; The Land of Oz**, et al.
Bellairs, John — **The Face in the Frost; The House Without a Clock on Its Walls; The Figure in the Shadows**, et al.
Burroughs, Edgar Rice — **A Princess of Mars; At the Earth's Core; Tarzan of the Apes**, et al.
Carroll, Lewis — **Alice's Adventures in Wonderland; Through the Looking Glass**
Gamer, Alan — **Elidor, The Weirdstone of Brisingamen; The Moon of Gomrath**, et al.
Le Guin, Ursula K. — **A Wizard of Earthsea; The Tombs of Atuan; The Farthest Shore**, et al.
Lewis, C. S. — **The Lion, The Witch, and the Wardrobe; Prince Caspian; The Voyage of the "Dawn Treader"**, et al.

NON-FICTION: YOUNG ADULT

- Barber, Richard — **A Companion to World Mythology**
Buehr, Walter — **Chivalry and the Mailed Knight**
Coolidge, Olivia — **Greek Myths; The Trojan War; Legends of the North**
d'Aulaire, Ingri and Edgar Parin — **Norse Gods and Giants; Trolls**
Hazeltine, Alice — **Hero Tales from Many Lands**
Hillyer, Virgil — **Young People's Story of the Ancient World: Prehistory — 500 B.C.**
Jacobs, Joseph — **English Folk and Fairy Tales**
Macaulay, David — **Castles**
McHargue, Georgess — **The Beasts of Never: A History Natural and Unnatural of Monsters, Mythical and Magical; The Impossible People**
Renault, Mary — **The Lion in the Gateway**
Sellow, Catherine F. — **Adventures with the Giants**
Sutcliff, Rosemary — **Tristram and Iseult**
Williams, Jay — **Life in the Middle Ages**
Winer, Bart — **Life in the Ancient World**

FICTION: ADULT FANTASY

- Anderson, Poul — **Three Hearts and Three Lions; The Broken Sword; The Mermaid's Children**, et al.
Anthony, Piers — **A Spell for Chameleon; The Source of Magic; Castle Roogna**
Asprin, Robert — **Another Fine Myth**
Brackett, Leigh — **The Coming of the Terrans; The Secret of Sinharat; People of the Talisman**, et al.
Campbell, J. Ramsey — **Demons by Daylight**
Davidson, Avram — **The Island Under the Earth; Ursus of Ultima Thule; The Phoenix in the Mirror**, et al.
de Camp, L. Sprague — **The Fallible Fiend; The Goblin Tower**, et al.
de Camp, L. Sprague and Pratt, Fletcher — **The Incomplete Enchanter; Land of Unreason**, et al.

- Dunsany, Lord — **Over the Hills and Far Away; Book of Wonder; The King of Elfland's Daughter**, et al.
Eddison, E. R. — **The Worm Ouroboros**
Eisenstein, Phyllis — **Born to Exile; Sorcerer's Son**
Farmer, Phillip Jose — **The Gates of Creation; The Maker of Universes; A Private Cosmos**, et al.
Finney, Charles G. — **The Unholy City; The Circus of Dr. Lao**
Heinlein, Robert A. — **Glory Road**
Howard, Robert E. — **Conan; Red Nails; Pigeons from Hell**
Lee, Tanith — **Night's Master; The Storm Lord; The Birth-grave**, et al.
Leiber, Fritz — **The Swords of Lankmar; Swords Against Wizardry; Swords Against Death**, et al.
Lovecraft, H. P. — **The Doom that Came to Sarnath; The Dream Quest of Unknown Kadath; The Dunwich Horror**
Merritt, A. E. — **The Moon Pool; Dwellers in the Mirage; The Ship of Ishtar**, et al.
Moorcock, Michael — **The Stealer of Souls; The Knight of the Swords; Gloriana**, et al.
Mundy, Talbot — **Tros of Samothrace**
Niven, Larry — **The Flight of the Horse; The Magic Goes Away**
Norton, Andre — **Witch World; The Year of the Unicorn; The Crystal Gryphon**, et al.
Offutt, Andrew — **The Iron Lords; Shadows Out of Hell**
Pratt, Fletcher — **The Blue Star; The Well of the Unicorn**
Smith, Clark Ashton — **Xiccarph; Lost Worlds; Genius Loci**
Stewart, Mary — **The Crystal Cave; The Hollow Hills; The Last Enchantment**
Stoker, Bram — **Dracula**
Swann, Thomas Burnett — **Cry Silver Bells; The Tournament of the Thorns; Moondust**, et al.
Tolkien, J. R. R. — **The Hobbit; The Lord of the Rings** (trilogy)
Vance, Jack — **The Eyes of the Overworld; Dying Earth; The Dragon Masters**, et al.
Wagner, Karl Edward — **Bloodstone; Death Angel's Shadow; Dark Crusade**, et al.
White, Theodore H. — **The Once and Future King**
Zelazny, Roger — **Jack of Shadows; Lord of Light; Nine Princes in Amber**, et al.

Some additional authors of fantasy fiction are:

- | | |
|----------------------|-----------------------|
| Beagle, Peter S. | Kurtz, Katherine |
| Bok, Hannes | Lanier, Sterling |
| Cabell, James Branch | McCaffrey, Anne |
| Carter, Lin | McKillip, Patricia A. |
| Cherryh, C. J. | Moore, C. L. |
| Delany, Samuel R. | Myers, John Myers |
| Fox, Gardner | Peake, Mervyn |
| Gaskell, Jane | Saberhagen, Fred |
| Green, Roland | Walton, Evangeline |
| Haggard, H. Rider | Wellman, Manly Wade |
| Jakes, John | Williamson, Jack |

SHORT STORY COLLECTIONS:

- Carter, Lin (ed.) — **The Year's Best Fantasy Stories** (in several volumes); **Flashing Swords** (also in several volumes)
Offutt, Andrew (ed.) — **Swords Against Darkness** (in several volumes)

NON-FICTION

- Borges, Jorge Luis — **The Book of Imaginary Beings**
Bullfinch, Thomas — **Bullfinch's Mythology: The Age of Fable, The Age of Chivalry**
Funk and Wagnalls Standard Dictionary of Folklore, Mythology, and Legend

GLOSSARY

- adventure** — Any session where a DM and players meet to play a D&D game.
- alignment** — The general pattern of behavior of monsters and characters in D&D rules.
- area** (of effect) — The space and those objects and creatures within the space which are affected by the results of a spell, breath weapon, magical device and other attacks which can strike multiple targets.
- Armor Class** (or **AC**) — The armor worn by a character or the natural protection a monster has against missile and melee attacks.
- caller** — The player who normally tells the DM what his or her party will do, based on what the other players tell him or her.
- campaign** — A series of adventures taking place on the same fantasy world.
- character class** — The profession the player has chosen for his or her character in a game.
- character level** — see **experience level**.
- charge (magical)** — The magical energy needed to use a wand or staff once.
- class** — see **character class**.
- coin** (or **cn**) — A unit of weight and treasure in D&D rules.
- combat round** — A length of game time equal to 10 seconds used when combat occurs between players and monsters.
- concentration** — A character putting all his or her attention on an object or action, during which the character may do nothing else, and which, if distracted (attacked) will cause the concentration to be lost.
- cover** — Anything, besides a shield, that a character hides behind to gain protection from an attack.
- cn** — see **coins**.
- cp** — Copper pieces. There are 10 copper pieces to a silver piece.
- d#** (**d4**, **d6**, **d8**, **d10**, **d12**, **d20**, **d%**) — A symbol showing what type of die to roll. For example, a d20 is a twenty-sided die.
- damage roll** — The die roll to find how much damage an attack does.
- demi-human** — A human-like creature that is also a character class (elves, dwarves, and halflings).
- dungeon** — A place, underground and often among ruins, where characters adventure.
- dungeon level** — This refers to how far a dungeon area is below the ground, with the danger increasing with the depth of the level.
- Dungeon Master (DM)** — The referee who creates the dungeon, provides the setting for the game, and handles all monsters encountered.
- duration** — The length of time an effect lasts, given in combat rounds, game turns, or game days.
- enchanted monster** — A monster created, conjured, or animated by magic. This includes normal monsters summoned by spells or magic items, but does not include mental summons (like the animals called by lycanthropes). Enchanted monsters in the D&D BASIC rules are skeletons, zombies, and living statues.
- encounter** — A meeting between player characters and monsters.
- encumbrance** — The equipment, treasure, and other burdens carried by a character given in one pound equal to 10 coins.
- ep** — Electrum pieces. There are 2 electrum pieces per gold piece.
- evasion** — An attempt to get away from a monster or avoid an encounter.
- experience level** — An indication of the power and ability of a character.
- experience points** (or **XP**) — Awards given to characters representing improvements in abilities and skills through adventuring.
- fighting withdrawal** — Backing up slowly while trading blows with an opponent.
- game turn** — Ten minutes of game time, often used to measure the time spent moving through or exploring an area.
- gp** — Gold piece. The basic unit of money in a D&D campaign.
- hit dice** — The number of dice rolled to find how many hit points a character or monster has, the type of die used dependent upon the creature or class.
- hit points** (or **hp**) — The amount of damage a character or monster can sustain before dying.
- infravision** — A kind of "sight" that allows the possessor to see in darkness to a limited range.
- initiative** — A die roll to determine which side may act first in a combat situation.
- key** — Information used by the DM that describes and locates anything in a dungeon.
- lair** — The place where a monster lives.
- level** — see **character level**, **dungeon level**, **experience level**, **monster level**, and **spell level**.
- game time** — Imaginary time within the game spent by characters doing actions, not equal to actual time spent by the players.
- magical monster** (or **fantastic creature**) — Creatures which are "impossible" combinations (harpy) or those creatures with magical powers (doppelgangers or dragons), although giant animals and **enchanted monsters** are not the same as magical monsters.
- melee** — Physical combat that occurs when opponents are within 5' of each other using hand-held weapons and claws and teeth.
- missile fire** — Attacks at opponents more than 5' away, not including breath weapons or spell attacks using thrown and shot weapons.
- module** — Completely designed and challenging adventures available from TSR Hobbies, Inc. that contain maps, keys, background information, NPCs, and other information for use by the DM to use in his or her campaign.
- monster** — Any creature or character not controlled by a player.
- monster level** — A measure of how tough a monster is, usually equal to the number of hit dice the creature has.
- morale** — The willingness of a creature or character to face danger.
- nocturnal** — A word used to describe creatures that are active at night, in darkness or in dark underground areas.
- NPC** (or **non-player character**) — Any character that is controlled by the DM, other than player characters who have the misfortune of being temporarily charmed, confused, or deluded.
- party** — A group of characters or creatures who join together for adventure or a common purpose.
- percentage dice** (or **d%**) — d10 is used to roll a number from 1 to 100, where the first die roll is read as the tens and the second die is the ones.
- person (charm or hold)** — Humans, demi-humans, and human-like creatures such as bugbears, gnolls, goblins, hobgoblins, kobolds, lizard men, ogres, orcs, pixies, or sprites.
- player balance** — The matching of challenges to characters with their abilities and the rewards, to provide an exciting game without making it too easy for players to succeed or too hard to survive.
- player character** (or **PC**) — A character that is controlled by a player all the time (not an NPC).
- pole arm** — Any of several two-handed medieval weapons consisting of a blade or point fixed to a 5 to 12 foot pole. Typical pole arms are halberds, pikes, glaives, or bill hooks.
- pp** — Platinum piece. A platinum piece equals 5 gold pieces.
- prime requisite** — The ability that is most important to a given character class.
- quarrel** — A short, heavy shaft that is shot from a crossbow (also called a bolt).
- range** — The maximum distance at which an attack may be made

or a spell may be cast.

retainer — A non-player character adventurer in the employ of a player character.

saving throw (or **saves**) — A character's chance (by dodging, luck, willpower, etc.) to avoid or lessen the harmful effects of certain types of attacks.

scenario — An adventure or series of adventures designed around a common theme or background.

secret door — A door that is hidden or disguised as something else, thereby making it hard to find.

sp — Silver piece. There are 10 silver pieces to one gold piece.

spell level — A measure of the difficulty and power of a spell.

tinder box — A small box containing flint, steel and tinder, used for making fires.

"to hit" roll — The lowest number an attacker must roll to strike an enemy in combat (not required for certain attacks).

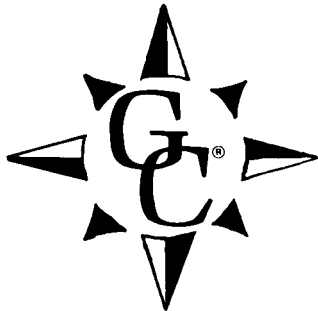
treasure — The wealth and magic items guarded by monsters and found by adventurers.

turn (undead monsters) — The ability of a cleric to make undead monsters run away by the power of the cleric's faith.

wandering monsters — Any monster, encountered by a party, that is not prepared or placed ahead of time by the DM.

wolfsbane — A small flowering plant that can be used to ward off lycanthropes.

XP — Experience points.



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INDEX

This index lists alphabetically many of the rules a Dungeon Master will have to look up most often. If the subject has more than one word and isn't listed under the first word, try looking for another key word in the name. (Example: **Character, Player**) Note also that sub-categories will be found under general listings. (Example: Under the **Character, Player** listing will be found the sub-listings: "creation of", "example", and "hopeless characters".)

If you decide to reorganize the rules to make them easier for you to use, the index will be helpful in keeping track of the rules. Renumber the pages in the new order you place them in and then write the appropriate new page numbers next to each listing on the index.

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DUNGEONS & DRAGONS®

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
Other Weapons:	Club	50
	Dagger	10
	Mace	30
	Pole Arm	150
	Spear	30
	War Hammer	30
	Treasures:	Coin (any type)
Gem	1	
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.

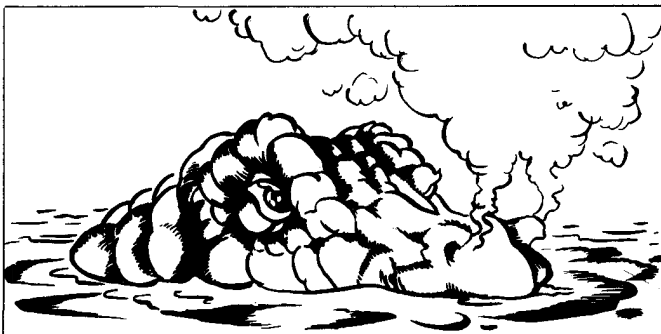
In the wilderness, there will seldom be time to heal completely between encounters, and valuable equipment cannot be easily replaced. The DM will have to allow for this when running an outdoor adventure.

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 was 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	Conjurer/ 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	Sorcerer/ 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

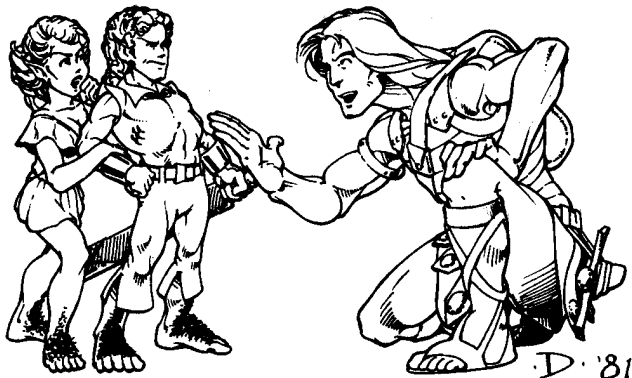
FIGHTERS

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



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.

Thieves' Abilities

Level	Open Locks	Remove Traps	Pick Pockets*	Move Silently	Climb Sheer Surfaces	Hide in Shadows	Hear Noise
1	15	10	20	20	87	10	1-2
2	20	15	25	25	88	15	1-2
3	25	20	30	30	89	20	1-3
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 - 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 of 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
Galleys:	
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'

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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,

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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.

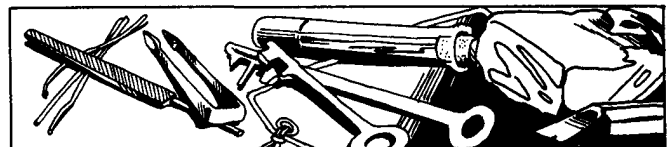
Sack, Small. A small sack holds 200 coins.

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

Second Level Clerical Spells

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

Third Level Clerical Spells

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

Fourth Level Clerical Spells

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

Fifth Level Clerical Spells

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

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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 die

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 infra-vision 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, half-ling, 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).

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

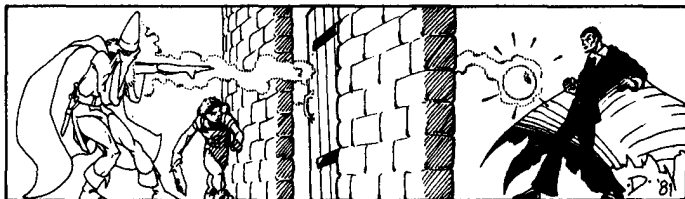
Range: 120'
Duration: 12 turns

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

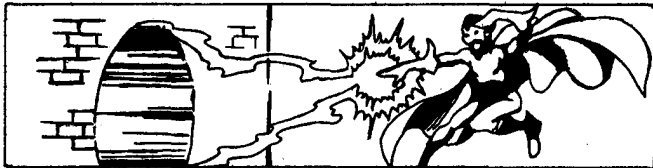
Range: 120'
Duration: level of the caster + 6 turns

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 telekinesed 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.



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

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 Pixie/Sprite	1 Kobold	
2 Elf	2 Neanderthal	2 Rock Baboon	2 Goblin	
3 Dwarf	3 Blink Dog	3 Lizard Man	3 Orc	
4 Fighter	4 Pegasus	4 Ape	4 Hobgoblin	
5 Halfling	5 Unicorn	5 Centaur	5 Gnoll	
6 Magic-user	6 Roc, small	6 Werebear	6 Bugbear	
7 Thief			7 Wererat	
8 Original Class			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.

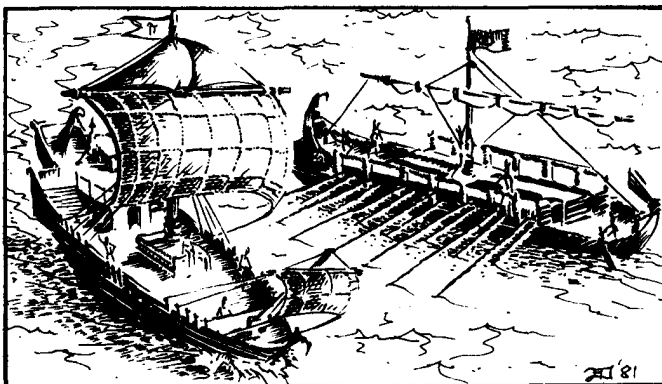
Terrain	Movement is . . .
Clear, city, trail, grasslands	normal
Forest, hills, desert, broken	2/3 the normal rate
Mountains, jungle, swamp	1/2 the normal rate
Road	3/2 the normal rate

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 1 1/2 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

Mercenaries Troop Type	Man	Cost in GP/month*			
		Dwarf	Elf	Orc	Goblin
Non-fighter (peasant)	1	—	—	—	—
Light Foot/Marine (leather, shield, and sword)	2	—	4	1	1/2
Heavy Foot, (chain, shield, and sword)	3	5	6	1 1/2	—
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	Man	Cost in GP/month*			
		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.

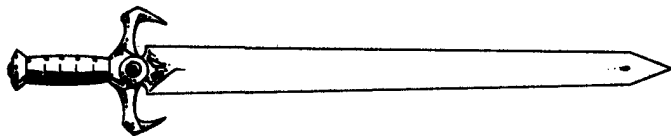
Evasion Table

	Party Size				Chance of Evasion
	1-4	5-12	13-24	25+	
Number of Creatures Encountered	—	—	—	1-10	10%
	—	—	1-6	11-30	25%
	—	1-3	7-16	31+	35%
	1	4-8	17+	—	50%
	2-3	9+	—	—	70%
	4+	—	—	—	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.

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

- A. Each side rolls for initiative (1d6).
- B. The side with initiative acts first:
 - 1. Morale checks, if needed
 - 2. Movement
 - 3. Missile fire combat
 - 4. Magic spells
 - 5. Melee combat
- C. Each remaining side then completes the above actions in order.
- D. 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 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 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.

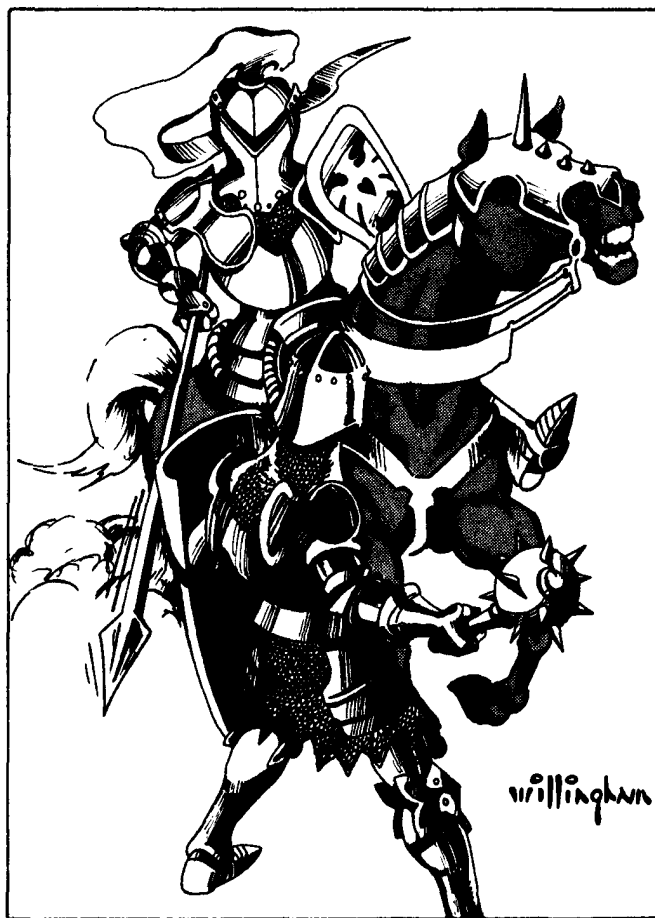
OIL. Oil (which is carried in small bottles called flasks) may be thrown as a missile weapon. It may also be spread on the floor of a dungeon and then lit. Burning oil will do 1-8 (1d8) points of damage to any creature in the flames (or who attempts to cross a pool of burning oil). Flaming oil will not 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.

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:

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

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

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

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			Roll needed on a 20-sided die to hit listed Armor Class												
FIGHTERS*	CLERICS**	MAGIC-USERS	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	2	3	4	5	6	7	8	9	10
19+ to 21	2	2	2	2	2	2	3	4	5	6	7	8	9
21+ or more	2	2	2	2	2	2	2	3	4	5	6	7	8

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**, **Rhinoceros**, 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 1/2 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
 Hit Dice: 4
 Move: 180' (60')
 Attacks: 2 hooves/
 1 weapon
 Damage: 1-6/1-6/1-6
 or by weapon

No. Appearing: 0 (2-20)
 Save As: Fighter: 4
 Morale: 8
 Treasure Type: A
 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).

Centaur 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
 Hit Dice: 9**
 Move: 120' (40')
 Flying: 180' (60')
 Attacks: 2 claws/
 3 heads +
 special
 Damage: 1-3/1-3/2-8/
 2-8/3-12 +
 special

No. Appearing: 1-2 (1-4)
 Save As: Fighter: 9
 Morale: 9
 Treasure Type: F
 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
 Hit Dice: 5**
 Move: 90' (30')
 Flying: 180' (60')
 Attacks: 1 beak +
 special
 Damage: 1-6 +
 petrification

No. Appearing: 1-4 (1-8)
 Save As: Fighter: 5
 Morale: 7
 Treasure Type: D
 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
 Hit Dice: 3
 Move: 60' (20')
 Attacks: 2 pincers
 Damage: 2-12/2-12

No. Appearing: 1-2 (1-6)
 Save As: Fighter: 2
 Morale: 7
 Treasure Type: Nil
 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</u> <u>Crocodile</u>	<u>Giant</u> <u>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
 Hit Dice: 13*
 Move: 90' (30')
 Attacks: 1
 Damage: 3-30

No. Appearing: 1 (1-4)
 Save As: Fighter: 13
 Morale: 9
 Treasure Type: E + 5000 gp
 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 (or by weapon)	Alignment:	Chaotic

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.

Djinn 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')	Treasure Type: Nil
Attacks: 1	Alignment: Chaotic
Damage: 2-16	

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*

	<u>Air</u>	<u>Earth</u>	<u>Fire</u>	<u>Water</u>
Armor Class:	variable	variable	variable	variable
Hit Dice:	variable	variable	variable	variable
Move:	Flying: 360' (120')	60' (20')	120' (40')	60' (20') 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.

	<u>Armor Class</u>	<u>Hit Dice</u>	<u>Damage</u>	<u>Save As</u>
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

	<u>Giant Piranha</u>	<u>Giant Rockfish</u>	<u>Giant Catfish</u>	<u>Giant Sturgeon</u>
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	(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

	<u>Hill Giant</u>	<u>Stone Giant</u>	<u>Frost Giant</u>
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

	<u>Fire Giant</u>	<u>Cloud Giant</u>	<u>Storm Giant</u>
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 weapons	2 claws/ 1 bite	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	Alignment:	Neutral
Damage:	1-4/1-4/2-16		

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):	480' (160')	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

	<u>Riding Horse</u>	<u>War Horse</u>	<u>Draft Horse</u>
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	Treasure Type: B
	(see below)
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 Treasure Type: D
 or spikes
 Damage: 1-4/1-4/2-8 Alignment: Chaotic
 or special

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 Treasure Type: (see below)
 1 trample
 Damage: 2-12/2-12 or Alignment: Neutral
 4-32

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

	<u>Brigand</u>	<u>Buccaneer (and Pirate)</u>	<u>Dervish</u>
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

	<u>Merchant</u>	<u>Nomad</u>
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, short-bow, 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:

	Buccaneers	Pirates
Leather armor and sword	60%	50%
Leather armor, sword and crossbow	30%	35%
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.

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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.

		2nd or 3rd			
Merchants	Wagons	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!

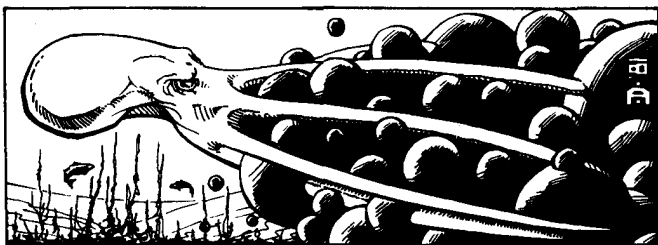
Octopus, Giant

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, Titanother, 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.

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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

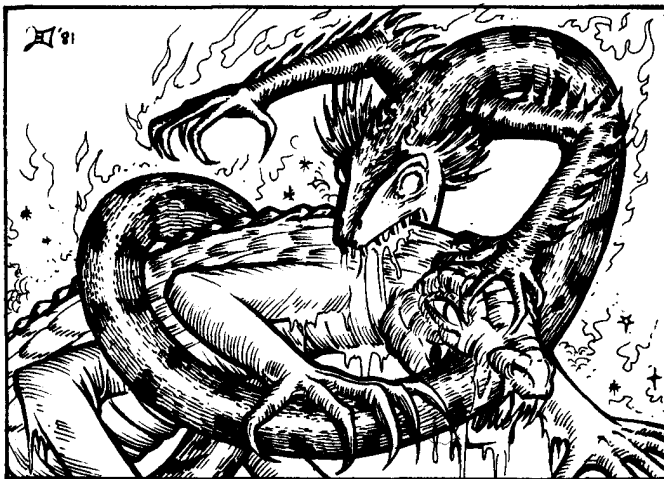
Purple worms are huge, slime-covered creatures over 100' long and 8' to 10' in diameter. These monsters tunnel through the earth, burrowing up from the ground to feed on surface-dwelling creatures. They attack by biting and stinging with their tails. If the "to hit" roll for the bite is 4 or more than 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, going 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 meateaters 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**

	<u>Bull</u>	<u>Mako</u>	<u>Great White</u>
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')	Morale: 11
Flying: 300' (100')	Treasure Type: E
Attacks: 1 touch + special	Alignment: Chaotic
Damage: 1-8 + 2 level drain	

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
 Hit Dice: 6
 Move: 120' (40')
 Attacks: 8 tentacles/
 1 bite
 Damage: 1-4 tentacles/
 1-10 beak

No. Appearing: 0 (1-4)
 Save As: Fighter: 3
 Morale: 7 (9)
 Treasure Type: V
 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
 Hit Dice: 11
 Move: 60' (20')
 Attacks: tail or trample
 Damage: 2-16 or 2-16

No. Appearing: 0 (1-4)
 Save As: Fighter: 6
 Morale: 7
 Treasure Type: Nil
 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. Stegosaurus are herbivores and prefer sub-tropical conditions. They are usually found only in "lost world" areas.

Termite, Water

	<u>Swamp Termite</u>	<u>Fresh Water Termite</u>	<u>Salt Water 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.



Titanotherium

Armor Class: 5
 Hit Dice: 12
 Move: 120' (40')
 Attacks: butt or trample
 Damage: 2-12/3-24

No. Appearing: 0 (1-6)
 Save As: Fighter: 6
 Morale: 7
 Treasure Type: Nil
 Alignment: Neutral

The prehistoric titanotherium 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, titanotheriums 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
 Hit Dice: 2 + 2
 Move: 90' (30')
 Attacks: 1 bite
 Damage: 2-5

No. Appearing: 1-4 (1-4)
 Save As: Fighter: 1
 Morale: 6
 Treasure Type: Nil
 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.

Treant

Armor Class: 2
 Hit Dice: 8
 Move: 60' (20')
 Attacks: 2 blows
 Damage: 2-12/2-12

No. Appearing: 0 (1-8)
 Save As: Fighter: 8
 Morale: 9
 Treasure Type: C
 Alignment: Lawful

Treants are 18' tall tree-men who resemble trees. Treants are only concerned with protecting forests and plant life. They speak a slow and difficult tongue and distrust those who use fire. Because treants are often mistaken for normal trees, all encounters with treants 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.

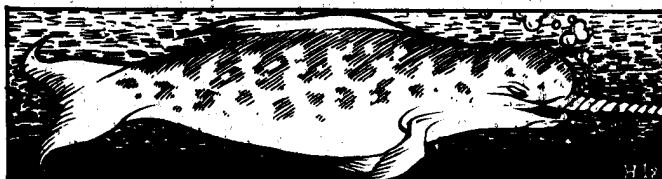
Whale

	<u>Killer Whale</u>	<u>Narwhal</u>	<u>Sperm Whale</u>
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	Treasure Type: E
+ special	
Damage: 1-6 +	Alignment: Chaotic
energy drain	

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	Alignment: Chaotic
+ poison	

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	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.

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.

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

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

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

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* 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

1. Find out if the sword has a **special purpose** (Optional: 1d20).
2. Determine the sword's **Intelligence** score (1d20).
3. Find the **languages** (if any) known by the sword (d%).
4. Determine the **alignment** of the sword (1d20).
5. Find the **Primary powers** of the sword (d%).
6. Roll for an **Extraordinary power** (if any, d%).
7. 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.

1. **Slay magic-users** (including elves)
2. **Slay clerics**
3. **Slay fighters** (including dwarves and halflings)
4. **Slay monster** (roll for one type randomly)
5. **Defeat Law** (if sword is Lawful, Defeat Chaos)
6. **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 Extraordinary 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 1/2 the original hit points, 1-4 (1d4) points are subtracted. If the character has lost more than 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.

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 $\frac{1}{2}$ 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.

<u>Examples</u>	<u>Cost</u>	<u>Time</u>
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.

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

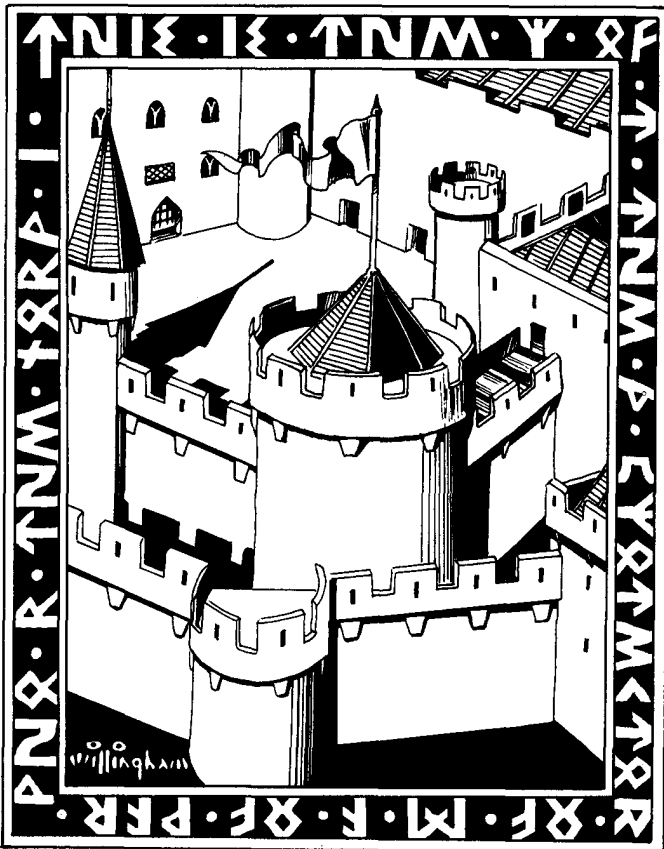
To limit the production of some of the more powerful items, the DM may require rare substances for production. These will be very costly, hard to find, time consuming, or require a special adventure to get.

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



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')		Arrow Slit or Window	10**
wood	10	Shutters (window)	5**
reinforced	20**	Bars (window)	10**
iron/stone	50	Shifting Wall (10' x 10')	1000
secret	cost x5		
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		Second Roll: TREASURE?			
Die Roll	Result	Die Roll	Monster	Trap	Empty
1-2	Monster	1	Yes	Yes	Yes
3	Trap	2	Yes	Yes	No
4	Special	3	Yes	No	No
5-6	Empty	4-6	No	No	No

A **Monster** result means that the DM should roll on a **Wandering Monsters** table to determine the type. 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% (x1d6)	10%; any 1
6-7	2000 (x1d6)	500 (x1d6)	30%/15% (x1d6)	15%; any 1
8-9	5000 (x1d6)	1000 (x1d6)	40%/20% (x1d12)	20%; any 1

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') 180' (60')	F: 5	7
6	Doppelganger	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') 240' (80')	F: 6	11
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') 240' (80')	F: 4	12

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.

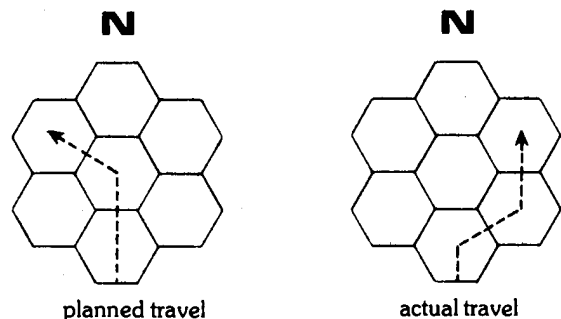
Becoming Lost

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.

<u>Clear, Grasslands</u>	<u>Woods</u>	<u>River</u>	<u>Swamp</u>	<u>Mountains</u>
6	5-6	5-6	4-6	4-6
<u>Desert</u>	<u>Inhabited</u>	<u>City</u>	<u>Ocean</u>	<u>Jungle</u>
5-6	6	6	5-6*	4-6
	<u>Aerial</u>	<u>Hills</u>	<u>Barren</u>	
	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 subtable 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

<u>No.</u>	<u>Clear, Grassland</u>	<u>Woods</u>	<u>River</u>	<u>Swamp</u>	<u>Barren, Mtns., Hills</u>
	1	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

<u>No.</u>	<u>Desert</u>	<u>Inhabited</u>	<u>City</u>	<u>Ocean</u>	<u>Jungle</u>
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

<u>No.</u>	<u>Clear, Grassland</u>	<u>Woods</u>	<u>River</u>	<u>Swamp</u>
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

Barren, Mountains, Hills

<u>No.</u>	<u>Hills</u>	<u>Desert</u>	<u>Inhabited</u>	<u>City</u>
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

Subtable: Ocean, Jungle

<u>No.</u>	<u>Ocean</u>	<u>Jungle</u>
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

<u>No.</u>	<u>Clear, Grassland</u>	<u>Woods</u>	<u>River</u>	<u>Swamp</u>
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	Thoul	Troll
12	Troll	Troll	Troll	Troll

Subtable: Humanoid

No.	<u>Barren, Mountains, Hills</u>		<u>City, Inhabited</u>		<u>Jungle</u>
	<u>Desert</u>				
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.	<u>Mountains</u>	<u>Desert</u>	<u>Other</u>
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.	<u>Clear, Grassland</u>		<u>Barren, Mountains</u>	
	<u>Woods</u>	<u>River</u>		
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

Subtable: Dragon

No.	
	(at sea, roll d10)
1	Chimera
2	Dragon, Black
3	Dragon, Blue
4	Dragon, Gold
5	Dragon, Green
6	Dragon, Red
7	Dragon, White
8	Hydra/Sea Hydra
9	Hydra/Sea Hydra
10	Wyvern
11	Basilisk
12	Salamander (either)

Subtable: Insect

1	Beetle, Fire
2	Beetle, Oil
3	Beetle, Tiger
4	Driver Ant
5	Driver Ant
6	Killer Bee
7	Rhagodessa
8	Robber Fly
9	Scorpion, Giant
10	Spider, Black Widow
11	Spider, Crab
12	Spider, Tarantella

No.	<u>Desert</u>		<u>Optional Prehistoric</u>	
	<u>Inhabited</u>	<u>Jungle</u>		
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	Titanother
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: Undead

1	Ghoul
2	Ghoul
3	Ghoul
4	Mummy
5	Skeleton
6	Skeleton
7	Spectre
8	Wight
9	Wraith
10	Vampire
11	Zombie
12	Zombie

Subtable: Unusual

1	Basilisk
2	Blink Dog
3	Centaur
4	Displacer Beast
5	Gorgon
6	Lycanthrope, Werebear
7	Lycanthrope, Wereboar
8	Lycanthrope, Wererat
9	Lycanthrope, Weretiger
10	Lycanthrope, Werewolf
11	Medusa
12	Treant

Subtable: Swimmer

No.	<u>River/Lake</u>	<u>Ocean</u>	<u>Swamp</u>
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 manticores; 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.

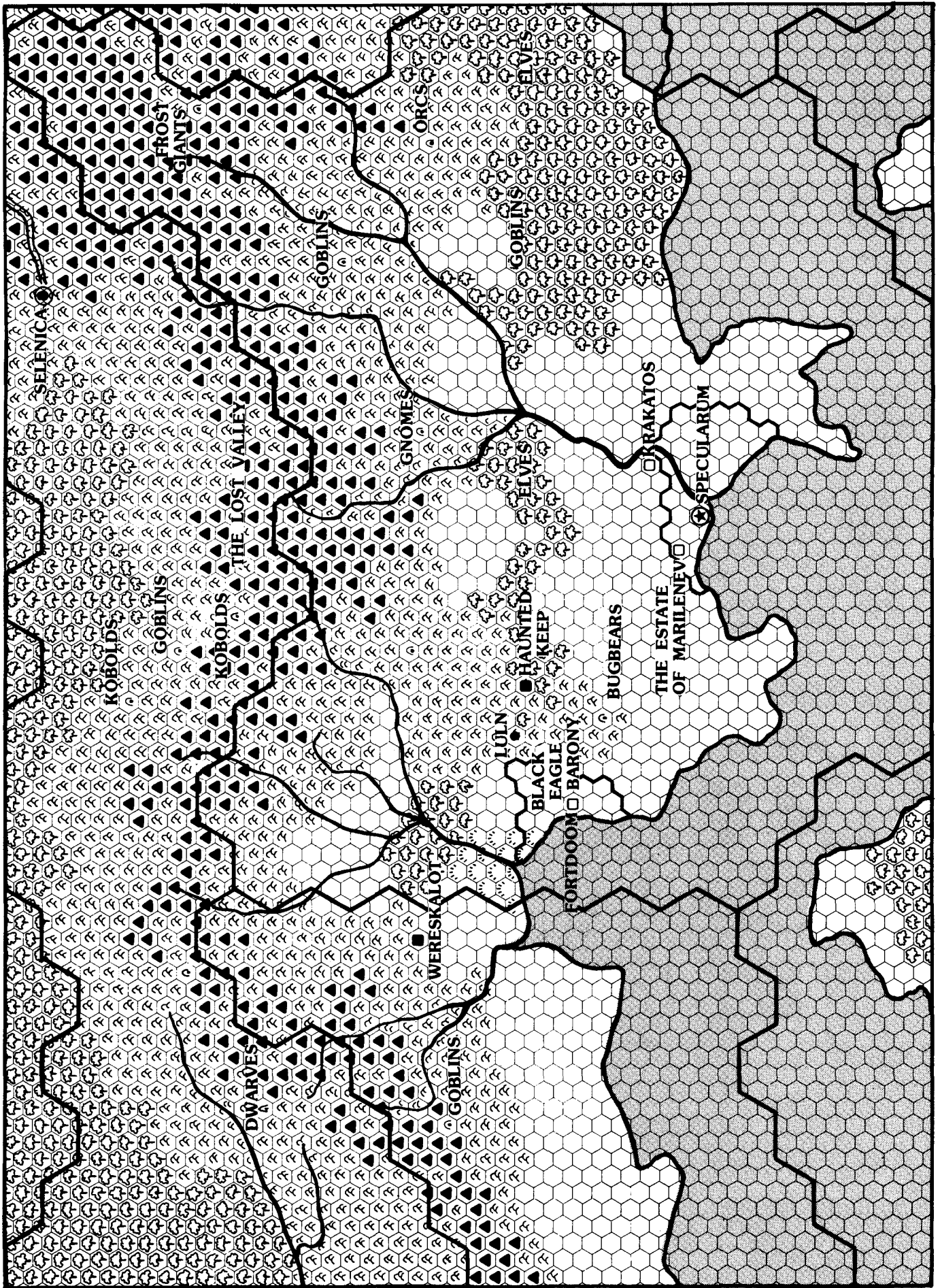
The gnomes are excellent craftsmen, especially skilled in combining items of wood and metal. Their wares will bring good prices in human lands. Trade is rendered difficult, however, not only by the reluctance of the gnomes to deal, but also because the goblins of the forest and the gnomes are involved 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.

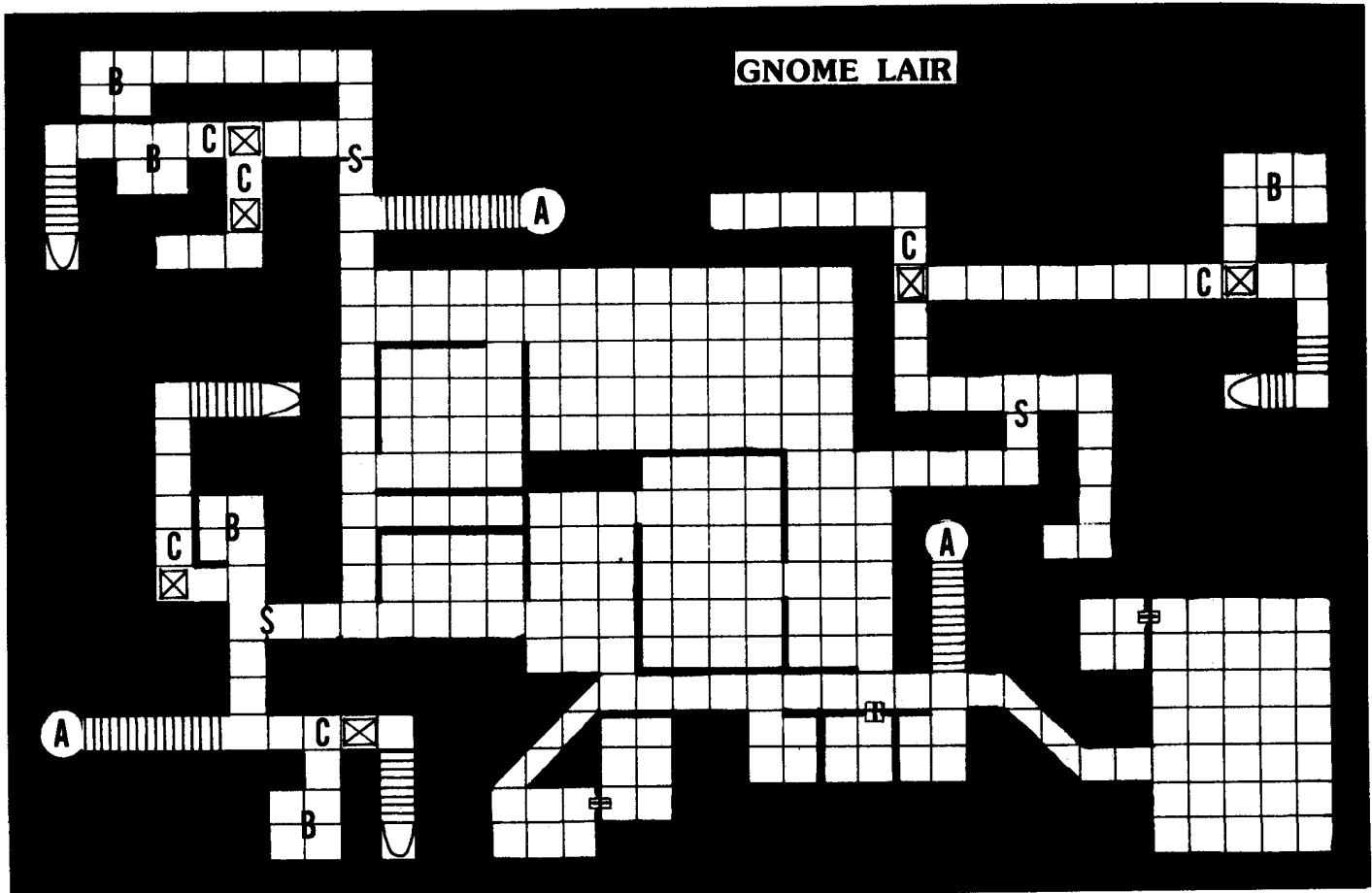
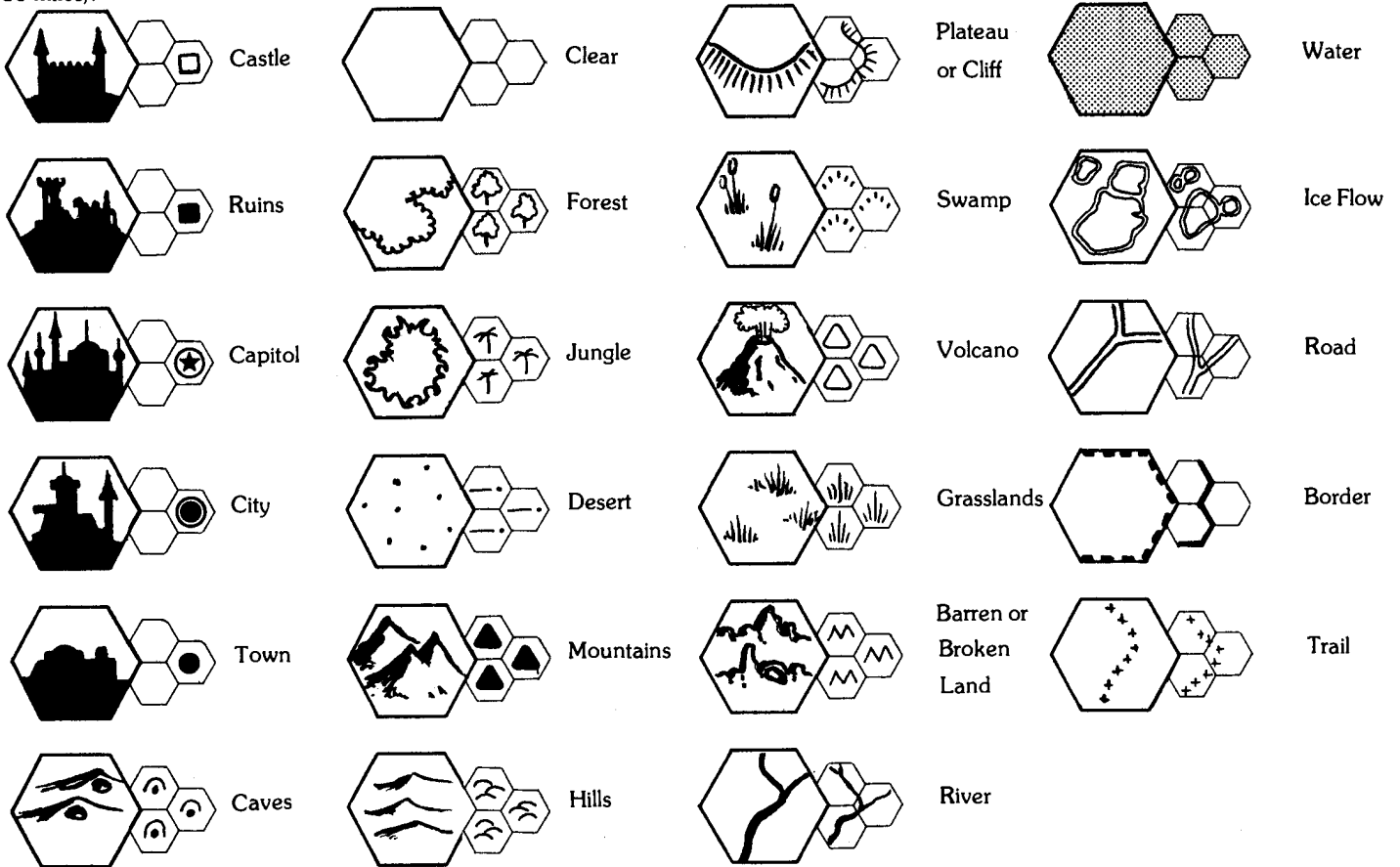
- A. Gnome Observation Points:** Set in the highest points of the hill, these observation points are small mounds that rise just above the surrounding grass. They are built with small slits in the mounds that provide an all around view to the 2 gnome guards in each observation point. If intruders approach, 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.

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 1/3 normal amount to take into account rower fatigue.
3	Extreme light breeze or beating before normal winds. All movement reduced to 1/3 normal rate.
4	Light breeze or quater reaching before normal winds. All movement reduced to 1/2 normal rate.
5	Moderate breeze or broad reaching before normal winds. All movement reduced to 2/3 normal.
6-8	Normal winds. Normal movement.
9	Strong breeze. Normal movement plus 1/3 extra movement.
10	High winds. Normal movement plus 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 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 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.

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GLOSSARY

aerial — Inhabiting or occurring while in the air or flying.
ballista — An ancient or medieval siege 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 sieges, 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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