



ADVENTURE GAME

The Adventure Begins Here!







Adventure Game

ADVENTURE BOOK

(For the Dungeon Master Only)

The Dungeon Master reads the first adventure in the
Adventure Book and the Rules Summary sheet before starting play.

Players don't read this book.

They read their characters and the Rules Summary sheet.

ADVENTURE 1: RESCUE THE UNICORN

You (the Dungeon Master) should read this adventure to yourself before playing. You'll want to do that before each adventure in this book, to give yourself time to get familiar with what will happen before you start.

Four goblins have used magic sleep arrows to capture a unicorn. They live in a haunted ruins, and the characters have to enter the ruins to fight them. If the characters defeat the goblins, they'll rescue the unicorn, overcome a trap, and win some treasure.

GET READY TO PLAY

Before you play this adventure, roll the hit points of the goblins, and make a note of the results. For example, a goblin has d8 hit points. Roll an eight-sided die. Do this four times, because there are four goblins in the adventure.

Tokens and the Map

When the characters open a door to a room and look in, put tokens down on the map to show the players where the monsters, treasure chests, and doors are.

PLAYERS' INTRODUCTION:

When you've read the adventure to yourself and are ready to start playing, read the boxed introduction to the players. It tells them what's happening and lets them decide how to get through the door to where the goblins are. Once you've read it to them, place the door token and go to the next section.

Read this to the players:

A friendly unicorn named Alabern lives in the woods near your town. With a touch of its horn, Alabern heals wounded people who come to it for help. Now a woodcutter has come to town with terrible news. Evil goblins have captured the unicorn and taken it away.

Your mission is clear. You must find these creatures and rescue Alabern.

You bravely volunteered to enter the haunted dungeon in the hills where the creatures have taken Alabern, hoping to rescue it.

You found your way through the dark woods to an old wooden door in a cliff face. You're pretty sure the goblins are somewhere on the other side of that door. They won't expect people to be brave enough to come to this haunted place, so they're probably not expecting you.

What do you do?

Door Token: Place a door token on the game board, as shown on your secret dungeon map. The characters start outside the door.

THE DOOR TO ROOM 1

The characters choose what to do next. They can discuss their options. If they need help, suggest some of the ideas below. While the characters are exploring, the players don't have to take turns. They can work together.

Weapons: Before trying to open the door, ask each player what weapon his character has ready.

Listen: A character who rolls 10 or higher on a Listen check can hear goblins talking on the other side of the door. (Listen is a skill.)

Spells: Before trying to open the door, a cleric might want to cast some spells, such as *bleed* or *protection from evil*.

Opening the Lock: A rogue who rolls 20 or higher on her Open Lock check can pick the lock. The rogue can keep trying until she succeeds or gives up.

Kicking the Door In: If a character tries to kick the door in, have his player make a Strength check (d20 + the character's Strength bonus/penalty). If the player rolls 18 or higher, the door opens. The character may try as many times as he likes, but he makes plenty of noise each time he does. Halflings get a -4 penalty to this roll because they're small.

Hacking Down the Door: A character can batter down the door with a weapon. The player doesn't need to make an attack roll. He rolls

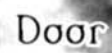
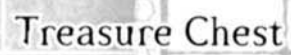
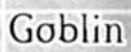
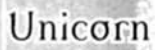
Adventure #1 Map

Unicorn

Goblin

Treasure Chest

Door



damage, subtracts 5 (because the door is hard), and deals the rest in damage. Once the door has taken 10 points of damage, it breaks.

ROOM 1. THE GOBLINS AND THE UNICORN

When the characters open the door, put the tokens for the goblins, for Alabern, and for the door to Room 2 on the map. Sunlight comes in the door, so the characters can see in the room.

The goblins are hostile, so when the door opens, combat begins. Each round, characters and monsters act in order of initiative: Lidda 17, Kerwyn 16, Miale 13, Naull 12, the goblins 11, Regdar 11, Tordek 11, Eberk 9, and Jozan 9. Ignore characters who are not being played. If there's a tie, whoever rolls highest on a d20 goes before the other characters or monsters with the same number. The goblins fear dwarves, so they attack characters who are not dwarves if they can.



Goblins (4)

Hit Dice: 1 (d8 hit points)

Initiative: 11

Speed: 6 spaces

Armor Class: 15

Attack: Morningstar d20+0

Damage: d8-1

Saves: Fortitude d20+0, Reflex d20+3, Will d20+0

Skills: Hide 16, Listen 13, Move Silently 15, Spot 13

Alignment: Evil

Experience Award: 100 XP

Combat: When a goblin attacks a character, make its attack roll (d20) and try to score the character's Armor Class or better. If you do, the goblin deals d8-1 damage (at least 1 point).

A character who attacks a goblin hits if he rolls the goblin's Armor Class or better. A character who hits a goblin deals damage to the goblin, which reduces its hit points. A goblin dies if it runs out of hit points.

Unicorn: Alabern the unicorn is asleep, under the spell of the goblins' magic sleep arrows. Tell the players that they see the unicorn sleeping, that it's tied up, and that there is dried blood on its coat. A goblin bow is next to Alabern, but the sleep arrows are gone (used up).

Exploring: Once combat is over, the characters can play "exploration style" again.

They can wake Alabern up by shaking it vigorously. It takes about a minute to do this.

Alabern can cure characters' wounds (and cures them first, regardless of its own minor wounds). When it wakes up, it can touch any wounded characters with its horn. It can cure d8+4 damage three times and 2d8+4 damage once.

The goblins each carry d10 gold pieces, which the characters find if they search the bodies.

After freeing Alabern, the characters might want to explore Room 2. The door to that room isn't locked.

ROOM 2. SLEEPING ROOM

This room is dark. Dwarves can see in the dark, but until someone casts a *light* spell or uses flint and steel to light a torch, no one else can see into it.

The four goblins from Room 1 slept here. This room has smelly food and dirty blankets where the goblins slept. Anyone who tastes the food must make a Fortitude saving throw of 16 or better. If he doesn't succeed, he becomes sick for the rest of the adventure and gets a -2 penalty to all skill checks and saving throws.

Treasure Chest: The treasure chest is not locked, but it has a trap in it. Anyone who opens the chest springs the trap. Turn to the Random Trap Table in the *Rulebook* and roll a d10 to see what the trap does.

A rogue can avoid the trap. If a rogue searches the chest for traps before anyone opens it, she can notice the trap if she rolls 21 or better on her Search check. If she notices the trap, she can try to disarm it so it won't go off. If she tries this, she makes a Disable Device check. If she rolls 20 or better, she jams the trap and opens the chest safely. If she rolls 15 or less, she springs the trap.

Once the chest is open, the characters find a treasure inside it. Roll a d10 on the Treasure Table in the *Rulebook* to see what the treasure is.

THE END!

After the characters have explored Rooms 1 and 2, this adventure is over. (It's also over if the goblins kill all the characters.) The characters can untie the unicorn, rouse him, and leave the dungeon.

Treasure: The characters split the treasure among them.

The Characters Go Shopping: When the characters accumulate enough money to buy new equipment, explain to them that there's a general store in town.

Show the characters the equipment tables (for armor, adventuring gear, and weapons) in the *Rulebook*, and let them buy whatever gear that they like and can afford. They can do this at the end of any adventure. The store buys used equipment at half the list price, if the characters want to sell their old gear.

Experience: The team wins 300 XP for defeating the four goblins and rescuing the unicorn. Divide this amount by the number of characters who started the adventure. Each character gets an equal share of the XP. Once a character has accumulated 1,000 XP, he achieves 2nd level and becomes more powerful.

Rest: Once out of the dungeon and back in town, the characters can rest. The clerics and wizards regain their spent spells, and everyone recovers hit points lost to damage.



ADVENTURE 2: TROUBLE IN THE DWARVEN MINES

In this adventure, the characters explore a series of chambers accidentally discovered by dwarven miners in the mountains. Hobgoblins—larger versions of the goblins they faced in their first adventure—live in this underground chamber, and the hobgoblins aren't happy that the dwarves have tunneled into it.

Just like for the first adventure, you should read the whole adventure before playing.

GET READY TO PLAY

Before you play this adventure, roll the hit points of the dire rats and the hobgoblins, and make a note of the results. For example, a hobgoblin has $d8+1$ hit points. Roll an eight-sided die, and add 1 to the result. Do this four times, because there are four hobgoblins in the adventure. You'll want to do this before the other adventures in this book, too.



You'll also want to make sure that the characters are back to their maximum hit points and spells, because they've had plenty of time to rest since they rescued the unicorn in Adventure 1.

Tokens and the Map

This adventure uses Rooms 3, 4, 6, and 7 on the map. Just pretend the other rooms don't exist. Before you start playing, get out the tokens for 4 hobgoblins, 4 dire rats, a chest, 3 door tokens, and 4 object tokens. Remember, don't put them on the map until the characters would be able to see them. Usually, that happens when they first open the door to a new room.

READY FOR ACTION?

When everyone's ready, read aloud the text in the box below, then place the door token along the east wall of Room 3. See the secret dungeon map on the next page if you need help placing tokens.

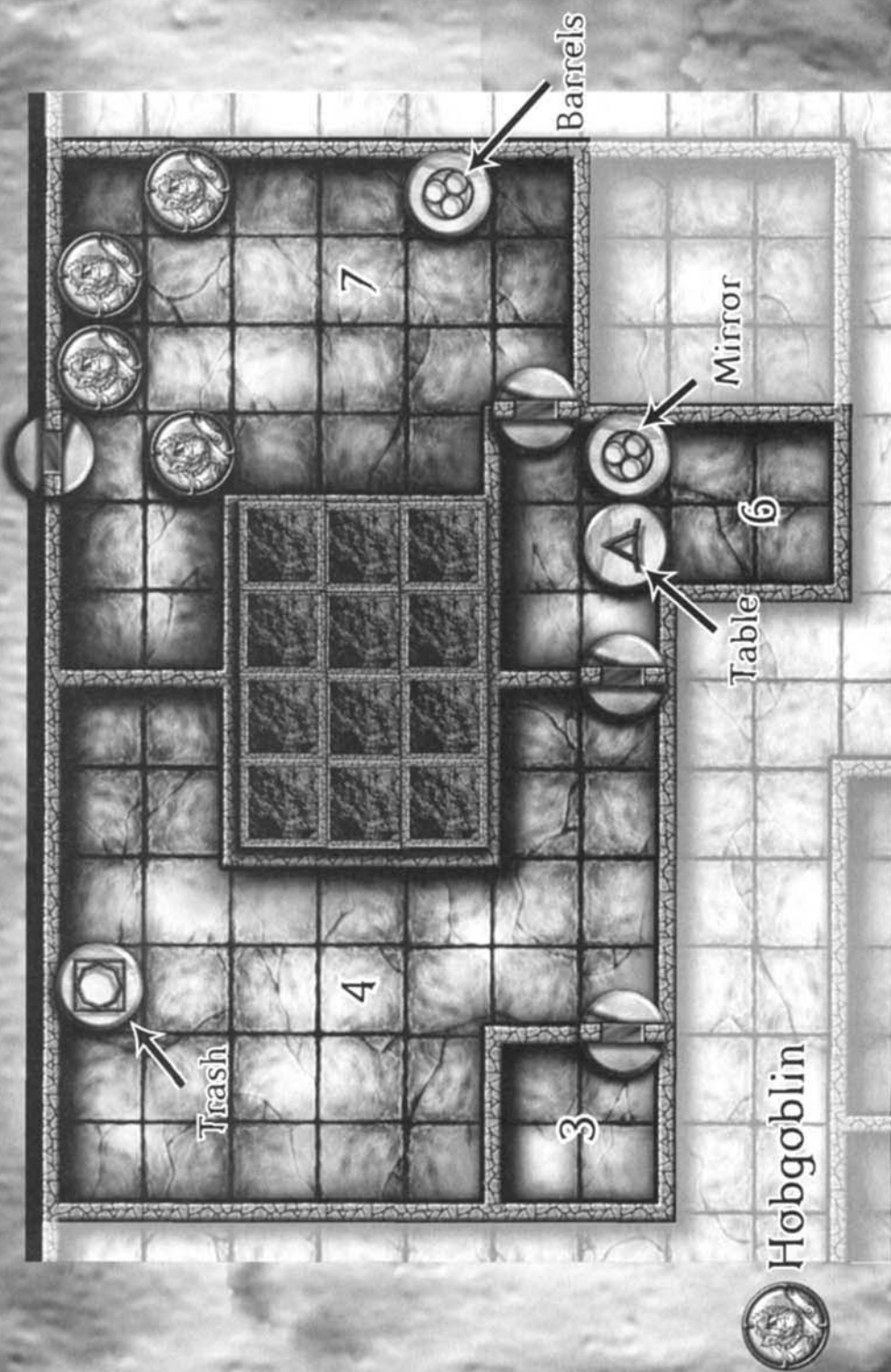
One night in the village, an out-of-breath dwarf in sooty clothes bursts into the inn where you're staying. "Hobgoblins! They've captured Durgal!" he says.

The dwarf explains: "My name is Rurik, and I work in the mines up in the mountains to the north. My crew was digging a new tunnel yesterday when we hit a hollow spot underground. Two big hobgoblins crawled out of the hole and grabbed my friend Durgal, who was unlucky enough to stand closest to the hole. We haven't heard from him since. . . ."

"My workers are miners, not soldiers. If you can make our mine safe again, we'll pay you 75 gold pieces each."

After a moment to grab your gear, you follow Rurik out of the inn. After walking for a few hours up mountain trails, he leads you into the mines and down a long, dark passageway braced with timbers every 15 feet.

Adventure #2 Map



As you reach the end, you see a dark, 5-foot hole in the wall, with only darkness and rubble beyond. Rurik explains that his crew of six dwarves has watched the hole since the hobgoblins grabbed Durgal, and no hobgoblins have come in or out.

The dwarves cower behind you, unwilling to get near the hole in the wall. What do you do?

Let the Players Make Plans

Explain that the door token represents the hole in the wall. The players can place themselves anywhere they like in Room 3, which represents the end of the mine shaft. Rurik and the dwarves stand behind the characters and talk to each other in low voices.

Give the players as much time as they want in front of the hole. Described below are some things they might think of. It's OK to make suggestions if the players don't know what to do.

Look into the Hole: Ask the players whether they're holding torches, and remind them to check their character sheets to find out how far they can see. If the characters look through the hole from a distance, all they see is a rocky cave with a gravelly floor and a few stalactites hanging from the ceiling. If they step up to the hole and peek around the corner, read the boxed text under Room 4 below.

Listen: Have each player who wants to listen make a Listen check. (The rolls for Listen checks are listed on the back of each character sheet.) If a character gets 18 or higher, describe "a brief, faint rustling." A character who rolls less than 18 only hears muttering dwarves behind him.

If the characters are smart enough to tell the dwarves to be quiet, let them roll again. This time, they only need to get 16 or higher to hear the rustling sound.

Ready Weapons: Before the characters enter Room 4, make sure you know which weapons they're carrying, and who's holding the torch.

Cast Spells: A wizard might want to cast *light* rather than carry a torch. A cleric might want to cast *bless* or *protection from evil*.

Talk to the Dwarves: The characters may try to talk Rurik or the other dwarves into stepping into the hole themselves. This won't work. The dwarven miners are brave; their job has many hazards like cave-ins and rockslides. But the dwarves know that they're no match for hobgoblins.

ROOM 4: LAIR OF THE RATS

When the characters peek around the corner or walk through the hole, read this boxed text to the players:

Beyond the hole is a huge, damp cave with small stalactites hanging from the ceiling. The floor is littered with small stones, and even the smallest sound makes a strange echo. A smelly pile of trash can be dimly seen along the north wall. There is a sturdy wooden door in the center of the east wall.

Use a square token to represent the trash heap. If the players ask, tell them the trash appears to be composed mostly of bones, sticks, leaves, and rotting meat.

Rat Attack!

Let players describe one action, and let them make one move into the room. If the characters heard the rustling sound, or if they say they're going to look at the trash heap, put four dire rat tokens on the map so they're touching the trash heap.

Then combat begins as the rats scurry out of the heap and attack! Each round, characters and monsters act in order of initiative: Lidda 17, Kerwyn 16, the rats 13, Miale 13, Naull 12, Regdar 11, Tordek 11, Eberk 9, and Jozan 9. Ignore characters who are not being played. If there's a tie, whoever rolls highest on a d20 goes before the other characters or monsters with the same number.

If the characters weren't watching the trash heap, the rats surprise them. Place four dire rat tokens up to eight spaces away from the trash heap, as close to the characters as possible. Then the fight starts.

Dire Rats (4)**Hit Dice:** 1 (d8+1 hit points)**Initiative:** 13**Speed:** 8 spaces**Armor Class:** 15**Attack:** Bite d20+3**Damage:** d4**Saves:** Fortitude d20+3, Reflex d20+5, Will d20+1**Skills:** Hide 21, Listen 16, Move Silently 16, Spot 16**Alignment:** Neutral**Experience Award:** 100 XP

The rats aren't smart, but they're vicious. Their tactics are simple—run up to the characters and start biting them.

When the fight is over, the characters can look through the trash heap and check out the door.

Trash Heap: It's just rotting garbage, and there's nothing of value inside. Searching through it makes the characters smell bad, too.

Door: It's closed and locked. A character who puts an ear to the door can make a Listen check, but won't hear anything. (There's nothing to hear.)

A rogue can pick the lock with an Open Lock check of 20 or better.

Anyone can break down the door by making a Strength check. Roll a d20 and add the Strength bonus listed on the character sheet. If the result is 13 or higher, the door swings open into Room 6.

**ROOM 6: SLEEPING AREA**

The hobgoblins that lived in this warren never expected to defend it from the west. But they've had a day to prepare for an attack from the dwarves, so they've booby-trapped this room. Place the tokens on the main map as you read this description. Use object tokens for the furniture. Read this to the players:

This room is chiseled from the stone, with flat walls and a 10-foot ceiling. In an alcove to the south hang four empty hammocks. In the middle of the room stands a round table, and just south of the door on the east wall is a full-length mirror. On the table are four bowls filled with stew.

This room contains two traps for the characters to deal with.

Falling Block: The hobgoblins have rigged a trap that they hope will knock out one character and warn them that an attack is coming. The first character to step next to the door triggers a huge block of stone that falls from the ceiling, causing d6 points of damage. The stone block shatters loudly when it hits the ground.

Avoiding the Trap: The stone block makes a scraping sound as it falls through the ceiling. A character who makes a Reflex saving throw of 15 or higher hears the sound and jumps out of the way before the stone block falls.

Finding and Disarming the Trap: A rogue making a Search check of 21 or better finds the trigger panel under the rug. A rogue can disarm the trap with a Disable Device check of 20 or higher. If the rogue rolls a 15 or lower on the Disable Device check, the stone block falls on the rogue.

Stew: The hobgoblins have poisoned the stew, hoping to catch curious or hungry intruders. Any character tasting the stew must make a Fortitude saving throw. A score of 15 or higher means the character feels momentarily queasy. If a character scores 14 or less, the character suffers d4 points of damage from painful stomach cramps.

Furniture: The full-length mirror and the table are ordinary, but they might come in handy in Room 7.

Door: The door that leads to Room 7 is closed and locked, just like the last one. The same rules apply to this door as to the door between Rooms 4 and 6.

Hobgoblins in the Next Room: The hobgoblins are worried about an attack from the dwarves, and they're arguing about leaving. Breaking down a door or triggering the stone block trap alerts them. If the block doesn't fall and the rogue opens the lock on the door, the characters may be able to take the hobgoblins by surprise.

ROOM 7: HOBGOBLINS!

There are two ways to describe this room, so read this whole description carefully.

The Sneaky Way

If the characters haven't made enough noise to disturb the hobgoblins, they can open the door to Room 7 without the hobgoblins noticing. The characters hear loud, snarling voices arguing in voices too guttural to understand. No Listen check is required.

The hobgoblins are arguing near the north end of the room, so characters won't be able to see them unless a character peers around the doorjamb. Have the character who looks around the corner make a Hide check. If the result is 13 or higher, the character can peek without being seen. If it's lower than 13, the hobgoblins stop arguing and attack.

Clever characters can tilt the mirror in Room 6 so it shows the north end of the room.

If the hobgoblins don't spot the characters, place the four hobgoblin tokens in the north end of the room and read the first description below. If the characters got caught peeking, place the hobgoblin tokens in the north end, but skip down to the second box of text.

In the northeast corner of the room, the warm glow of a campfire illuminates four large hobgoblins, angrily gesturing as they argue. Each one has a sword at its side. Two barrels stand near a doorway on the north wall.

Once you've placed the tokens, each character can move or attack once before the hobgoblins do anything. Then the normal initiative order takes over. Skip down to The Big Fight.

The Loud Way

If the characters broke down a door by force, triggered the stone block trap, or got noticed sneaking, place four hobgoblin tokens along the east wall of Room 7. Then read the box of text below.

Four hobgoblins grin maliciously at you as they draw wicked-looking swords. To the north, a campfire in the northeast corner illuminates the room, and there are two barrels near a doorway on the north wall. "Get 'em!" yell the hobgoblins as they move to attack.

Place object tokens and the door according to your map. Go on to The Big Fight.

The Big Fight

Each round, characters and monsters act in order of initiative: Lidda 17, Kerwyn 16, Miale 13, Naull 12, the hobgoblins 11, Regdar 11, Tordek 11, Eberk 9, and Jozan 9. Ignore characters who are not being played. If there's a tie, whoever rolls highest on a d20 goes before the other characters or monsters with the same number.

The hobgoblins are smart fighters, so they use tactics such as flanking. They set themselves up on opposite sides of the character they are attacking. This gives each flanking hobgoblin a +2 bonus on its attack roll (see the *Rulebook*).

Hobgoblins (4)

Hit Dice: 1 (d8+1 hit points)

Initiative: 11

Speed: 6 spaces

Armor Class: 15

Attack: Longsword d20+0

Damage: d8

Saves: Fortitude d20+3, Reflex d20+1, Will d20+1

Skills: Hide 11, Listen 14, Move Silently 13, Spot 14

Alignment: Evil

Experience Award: 150 XP

The characters can use smart tactics too. For example, any character standing behind a turned-over table (like the one in Room 6) or a barrel gets a temporary AC bonus of +2. Put the character's token on top of the object token to represent this. The hobgoblins are too aggressive to use this strategy.

Searching the Room

Once the fight with the hobgoblins is over, the characters can explore the room.



Two Barrels: Any character can pry the lid off either of the two barrels. One barrel contains the body of Durgal the dwarf.

The other barrel holds treasure. Roll twice on the Random Treasure Table in the *Rulebook*.

In addition, there's a broken iron key at the bottom of the second barrel that will come in handy in Adventure 5.

Doorway: When the characters examine the rough doorway in the north wall, read the following to the players:

With the hobgoblins defeated, you peer through the doorway and see a rough passage sloping upward at a 30-degree angle.

If the characters investigate the passage, read the following:

It's an easy climb, if somewhat smoky. After about 100 feet, you're faced with a stone door with a simple latch.

Opening the door reveals a large ledge on a gently sloping mountain face. If the characters go out, they find that the stone door looks like just another rock from the outside. Hobgoblin footprints muddy the ground nearby.

This is the secret door the hobgoblins used to come and go from their warren.

THE END!

Rurik pays the characters and thanks them for making the mines safe again.

Awarding Experience: The characters earn 100 XP for each dire rat killed and 150 XP for each hobgoblin. Dealing with the traps in Room 6 is worth an extra 300 XP—whether the traps went off or not. Divide the XP equally among the characters.

A blacksmith in town offers to repair the broken iron key for 5 gold pieces.

ADVENTURE 3: INTO THE CRYPT

A mysterious wizard sends the characters on a mission to retrieve a burial shroud from a crypt in a haunted cemetery. The characters will face skeleton warriors, poisonous vipers, and an evil necromancer who wants the burial shroud for himself. Also, a cryptic door will test your players' wits, not just their weapons.

GET READY TO PLAY

Before the adventure begins, remember to roll the hit points for all the monsters (skeletons, vipers, and the evil necromancer). This is also a good chance to remind yourself of any special abilities the monsters have. (For example, skeletons take less damage from sharp weapons, and vipers have a poison attack.)

Take a moment to check the rules for turning undead in the *Rulebook*. They are important in this adventure.

As always, the characters return to maximum hit points and regain any spells they used in the last adventure.

Tokens and the Map

This adventure uses Rooms 19, 20, and 26 on the main map. Get out the tokens you'll need: three skeletons, two doors, one viper, one object, and one unused PC token (to represent the necromancer). Don't put the tokens on the map until the characters would be able to see them.

READY FOR ACTION?

Place a door token along the east wall of Room 19 (see your map for details), then read the text in the box aloud.

One afternoon, a messenger boy brings you ten gold pieces each in a small leather bag. He explains, "There's more money—and gems—for you, good heroes, if you'll just follow me.

Marlak, the village sorcerer, would speak to you."

The boy leads you to a small hut on the edge of the forest. A fat bald man waves you into the hut without a word, then motions you into footstools around his cooking fire. He stares into the ashes for a moment, then snaps his head upward and speaks.

"I have a problem. For my research, I need a burial shroud that's at least two hundred years old. There's only one crypt in the cemetery that old, and it might be watched by agents of my rival, Zeru. Fortunately, Zeru's minions will be watching for me, not any of you.

"If you enter the Hanan family crypt and bring me back a piece of a burial shroud inside, I'll give each of you eighty gold pieces." He pauses. "Plus I'll give each of you a diamond. You can sell it to the jeweler in town for at least fifty gold pieces, I'm sure."

Marlak pokes at the fire. "The cemetery is just on the other side of town, but I'd go there right away. Even I wouldn't risk the cemetery after dark."

Bargaining: If the characters try to negotiate a better price, Marlak will pay them as much as 90 gold pieces each. He can't afford to go higher.

Let the characters make whatever preparations they want. When they reach the cemetery, read the next box aloud.

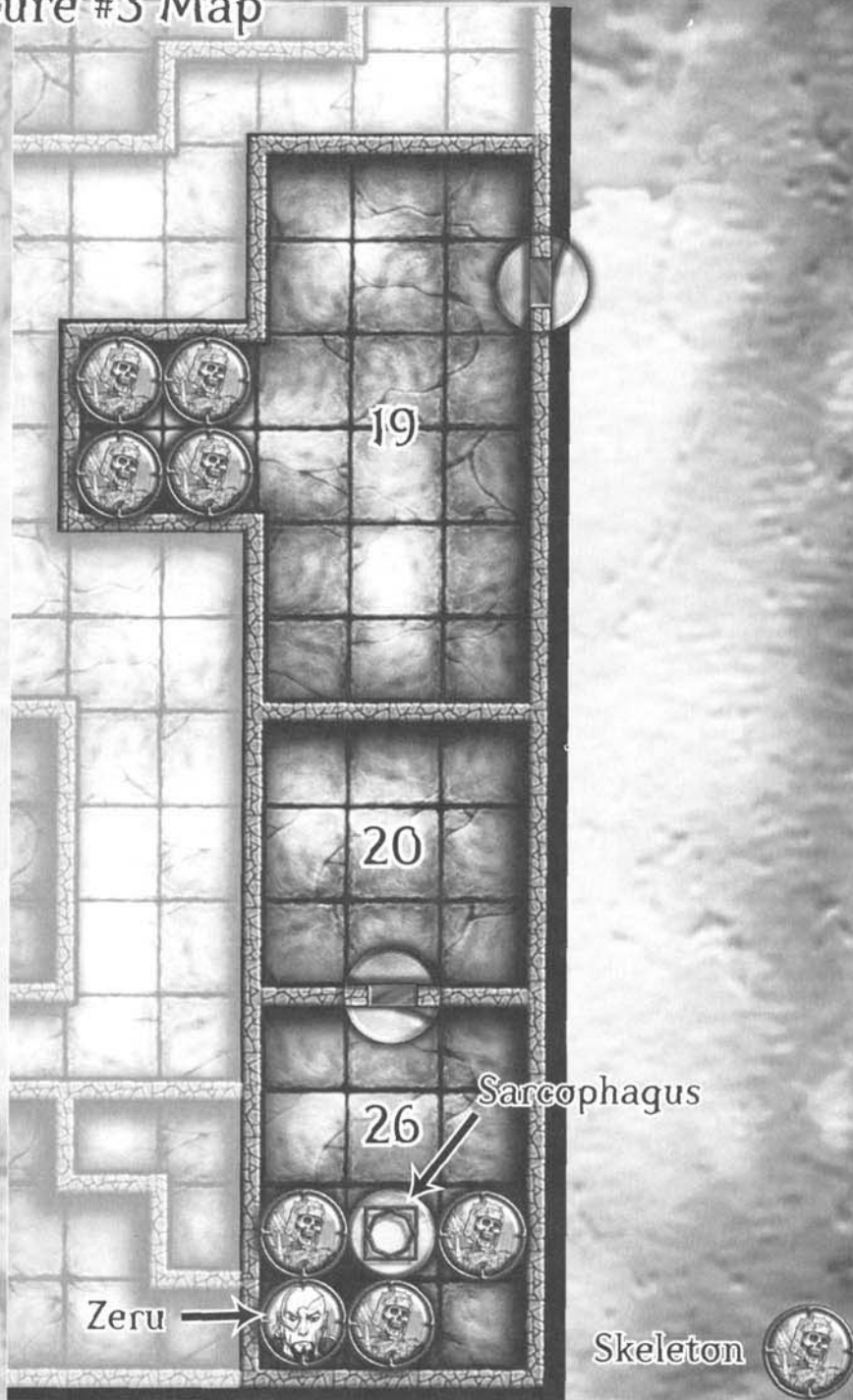
The walk to the cemetery is short. You find yourself standing in front of a blocky, windowless granite structure. The word HANAN is written on an iron door in old-fashioned script.

Let the Players Make Plans

The characters may want to cast spells and ready their weapons before they enter the crypt.

Listen at the Door: Any character who makes a Listen check and gets a 23 or better hears a scuffling sound, like a boot on stone.

Adventure #3 Map



Search the Outside of the Crypt: There are no secret doors and no windows. The granite is solid, and the flagstone roof is in good repair. It's a low building and must be at least half underground. The Hanan crypt is the only crypt in the cemetery; all the other burial plots are marked with simple tombstones. The cemetery is deserted.

Open the Door: The iron door is unlocked and opens with a loud creaking sound. When the characters open the door to Room 19, they see only darkness unless they have some way of seeing what's inside (either torches or a *light* spell). Dwarves can see up to 12 spaces in darkness.

ROOM 19: THE DEAD COME TO LIFE

Once the heroes have opened the door and have a source of light, read the following text and place the tokens according to your map.

This lightless room is dusty and full of cobwebs. Straight ahead of you, moldering skeletons line the alcove, each propped up in a standing position and dressed in tattered clothing of centuries ago. Dusty footprints lead to the wall on your left but stop about 5 feet away.

When all the characters are inside the room, read this to the players:

With a loud bang, the iron door to the crypt slams shut! A few skeletons begin to move, their joints creaking with every step. They lurch toward you, red pinpoints glowing in their hollow eye sockets.

Place four skeleton tokens according to your map, then begin the combat. Each round, characters and monsters act in order of initiative: Lidda 17, Kerwyn 16, the skeletons 15, Mialee 13, Naull 12, Regdar 11, Tordek 11, Eberk 9, and Jozan 9. Ignore characters who are not being played. If there's a tie, whoever rolls highest on a d20 goes before the other tied player.

Skeletons (4)

Hit Dice: 1 (d12 hit points)

Initiative: 15

Speed: 6 spaces

Armor Class: 13

Attack: 2 claws d20+0 (each)

Damage: d4 (each)

Special Defense: Half damage from piercing and slashing weapons, immune to sleep and sneak attacks.

Saves: Fortitude d20+0, Reflex d20+1, Will d20+2

Skills: Hide —, Listen 10, Move Silently —, Spot 10

Alignment: Neutral

Experience Award: 100 XP

The skeletons are undead allies of Zeru, who ordered them to hide among the normal skeletons of the Hanan family and attack anyone else who entered the crypt. They're mindless and fight until destroyed.

Fighting the Skeletons

The characters have two disadvantages against the skeletons. First, piercing weapons and slashing weapons do only half damage (roll normally, then divide by 2, rounding down). That means that only quarterstaves, morningstars, maces, and warhammers deal full damage.



Second, the characters are fighting mindless creatures that are already dead. This means a wizard's *sleep* spell won't work, and neither does a rogue's sneak attack.

Multiple Attacks: One other thing to keep in mind is that each skeleton gets two attacks per round. Skeletons make their attacks one after the other, so you can choose to make the attacks against different characters if you want.

Turning: A cleric is good to have when fighting undead because a cleric can turn them—force them to run away.

When a cleric tries to turn undead, she makes a Charisma check; a score of 10 or higher means he can turn the skeletons. Then the player rolls 2d6 and adds the cleric's level and Charisma bonus. That many skeletons are turned.

In this case, skeletons that are turned run back into the alcove where they started. They travel in as straight a path as possible, so characters might get free attacks against them (see *Fleeing in the Rulebook*).

When they get to the alcove, the skeletons stand rigid against the wall and the red lights in their eye sockets go out. They have been defeated, and they stay dormant as long as no character actually touches them. If any character touches or attacks them, the turned skeletons start fighting again.

Door: The iron door leading outside is just closed, not locked. Characters who check learn that it opens easily—but with another loud creak.

Footprints: A character who reaches the end of the footprints activates a mechanism that opens the way to Room 20. Characters can't detect this mechanism (even with a Search check), because it's too well hidden. Read the following boxed text aloud to the first character who examines the end of the footprint trail.

With the grind of stone on stone, the floor nearest the wall slopes down suddenly, forming a steep ramp. You find yourself sliding down a dusty ramp that leads to a new room under the wall. You're unhurt but covered in dust as you pick yourself up at the bottom.

Move that character's token into Room 20, and tell everyone that the four spaces along that wall are now a ramp that leads under the wall and into another room. Other characters can easily slide down the ramp. When all characters are in Room 20, proceed to the next section.

ROOM 20: SNAKES AND PUZZLES

Read this to the players:

This room appears to be completely empty, except for a large iron door in the wall opposite you.

There are five levers mounted in a row across the center of the door. All five levers are in the down position, except for the leftmost one, which is in the center position. On the left edge of the door are three unrecognizable symbols. One lines up with the top of the levers, one lines up with the center, and one lines up with the bottom.

Each wall has the word HANAN written on it in the same old-fashioned script. There is a small hole about three inches wide in the center of the wall to your left.

As soon as the characters move across the room, a viper slithers out of the hole in the wall and attacks the nearest character. There are three vipers behind the wall, but they come out one at a time. A new viper pops out of the wall one round after the previous one dies. The Hanans nurtured the viper nest when the crypt was built, and the snakes have remained ever since.

Each round, characters and monsters act in order of initiative: Lidda 17, Kerwyn 16, the viper 13, Mialee 13, Naull 12, Regdar 11, Tordek 11, Eberk 9, and Jozan 9. Ignore characters who are not being played. If there's a tie, whoever rolls highest on a d20 goes before the other characters or monsters with the same number.

Vipers (3; one at a time)**Hit Dice:** 1 (d8 hit points)**Initiative:** 13**Speed:** 4 spaces**Armor Class:** 17**Attack:** Bite d20+4**Damage:** 1 plus poison**Special Attack:** Poison**Saves:** Fortitude d20+2, Reflex d20+5, Will d20+1**Skills:** Hide 25, Listen 9, Move Silently 13, Spot 19**Alignment:** Neutral**Experience Award:** 150 XP each

The vipers can't slither up the ramp, so characters can take refuge from them in Room 19. If the players think of an ingenious way of stopping up the hole in the wall, let them try. If what they suggest seems reasonable to you, then no more snakes come through the hole.

The Mysterious Door

The door is a primitive combination device. If the levers are set in the proper combination, the door swings open. Any other combination does nothing.



The Levers: The five levers have three positions each: up, center, and down. The symbols represent the three letters of the family name, so the correct combination spells out H-A-N-A-N. From left to right, that's up-center-down-center-down.

There's no lock for a rogue to open, so characters can get past the door in one of three ways.

The Clever Way: Smart players might deduce the combination on their own. Congratulate them and move on to Room 26.

The Patient Way: There are 243 possible combinations, and it's possible that the characters may try them all. If they do, you can play it out or assume it takes d6×10 minutes before they hit the correct one. They won't trigger a trap simply by trying incorrect combinations.

The Brute Force Way: This door was designed to defeat impatient tomb raiders. If the characters decide to force the door open, roll on the Random Trap Table in the *Rulebook*. Even after the trap is triggered, the door doesn't budge unless a character rolls a Strength check of 22 or higher.

ROOM 26: ZERU THE NECROMANCER

Read the following text to the players after they open the door.

When the door swings open, you're nearly blinded by a white mist that pours out of the room. You can faintly make out a large sarcophagus 10 feet in front of you. Off in the mist, you hear a man chuckle. "You're not Marlak," the voice says.

Place an object token for the sarcophagus according to your map.

Characters can see no more than 2 spaces in this room, even if they can ordinarily see in the dark. Only place tokens for Zeru and the skeletons if the characters are close enough to see them.

Fighting the Necromancer

Zeru the necromancer knew Marlak wanted a piece of the burial shroud. So he waited here for days with his undead minions, hoping to ambush Marlak. Neither Zeru nor his skeletons are affected by the white mist, because they've had days for their eyes to adjust.

Combat begins. Each round, characters and monsters act in order of initiative: Lidda 17, Kerwyn 16, the skeletons 15, Miale 13, Zeru the Necromancer 12, Naull 12, Regdar 11, Tordek 11, Eberk 9, and Jozan 9. Ignore characters who are not being played. If there's a tie, whoever rolls highest on a d20 goes before the other characters or monsters with the same number.

Zeru

Hit Dice: 2 (2d4+2 hit points)

Initiative: 12

Move: 6 spaces

Armor Class: 12

Attack: Dagger d20+1

Damage: d4

Spells: *Magic missile* (prepared twice), *detect magic*

Saves: Fortitude d20+1, Reflex d20+2, Will d20+4

Skills: Hide 13, Listen 12, Move Silently 13, Spot 12

Alignment: Evil

Experience Award: 200 XP

Skeletons (3)

These skeletons are just like the ones in Room 19.

Monster Tactics: Zeru hangs back out of sight as long as possible and casts his *magic missile* spells, preferably at the cleric. The skeletons march forward and attack, keeping themselves between the characters and Zeru.

Turning: The cleric's ability to turn works just as it did in Room 19. The sarcophagus is big enough to block turning for a skeleton that's standing directly behind it, though. Turned skeletons move to the back wall and become dormant.

Zeru: If you feel comfortable doing so, Zeru can taunt characters who miss the skeletons or get hit particularly badly. That's exactly the sort of thing that evil necromancers do.

If the characters do enough damage to reduce Zeru below 4 hit points, his attitude changes. He cries, "Let me go, and you can have all the treasure here. I never wanted a fight with you."

Whether the characters accept Zeru's offer is entirely up to them. Even though their characters are in the middle of a fight, give the players some time to discuss the offer.

If They Accept: Zeru (and any remaining skeletons) march out of the crypt and quickly disappear into the forest. He won't break his bargain. But if the characters start attacking him again, he fights to the death.

If They Decline: Zeru and the skeletons continue to fight as normal. If there's a clear path to the door, Zeru tries to flee (see *Fleeing* in the *Rulebook*).

Inside the Sarcophagus

The lid of the sarcophagus is heavy, but not heavy enough to require a Strength check.

Inside is a withered body under a burial shroud and a random treasure (roll once on the Random Treasure Table). It's easy to tear off a corner of the shroud.

There's also a shield inside the sarcophagus. A character who examines the shield finds a crude map drawn on the inside of the shield. The warrior who once used this shield wanted to make a map as he explored, but didn't have paper handy.

The map shows a trail heading north from the characters' hometown. After about 10 miles, the trail ends next to a cave symbol and the words "magic statue." This map gives a hint of what to expect in Adventure 4.

THE END!

Marlak pays as promised, and the jeweler gladly exchanges the diamonds for 50 gold pieces each.

Awarding Experience: The characters earn 100 XP for each skeleton killed or turned, and 150 XP for each viper. Killing Zeru or forcing him to flee is worth 200 XP. Divide the XP equally among the characters.

ADVENTURE 4: THE MAGIC STATUE

In this adventure, the characters travel to a mysterious cave in search of the magic statue mentioned on the back of the shield found in Adventure 3. They'll have a chance to sneak past a sleeping ogre, cut a deal with a rogue, and perhaps even tamper with a powerful magic item.

GET READY TO PLAY

Before you play this adventure, roll the hit points for the ogre, the hell hound, the goblins, and the rogue.

The characters are back to their maximum hit points and spells because they've had plenty of time to rest.

Tokens and the Map

This adventure uses Rooms 11, 12, 13, and 14 on the map. The characters stand briefly in the hallway outside Room 11, but other than that, pretend the other rooms don't exist for now.

Get out tokens for the creatures you'll need.

READY FOR ACTION?

When everyone's ready, read the text in the box aloud, then place the door token between the hallway and room 11. The characters' tokens start in the hallway area near the door. Read this to the players:

A magic statue! The chance to find such a rare item has led your characters high into the mountains. Guided by an old map you found scribbled on the back of a shield, you've followed a winding, overgrown path. Now you've reached the end of the trail on your map.

Before you stands a stout wooden door set into the bottom of a tall cliff. Danger might lie ahead, but so might fantastic treasures.

Make sure the characters tell you what weapons they have ready, and let them cast any spells they want.

The door isn't locked, because nobody in these parts messes with the ogre. When the characters open the door, read the boxed text for Room 11.

ROOM 11: BATS!

Read this to the players:

This dark, cavernous room has a high, vaulted ceiling covered with stalactites. On the floor, small puddles of water and an occasional crumbling stalagmite glint in the light. Across the room you see another wooden door. A thick, pungent odor fills the room, and a black, sticky substance coats much of the floor.

As soon as all the characters are in the room, they risk awakening the hundreds of normal bats that live here. Also, when the characters cross this room on their way out, they'll meet some goblins returning from a hunt.

A Cloud of Bats

Moving anywhere near the center of the room with a light is enough to wake up the bats. When awakened, they fly wildly around the room, filling the air with high-pitched squeaks.

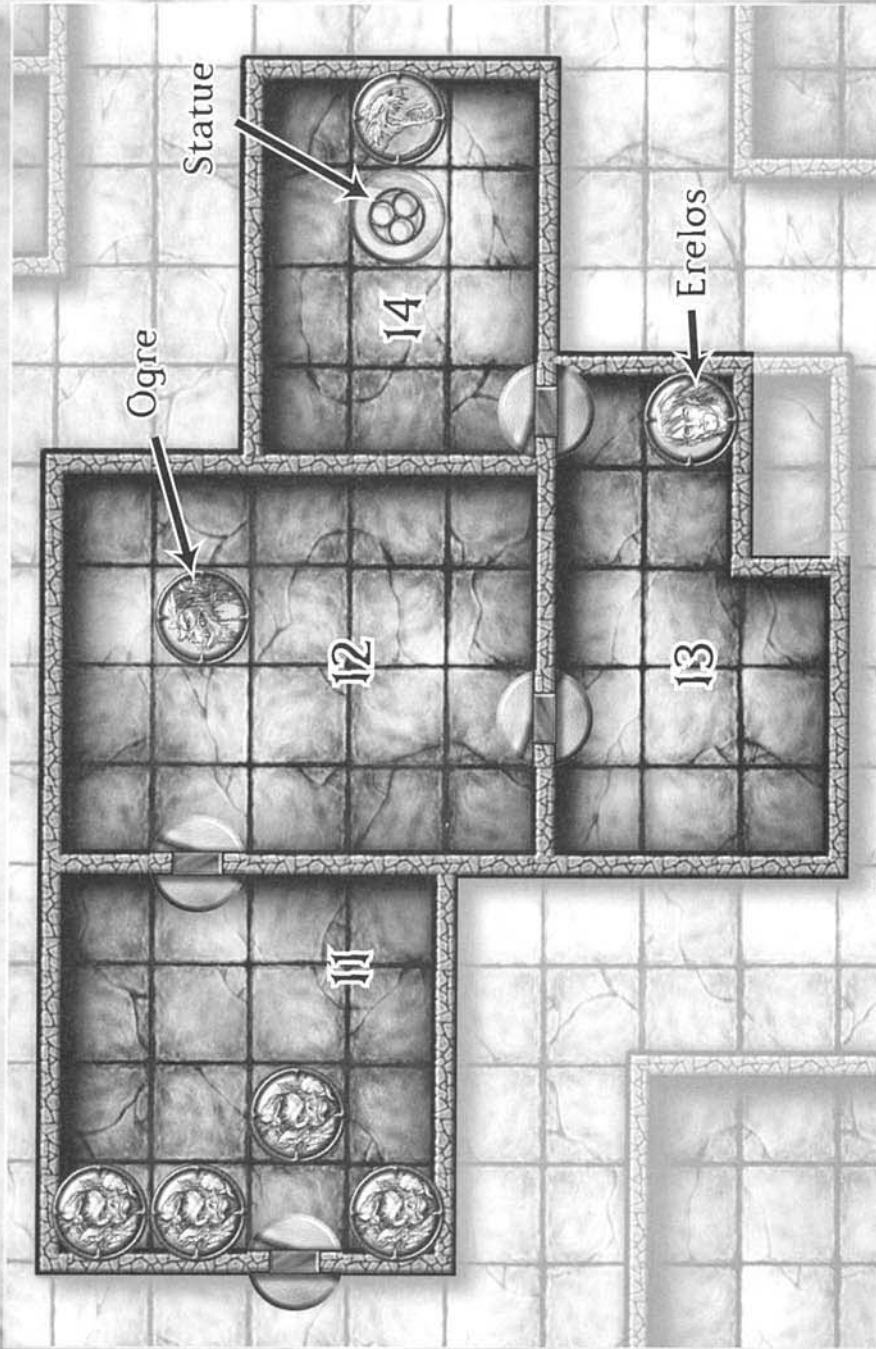
For 5 rounds, characters find it hard to see and hear as the bats fly around the room. They can attack the bats if they wish, but there are hundreds of them, so it won't do much good. These bats have AC 16 and 2 hit points each. They make no attacks themselves. The characters suffer a -4 penalty to their attack rolls because of the confusion of the bats.

After 5 rounds, the bats settle back on the ceiling, and they remain there for at least 5 minutes. Every time the characters enter this room carrying a light or making noise, they wake the bats again.

Goblins Return from a Hunt

When the characters pass through this room on their way out, they'll face four goblins that have just returned from a hunt. Remember, the room has only bats in it when the characters are on their way in. Place the goblin tokens according to your map.

Adventure #4 Map



Goblin (only when the characters are leaving the dungeon)

Goblins (4)**Hit Dice:** 1 (d8 hit points)**Initiative:** 11**Speed:** 6 spaces**Armor Class:** 15**Attack:** Morningstar d20+0**Damage:** d8-1**Saves:** Fortitude d20+0, Reflex d20+3, Will d20+0**Skills:** Hide 16, Listen 13, Move Silently 15, Spot 13**Alignment:** Evil**Experience Award:** 100 XP

The four goblins are minions of the ogre. They run errands and wait on the ogre, which protects them. Two of them carry a dead boar, which they caught in a trap this morning. They attack the characters right away.

Each round, characters and monsters act in order of initiative: Lidda 17, Kerwyn 16, Miale 13, Naull 12, the goblins 11, Regdar 11, Tordek 11, Eberk 9, and Jozan 9. Ignore characters who are not being played. If there's a tie, whoever rolls highest on a d20 goes before the other characters or monsters with the same number.

The sounds of a fight certainly wakes up the bats. The goblins have the same problem with the bats, so everyone has a -4 penalty to their attack rolls until the bats quiet down 5 rounds later.

When three goblins are dead, the last one flees (see *Fleeing in the Rulebook*.) If the last goblin can make it to the door leading outside, it is able to escape the characters by hiding in the underbrush.

The Noise of Battle: The bats alone aren't loud enough to wake up the ogre in Room 12, but a fight with the goblins makes plenty of noise. Three rounds after the fight begins, the ogre opens the door from Room 12 and attacks the nearest character (unless the characters have already dealt with the ogre).

Door: The door on the opposite side of the room from the entrance is locked. A character who puts an ear to the door and makes a Listen check of 15 or better hears faint snoring and slow, deep breathing.

A rogue needs to make an Open Lock check of 15 or better to open the door, or any character can make a Strength check of 20 or better to force it open. Forcing the door open automatically awakens the ogre.

ROOM 12: SLEEPING OGRE

Read this to the players:

In the center of this room is a huge pile of furs. Atop them sleeps a large ugly humanoid creature at least 8 feet tall! With each snore, his mouth opens to reveal large, yellow fangs. A large club lies next to the creature.

Broken shards of bone litter the floor. Across the room is another wooden door, one that is slightly ajar.

The ogre is sleeping, but it wakes up if characters attack it or make too much noise in this room. If it wakes up, it attacks, yelling "Yum! Yum!"

The ogre fights to the death, and leaves the room to chase characters. If it yells "Yum! Yum!" in Room 11, it wakes up the bats and is also affected by them.

It's possible that the goblins, the ogre, and even the rogue from Room 13 could all wind up fighting in Room 11 at the end of the adventure. That's OK. Just treat it as one big fight.

Sneaking Past the Ogre

Each character who wants to sneak past the ogre needs to make a Move Silently check and score an 11 or better. If even one character fails, the ogre wakes. Characters make their Move Silently checks one at a time, in the order they wish.

Clever characters might steal the ogre's club. It takes a successful Move Silently check to get close to the club, and a second check to grab it and move away. If the ogre wakes up and can't find its club, its attacks deal only d4+7 points of damage. It attacks whoever has the club and tries to get it back.

Characters returning from Rooms 13 and 14 can move silently past the ogre again if they want.

When the Ogre Wakes

If the characters attack the ogre or fail a Move Silently check, a fight begins. The characters have surprised the ogre, so each character can move once, or attack, or cast a spell. The first attack against the sleeping ogre automatically hits for



Ogre

Hit Dice: 4 (4d8+8 hit points)

Initiative: 9

Speed: 6 spaces

Armor Class: 16

Attack: Club d20+7

Damage: 2d6+7

Saves: Fortitude d20+6 Reflex d20+0, Will d20+1

Skills: Hide 5, Listen 13, Move Silently 9, Spot 13

Alignment: Evil

Experience Award: 600 XP

ROOM 13: ERELOS THE ROGUE

Read this to the players:

This room is apparently empty. There is an iron door on the far wall—and a man in a black cloak crouched near its doorknob with his back to you.

The man is Erellos, a rogue who's come to steal the magic statue.

maximum damage. The characters take their attacks in initiative order. Then the battle begins normally.

A rogue with a higher initiative than the ogre can make a sneak attack in the first round. A rogue with a ranged weapon can make a sneak attack before the fight begins.

In the first round, the ogre stands up and grabs its club (if it's there), so it can't move or attack. After that, it moves and attacks normally.

Each round, characters and monsters act in order of initiative: Lidda 17, Kerwyn 16, Miale 13, Naull 12, Regdar 11, Tordek 11, the ogre 9, Eberk 9, and Jozan 9. Ignore characters who are not being played. If there's a tie, whoever rolls highest on a d20 goes before the other characters or monsters with the same number.

Door: The door is open just a crack. There's nothing to hear beyond it. If a character opens the door or peeks through the crack, read the boxed text in Room 13.

Erellos

Hit Dice: 2 (2d6+2 hit points)

Initiative: 17

Move: 6 spaces

Armor Class: 15

Attack: Rapier d20+3

Damage: d6+1

Saves: Fortitude d20+3, Reflex d20+6, Will d20+2

Skills: Hide 18, Listen 17, Move Silently 18, Spot 17, Open Lock 18

Alignment: Neutral

Experience Award: 200 XP

Erellos arrived at the cave about 15 minutes before the characters did. He crept past the sleeping ogre. He's trying to pick the lock on the iron door when the characters see him.

Erellos is wearing leather armor. He carries a masterwork rapier (see the *Rulebook*), and he has a *potion of cure moderate wounds* in a pouch on his belt.

How Erelor Responds

If the Characters Attack: Erelor fights back, attacking whichever character appears to be the biggest threat. Each round, characters and monsters act in order of initiative: Erelor 17, Lidda 17, Kerwyn 16, Miale 13, Naull 12, Regdar 11, Tordek 11, Eberk 9, and Jozan 9. Ignore characters who are not being played. If there's a tie, whoever rolls highest on a d20 goes before the other characters or monsters with the same number.

If the characters do enough damage to take Erelor below 6 hit points, he tries to maneuver to the door between this room and Room 12. If he can, he opens it and yells "Come and get it!" This wakes up the ogre (unless the characters have already killed it), which arrives at the door the following round. Erelor plans to slip away while the ogre attacks, hoping the ogre attacks the characters, not him.

If the Characters Say Something: Read the boxed text below.

If the Characters Use Move Silently: They each need to roll 17 or higher (Erelor's Listen score), or Erelor turns around. If Erelor turns around, read this to the players:

The man in black spins around, a wicked-looking rapier in his hand. "I got here first. Beat it, children," he says in a low, raspy voice.

If the characters attack at this point, run the battle as above.

If the characters try to talk to him, have whichever character does most of the talking make a Diplomacy check.

If the Diplomacy Check Is 15 or Better: Erelor thinks for a second, then says he'll join the characters in exchange for an equal share of the treasure. If the characters accept, Erelor follows them from room to room and fights on their side. (He stays under your control.)

If the Diplomacy Check Is Less Than 15: Erelor stands in front of the door and refuses all offers. He says that anyone who wants to go farther has to go through him. Handle the resulting fight as above.

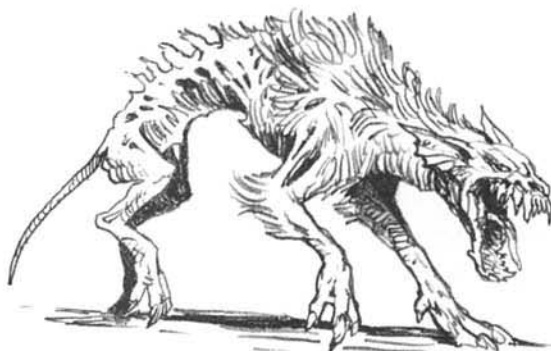
Iron Door: This door is locked, requiring an Open Lock check of 20 or better. A Strength check of 20 or better forces it open.

ROOM 14: THE STATUE

Read this to the players:

The door opens to reveal a 10-foot high statue of a red frog. Green gems rest where the statue's eyes should be. Behind it, you hear the clink of chains along the ground. A huge dog with red, glowing eyes growls menacingly from behind the statue, pacing at the limit of the chain around its neck. Each time it exhales, you see a puff of smoke from its muzzle. In the far corner of the room lies a large chest.

The dog is "Rusty," the ogre's pet hell hound.



Hell Hound

Hit Dice: 4 (4d8+4 hit points)

Initiative: 16

Speed: 8 spaces

Armor Class: 16

Attack: Bite d20+5

Damage: d8+1

Special Attack: Fire breath

Saves: Fortitude d20+5, Reflex d20+5, Will d20+4

Skills: Hide 21, Listen 15, Move Silently 23, Spot 25

Alignment: Evil

Experience Award: 600 XP

The chain around the hell hound's neck limits it to the corner space in this room. This means that the characters are safe from its fire breath if they keep the statue between them and the hell hound.

If a character steps within range of its fire breath, the hell hound immediately breathes fire. This cone of fire deals d6+1 points of damage to everyone caught in it. The cone is 6 spaces long and 6 spaces wide at the end. A character suffers no damage if he rolls a 13 or better on a Reflex save.

Each round, characters and monsters act in order of initiative: Lidda 17, the hell hound 16, Kerwyn 16, Miale 13, Naull 12, Regdar 11, Tordek 11, Eberk 9, and Jozan 9. Ignore characters who are not being played. If there's a tie, whoever rolls highest on a d20 goes before the other characters or monsters with the same number.

The hell hound fights until slain.

The Toad Statue

This statue weighs several tons, so the characters can't bring it back with them. Whenever a character touches the statue, roll a d10.

After a character first touches the statue, touching it again has no effect.

Eye Gems: Any character can easily pry out the gems set into the frog statue's eyes. If the gems are removed, the statue won't bestow any more magic. Characters who have already touched the statue retain those effects, however.

Chest: The chest in the back corner is trapped (roll on the Random Traps Table in the *Rulebook*). A Search check of 21 or better reveals the trap. A Disable Device check of 15 or better disarms it safely.

d10 Effect

- 1–2 The character is healed of all damage.
- 3–4 The character feels stronger. For the next 30 minutes, he has a +2 bonus to his attack rolls and damage rolls.
- 5–6 The character feels more dexterous. For the next 30 minutes, she has a +2 bonus to Armor Class, ranged attacks, Reflex saves, and Move Silently, Open Lock, and Disable Device checks.
- 7–8 The character feels a surge of vitality, gaining 2 temporary hit points. This means that his current hit point total goes up by 2, even if that takes him above his usual maximum. The temporary hit points are taken as damage before "real" ones are. The extra hit points fade after 30 minutes.
- 9 The character's feet tingle, and she finds she can move twice as fast as normal. This effect fades in 30 minutes.
- 10 The character turns invisible (see the *invisibility* spell in the *Rulebook*). The invisibility lasts for 30 minutes or until the character attacks.

The chest is filled with treasure. Roll three times on the Treasure Table in the *Rulebook*.

RETREATING

The characters can now retreat. If the ogre is still sleeping, they might try to move silently past it again. Erelos sneaks past the ogre automatically. On their way out, they encounter the goblins in Room 11. That fight probably wakes up the ogre, unless it has been dealt with.

THE END!

The jeweler in town gives the characters 300 gold pieces for each gem. Remember, Erelos demands an equal share of the proceeds from the gems if he is with them.

Awarding Experience: The characters earn 100 XP for each goblin, 600 XP for the ogre, and 600 XP for the hell hound. If the ogre is still alive and the characters visited every room in this adventure, award them 300 XP. Award the characters 200 XP for Erelos, whether the party befriended or fought him. If the characters set off or disarmed the trap in Room 14, award them 300 XP.

Divide the XP equally among the characters.

ADVENTURE 5: THE CAPTURED CARAVAN

Orcs have captured a merchant caravan and defeated the town militia in battle, and it's up to the characters to defeat the orcs and rescue the prisoners. But it won't be easy—the orcs are tough opponents, and their lair is also home to one of the world's strangest creatures.

GET READY TO PLAY

Before the adventure begins, remember to roll the hit points for all the monsters in this adventure (the orcs and the gelatinous cube).

The characters return to maximum hit points and regain any spells they used in the last adventure. In addition, the town council lends them the potions mentioned in the boxed text below.

Running Away: This adventure is significantly more difficult than previous adventures. Orcs can deliver mighty blows with their axes, and the gelatinous cube could swallow the whole party. Sometimes running away is the best option.

Dying: Even fleeing isn't foolproof, however. If a player's character dies, let him choose a new character from the others in the character portfolio while you continue with the adventure. As soon as you can, bring the new character into the story by describing him as a "last-minute reinforcement from town." The new character only earns experience from the rooms he explores with the rest of the party.

The Tokens and Map

This adventure uses Rooms 22, 23, 24, 25, and 26 on the main map. The other rooms don't exist. Get out the tokens you'll need.

READY FOR ACTION?

Place a door token along the east wall of Room 22 (see your map for details), then read this to the players:

Word spreads quickly through town one fall day: A band of orcs has captured a merchant caravan after a bloody battle. The orcs are demanding almost the whole year's harvest as ransom. If the townspeople accepts the orcs' offer, they'll surely starve this winter.

The town council has come to you for help. Rescue the caravan and defeat the orcs, they say, and the town will reward you with 225 gold pieces each.

The town militia was decimated in the battle that ended with the capture of the caravan, so you'll be on your own. The town council gives each of you a *potion of cure light wounds*, which you can keep if you don't use it.

The orc lair is south of town, deep amid winding canyons. The captain of the militia, badly wounded in the earlier battle, guesses the orcs will be confident after their victory and won't expect a counterattack.

After a morning's march, you find yourself at what must be the orcs' lair. An iron portcullis covers a cave mouth, and strangely wide footprints cover the ground. A crude painted sign outside reads "HUMIEZ KEEP OUT!"

Ask your players about light sources and ready weapons, then read the description for Room 22 as they approach the portcullis.

ROOM 22: ORC SENTRIES

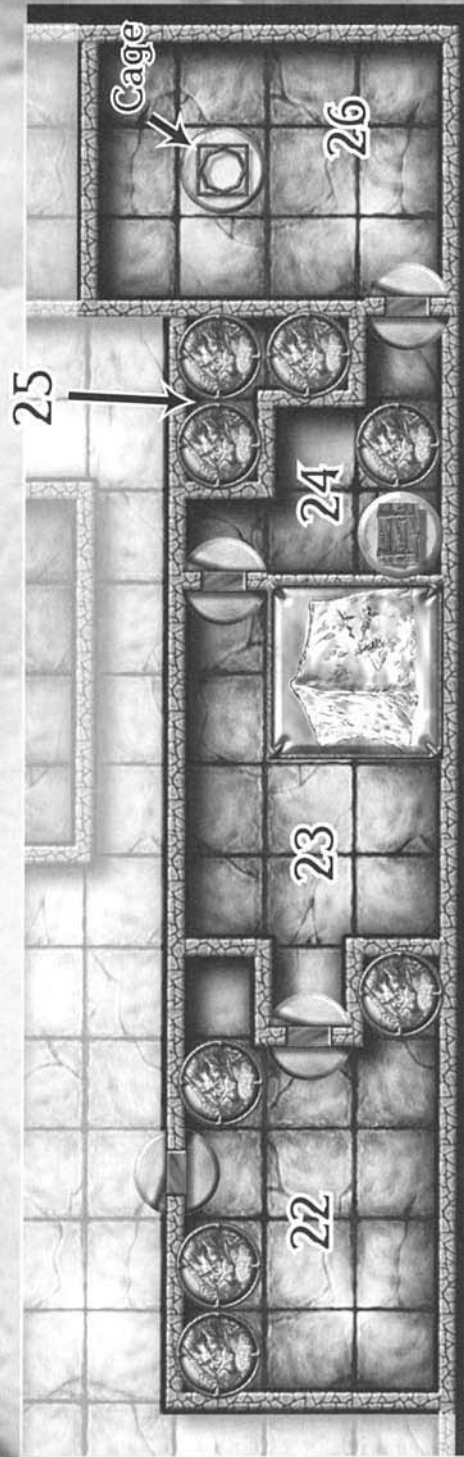
Read this to the players:

The portcullis is made of sturdy iron, and its sharp spikes dig into the ground. Inside the cave, just out of reach, is a crude winch.

From your vantage point, you can see almost all of the cave. Only the areas just inside and to the right and left lie beyond your view.

In the cave you see piles of furs and the remains of a cooking fire near the entrance. The back wall of the cave features a grisly col-

Adventure #5 Map



- Gelatinous Cube
- Chest
- Orc

The back wall of the cave features a grisly collection of skulls arranged in rows on shelves. Some skulls are clearly animal, but others are just as clearly human. In the middle of the back wall of the cave is a wooden door.

Orc sentries lie in wait on both sides of the cave, and they attack any characters who enter the room. But first the characters have to force the portcullis open.

Portcullis: It takes a Strength check of 20 or higher to lift the portcullis from the outside. Characters can try as many times as they like. Once the portcullis is lifted, it locks into place and stays up.

The characters can combine their efforts. Two can lift at a time, because the portcullis is only a few feet wide. The character with the higher Strength character is the lifter and the character with the lower Strength is the helper. First, have the helper make a Strength check. A score of 10 or better gives the lifter a +2 bonus to his check. Then have the lifter make a Strength check, which determines whether the portcullis moves.

Listening: Any character who scores 15 or better on a Listen check hears faint breathing coming from both sides of the doorway.

Orcs: The four orcs attack as soon as characters step into the room. Place their tokens according to the map after the first character steps into the room.

Planning Ahead: Characters who try to peer into the corner of the cave can spot the orcs if they roll a Spot check of 8 or better. A clever wizard can use her *sleep* spell.

Orcs (4)

Hit Dice: 1 (d8 hit points)

Initiative: 10

Speed: 4 spaces

Armor Class: 14

Attack: Greataxe d20+2

Damage: d12+3

Saves: Fortitude d20+2, Reflex d20+0, Will d20-1

Skills: Hide 6, Listen 13, Move Silently 6, Spot 14

Alignment: Evil

Experience Award: 150 XP

The orcs are ready to attack the first thing that walks through the doorway. If a character steps into the first space beyond the portcullis without realizing the orcs are there, one orc on each side of the door gets a free attack before the characters can take any actions. After these two orcs take their free attacks, combat proceeds as normal.

The orcs fight until slain. Each round, characters and monsters act in order of initiative: Lidda 17, Kerwyn 16, Miale 13, Naull 12, Regdar 11, Tordek 11, the orcs 10, Eberk 9, and Jozan 9. Ignore characters who are not being played. If there's a tie, whoever rolls highest on a d20 goes before the other tied player.

Door: The door to the next room is closed but unlocked. There's nothing to hear in the next room, but let the characters make Listen checks if they want to. No matter what the result, they don't hear anything.

ROOM 23: THE GARBAGE DISPOSAL

Read this to the players:

This room smells strongly of refuse and rotting meat. No trash or garbage is present, but there's a thin layer of slime in the southeast corner of this otherwise bare room. There's an iron door on the far wall.

This room isn't as empty as it looks. A gelatinous cube eats the trash that the orcs leave in this room. That's why it smells, but there's no garbage here.

Gelatinous Cube

Hit Dice: 4 (4d10+36 hit points)

Initiative: 5

Speed: 3 spaces

Armor Class: 3

Attack: Buffet d20+1

Damage: d6+4 plus acid

Special Attack: Acid, paralysis

Special Defense: Hide

Saves: Fortitude d20+5, Reflex d20-4, Will d20+1

Skills: Hide 15, Listen —, Move Silently 15, Spot —

Alignment: Neutral

Experience Award: 900 XP

The gelatinous cube is almost completely invisible. Have each character who enters the room make a Spot check. A character must score 15 or better to see the gelatinous cube, which starts in the square in the southeast corner of the room.

A character who spots it can point it out to others. Once that happens, everyone can see the gelatinous cube.

The gelatinous cube attacks as soon as the characters finish making their Spot checks. If none of the characters saw the creature, it gets a free attack before the combat begins. Each round, characters and monsters act in order of initiative: Lidda 17, Kerwyn 16, Miale 13, Naull 12, Regdar 11, Tordek 11, Eberk 9, Jozan 9, and the gelatinous cube 5. Ignore characters who are not being played. If there's a tie, whoever rolls highest on a d20 goes before the other tied player.

Acid and Paralysis: The cube's touch deals an extra d6 acid damage. Anyone struck by the cube must make a Fortitude saving throw of 16 or better or be paralyzed for 3d6 rounds. The cube can automatically hit a paralyzed character for 10 points of damage plus d6 acid damage.

The Alcove: The gelatinous cube can't attack the alcove near the door to Room 22 very well. A character who is motionless and next to the door can't be attacked by the gelatinous cube. A character who attacks from that space is fair game.

The Door: The door to Room 24 is closed and not locked. There's nothing to hear on the other side.

ROOM 24: MYSTERY CHEST

Read this to the players:

This oddly shaped room is empty except for for two features. A motionless orc is sprawled next to a large wooden chest.

The chest, which belonged to the merchant caravan, is trapped, and the orc was the first to try to open it.

Orc: Roll on the Random Trap Table in the *Rulebook*. The orc is either unconscious or dead, depending on what kind of trap you roll for the chest. (If

the result indicates a stink trap, assume that the smell was bad enough to knock out the orc.) If the characters examine the body, describe wounds that fit the trap in the chest, but don't give away exactly what kind of trap it is.

For example, if the chest has a fiery trap, describe burns on the orc's snout and arms. If it's a sleep trap, note that the orc is snoring and sleeping peacefully.

If the characters disturb a sleeping orc, it fights as normal, but spends the first round rising to its feet and drawing its axe. The characters can each make a free attack during this first round.

Chest: It takes a Disable Device check of 20 or better to disarm the trap, but if the rogue can deduce what type of trap it is from the fallen orc, she gets a +2 bonus.

Also, the merchants in Room 26 can tell the rogue how to disarm the trap. If they do, the Disable Device check automatically succeeds.

The chest is also locked, requiring an Open Lock check of 20 or better to open.

The chest has a random treasure inside. It's technically the property of the merchants in Room 26. The characters might give it back, make a deal with the merchants, or keep it for themselves. It's up to them.

Secret Door: A swiveling stone door leads into Room 25, where three orcs lie in wait. Characters can find the secret door with a Search check of 15 or better. An elf who walks into the north alcove can make a Search check even if she hasn't announced her intent to search.

The secret door is locked, with a small notch in the stone serving as the keyhole. An Open Lock check of 20 or better opens the door, but alerts the orcs.

If the characters got the iron key from Adventure 2 and repaired it, it fits perfectly into the keyhole, and the orcs are surprised (see Room 25).

ROOM 25: ORC AMBUSH!

Read this box only if the characters find the secret door in Room 24. If they don't, they'll meet these orcs in Room 26.

With the low rumble of stone on stone, the secret door swivels open. Behind it are three orcs, apparently peering out a thin viewhole into another room.

If the Characters Picked the Lock: Fight this battle as normal. The orcs are just like the orcs in Room 22.

If the Characters Used the Key from Adventure 2: Each character gets a free attack, move, or spell before the normal initiative order begins. Then the fight continues as normal.

ROOM 26: THE PRISONERS

Read this to the players:

This room is lit with torches in sconces on each wall. In the center of the room is a large iron cage with four filthy humans inside. "Save us! The orcs will come back soon!" they cry.

The cage has a huge padlock on it.

When the characters have moved into the room and taken one action, read the following boxed text (unless the characters have already defeated the orcs in Room 25).

A section of stone wall suddenly swivels open, revealing three orcs with huge axes. They growl, "More for the cage!" and attack!

Start the orc tokens in their positions in Room 25, and move them into Room 26 normally. Then begin the fight. These orcs are identical with those from Room 22. If the characters survive the fight, they can free the prisoners, and the adventure is over.

Prisoners: The prisoners are Horatio, the lead merchant (human male); Kayla, a guard (halfling female); Jeoff, a drover (human male); and Mungo, a guard (dwarf male). Mungo is badly wounded and has only 1 hit point left. The others are just hungry and tired.



The padlock requires an Open Lock check of 20 or better to open. The cage is too heavy to move or tip over.

More Orcs: Clever players may notice that these orcs don't seem to have any treasure of their own. And they apparently didn't have a key to the cage. As a DM, you can think of your own reasons why this might be. Perhaps there are more orcs out hunting. Maybe the orcs are led by another kind of monster. You're the DM, so it's up to you. Maybe you can write your own sequel to this adventure.

THE END!

The town council happily pays each character 225 gold pieces for the return of captured merchants. Horatio adds an additional 75 gold pieces each, unless the characters kept the treasure from the trapped chest in Room 24.

Awarding Experience: The characters earn 150 XP for each orc killed, plus 600 XP for the gelatinous cube and 300 for the trapped chest.

Divide the XP equally among the characters.

ADVENTURE 6: HALL OF THE DWARVEN LORD

A group of goblins and hobgoblins, led by a bugbear, have taken over most of an underground dwarven stronghold. They had the aid of a small red dragon that has since left the area.

After a number of battles, the goblins achieved a significant but not overwhelming victory. However, they haven't yet been able to take over the entire stronghold because of their losses in battle. A few dwarves remain in the stronghold, hoping that reinforcements will arrive to help them destroy their hated goblin foes. If the characters help the dwarves defeat the invaders, the dwarves let the characters keep any treasure they take from the monsters (though they ask that the characters don't keep any items that are particularly important to the dwarves).

GET READY TO PLAY

As with previous adventures, you'll need to roll each monster's hit points. You can do this for all the monsters in the dungeon before you start, or you can roll hit points for monsters as the characters meet them.

Make sure that the players' characters are back to their maximum hit points and spells. They may want to spend some of the gold they got in earlier adventures to buy better weapons or armor, or to replace equipment they've used up (such as arrows or torches).

Tokens and the Map

When the characters open a door to a room and look in, put tokens down on the map to show the players where the monsters, doors, and other objects in the room are. Note that unlike in earlier adventures, the monster locations in each room aren't on the map. This lets you decide exactly where each monster is. You can do this either before the adventure begins (by marking the monsters' locations on the smaller version of the map) or during the adventure.

Opening Doors

Several doors in this dungeon are either locked or stuck closed. Four options exist.

Pick the Lock: While this won't help open a stuck door, it's the quietest way to open a locked door. A rogue can open a locked door (or chest or other item) by rolling a 20 or higher on an Open Lock check.

Smash Through: A stout kick or a strong shoulder can be enough to open some doors. This requires a Strength check; on a 13 or better, a stuck door is opened. Locked doors require an 18 or better. Smashing through a door creates a great deal of noise.

Break It Down: When all else fails, the characters can hit the door with their weapons. No attack roll is needed; the character hits automatically and rolls damage. Because the doors are hard, subtract 5 from any damage roll. A total of 10 points of damage breaks down any door in this adventure, unless otherwise noted. Chopping and bashing a door to bits creates noise, and takes longer than picking the lock or smashing through the door.

Magic: If the characters have the *knock* spell (on a scroll or in a wand), that also opens a stuck or locked door.

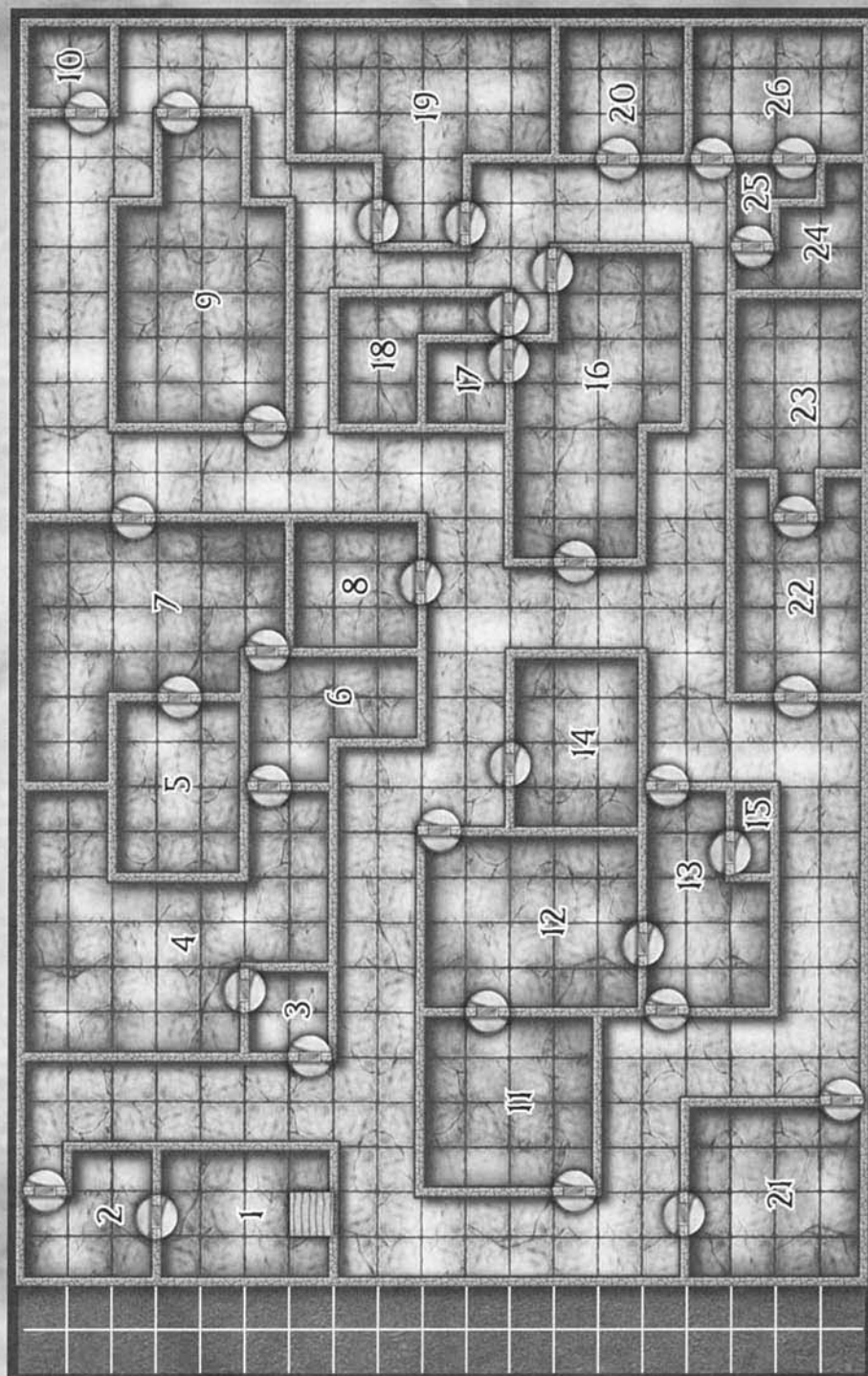
When any of these methods won't work, this is noted in the door's description.

PLAYERS' INTRODUCTION

When you've read the adventure to yourself and are ready to start playing, read the boxed introduction to the players. It tells them what's happening and lets them decide whether they want to take any precautions before opening the trapdoor they've found that leads to the dwarven stronghold. Once you've read it to them, help the players figure out what to do next.

You've been hearing the rumors for two days now. "The Hall of the Dwarven Lord has fallen to the hobgoblins!" At first you didn't believe it was true, but then the regular shipment of dwarven ale didn't arrive this morning, and there's been no word from the hall either.

Adventure #6 Map



If the rumors are true, then there must be plenty of hobgoblins to slay and treasure to recover. The dwarves have always been friendly, so helping them rid their home of hobgoblins would be the right thing to do. Besides, you'd hate to think that the hobgoblins are up there wasting all that perfectly good dwarven ale!

Let the players discuss their options, but ultimately, they should decide to travel to the Hall of the Dwarven Lord (regardless of their specific motivations). If they want to buy extra equipment before they leave, that's fine. When they're ready to go, read this aloud to them:

After packing up your gear and strapping on your weapons, you head into the hills toward the Hall of the Dwarven Lord. From what you know about the hall, it's entirely underground, with only a small tower aboveground to mark its location.

You find the tower without much trouble, but it looks like something has partially destroyed it! Charred stone rubble lies scattered about, and great scorch marks are all over the area.

Characters can search through the remains of the tower, but they won't find anything of value. A Search check of 10 or better locates a trapdoor under a pile of rubble.

The Trapdoor

Once the characters have cleared the rubble from the trapdoor, they can choose what to do next. They might cast spells before opening the trapdoor, and you should ask each player what weapon his character has ready.

Because the characters have a few adventures under their belts, don't be as quick to provide help as you might have been in earlier adventures.

Opening the Door: The trapdoor isn't locked, though it is heavy and stuck. Characters may try to pull it open (which works just like smashing

Are Things Getting Routine?

By now, the characters should have a pretty good idea of what sorts of dangers await them. They might even have a set of standard responses when entering an unknown area. For instance, they might stand in a particular formation before opening a door or cast certain spells whenever entering a dungeon for the first time.

It's OK to encourage this sort of thinking, but it's also good to make sure that the adventure doesn't get too routine. Every now and then, you can throw in something new that makes the characters rethink their standard plans, such as a fake door (which might cause the characters to waste valuable time or resources trying to open it). This adventure includes a few examples of such surprises, but not so many that the players feel that they're being punished for their good planning.

through it). A character may try as many times as he likes, but if he ever rolls a 1 on the d20, the trapdoor's pull-ring snaps off. If this happens, the characters have to break it down (see above) or cast *knock* on the door (which automatically pops the door open).

Stomping through the Door: A character who tries to break through the trap door by stomping on it gets a +4 bonus on his Strength check. However, if he succeeds, he probably falls through. Have his player make a Reflex saving throw; on a 16 or better, he catches the edge and doesn't fall through. Otherwise, he falls through the open trapdoor and down the stairs into Room 1. A character who falls down the stairs suffers d6 points of damage.

LIGHT IN THE HALL

Except when noted in a room's description, the dwarven stronghold has no light sources. Since dwarves (and most monsters) can see in the dark, this isn't a problem for them. However, there's a good chance that at least one character can't see in the dark, which means the characters need to use a torch or a *light* spell each time they enter the hall.

WANDERING MONSTERS

While in the Hall of the Dwarven Lord, the characters are likely to encounter monsters wandering through its corridors.

Whenever the characters make a lot of noise in a corridor (for instance, if they try to bash a door down) and whenever they move from a room into a corridor, roll a d6. On a roll of 1, they encounter a wandering monster.

If a wandering monster is encountered, roll a d10 and refer to the following table to see what the characters meet. They can meet the same type of monster more than once. The monster starts 2d4 spaces away in a direction of your choice when the characters encounter it.

- | d10 | Monster |
|------|--|
| 1-2 | Goblins. A pair of goblins are patrolling the halls, looking for any dwarves left in the dungeon. They gladly attack the characters instead, though. |
| 3-4 | Dwarven Warriors. Two dwarves are sneaking through the dungeon, looking for more of their kind to gang up against the goblins. They won't team up with the characters, but if one of the characters rolls a 15 or better on a Diplomacy check, the dwarves warn them about any monsters in a nearby room. |
| 5 | Gelatinous Cube. This protoplasmic creature slides through the dungeon, consuming any trash it finds. It won't chase fleeing characters, but it may cut off access to an area of the dungeon because of its size. |
| 6 | Ghoul. Lured by the smell of rotting corpses, this undead monster searches the dungeon for prey. |
| 7-8 | Dire Rats. Three of these scavengers are attracted by the noise made by the characters. If the characters aren't wounded, the rats may decide to follow at a distance and attack later. |
| 9-10 | Goblins with Hobgoblin. This patrol of four goblins is led by a single hobgoblin. |

ROOM 1: THE ENTRANCE

Read this to the players:

After you open the trapdoor, you can see a set of stone steps leading down to the floor 8 feet below. The top step is only 4 feet below the trap door. A single torch smolders in a sconce set on the far wall, dimly illuminating the room. Tapestries hanging from the walls show pictures of dwarves defeating goblins in a battle.

Any dwarf character knows that goblins are the hated enemies of dwarves everywhere. Any other character can remember that fact by rolling a 5 or better on an Intelligence check.

The door to Room 2 is slightly ajar. One of the dwarves from that room peeks through. Have each character make a Spot check. Any character who rolls at least a 10 sees the dwarf peering in.

Regardless of the success of the Spot checks, the dwarf immediately closes the door. Any character who rolls a 4 or better on a Listen check hears the door click shut.

Other than the items noted earlier, there is nothing to find in this room.

ROOM 2: RESTING DWARVES

Read this to the players:

The furniture in this room has been stacked against a door across the room from you. Two tired-looking dwarves are standing in the



middle of the room, pointing their crossbows in your direction.

"Are you here to help us kill the goblins?" they ask.

The dwarves once used this room to keep enemies out of their stronghold. Now the dwarves use it to keep the goblins and hobgoblins from getting out!

Two tired dwarven warriors are in this room. They have piled a table and four chairs in front of the door that leads from this room into the hallway. They don't want the goblins and hobgoblins to get in and kill them.

However, unless the characters look like goblins or hobgoblins (which is unlikely) the dwarves don't fire right away. This is a good chance for characters to use the Diplomacy skill. Any character who makes a Diplomacy check of 15 or better can convince the dwarves that they are friendly. Dwarf characters add a +2 bonus to their check.

If the Diplomacy Check Succeeds: The dwarves tell the characters about the dungeon, though they don't know about the displacer beast in Room 18. They also give the characters a *potion of cure light wounds* to help them against the invaders.

If the Characters Fail the Check: The dwarves let the characters pass, but they don't give them any information or the potion. Either way, the dwarves help the characters dismantle the barricade and usher them into the rest of the dungeon. If the characters attack the dwarves for some reason, the dwarves defend themselves, but they won't start any combat.

After the characters leave, the dwarves close the door and stack up the table and chairs to block the door again. If the characters come back to this room from the dungeon, they can either ask the dwarves to let them in or try to force open the door. The dwarves gladly let them back out if asked, though it takes them a full minute (10 rounds) to take apart the barricade and open the door. That might be too long if a monster is chasing the characters!

If a character chooses to force open the barricaded door, have that character's player make a Strength check. If the player rolls 20 or better, he has forced the door open and the characters can enter the room.

Note to the DM: As soon as the characters leave this room, look at the description of Room 3. The goblins there are listening for people walking down the hallway, and the characters may want to move quietly!

ROOMS 3-7: GOBLIN-INFESTED SECTION

The goblins and hobgoblins that invaded the stronghold have taken over these rooms. Each room stinks of goblins and has piles of garbage scattered about. More complete descriptions of each room are found below.

Remember that the monsters in these rooms work together as a team. When possible, they gang up against the characters, sometimes even working with monsters from another room. For instance, the goblins in Room 3 call in reinforcements from Room 4 if possible, and the sleeping goblins in Room 7 might be awakened by a fight in Room 5.



Guidelines to help you are provided, but be ready to adapt what's written to fit what the characters do.

ROOM 3: ANTECHAMBER

Once a waiting area outside the stronghold's reception hall (Room 4), this small room is now used by the goblins as a guard post. Four goblins wait here, ready to attack any dwarves brave enough to venture back into the stronghold.

The door into the hallway is slightly ajar, allowing the goblins to listen for anyone walking down the hall. Allow each player to make a Spot check for his character as the characters leave Room 2. Any character who gets a 15 or better notices the slightly open door right away. Otherwise, the character doesn't notice it until he reaches the door.

If the characters try to sneak down the hallway, have each player make a Move Silently check for his character. A roll of 9 or better allows the character to sneak up to (or past) the open door without alerting the goblins. If any character fails, the goblins hear him coming and ready their weapons. Unless the characters make a lot of noise, the goblins can't hear them from more than 6 spaces away, or through a closed door.

If all the characters succeed in moving silently, the characters can either sneak past the open door (and explore another section of the dungeon), or attack the goblins. If the characters attack after successfully sneaking up to the door, the goblins can't do anything on their first turn.

Once the characters open the door to Room 3, read this to the players:

You find a small room with a few overturned benches scattered about. You also see four snarling goblins dressed in leather armor and carrying morningstars. For a moment they seem disappointed—perhaps they were hoping that you'd all be dwarves—but they seem to still be intent on killing you!

On the goblins' first turn in the battle (or their second turn, if they were surprised), they attack while calling for help. Two rounds later, two of the four hobgoblins from Room 4 come through the

door between Room 3 and Room 4 and join the fight. Two rounds after that, the last two hobgoblins from Room 4 enter the room as well. (A total of four goblins and four hobgoblins must be defeated here.)

Goblins (4)

Hit Dice: 1 (d8 hit points)

Initiative: 11

Speed: 6 spaces

Armor Class: 15

Attack: Morningstar d20+0

Damage: d8-1

Saves: Fortitude d20+0, Reflex d20+3, Will d20+0

Skills: Hide 16, Listen 13, Move Silently 15, Spot 13

Alignment: Evil

Experience Award: 100 XP

Statistics for the hobgoblins can be found in Room 4, where they start the adventure.

Each round, characters and monsters act in order of initiative: Lidda 17, Kerwyn 16, Miale 13, Naull 12, the goblins 11, the hobgoblins 11, Regdar 11, Tordek 11, Eberk 9, and Jozan 9. Ignore characters who are not being played. If there's a tie, whoever rolls highest on a d20 goes before the other characters or monsters with the same number.

The goblins each carry d10 gold pieces, which are found if the characters search their bodies.

ROOM 4: RECEPTION HALL

Read this to the players:

This large room appears to have once been used by the lord of the dwarven stronghold to receive visitors. The room now is only a depressing reminder of its former grandeur. Torn and filthy tapestries hang from the walls, which are streaked with blood and filth. An overturned throne lies against one wall, its cushions torn to pieces.

If the characters have not encountered and killed the four hobgoblins in this room (see Room 3), read this to the players:

Four hobgoblins lounge around the room. Each wears studded leather armor and carries a longsword and a shield. They look up as you open the door, grin, and begin to lift their swords.

Hobgoblins are savvy warriors. They attempt to flank the characters if possible, setting themselves up on opposite sides of the character they are attacking. This gives each flanking hobgoblin a +2 bonus on its attack roll. Remember, if a character can use special combat rules to his advantage, so can smart monsters!

Each round, characters and monsters act in order of initiative: Lidda 17, Kerwyn 16, Miale 13, Naull 12, the hobgoblins 11, Regdar 11, Tordek 11, Eberk 9, and Jozan 9. Ignore characters who are not being played. If there's a tie, whoever rolls highest on a d20 goes before the other characters or monsters with the same number.

Hobgoblins (4)

Hit Dice: 1 (d8+1 hit points)

Initiative: 11

Speed: 6 spaces

Armor Class: 15

Attack: Longsword d20+0

Damage: d8

Saves: Fortitude d20+3, Reflex d20+1, Will d20+1

Skills: Hide 11, Listen 14, Move Silently 13, Spot 14

Alignment: Evil

Experience Award: 150 XP

Each hobgoblin carries d10 gold pieces and a piece of topaz (a precious gem) they pried from the dwarven lord's throne. Each piece of topaz is worth 25 gold pieces. No more topaz is left on the throne.

The Secret Door: Concealed behind a torn tapestry is a secret door that leads into Room 5. Any character who searches the room for hidden objects or secret doors finds it with a Search check of 20 or higher.

An elf within 1 space of the secret door has a chance to notice it even if she isn't searching for it. Roll a Search check as if she was looking for the secret door, and if the result is 20 or better, she notices the secret door.

Once the characters find the secret door, a 5-by-5-foot slab of stone slides aside easily to reveal an opening into Room 5.

ROOM 5: LORD'S CHAMBER

Read this to the players:

This room looks like it was once a fine dwarven bedchamber. However, it's now a mess, with torn clothes and shredded books scattered around the room. Even the bed has been torn apart. Now it is little more than a large pile of dirty fragments of cloth.

If the characters haven't already killed the bugbear cleric and his goblin servants (see Room 7), read this to the players as well:

Lounging in the remnants of the bed is a huge, hairy creature. It must be 7 feet tall! Standing near it and holding trays of raw meat are two timid-looking goblins that tremble as you open the door.

On their first turn, the two goblins draw their weapons and attack any character opening a door into this room. The bugbear, on the other hand, uses its first turn to cast a *bleed* spell on itself and the goblins, giving them each a +1 bonus on all their attack rolls for 10 rounds. The bugbear cleric is 1st level and has the following spells: *cure minor wounds*, *detect magic*, *bleed*, and *protection from good* (like *protection from evil*, except that it grants a bonus against attacks by good creatures).

If the goblins in Room 7 are still asleep, they may be awakened by the sound of fighting in this room, particularly if the door between Room 5 and Room 7 is open. At the end of each round of fighting, roll a d20. If you roll a 15 or higher, the goblins wake up. It takes them a round to pick up their weapons, and then they move to join any combat they can hear.



Bugbear

Hit Dice: 3 (3d8+3 hit points)

Initiative: 11

Speed: 6 spaces

Armor Class: 16

Attack: Morningstar d20+4

Damage: d8+3

Saves: Fortitude d20+2, Reflex d20+4, Will d20+1

Skills: Hide 10, Listen 13, Move Silently 14, Spot 13

Alignment: Evil

Experience Award: 600 XP

Statistics for the goblins can be found in Room 3. Each round, characters and monsters act in order of initiative: Lidda 17, Kerwyn 16, Miale 13, Naull 12, the bugbear 11, the goblins 11, Regdar 11, Tordek 11, Eberk 9, and Jozan 9. Ignore characters who are not being played. If there's a tie, whoever rolls highest on a d20 goes before the other characters or monsters with the same number.

Each goblin in Room 5 carries d10 gold pieces. The bugbear cleric carries 35 gold pieces and two pieces of topaz (each worth 25 gold pieces). Among the scattered papers and trash in this room is a wizard scroll of *fireball* (5d6 damage). A character can find it with a Search check of 15 or better.

In addition, there is a secret compartment in the floor under the bugbear's "bed." If the characters search the room, a Search check of 20 or better finds a loose stone in the floor that can be pried up to reveal a small hole. In the hole are 50 gold pieces, a *potion of protection from elements (fire)*, and a gold signet ring bearing the symbol of a warhammer and an anvil (the insignia of this dwarven stronghold).

The ring is worth 100 gold pieces if sold. However, if the characters return the ring to any dwarves encountered in this stronghold, the dwarves pledge to aid the character at some future time. Exactly what form this aid can take is up to you.

ROOM 6: MEETING ROOM

Read this to the players:

A large table and several chairs are pushed up against one wall of this room. A door is set in the opposite wall.

Scattered around the floor are four piles of shredded tapestries and clothing being used as beds by sleeping hobgoblins. They're sleeping in their armor, and their swords and shields lie near them.

The four hobgoblins are sleeping soundly after a long day of guarding and patrolling. They won't be awakened by sounds of struggle in nearby rooms.

Any character who tries to sneak through this room (either past the hobgoblins or in order to attack them) must make a Move Silently check. If she rolls a 15 or better, the hobgoblins won't wake up.

A character who attacks a sleeping opponent automatically hits for maximum damage. A rogue can sneak attack a sleeping opponent.

Any hobgoblin that is attacked and not killed wakes up immediately. The sounds of combat automatically wake up the other hobgoblins in the room. Statistics for the hobgoblins can be found in Room 4.

Each hobgoblin has a small pouch under its bed that contains d10 gold pieces and a piece of topaz worth 25 gold pieces from the dwarven lord's throne.

Just as in Room 5, the goblins in Room 7 (if still asleep) might wake up at the sound of battle here. See Room 5 for how to handle this.

ROOM 7: LORD'S DINING HALL

Read this to the players:

Before the hobgoblins took over, this must have been a finely decorated dining hall. But now the tables are shattered into pieces, and garbage lies strewn about the floor. Shredded tapestries lie in piles on the floor. Two other doors lead out of this large chamber.

Roll a secret Listen check for each character. On a 15 or better, a character hears the sound of snoring coming from underneath four of the piles of shredded tapestries.

Each snoring pile hides a sleeping goblin. Despite being covered, the goblins are relatively light sleepers; any character moving into or through the room must roll 10 or better on her Move Silently check or the goblins awaken and attack, shouting for help. If this happens, the bugbear cleric and goblin servants in Room 5 arrive in 2 rounds to reinforce the goblins here.

A character who rolls a 5 or better on her Search check can also discover the goblins. Unless she is also moving silently, she wakes the goblins.

Statistics for the goblins can be found in Room 3. Each goblin carries d10 gold pieces.

ROOM 8: STOREROOM

Read this to the players:

This storeroom has been thoroughly ransacked. Broken barrels and crates litter the floor, and the smell of spoiled food is strong.

The characters can search the storeroom if they want. However, if they spend any time doing so, the smell of spoiled food may attract a wandering monster. Roll a d6; if you roll a 1, roll a d10 and check the Wandering Monster Table at the beginning of the adventure to see what shows up.

Nothing of value can be found in the storeroom, unless you count shards of wood and rotting food.

ROOM 9: PRACTICE AREA

Read this to the players:

This large room is strewn with dead dwarves, goblins, and hobgoblins. At least two dozen corpses are here, with their weapons lying nearby.

Crouched over a body near the middle of the room is a human-sized figure. You can hear faint crunching sounds coming from the figure, and its arms appear soaked in blood.



This room, originally the practice area for the dwarven warriors to hone their skills in military drills, was the site of a major battle between the dwarves and the invading goblins and hobgoblins. Now it is the feeding ground for a loathsome ghoul.

The ghoul is so captivated by his feast that the characters have a chance to sneak up on him. Any character who rolls a Move Silently check of 17 or better can move the appropriate number of spaces toward the ghoul. A failed check, or any attack or casting of spells, alerts the ghoul.

Ghoul

Hit Dice: 2 (2d12 hit points)

Initiative: 12

Speed: 6 spaces

Armor Class: 14

Attack: Bite d20+3, 2 claws d20+0 (each)

Damage: Bite d6+1, 2 claws d4 (each)

Special Attack: Paralysis

Special Defense: Immune to *sleep* and sneak attacks

Saves: Fortitude d20+0, Reflex d20+2, Will d20+5

Skills: Hide 17, Listen 17, Move Silently 17, Spot 17

Alignment: Evil

Experience Award: 300 XP

Since the ghoul is an undead creature, it is immune to *sleep* spells and sneak attacks by rogues. Each round on its turn, the ghoul can make three attacks: two claw attacks and one bite attack. Plus, each time a ghoul hits a character, the character must make a Fortitude save of 14 or better or be paralyzed for d6+2 minutes. The ghoul can automatically hit a paralyzed character for maximum damage. Elves are immune to a ghoul's paralysis.

Each round, characters and monsters act in order of initiative: Lidda 17, Kerwyn 16, Miale 13, the ghoul 12, Naull 12, Regdar 11, Tordek 11, Eberk 9, and Jozan 9. Ignore characters who are not being played. If there's a tie, whoever rolls highest on a d20 goes before the other characters or monsters with the same number.

The ghoul has no treasure, but the room is strewn with leftover weapons and armor from the fight. Any searching character who rolls a 10 or better on his Search check finds a usable item. Roll

a d10 and refer to the following table to determine what is found:

d10	Item found
1-2	Battleaxe
3	Shield
4	Scale armor (dwarf-sized)
5	Studded leather armor (hobgoblin-sized; fits a human)
6	Longsword
7	Crossbow
8-9	d6 crossbow bolts
10	Key to Room 15 (if this is rolled a second time, roll again instead)

No more than twelve items total may be found here (a set of bolts counts as one item). After the twelfth item is found, further Search checks don't find anything useful.

ROOM 10: AIR VENT TO SURFACE

Read this to the players when they look at the door to this room:

This door isn't really a door, but a hinged grate. You can feel a slight breeze of fresh air coming through the grate. Could it lead to the outside?

This room is actually a 10-foot-wide shaft leading straight up for 10 feet, after which it narrows to only 3 feet wide. After another 30 feet, it opens into the hillside. Another hinged grate lies near the opening, this one ripped from its hinges.

This is how the hobgoblins entered the dwarven stronghold. While the red dragon attacked the guard tower above Room 1, the goblins and hobgoblins sneaked down the air vent and took the dwarves by surprise.

Climbing up the first 15 feet to where the vent narrows is very hard. A character trying the climb must roll a 20 or better on a Strength check. A character wearing armor must subtract his armor's Stealth penalty from the roll (see the Armor Table in the *Rulebook*). Fighters and rogues add +4 to this roll, and halflings add +1. Clever characters might be able to build a pyramid out of furniture from other rooms to reach the narrow shaft.

A character who reaches the narrow part of the shaft can brace herself between the shaft's walls and climb up. In this case, she needs roll only a 10 or better on the Strength check to climb up 15 feet (10 feet for a dwarf or halfling). If a check fails by more than 5, the character falls to the ground, suffering d6 points of damage for every 10 feet fallen. Thus, a character who falls from 20 feet suffers 2d6 damage.

In addition to the furniture pyramid, the characters might come up with other ideas to make the climb easier. For instance, if one character reaches the top, she might tie a rope to a nearby tree and let the other characters climb the rope. Use your best judgment in determining whether such a plan makes the climb easier. (In the case of the rope, reduce the number needed on the Strength checks by 5, because climbing up a rope is easier than climbing up a wall.) Don't be afraid to rule that a bad plan won't help at all, if that's what you think.

ROOM 11: LIVING QUARTERS

This room has been left empty specifically for you to fill. Before the adventure begins (or at least before characters enter this room), use the Random Room Table in the *Rulebook* to determine what's in here.

Feel free to reroll any result that doesn't seem to fit. For instance, it's unlikely that a unicorn or a dragon would be here. But remember that odd results can sometimes be the most interesting, if you come up with a good explanation.

Read the following boxed text to the players. Modify the description as desired, depending on what you determine is in the room.

This large room is lined with eighteen dwarf-sized bunks. Most have been pulled apart, as if something was searching the room for treasure or hiding dwarves. Two other doors lead out of the room.

There is nothing of value in this room, unless you place treasure here.

ROOM 12: DINING HALL

Read this to the players:

This room has a long table in the center, flanked by a pair of long benches. Twelve place settings (plate, cup, and silverware) still lie on the table undisturbed.

The southern door has a 1-foot-wide hole chewed at the bottom, and dog-sized tracks of white powder are all around the hole.

Dire rats in Room 13 made the hole and the tracks. None are here. Anyone tasting the powder discovers that it is flour.

The silverware is worth 60 gold pieces, though the dwarves would probably appreciate it if the characters didn't loot their belongings.

ROOM 13: KITCHEN

Read this to the players:

This room looks like a kitchen, though it would take a lot of tidying up for it to be usable again. A worn table stands in the center of the room. Pots and pans are strewn about, utensils are scattered across the floor, and a dusting of white powder coats the floor. The door to the north has a 1-foot-wide hole that appears to have been chewed into it.

The white powder is flour. Have each player make a Spot roll. On a 10 or better, the character notices that the powdered floor is dotted with footprints leading toward the southwest corner of the room. The prints are those of a dog-sized animal, but they look more like rodent tracks.

Three dire rats are concealed in the southwest corner of the room. They made the tracks. The dire rats attack any character who ventures more than 2 spaces into the room.

Each round, characters and monsters act in order of initiative: Lidda 17, Kerwyn 16, the rats 13, Miale 13, Naull 12, Regdar 11, Tordek 11, Eberk 9, and Jozan 9. Ignore characters who are not being played. If there's a tie, whoever rolls highest on a

d20 goes before the other characters or monsters with the same number.

Dire Rats (4)

Hit Dice: 1 (d8+1 hit points)

Initiative: 13

Speed: 8 spaces

Armor Class: 15

Attack: Bite d20+3

Damage: d4

Saves: Fortitude d20+3, Reflex d20+5, Will d20+1

Skills: Hide 21, Listen 16, Move Silently 16, Spot 16

Alignment: Neutral

Experience Award: 100 XP

There is nothing of value in this room. The door to Room 15 is locked, and the key might be among the bodies in Room 9.

ROOM 14: GUEST QUARTERS

Like Room 11, this room has been left empty specifically for you to fill. Before the adventure begins (or at least before characters enter this room), use the Random Room Table to determine what's in the room.

Feel free to reroll any result that doesn't seem to fit.



Read the following boxed text to the players, modifying the description as desired depending on what you determine is in the room:

Six bunks lie scattered about this room. Three are dwarf-sized, and three are human-sized. An unlit torch sits in a sconce in the center of each wall.

There is nothing of value in this room, unless you place treasure here.

ROOM 15: MAGICAL WELL

The door to this chamber is locked. It can be picked, broken down, smashed, or opened with a *knock* spell.

Once the door is open, read this to the players:

At the end of this small room is a well that stands about 2 feet tall. A bucket and a rope stand near the well.

In digging their well, the dwarves discovered a magical spring with healing properties beneath their stronghold. Any character who drinks water taken from the well regains d8 hit points. Once the magical well water heals a character, it won't work again for that character for 24 hours. Water taken from the well loses its magic after 1 hour.

The well water has another strange side effect. If splashed on an undead creature (such as a skeleton, zombie, or ghoul), it deals d8 damage to that creature. To splash a creature with the well water, a character must make a ranged attack roll. If the result is equal to or better than the creature's Armor Class, the water hits.

Characters can toss the well water up to 2 squares away.

ROOM 16: BARRACKS

Read this to the players:

This large room is lined with a dozen dwarf-sized bunks, all of which have been torn apart. Twelve empty footlockers also lie scattered across the floor, their contents torn to shreds.

A dead goblin lies near one door, his body scorched and burnt.

The locked door to Room 17 has a trap that killed the goblin. If anyone tries to open that door without the key, flames shoot down from the ceiling, dealing d6 points of damage to anyone standing in the space in front of the door. A character who rolls 16 or higher on a Reflex saving throw takes only half damage (round down). The dwarves in Room 24 have the key to this the door.

The burned goblin might be a clue to the characters that the door is trapped. A rogue can find the trap by rolling a 21 or better on her Search check. She gets a +2 bonus to the roll if the player thinks the burned goblin might be a clue to a possible trap.

If the trap is found, it can be disarmed if a rogue makes a Disable Device check of 20 or better. Remember, if she rolls a 15 or less, the trap goes off!

Once the trap has been disarmed, the characters can either try to pick the lock or break down or smash through the door. See Opening Doors, near the start of this adventure, for guidelines. A *knock* spell triggers the trap, but it won't do any damage if no one is standing next to the door.

ROOM 17: ARMORY

The door to this room is locked and trapped (see Room 16). Once the door has been opened, read this to the players:

This small room holds racks for weapons and dwarf-sized armor. Though many of the weapons and suits of armor are missing, the room doesn't look nearly as ransacked as most of the other rooms you've seen in this dungeon.

The following items still hang on the racks here: four waraxes, two crossbows, two cases with 10 crossbow bolts each, two suits of chainmail, two suits of studded leather armor, and two shields. Each shield bears the same warhammer-and-anvil insignia as the ring hidden in Room 5. The suits of armor are sized for dwarves and only fit dwarf characters.

A secret door in the back wall of the room allows access to the sergeant's quarters (Room 18). A Search check of 20 or better locates a section of the wall that swings aside, allowing access to the room beyond. If the characters use this door, read the second text box for Room 18.

ROOM 18: SERGEANT'S QUARTERS

The door to this room is stuck closed and must be broken down or smashed. Once the door is open, read this to the players:

After getting the door open, you find a narrow hallway. At the far end of the hallway, you see a room. Coming around the far corner is a large creature that looks like a panther, but two tentacles grow from its shoulders. It growls softly and then begins to pad quietly toward you.

If the characters come through the secret door from Room 17 instead, read the following:

As the section of wall swings silently open, you see a room with a small desk and overturned chair, a scattering of papers, clothing, and personal items, an empty armor and weapon rack, and a dwarf-sized bed—with a large panther curled up in it. It cracks open an eye as the secret door opens, and two large tentacles attached to its shoulders begin to twitch.

The displacer beast in this room used to live at the bottom of the air vent (Room 10), but it escaped when the hobgoblins attacked. During the fight-

ing, it accidentally got stuck in this room and wasn't able to get out. Since then, it's been waiting hungrily for someone to open the door.

If the characters enter through the normal door, the displacer beast fills the entire width of the hall, allowing only a single character to fight it at a time. (Remember that a character must have a clear shot in order to shoot a bow or crossbow at a monster.) This makes it a particularly tough monster to kill, because it is hard for the characters to gang up on it.

The displacer beast's long tentacles also give it reach, which means it gets a free tentacle attack against the first character who moves up to fight it. Each round, characters and monsters act in order of initiative: Lidda 17, Kerwyn 16, Miale 13, the displacer beast 12, Naull 12, Regdar 11, Tordek 11, Eberk 9, and Jozan 9. Ignore characters who are not being played. If there's a tie, whoever rolls highest on a d20 goes before the other characters or monsters with the same number.

Displacer Beast

Hit Dice: 6 (6d10+18 hit points)

Initiative: 12

Speed: 8 spaces

Armor Class: 16

Attack: 2 tentacles d20+9 (each)

Damage: d6+4 (each)

Special Attack: Reach

Special Defense: Displacement

Saves: Fortitude d20+8, Reflex d20+8, Will d20+3

Skills: Hide 24, Listen 11, Move Silently 17, Spot 16

Alignment: Evil

Experience Award: 900 XP

Two things about this monster make the fight even more difficult. First, the displacer attacks twice each round, once with each tentacle. Also, a permanent illusion protects the beast. It is actually a few feet away from where it appears to be. Attacks aimed against it miss half the time. If an attack would normally hit, roll a d10. On a 1–5, the attack misses anyway.

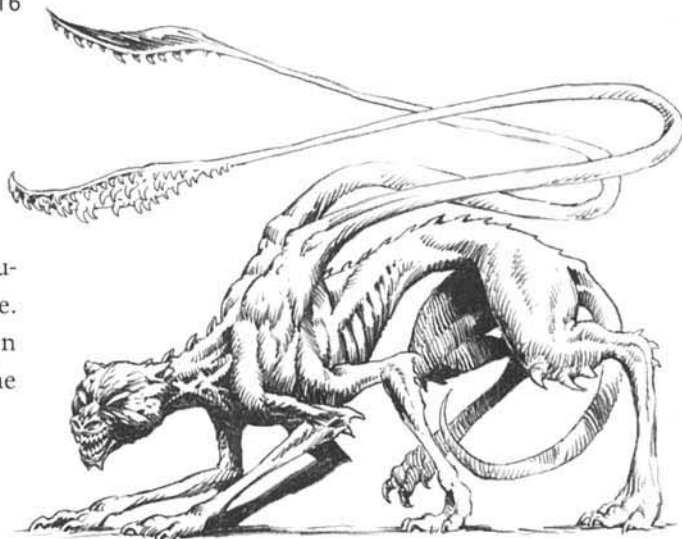
Once the displacer beast is slain, the characters can search this room. It was once the living quarters of the sergeant of the guard for this stronghold. The displacer beast has prevented the goblins from looting this room, but its struggles to escape have created quite a mess.

Each Search check of 15 or better locates one of the following items:

- A masterwork warhammer, a gift to the sergeant from the forgemaster.
- An old greatsword taken from a bugbear the sergeant slew years ago.
- A silver necklace worth 150 gold pieces.
- A *potion of invisibility*.
- A painting of a battle between dwarves and goblins, painted by the sergeant. It has no real value except to a stronghold dwarf, who pays 50 gold pieces for it.

Once all the items listed have been found, the characters can keep searching, but they won't find anything valuable or interesting.

If the characters haven't found it already, a Search check of 20 or better locates the secret door that gives access to Room 17.



ROOM 19: DEFILED SHRINE

Read this to the players:

This large, T-shaped room is dimly lit by a pair of flickering black candles sitting on a stone platform at the far end of the room. Lying on the ground in front of the platform is a golden chalice. A motionless dwarf stands on each side of the platform.

Talking with the dwarves fails—they won't respond.

As soon as anyone sets foot in this room, the two dwarves (actually zombies created from slain dwarves) shuffle forward to attack. One additional zombie stands hidden around each corner of the T. Each round, characters and monsters act in order of initiative: Lidda 17, Kerwyn 16, Mialee 13, Naull 12, Regdar 11, Tordek 11, the zombie 9, Eberk 9, and Jozan 9. Ignore characters who are not being played. If there's a tie, whoever rolls highest on a d20 goes before the other characters or monsters with the same number.

Zombies (4)

Hit Dice: 2 (2d12+3 hit points)

Initiative: 9

Speed: 6 spaces

Armor Class: 11

Attack: Claw d20+2

Damage: d6+1

Special Defense: Immune to *sleep* and sneak attacks

Saves: Fortitude d20+0, Reflex d20-1, Will d20+3

Skills: Hide —, Listen —, Move Silently 9, Spot 10

Alignment: Neutral

Experience Award: 100 XP

Zombies, as undead creatures, are immune to *sleep* spells and sneak attacks by rogues. Because they are slow, they can't move and attack in the same round.



The zombies can be destroyed normally, but the evil magic of the defiled shrine prevents any turning attempts from succeeding. A cleric who tries to turn the zombies feels an evil force block his attempt. It still counts against the cleric's number of turning attempts per day.

The evil magic can be purged from the shrine if the two black candles are snuffed and the chalice is filled with water from the well in Room 15. This allows the zombies to be turned normally.

The golden chalice is worth 300 gold pieces, but it carries a curse: Anyone who takes it from this shrine suffers a -1 penalty to all attacks, saving throws, and skill checks until he returns it to the shrine.

Any dwarf or cleric can make an Intelligence check. With a result of 10 or better, he realizes that it can be dangerous to take a dwarven holy item from its shrine. (The bugbear cleric realized this and left it here after defiling the shrine.)

ROOM 20: CLERICS' CHAMBERS

Read this to the players:

This narrow room has three bunks, all of which are pulled apart. An open closet, its ornate doors ripped from their hinges, has several torn robes hanging in it. Various broken items of religious significance lie scattered about the floor.

The dwarven cleric and his two acolytes lived here. None of them survived the hobgoblin attack.

The hobgoblins thoroughly searched the room, but they didn't realize that one of the cloaks hanging in the closet is a *cloak of resistance*. It's an undamaged dark gray cloak with silver trim.

ROOM 21: LIVING QUARTERS

Like Room 11, this room has been left empty specifically for you to fill. Before the adventure begins (or at least before characters enter this room), use the Random Room Table to determine what's in the room.

Reroll any result that doesn't seem to fit.

Read the following boxed text to the players, modifying the description as desired depending on what you determine is in the room:

This large room is lined with ten dwarf-sized bunks. Most have been pulled apart and destroyed. A door on the right-hand wall leads out of the room.

There is nothing of value in this room, unless you place treasure here.

ROOM 22: GUARD ROOM

Read this to the players:

Two hobgoblins and four dwarves lie dead on the floor in pools of dried blood.

An overturned table lies along one wall of the room, along with four dwarf-sized chairs and a scattering of playing cards. The door on the far wall is covered with scratches, as if it had been struck repeatedly.

This room provides access to the dwarves' treasure vault (Room 23). The dwarves stationed four guards here at all times and instructed them never to leave their post. The guards followed these orders and now lie dead on the floor, slain by hobgoblin invaders. Two of the hobgoblins also lie dead here.

The door leading to Room 23 is a fake door. Though it appears to be wooden like the rest of the doors, it is actually stone magically enchanted to look like wood. No matter how hard the characters pull on it, how much damage they deal it, or what spells they cast on it, it won't open because there's nothing to open. A *detect magic* spell reveals that it is magically enchanted.

The only access to Room 23 is the secret door noted on the map. A Search check of 20 or better is needed to locate the movable block of stone. Even then, a Strength check of 15 or better is required to push aside the stone to gain access to Room 23. The secret door is too thick to be torn down.

The secret door is also rigged with a trap. It activates if anyone moves the stone more than a few inches. To find the trap, a rogue must roll 21 or better on a Search check. Disarming the trap requires 20 or better on a Disable Device check.

If not disabled, the trap mechanism drops a second stone block in front of the first one. Anyone in the space in front of the secret door suffers 2d6 damage. A Reflex saving throw of 16 or better reduces this damage by half, rounding down.

If the trap is activated, two separate Strength checks of 15 or better are required to move the blocks aside.

None of the dead dwarves or hobgoblins have treasure, but their weapons and armor are still in good shape. The dwarves wear scale armor and carry waraxes and shields, while the hobgoblins have studded leather armor, longswords, and shields.

ROOM 23: VAULT

Read this to the players:

This room appears to be a storage area. Three chests sit along the far wall. It doesn't look like the hobgoblins have disturbed this area.

This room contains most of the dwarves' wealth. Despite the tales told of great dwarven riches, there is relatively little treasure here at any one time. Much of the dwarves' gold is actually outside the stronghold, in the possession of dwarven merchants traveling the land. In fact, several shipments of dwarven weapons and armor have not yet been paid for, and probably won't be unless the dwarves recapture their stronghold.

Still, the treasure here probably represents more gold than the characters have ever seen in one place. There are three closed chests. Each is locked and two are trapped. The keys are nowhere to be found in this dungeon.

Chest 1: This small, iron-bound box has a sink trap built into it. Anyone opening the chest before the trap has been disabled (with a Disable Device check of 20 or better) must roll 16 or better on a Fortitude saving throw or become weaker for the rest of the adventure. A weak character suffers a -2 penalty on melee attack, melee damage rolls, and Strength checks. Inside the chest are 300 gold pieces and a *potion of haste*.

Chest 2: This is slightly larger than the first chest, being 2 feet long, 18 inches wide, and 1 foot deep. The lock of this chest has a small poisoned needle in it. Anyone trying to open the lock without disabling the trap (with a Disable Device check of 20 or better) causes the needle to spring from the lock. The DM tries to roll the character's Armor Class or better on a d20. If he succeeds, the needle hits the character and deals 1 point of damage. The character is then poisoned. If the character can roll 16 or better on a Fortitude saving throw, he's OK. Otherwise he suffers another d6 points of damage from the poison. Inside this chest are 500 gold pieces, a small cloth pouch holding four small sapphires (worth 200 gold pieces each), and a scroll of *cure moderate wounds*.

Chest 3: The smallest of the three, it is locked with an extremely high-quality lock (an Open Lock check

of 25 to open), but has no trap. Inside is an iron flask the size of a wine jug. It is covered with strange symbols, and the stopper is sealed with silver.

A wizard or cleric who looks at the bottle can make an Intelligence check to recognize the symbols. With a 10 or better, she recognizes them as magical symbols. With a 15 or better, she realizes that they warn against releasing what is held within the iron bottle. A *detect magic* spell cast on the flask identifies it as a magic item.

If the characters disregard the symbols (or can't figure out what they are) and open the flask, it releases a cloud of greasy black smoke that smells like rotten eggs. In one round, the cloud forms into a large reddish-black dog with smoke coming from its nostrils. This is a hell hound, a fearsome monster from infernal realms of evil. It has been trapped in the *iron flask* for many years. It immediately attacks anyone it sees. The characters can't get the hell hound back into the flask; doing that requires magic that they don't know.

The hell hound attacks immediately. Each round, characters and monsters act in order of initiative: Lidda 17, the hell hound 16, Kerwyn 16, Mialec 13, Naull 12, Regdar 11, Tordek 11, Eberk 9, and Jozan 9. Ignore characters who are not being played. If there's a tie, whoever rolls highest on a d20 goes before the other characters or monsters with the same number.

Each round the hellhound can choose to attack with its bite or fire breath. This cone of fire deals d6+1 points of damage to everyone caught in it. The cone is 6 spaces long and 6 spaces wide at the end. A character suffers no damage if he rolls a 13 or better on a Reflex save.

Hell Hound

Hit Dice: 4 (4d8+4 hit points)

Initiative: 16

Speed: 8 spaces

Armor Class: 16

Attack: Bite d20+5

Damage: d8+1

Special Attack: Fire breath

Saves: Fortitude d20+5, Reflex d20+5, Will d20+4

Skills: Hide 21, Listen 15, Move Silently 23, Spot 25

Alignment: Evil

Experience Award: 600 XP

ROOM 24: FORGEMASTER'S QUARTERS

Read this to the players:

This room is a sparsely decorated chamber that appears to be living quarters for a dwarf. In the southeast corner is a bed with a sleeping dwarf in it. A second dwarf stands near the sleeping one, holding a damp rag to the sleeping dwarf's forehead.

A table and two chairs sit in the middle of the room. The table has a crossbow on it, along with a case holding six crossbow bolts. The dwarf you met in the tool storage room stands near you. His finger is still on the trigger of his crossbow, though it isn't pointing at you anymore.

The dwarf with the crossbow is the one who guarded the door between Rooms 24 and 25 (see Room 25). He has the key to the door of Room 17 on a thin chain hanging around his neck.

The sleeping dwarf is actually the lord of this stronghold. A goblin sleep arrow poisoned him, causing him to fall into a deep, comatose slumber. The two other dwarves rescued him and brought him to this room, but they've been trapped ever since. They know that only a powerful cleric can rid their lord's body of the poison, but they couldn't get past the hobgoblins in Room 26.

Assuming that the characters have slain the hobgoblins in Room 26, the dwarves ask them to help get their lord out of the stronghold. If the characters agree, the dwarves promise them 100 gold pieces apiece once the lord has been healed and the hall retaken from the hobgoblins.

In addition, if the characters haven't taken much of the dwarves' treasure from the stronghold (or if they offer to return it), one month after the last monster in the stronghold has been slain, the dwarves deliver to each character a masterwork weapon of his choice.

ROOM 25: TOOL STORAGE

Read this to the players:

This L-shaped passage holds racks of metal-working tools, molds, and other equipment for the forge. A dead hobgoblin lies in the crook of the passage, a crossbow bolt protruding from his left eye.

If any character moves around the corner, the dwarf warrior Ulfgar fires a crossbow bolt at him. Ulfgar stands at the door to Room 24, and he's so twitchy from lack of sleep that he shoots at anything.

Assuming the character doesn't look like a monster, the dwarf immediately apologizes and asks the characters whether they're here to help. Because Ulfgar is extremely willing to trust anyone who isn't a goblin or hobgoblin, any Diplomacy check made to convince him of the characters' friendly intentions is successful if a character scores 10 or better.

Again, add a +2 bonus to the roll for any dwarf characters who are present. If the characters can show evidence that they have slain any of the invading monsters, add +4 to the Diplomacy check.

If the check is successful, the dwarf invites the characters into Room 24. Otherwise, he gruffly suggest that the characters had better leave "before the rest of my friends show up." If the characters act in a hostile manner, he won't hesitate to defend himself while calling for help from the other dwarf in Room 24.

Dwarven Warrior

Hit Dice: 1 (d8+1 hit points)

Initiative: 10

Speed: 3 spaces

Armor Class: 16

Attack: Waraxe d20+2

Damage: d10

Saves: Fortitude d20+3, Reflex d20+0, Will d20+0

Skills: Hide 6, Listen 11, Move Silently 6, Spot 11

Alignment: Good

Experience Award: 150 XP



ROOM 26: DWARVEN FORGE

Read this to the players:

This large room is clearly a smithy. Two large anvils sit in the center of the chamber, and a huge forge and bellows fill the northwest corner. Metalworking tools lie scattered about the floor, with scraps of metal and half-made weapons and suits of armor.

Four hobgoblins stand near the door to the south of you, discussing something in their guttural language. They look up as you open the door and draw their weapons!

The four hobgoblins in this room have cornered the dwarves in Room 24. Now they argue about who should rush in and kill them. However, none of the hobgoblins wants to go first, because the last one to go in got a crossbow bolt in the eye for his trouble and is now lying dead in Room 25.

The hobgoblins fight to the death. Each one carries d10 gold pieces. There is nothing else of particular value in this room.

NOT THE END!

A number of questions may present themselves from the information contained in this adventure. Each contains the seed of another adventure that you can create for your players.

- **Where Did the Bugbear Cleric Come From?**

Though it isn't unusual that a bugbear might command goblins and hobgoblins, it seems unlikely that it's the only bugbear in the area. Perhaps it's part of a tribe that lives nearby, or even an outcast from its people.

- **Will the Dwarven Lord Recover?** A powerful cleric, such as the high priest of the temple of Pelor in the characters' hometown, can restore the dwarven lord to health. If the characters help the dwarves accomplish this, they are very grateful. See Room 24 for potential rewards.

Clever characters may remember that Alabern the unicorn was able to shrug off the effects of the goblin poison back in Adventure 1. He'd probably help the dwarven lord—if the characters can find him.

- **What Destroyed the Tower?** Any of the surviving dwarves can tell the characters that a small red dragon was responsible for destroying the guard tower above Room 1. They believe that it must live nearby and have some sort of alliance with the hobgoblins. If the characters are feeling particularly brave, they might decide to hunt down the dragon, which probably has a number of goblin or hobgoblin guards protecting its lair.

THIRD LEVEL

By the time the characters finish exploring the Hall of the Dwarven Lord, they may be close to reaching 3rd level—or they may have already reached it. Rules for advancing characters to 3rd level are in the *DUNGEONS & DRAGONS® Player's Handbook*.



620401-131641

Dungeons & Dragons and the Wizards of the Coast logo are registered trademarks owned by Wizards of the Coast, Inc. The d20 logo is a trademark of Wizards of the Coast, Inc. All Wizards characters, character names, and the distinctive likenesses thereof are trademarks owned by Wizards of the Coast, Inc. Distributed to the hobby, toy, and comic trade in the United States and Canada by regional distributors. Distributed in the United States to the book trade by St. Martin's Press. Distributed in Canada to the book trade by Fenn Ltd. Distributed worldwide by Wizards of the Coast, Inc. and regional distributors. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc.

This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.

©2000 Wizards of the Coast, Inc. All rights reserved. Made in the U.S.A.

Visit our website at www.wizards.com/dnd



Adventure Game

RULE BOOK

Don't read the Rulebook before starting play.

Players read their characters and the Rules Summary sheet.

The Dungeon Master reads Adventure #1 in the *Adventure Book* and the Rules Summary Sheet.

Table of Contents

Introduction	3
Characters	4
Raising Your Level	7
Equipment	8
Combat	11
Exploring	14
Spells	17
Dungeons	19
Monsters	21
Treasures	28
Being the Dungeon Master	30

Credits

Design: Jonathan Tweet, Jason Carl, Andy Collins, and David Noonan

Editing: David Noonan and Jon Pickens

Interior Artists: Scott Fischer, Jon Foster, Todd Lockwood, David Martin, Lars Grant-West, Sam Wood

Typesetter: Angelika Lokotz

Graphic Designer: Sherry Floyd

Creative Directors: Ed Stark and Mike Selinker

Art Director: Dawn Murin

Project Manager: Joshua Fischer

Production Manager: Chas DeLong

Based on the original DUNGEONS & DRAGONS rules created by E. Gary Gygax and Dave Arneson.

List of Tables

Melee Weapons Table	9
Ranged Weapons Table	9
Armor Table	9
Adventuring Gear Table	9
Masterwork and Magic Items Table	9
Exploration Time Table	14
Random Door Table	19
Random Room Table	19
Random Monster Table, 1st Level	19
Random Monster Table, 2nd Level	19
Random Treasure Table	19
Random Trap Table	19
Wandering Monster Table, 1st Level	19
Wandering Monster Table, 2nd Level	19
Random Special Treasure Table	27
Random Armor Table	27
Random Melee Weapon Table	27
Random Ranged Weapon Table	27
Random Magic Item Table	27
Random Potion Table	27
Random Wizard Scroll Table	27
Random Cleric Scroll Table	27
Random Unusual Magic Item Table	27
Random Wand Table	27



U.S., CANADA, ASIA,
PACIFIC, & LATIN AMERICA
Wizards of the Coast, Inc.
P.O. Box 707
Renton WA 98057-0707
+1-800-324-6496

EUROPEAN HEADQUARTERS
Wizards of the Coast, Belgium
P.B. 2031
2600 Berchem
Belgium
+32-70-23-32-77



620-00-T11641

DUNGEONS & DRAGONS and the Wizards of the Coast logo are registered trademarks owned by Wizards of the Coast, Inc. The d20 logo is a trademark of Wizards of the Coast, Inc. All Wizards characters, character names, and the distinctive likenesses thereof are trademarks owned by Wizards of the Coast, Inc. Distributed to the hobby, toy, and comic trade in the United States and Canada by regional distributors. Distributed in the United States to the book trade by St. Martin's Press. Distributed in Canada to the book trade by Fenn Ltd. Distributed worldwide by Wizards of the Coast, Inc. and regional distributors.

This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc.

This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.

©2000 Wizards of the Coast, Inc. All rights reserved. Made in the U.S.A.

Visit our website at www.wizards.com/dnd

INTRODUCTION

Daring fighters, wizards, priests, and rogues explore haunted dungeons, where cunning goblins, horrible ghouls, and even mighty dragons wait to attack them. If they're lucky, the adventurers return to their homes with treasure and experience. If they're unlucky, they won't make it out alive.

The *DUNGEONS & DRAGONS*® *Adventure Game* introduces you and your friends to a limitless world of imagination. It shows you how the game works and how to make the game work for you.

Have You Played Before?: If you haven't played your first game yet, the "Read This First" sheet tells you what to do. You don't need to read this *Rulebook* to get started.

If you have played at least one game and want to see more, then skim through the *Rulebook*. You don't have to read it cover to cover. Just read what looks interesting.

The Dungeon Master

The Dungeon Master (DM) is the one who plays the "bad guys." He knows the secrets of the dungeon, either because he's read the adventure that the players explore or because he created that adventure himself.

The Players

Each player chooses a character that he plays or "runs." Each character has unique strengths, weaknesses, and abilities. For example, some characters have the power to cast spells, some have special skills, and others have combat expertise.

What's in the Box?

This box contains several parts, some for the Dungeon Master, some for the players, and some for both.

Character Sheets: Characters for players to run and rules for players.

Rules Summary Sheet: What you need to know to get started.

Rulebook: All the rules in one place, including the rules for the Dungeon Master creating his own dungeon. You're holding it right now.

Adventure Book: Six adventures to get the Dungeon Master started.

Dice: For everyone to use.

Tokens: Some represent characters, but most represent the monsters, treasures, and features found in the dungeon.

PLAYER'S HANDBOOK

While this box contains all the rules you need in order to start playing *DUNGEONS & DRAGONS* and to play over and over, you'll soon want even more options. The *DUNGEONS & DRAGONS*® *Player's Handbook* gives you complete rules, with more races, classes, weapons, armor, skills, and spells. It's the next step after you've played the *Adventure Game* as much as you like and you want more.

The rules in the *Adventure Game* come from the *Player's Handbook*. The *Player's Handbook* just gives you more options, but the rules are the same. For example, you can find Tordek, the dwarven fighter with a waraxe, here in the *Adventure Game*, but he's in the *Player's Handbook*, too, with the same waraxe, same Strength score, same Armor Class, and same hit points.

The *Adventure Game*, however, makes a few changes to help you get playing faster. In the *Player's Handbook*, you'll find slightly different rules for initiative in combat, for monster skills, for damage in combat, and more. Still, almost everything found here fits what's in the *Player's Handbook*, too.

MONSTER MANUAL and DUNGEON MASTER'S GUIDE

These two rulebooks are for the Dungeon Master. The *Monster Manual* contains hundreds of monsters to challenge characters from 1st level to 20th. The *DUNGEON MASTER'S Guide* helps the Dungeon Master become a true expert and describes hundreds of new magic items and other treasures.

CHARACTERS

Each player chooses a character. A player claims a character for her own, and she's the only one to play that character. It's all right, however, to switch characters

from one adventure to the next if you want to.

As a character goes on adventures, she wins treasures that she can use to buy better weapons or armor, or even magic potions and other special items. She also gains experience points (XP),

RACES

Each character is one of four races. (Three other races are described in the *DUNGEONS & DRAGONS Player's Handbook*.)

Humans



Humans are versatile, adaptable, and ambitious. They can do whatever they set their minds to.

Dwarves



Dwarves carve out huge underground kingdoms and defend them against the horrible monsters that roam the subterranean world. They are brave and skilled at the arts of war. Dwarves stand about 4 feet high, but they're so broad that they weigh almost as much as humans do.

Dwarves have short legs and move slower than humans.

Elves



Elves are skilled at swordplay, archery, and magic. While usually peaceful, they defend their forest homes ruthlessly. Elves are about 5 feet tall and slender.

Elves can sense secret doors just by passing near them.

Halflings



Halflings are curious wanderers, experts at getting into and out of trouble. They are about 3 feet tall and lean.

Halflings have short legs and move slower than humans. They can use a short sword in one hand, or a mace or rapier in two hands. Weapons that are two-handed for a human, such as a greatsword, are too big for halflings.

CLASSES

Each character is one of four classes, or professions. (The *DUNGEONS & DRAGONS Player's Handbook* describes seven other classes.)

Clerics



Clerics serve various deities. They cast spells, and they heal and protect their friends. They can wear any armor, but they only wield simple weapons (mace, quarterstaff, and crossbow). Dwarven clerics, however, can use warhammers.

Fighters



Fighters are exceptionally skilled at combat. They can use any kind of weapon, though only a dwarven fighter can use a waraxe in one hand. They can fight in any kind of armor.

Rogues



Rogues are skilled experts. They can sneak around, and they can find and disarm traps. They can only wear leather or studded leather armor.

If a rogue flanks a monster, she can sneak attack it, dealing an extra 6 damage if she hits. She can also sneak attack a monster on the first round of combat, provided she attacks one who hasn't acted yet. With her crossbow, she can sneak attack a monster in this way up to 6 spaces away.

Wizards



Wizards cast powerful spells, but they have a tough time in hand-to-hand combat. Wizards are only familiar with the simplest weapons (crossbows and quarterstaves), except for elven wizards, who can use bows and longswords.

which make her more powerful.

If a character dies, that character's player chooses a new character to play. The survivors have to go back home to meet the new character (unless they encounter her in the dungeon). It's also all

right to give a dead character a new name (and maybe a new alignment and a new personality), and play her again as if she were a new character. The new character doesn't have any of the experience or treasure that the dead character had.

ABILITIES

Each character has six abilities that represent his basic strengths and weaknesses. Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma affect everything the character does, from fighting to using skills.

A score of 10 or 11 in an ability is average. Higher scores give the character bonuses, and lower scores give him penalties. For each character, the bonuses (or penalties) that he gains from his abilities are already applied to his other numbers, so you don't have to worry about it. The ability scores are there for your reference, but you don't use them often in play.

The *Player's Handbook* explains how to create a new character with unique abilities, but you don't need to know these rules for the *Adventure Game*.

HIT POINTS

Each character has a number of hit points, determined by his class and Constitution bonus. When a character suffers damage, it reduces his hit points. If his hit points drop to 0 or lower, he dies.

In between adventures, characters can rest at home and get their hit points back to their maximum amount.

LEVEL

A character starts out at 1st level with 0 experience points. Characters increase in level and gain more power as they go on adventures (see *Raising Your Level* later in this book).

When a team of characters defeats monsters, the characters get the experience points for those monsters. The total experience points are divided among all the characters who started the combat (even if they didn't all survive).

ALIGNMENT

Each character and monster has an alignment, which shows how one is aligned in the struggle between good and evil.

Good

Good characters and monsters fight evil creatures and help people. Unicorns, for example, are good.

Neutral

Neutral characters and monsters don't take a side one way or another. They usually don't go out of their way to help others unless there's something in it for them. Animals, such as dire rats, are neutral.

Evil

Evil monsters kill and rob others when it benefits them, or just when they feel like it. Goblins and displacer beasts, for example, are evil.

SAVING THROWS

Each character and monster has a modifier for each of three saving throws or "saves." A saving throw is a die roll you make to protect your character from some sort of danger.

When you need to roll a saving throw, the rules tell you what kind of saving throw you need to roll, what number you need to roll, and what happens if you succeed or fail.

ARMOR, WEAPONS, AND GEAR

Each character starts with certain armor, weapons, and gear. As characters win treasures during adventures, they can spend their money on new and better equipment (see *Equipment*).



SKILLS

Skills represent how well a character does things outside of combat. They're most important to rogues, but characters of all classes can use them (see *Dungeons* for complete rules for skills).

Diplomacy: Use this skill to make friends with good creatures that you meet in the dungeon or to get them to help you.

Disable Device: Rogues use this skill to disarm traps. It takes half a minute to disarm a trap, and if you fail badly you might spring the trap on yourself.

Hide: Use this skill to hide from monsters. You must have something to hide behind to use this skill.

Listen: Use this skill to listen at doors or to hear monsters sneaking up on you.

Move Silently: Use this skill to sneak up on monsters. If you roll the monster's Listen score or better, it doesn't hear you.

Open Lock: Rogues use this skill to pick locks, so they can get through doors quietly and into locked treasure chests.

Search: Use this skill to find secret doors and other hidden things. Rogues can use this skill to find traps, too.

Spot: Use this skill to notice hiding monsters. If you roll at least as high as the monster's Hide score, you spot it.

RAISING YOUR LEVEL

Each character starts at 1st level. As the character adventures, he gains experience points. When he has gained 1,000 experience points, he reaches 2nd level.

When your character reaches 2nd level, you might want to fill out a new character sheet for him. Photocopy the blank character sheet and fill it out with your character's new, better numbers.

2ND-LEVEL CHARACTERS

A 2nd-level character gains several benefits, many of which depend on his class.

Hit Points

Roll a die and add your character's Constitution bonus. Add the total to your character's hit points. The die you roll depends on your character's class.

Cleric:	d8
Fighter:	d10
Rogue:	d6
Wizard:	d4

Attacks

A 2nd-level character gets an extra +1 bonus on all attacks.

Saving Throws

A 2nd-level character gets a +1 bonus on certain saving throws, depending on the character's class.

Cleric:	Fortitude & Will
Fighter:	Fortitude
Rogue:	Reflex
Wizard:	Will

Special

A character gets other benefits depending on his class.

Cleric: A cleric can cast one extra 0-level spell and one extra 1st-level spell per adventure. Before each adventure, choose which 0-level and which 1st-level spell to "double up" on. For example, on one adventure, a 2nd-level cleric might choose to double up on *detect magic* and *protection from evil*. If so, he'd be able to cast each of these spells twice dur-

ing the adventure instead of once.

A 2nd-level cleric only needs to roll a 7 to turn skeletons and only a 10 to turn ghouls or zombies. When rolling to see how many undead creatures he turns, he adds 1 more than he did at 1st level.

Fighter: A fighter gets a special feat called Power Attack. This feat lets him put extra power behind a melee attack, but his accuracy suffers. Before making an attack roll with a melee weapon, you may choose to take a penalty of -1 or -2 on the roll. If you do so and hit anyway, you can add the same amount (+1 or +2) as a bonus to your damage roll.

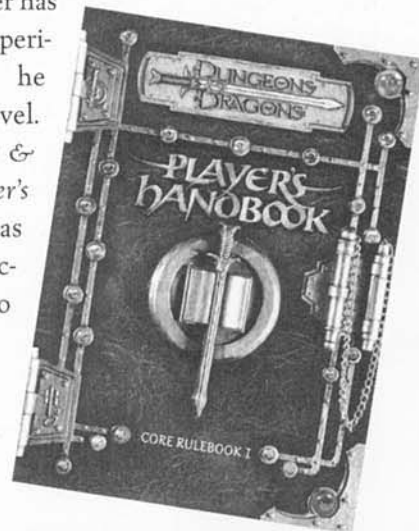
Rogue: A 2nd-level rogue gets +1 on all her skill checks, except for Diplomacy.

A rogue also gains the special ability of evasion. If she suffers a special attack that allows a Reflex save for half damage (such as dragon breath), and if she succeeds on the saving throw, she suffers no damage instead of half damage. Evasion works against fiery traps, *fireball* spells, and a hell hound's breath weapon, for example.

Wizard: A wizard can cast one extra 0-level spell and one extra 1st-level spell per adventure. Before each adventure, choose which 0-level and which 1st-level spell to "double up" on. For example, on one adventure, a 2nd-level wizard might choose to double up on *detect magic* and *magic missile*. If so, she'd be able to cast each of these spells twice during the adventure instead of once.

3RD-LEVEL CHARACTERS

Once a character has earned 3,000 experience points, he reaches 3rd level. The *DUNGEONS & DRAGONS Player's Handbook* has rules for characters of 3rd to 20th level.



EQUIPMENT

Each character starts with basic equipment, including weapons, armor (for characters other than wizards), and other adventuring gear. Everything you need to know about your character's equipment is on your character sheet. Once you've found some treasure in the dungeons, however, you may want to buy better equipment. The cost for each item (in gold pieces, or "gp") and what it does is listed here.

USING A NEW WEAPON

Not every character can use every kind of weapon. The Melee Weapons Table shows which weapons can be used by which character classes. A character starts with a weapon well suited to his class, and characters usually get new weapons when they find masterwork or magic weapons in a dungeon.

Attack: With a new melee weapon, use the character's attack bonus with his starting melee weapon. For example, Lidda rolls a d20+1 when she attacks with her short sword, so she would roll a d20+1 with a rapier, too. With a new melee weapon, use the character's attack bonus with his starting missile weapon. Lidda rolls a d20+4 with her crossbow, so she would roll a d20+4 with a bow.

Exception: Fighters and dwarven clerics focus on par-

MELEE WEAPONS TABLE

Melee			
Cost	Weapon Type	Damage	Classes
0 gp	Quarterstaff	d6	Any; two-handed (can't use shield)
10 gp	Short sword	d6	Fighter or rogue
20 gp	Rapier	d6	Fighter or rogue
8 gp	Morningstar	d8	Cleric, fighter, or rogue
12 gp	Mace	d8	Cleric, fighter, or rogue
12 gp	Warhammer	d8	Dwarven cleric or any fighter
15 gp	Longsword	d8	Fighter or elf
30 gp	Waraxe	d10	Dwarven fighter only
20 gp	Greataxe	d12	Fighter only; two-handed (can't use shield)
50 gp	Greatsword	2d6	Fighter only; two-handed (can't use shield)

RANGED WEAPONS TABLE

Ranged			
Cost	Weapon Type	Damage	Classes
30 gp	Bow	d6	Fighter, rogue, or any elf; two-handed (can't use shield)
35 gp	Crossbow	d8	Any; two-handed (can't use shield)
1 gp	20 arrows	—	(same as bow)
1 gp	10 bolts	—	(same as crossbow)

ticular melee weapons. When using any weapon other than his starting melee weapon, a fighter or dwarven cleric gets a -1 penalty on attacks. For example, Tordek gets d20+4 with his waraxe, but he would get only d20+3 with a longsword or other melee weapon.

Damage: For a melee weapon, use the damage listed on the Melee Weapons Table, and add the character's Strength bonus. If the character is using the weapon two-handed, multiply the Strength bonus by 1.5 before adding it (round down). For example, Tordek gets a +2 damage bonus with a waraxe, but he would get a +3 damage bonus with any melee weapon he uses two-handed.

For a ranged weapon, just use the listed damage. Don't add your character's Strength bonus.

Shields: The greatsword, greataxe, quarterstaff, bow, and crossbow require two hands to use, so they prevent you from using a shield. If your character switches from using a one-handed weapon to using a two-handed weapon, your Armor Class drops by 2 because you're not using your shield.

USING NEW ARMOR

As with weapons, characters of different classes can use different kinds of armor.

Armor Class: With a new set of armor, you lose the bonus that your old armor had and gain the new bonus instead.

For example, if Tordek buys a suit of chainmail for 150 gold pieces, he loses the +4 bonus from his scale mail and gets +5 from chainmail instead. His Armor Class (with shield) rises from 17 to 18. (Without his shield, it rises from 15 to 16.)

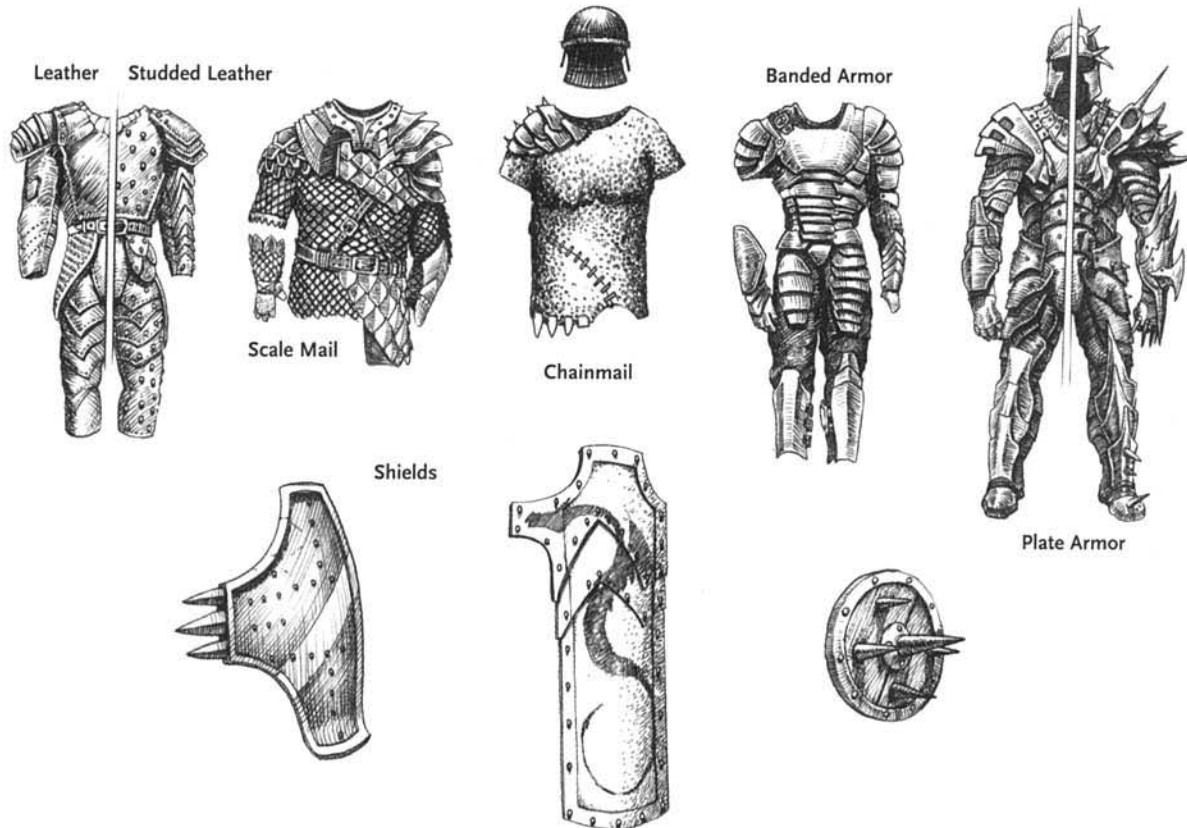
Stealth penalty: Armor that's heavier than leather armor makes it harder to be sneaky, so it gives you a penalty on Hide and Move Silently checks. When you change your armor, you lose the old penalty and gain the new one.

Tordek has Hide and Move Silently skills of d20-5 while wearing scale armor and carrying a shield. When he changes to chainmail, his armor's stealth penalty increases from -4 to -5, so his Hide and Move Silently skills drop from d20-5 to d20-6.

Speed: Your character's speed only changes if he's a fighter or cleric who changes to leather or studded leather armor.

ARMOR TABLE

Cost	Armor Type	Armor Class Bonus	Stealth Penalty	Elf & Human Speed	Dwarf & Halfling Speed	Classes
10 gp	Leather	+2	0	6 spaces	4 spaces	Cleric, rogue, or fighter
25 gp	Studded leather	+3	-1	6 spaces	4 spaces	Cleric, rogue, or fighter
50 gp	Scale mail	+4	-4	4 spaces	3 spaces	Cleric or fighter
150 gp	Chainmail	+5	-5	4 spaces	3 spaces	Cleric or fighter
250 gp	Banded mail	+6	-6	4 spaces	3 spaces	Cleric or fighter
1,500 gp	Plate armor	+8	-6	4 spaces	3 spaces	Cleric or fighter
7 gp	Shield	+2	-2	—	—	Cleric or fighter



ADVENTURING GEAR

Characters may want to get adventuring gear in addition to the gear they start with.

Backpack: Useful for carrying gear and loot.

Chain, 10 feet: Useful for securing doors and chests, it's often used with a padlock.

Flint and steel: Used for making sparks and lighting torches.

Holy symbol: A cleric needs a holy symbol to cast his spells and turn undead.

Mirror: This small, steel mirror lets you look around corners.

Pole, 10-foot: Sometimes you don't want to touch something with your hand (and sometimes you don't even want to touch it with one of these).

Rope, 50 feet: Adventurers use rope to tie up prisoners, pull open doors that might be trapped, and secure a comrade who is trying something dangerous..

ADVENTURING GEAR TABLE

Cost	Item
2 gp	Backpack
30 gp	Chain, 10 feet
1 gp	Flint and steel
1 gp	Holy symbol
10 gp	Mirror
20 gp	Padlock
1 gp	Pole, 10-foot
1 gp	Rope, 50 feet
5 gp	Spell component pouch
30 gp	Thieves' tools
100 gp	Thieves' tools, masterwork
1 gp	Torches, 10

Spell Component Pouch: A wizard needs magic props from a spell component pouch to cast her spells.

Thieves' tools: A rogue needs these to use the Disable Device and Open Lock skills. Masterwork thieves' tools are of exceptional quality and give a rogue a +2 bonus on Disable Device and Open Lock checks.

Torches, 10: Humans and halflings can see anything within 4 spaces of a lit torch. An elf can see anything within 8 spaces of a lit torch. (Dwarves can see in the dark.) Each torch burns for 1 hour.

SPECIAL ITEMS

Characters can buy special and even magical items in addition to normal gear such as weapons and armor.

Masterwork Weapons: A masterwork weapon gives the character that uses it a +1 bonus on attack rolls with the weapon. A masterwork weapon costs 300 gp more than normal. You can also get masterwork arrows (141 gp for 20) or masterwork crossbow bolts (71 gp for 10). Once a masterwork arrow or bolt is used, it's ruined.

Masterwork Armor or Shield: A suit of masterwork armor or a masterwork shield has a stealth penalty 1 point lower than normal. A masterwork suit of armor or shield costs 150 gp more than normal.

Magic Weapons: A magic weapon gives the character that uses it a +1 bonus on attack and damage rolls with the weapon. A magic weapon costs 2,300 gp more than normal. You can also get magic arrows (941 gp for 20) or magic crossbow bolts (471 gp for 10). Once a magic arrow or bolt is used, it's ruined.

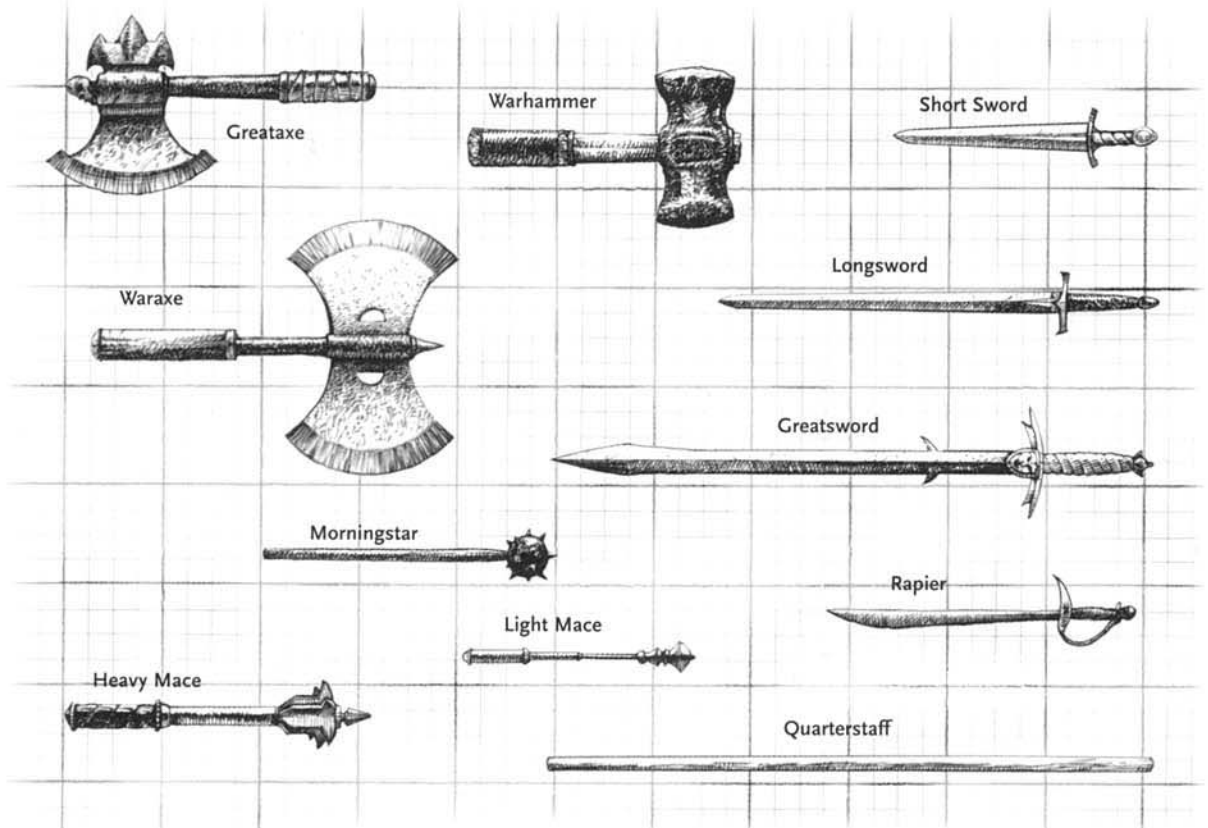
When buying a magic weapon, a character can get one that glows like a torch at no extra cost, if she likes.

Magic Armor or Shield: A suit of magic armor or a magic shield gives a character a +1 bonus to Armor Class over and above the normal bonus for the armor. In addition, its stealth penalty is 1 lower, as with masterwork armor. A magic suit of armor or magic shield costs 1,150 gp more than normal.

Other Magic Items: Some of the magic items described in Treasures are common enough that characters with enough money can buy them. Characters can buy items that have prices listed. They can't buy items without prices—these items are too rare.

MASTERWORK AND MAGIC ITEMS TABLE

Cost	Item
+300 gp	Masterwork weapon
+150 gp	Masterwork armor or shield
+2,300 gp	Magic weapon
+1,150 gp	Magic armor or shield



COMBAT

Characters frequently fight monsters of various shapes and sizes. You use dice to determine how well the characters and monsters do in combat. Players roll for their characters, and the Dungeon Master rolls dice for the monsters.

In combat, everybody takes turns during rounds, and each round represents about 6 seconds in the imaginary world

WHAT COMBAT LOOKS LIKE

Here's an example of how combat might go. The characters have come to a door in a dungeon and want to see what's on the other side. The Dungeon Master looks at his map and sees that there are three evil goblins on the other side of the door, so there's going to be a fight as soon as the characters open the door.

He has the players arrange the tokens for their characters on the map and asks them what weapons their characters have in hand. Then Tordek, the dwarven fighter, kicks the door in.

"You see three orange-skinned, sharp-toothed goblins with morningstars," says the DM. He places tokens for them on the map.

Then each character and monster acts, one at a time.

Lidda's player moves her token into the room and fires her crossbow at one goblin. She rolls a d20 to see whether she hits (she does). Then she rolls a d8 to see how much damage she deals. She deals 5 points of damage, and each goblin has only 4 hit points. That's more than enough to kill it, so the DM flips the goblin token over to show that it's dead.

Then it's Miale's turn, and she casts a *magic missile* spell at a goblin. She rolls a d4 (and adds 1) for damage, and deals 3 points of damage to the goblin. It's not enough to kill the goblin, so it's just wounded. She crosses the *magic missile* off her list of spells because she can't cast it again during this adventure.

The two surviving goblins get their turns next. The goblin that Miale wounded moves next to Lidda and attacks her with a morningstar, but it misses.

The other goblin moves next to Tordek and attacks. The DM's die roll is high enough to hit Tordek, so he takes 2 points of damage from the goblin. Tordek started with 13 hit points, so he's down to 11.

Tordek's action is next. He swings his waraxe at the goblin and misses.

Jozan goes last. He moves next to the goblin fighting Tordek, swings at the goblin, and kills it.

All the characters and monsters have acted, so the round is over. The next round starts with Lidda.

CHOOSE A WEAPON

Before combat begins, each player decides which weapon his character has in hand. Some weapons allow a cleric or fighter to use a shield, but others don't.

WHO GOES FIRST?

Once combat starts, the character or monster with the highest initiative goes first. The character or monster with the second highest initiative goes second, and so on.

If there's a tie, each player or monster that tied rolls a d20, and whoever rolls highest goes first for that battle.

ACTIONS

On his turn, a character or monster can take one of the following actions:

- **Move and attack.**
- **Move and cast a spell**, if he has spells.
- **Switch weapons**, but not move.
- **Move and reload a crossbow**, but not attack.
- **Reload a crossbow and attack**, but not move.
- Take some **other action**, such as kicking open a door or picking up an object.

The sections below describe each kind of action in detail.

Move

A character or monster can move up to his speed in spaces. Moving diagonally is OK.

If you move next to an enemy, you must stop. If you start your turn next to an enemy, you can only move 1 space.

You may move through (but not stop in) a space occupied by a friend.

Attack

You must be next to an enemy to attack with a melee weapon, such as an axe or sword. Claws, fangs, and other natural weapons also count as melee weapons.

You must be at least 1 space away from all enemies to use a bow or crossbow. You also need to have a clear shot (no walls, characters, or monsters in the way).

How to Make an Attack Roll: Roll a 20-sided die and add the bonus or penalty listed for that attack.

If the result is equal to or greater than the enemy's Armor Class, you hit and can roll damage.

How to Make a Damage Roll: Roll the type of die indicated for the weapon and add the bonus (if any). Damage reduces the enemy's hit points. If it drops to 0 hit points, it's dead.

Cast a Spell

After moving, a character can cast a spell (if he's a cleric or wizard).

You must be **at least 1 space away** from all enemies to cast a spell. You don't have to roll a die to succeed at casting a spell. But you might have to roll a die to see how much damage the spell deals or how much damage it cures.

An enemy sometimes gets a saving throw to avoid a spell's effects.

Switch Weapons

A character can switch weapons during combat, but doing so takes his whole turn.

Reload a Crossbow

Crossbows take extra time to reload. On a turn after a character has shot a crossbow, he can reload and shoot or move and reload, but he can't move, reload, and shoot in the same turn.

SPECIAL COMBAT RULES

These special rules sometimes come up during combat.

Shooting into a Fight

If a monster or character shoots at a target that is next to a teammate, the shooter gets a -4 penalty on the attack roll because it's hard to shoot the target without accidentally hitting a friend.

Flanking an Opponent

If two teammates are on opposite sides of an enemy, and they each have a melee weapon in hand, they each get a $+2$ bonus on their attack rolls against that enemy.

A sleeping, paralyzed, or magically *held* teammate doesn't help you flank an enemy.

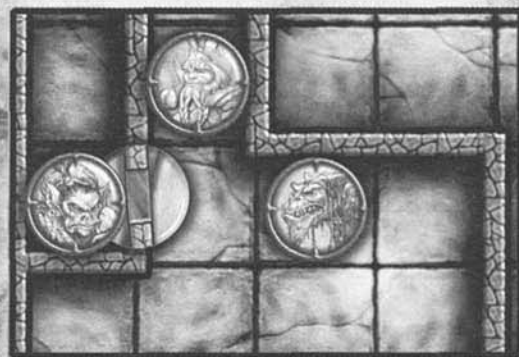
Making a Sneak Attack

Rogues like to fight dirty. A rogue can sneak attack an enemy, dealing an extra $d6$ points of damage on a successful hit.

There are only two cases when a rogue gets a sneak attack:

- It's the first round of combat, and the target hasn't acted yet.

Corners



Tordek can attack the ogre with his axe, but it gets a $+4$ bonus to its Armor Class because the corner provides cover. If the door is open, Tordek can attack the goblin, but it gets the $+4$ bonus, too.

- The rogue is attacking with a melee weapon (such as a short sword) and is flanking the enemy.

For example, on the first round of combat, Lidda shoots her crossbow at a creature that hasn't acted yet (because Lidda's initiative is higher). Her attack roll is high enough to hit, so she deals d8 points of damage (for the crossbow) plus d6 points of damage (for the sneak attack).

A rogue deals extra damage by hitting her enemy in a vital spot. A rogue can't use a sneak attack against a monster that lacks vital organs, such as a gelatinous cube, ghoul, skeleton, or zombie.

Fleeing

Normally, you have to stop when you move next to an enemy, and if you start your turn next to an enemy, you can only move 1 space.

You can break these rules, but there's a penalty that you suffer. The enemies that you are next to and every enemy that you pass gets an immediate free attack on you.

Turning Undead

A cleric can turn undead creatures, making them flee recklessly away from him. A cleric can move in the same turn he attempts to turn undead, but he can't do anything else.

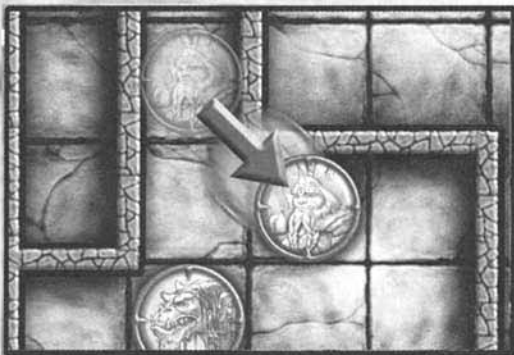
Turning undead is a two-step process.

- First, the player makes a Charisma check (d20 + his Charisma bonus). He needs a 10 or better to turn skeletons and a 13 or better to turn ghouls or zombies.
- If he succeeds, he rolls 2d6, adds his level, and adds his Charisma bonus. That's the number of skeletons he turns. Divide that number by 2 (round down) to get the number of ghouls or zombies he turns.

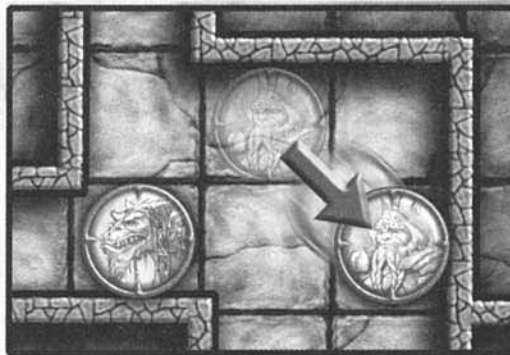
Turned undead flee from the caster, even if that lets enemies get free attacks on them (see Fleeing above).

During each adventure, a cleric can attempt to turn undead three times, plus one more time per point of Charisma bonus.

Combat Movement



When Tordek moves next to the monster, he must stop. If he keeps moving, the monster immediately gets an attack against him.



Tordek starts his turn next to a monster so he can only move one square. If he moves farther, the monster immediately gets an extra attack against him.

EXPLORING

When characters aren't in combat, they're exploring. Exploring might mean:

- Listening at a door and then kicking it open.
- Searching the bodies of monsters for loot.
- Opening a locked treasure chest.
- Trying to get around a trap.
- Investigating a magical statue.
- Searching a blank wall for a secret door.
- Persuading some dwarves to tell you what they know about the dungeon.

In combat, you use rounds that last about 6 seconds each. During exploration, time passes more casually.

WHAT EXPLORING LOOKS LIKE

The heroes have just defeated some hobgoblins, and now the combat is over. The Dungeon Master looks at the notes he's written for himself about the room. He sees that the dungeon room contains the following:

- A cleric scroll of *bull's strength* carried by one of the hobgoblins.

- A big sack of hobgoblin food.
- A door on south wall, and a door on the west wall.
- A secret door in the north wall.

The characters begin to explore.

Tordek's player: "I'm searching the bodies."

Lidda's player: "I'm going to listen at the door in the west wall." (The player doesn't know about the secret door, just the normal ones.)

DM: "While Lidda's heading to the west door, what are the rest of you doing?"

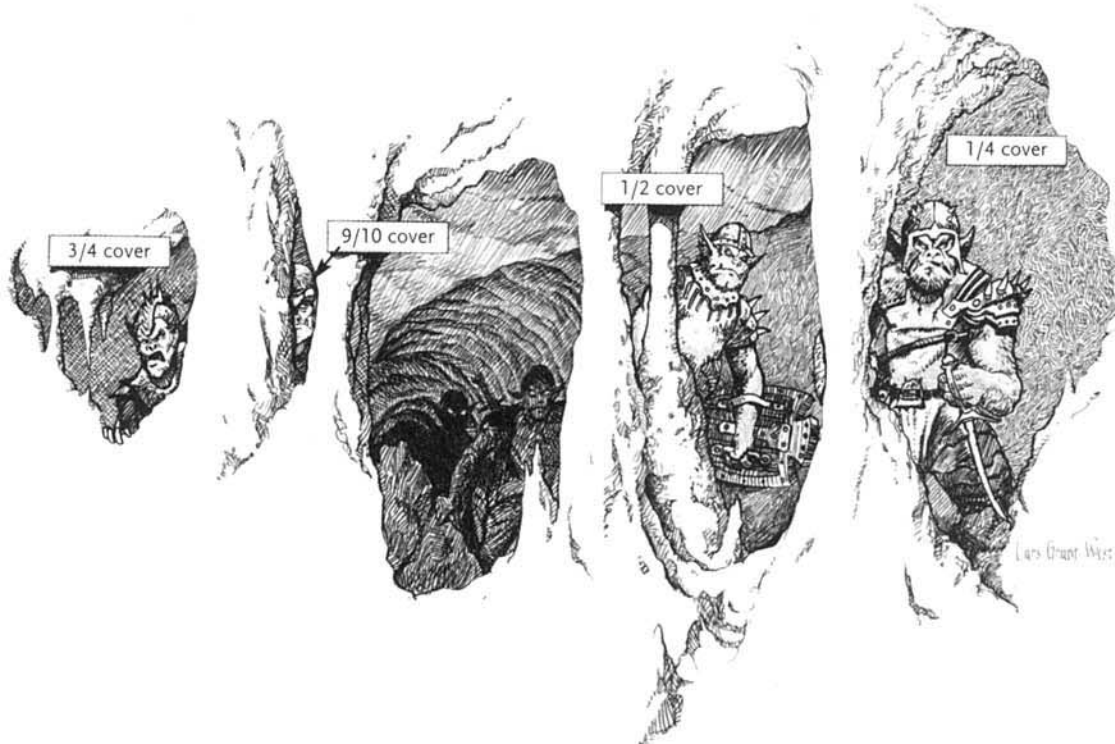
The other players say they'll wait to see whether Lidda hears anything.

The DM checks his notes for the next room and sees that there aren't any monsters in it. He finds out what Lidda's Listen bonus is and rolls her check.

It's a high roll, but there's nothing to hear, so he tells the players that Lidda doesn't hear anything. Because the DM rolled the Listen check, the players don't know if the check was high or low, so they're not sure whether there really is anything behind the door.

Lidda's player: "I'll keep listening, just in case."

Mialee's player: "I'm going to walk around the room and see if there are any secret doors."



Jozan's player: "I'll see whether there's anything else in the room."

The DM now knows what all the characters are doing, so he tells them what they find one at a time.

DM: "Tordek, most of the hobgoblins just have odds and ends in their pouches, but one has a round tube made of bone with a rolled-up piece of parchment in it."

Mialee's player: "Hey, that might be a scroll!"

DM: "You're busy looking for secret doors, so you don't see the tube. What's your Search bonus?"

Mialee's player: "Plus 3."

The DM rolls a d20, adds 3, and gets a total of 12, but Mailee needs to get a 20 to notice the secret door.

DM: "You walk all the way around the room and don't sense anything."

Mialee's player: "I'm going to go see whether Tordek has found anything."

DM: "OK. Jozan, you find a big sack."

Jozan's player: "Can I tell anything about it before I open it?"

The DM decides that the hobgoblins have caught some local farm dogs for food, and that the meat is going bad.

DM: "The bag smells a little."

Lidda's player: "It might be a stink trap."

Jozan's player: "Why don't you check it?"

Mialee's player: "What's on the scroll?"

DM: "One thing at a time. Lidda, are you going to search the bag for traps?"

Lidda's player: "Sure. I walk over to where Jozan is. 'Perhaps you could use my talents, Jozan,' I say."

Jozan's player: "Why, thank you, my good woman."

DM: "What's your Search bonus?"

Lidda's player: "Plus 6."

The DM makes the check secretly. It's a high roll, but there are no traps.

DM: "You don't see any indications that there's a trap, but you do see little bugs crawling in and out of the bag."

Lidda's player: "It's free of traps, Jozan. You open it."

Jozan's player: "Do you tell me about the bugs?"

Lidda's player: "Oh, yeah. 'Just some bugs.'"

Mialee's player: "Just open it."

Jozan's player: "OK, I open it."

DM: "A bad smell rises out of the bag. There are old pieces of meat in there. Do you look closely?"

Jozan's player: "No, I just shut the bag."

Mialee's player: "OK, what about the scroll?"

DM: "It has magical writing on it, but you can't read it until you cast *read magic*."

Mialee's player: "Fine. I cast *read magic*."

DM: As you cast the spell, the magic lines and symbols on the paper seem to shift. It's a scroll of *bull's strength*, but the symbols and formulas are weird. You can't cast the spell from this scroll."

Tordek's player: "Bull's strength? What's that do?"

DM: "It makes one person stronger so they're better in combat."

Tordek's player: "Cool."

Jozan's player: "Can I read it?"

DM: "Not until you cast *read magic*, but you know that if Mialee can't read it, it's probably a cleric scroll."

Jozan's player: "OK, I'll cast *read magic* too."

Lidda's player: "Hey, I'm going back to that door, and I'll keep listening at it."

DM: "Right. Jozan, you can read the scroll."

Jozan's player: "And what does it do exactly?"

DM: "Here. The spell is *bull's strength*. Look it up." He hands Jozan's player the *Rulebook*, and the player turns to Spells.

And the game keeps going from that point.



TIME

Some of the time, no one really cares how long it takes to explore a room, talk to a war party of dwarves, or search the bodies of hobgoblins. In these cases, don't bother to keep track of time.

In other cases, it's important just how long the characters' actions take. For example, if a cleric has *blessed* the party for 10 rounds, and the characters defeated their enemies in 3 rounds, they might want to kick open another door right away to start another fight while the *bless* is still giving everyone a +1 bonus on their attacks. In this case, the DM should keep the game in round-by-round action, because each round counts.

In still other cases, the characters feel some time pressure, but not every round counts. For example, Jozan's *light* spell lasts 10 minutes. The characters might not want to spend a long time searching a room if it means that Jozan's *light* spell will wink out. In this case, the DM can keep track of time in minutes rather than rounds. The time it takes for different actions is found on the Exploration Time Table.

Finally, some spells last for hours. It's possible that such a spell would wear out, but for most dungeon adventures it will last the whole time the team is in the dungeon. Clerics and wizards usually cast these spells "offstage," before the game begins and just before the team enters the dungeon.

EXPLORATION TIME TABLE

Action	Time
A battle	1 minute
Search a room	1 minute
Search 10 spaces of wall for secret doors	1 minute
Walk 30 spaces (at Speed 3)	1 minute
Walk 40 spaces (at Speed 4)	1 minute
Walk 60 spaces (at Speed 6)	1 minute

WHAT CHARACTERS CAN DO

Characters can do all sorts of other things in addition to using the skills and abilities spelled out for them. They might break apart tables to look for secret compartments, scrawl their names on the dungeon walls, eat the monsters' food, put on the monsters' clothing, or do whatever else the players can think of.

The DM decides whether a character can do what she tries to do.

Some things are easy, and the character succeeds automatically. For example, it doesn't take any special skill or luck to taste the smelly food that a hobgoblin was carrying.

Other actions are impossible. Any character that tries to carry the body of a dead ogre around is just going to fail.

Sometimes the DM isn't sure whether a character will succeed. In these cases, the DM can have the player make an ability check.

How to Make an Ability Check: The player rolls a d20 and adds his character's bonus with an ability that fits the action. If the DM decides that the player's roll is high enough, the character succeeds. For example, a player could make an Intelligence check to see whether her character recognizes the symbol on the shield of an orc.



SPELLS

Each spell is described below. Spells that characters can cast are also described on player handouts.

Each spell has a level, which is different from a character's level. Character of 1st and 2nd level can only cast 0-level and 1st-level spells. The 2nd-level and 3rd-level spells described here can only be cast from scrolls and wands, or as potions (see Treasure).

Touch Spells: Some spells say you have to touch a character to cast the spell on him. In this case, the character must be next to you.

Multiple Spells: If a spell gives a creature or character a bonus or penalty, the effects of multiple spells do not add up. For example, you can't make someone super strong by casting *bull's strength* on him over and over.

SPELL DESCRIPTIONS

Bless

Cleric 1st-level

All your teammates get a +1 bonus on all their attack rolls for 10 rounds.

Range: All teammates that are within 10 spaces when you cast this spell get the bonus.

Bull's Strength

Cleric 2nd-level

Wizard 2nd-level

You or a character next to you becomes stronger for 3 hours, gaining a +2 bonus on attack rolls and damage rolls with melee weapons (but not bows and crossbows). The subject of the spell also gets a +2 bonus on Strength checks for actions like kicking open doors.

Range: You have to touch the character you cast this spell on.

Cure Light Wounds

Cleric 1st-level

Choose yourself or a wounded character next to you. Roll a d8+1 to cure that many points of damage. (Clerics of Pelor cure an extra point of damage when they cast *cure light wounds*.)

Range: You have to touch the character you cast this spell on.

Cure Moderate Wounds

Cleric 2nd-level

This spell works like *cure light wounds*, except that you cure 2d8+3 points of damage.

Detect Magic

Cleric 1st-level

Wizard 1st-level

Not sure which treasures are magical and which aren't? This spell creates a field of energy that lasts for 1 minute (10 rounds). You can point the field anywhere you want and tell whether any item in the field is magical.

Range: You can *detect magic* up to 12 spaces away (but not through walls or doors).

Fireball

Wizard 3rd-level

Choose a space that you can see to be the center of the fireball. The fireball spreads from that point 4 spaces in all directions. It even reaches around corners (though it can't reach farther than 4 spaces).

Everything caught in the fireball takes 5d6 points of damage. Each creature can attempt a Reflex saving throw. If the creature rolls 17 or better, it only takes half the damage (round down).

Range: You can center a *fireball* as far away as you can see (but not through walls or doors).

Haste

Wizard 3rd-level

Choose any character, possibly yourself. That character moves at super speed for the next 5 rounds. He may make one extra attack, or cast one extra spell, or make one extra move on each of his turns. In addition, he gets a +4 bonus on his Armor Class because he's moving so fast.

Range: 7 spaces.

Hold Person

Cleric 2nd-level

Wizard 3rd-level

Choose one humanoid monster (such as a bugbear, dwarf, elf, gnom, goblin, hobgoblin, or orc) that you can see. Unless that monster makes a Will saving throw of 13 or better, it can't move or do anything for 3 rounds.

Characters can automatically hit a *held* monster for maximum damage.

Range: You can target any creature that you can see.

Invisibility

Wizard 2nd-level

You or a character you touch becomes invisible. While invisible, a character gains these benefits:

- A +2 bonus on attack rolls. A rogue can sneak attack when invisible.

- The character can't move through enemies, but otherwise he can act as if the enemies weren't there. Enemies don't limit his movement or actions the way they normally do. For example, he doesn't have to stop when he moves next to an enemy.

- A monster can only attack the character if its Listen skill is better than the character's Move Silently check. (Roll each round.) Even if the monster does attack the character, there is a 50% chance that the monster misses (no attack roll allowed). When the monster attacks, roll a d10; the attack fails on a roll of 1-5.

Special Duration: The spell ends after the invisible character attacks another creature (even if the attack misses, or the attack is with a spell). Otherwise, it lasts for 30 minutes.

Range: You have to touch the character you cast this spell on.

Knock

Wizard 2nd-level

This spell opens one locked door, chest, or other portal. It opens locks, turns latches, undoes bars, and so on. It can even open secret doors if the wizard knows that there's a secret door there to cast it on.

Range: 26 spaces.

Light

Cleric 0-level

Wizard 0-level

Cast this spell on a weapon, shield, helmet, or other object to make it shine like a torch. It gives off light for 10 minutes (100 rounds). Humans and halflings can see things within 4 spaces of the light. Elves can see things within 8 spaces of the shining object. (Dwarves see in the dark.) The light doesn't create any heat, so it doesn't burn things.

Range: You must touch the item that will glow.

Magic Missile

Wizard 1st-level

A *magic missile* automatically hits and damages the monster you cast it at. Select a single monster that you can see. A bolt of pure force streaks instantaneously and unerringly from the wizard's fingertip to the monster, dealing it d4+1 points of damage. The monster doesn't get a saving throw.

(The word "missile" means something you throw or shoot. This spell doesn't create a rocket.)

Range: 20 spaces.

Protection from Elements (Fire)

Cleric 3rd-level

This spell protects one character from damage from fire. Choose yourself or one character next to you. He ignores the next 60 points of damage he would otherwise take from fire.

Special Duration: The spell wears off in 50 minutes or when all 60 points of protection are used up.

Range: You have to touch the character you cast this spell on.

Protection from Evil

Cleric 1st-level

Sometimes the best offense is a strong defense. You can cast this spell to give yourself or a teammate a +2 bonus to Armor Class against any evil creature, and a +2 bonus to all saving throws against attacks by evil creatures. Both effects last for 10 rounds.

Range: You have to touch the character you cast this spell on.

Read Magic

Cleric 1st-level

Wizard 1st-level

Cast this spell when you find a magic scroll. It lets you read the scroll and find out what it is. Then, if it's the right kind of spell, you can cast a spell from it (one time only). You can read one scroll per minute, and the spell lasts 10 minutes.

Range: Yourself only.

Searing Light

Cleric 3rd-level

A ray of bright light blasts and burns the creature it strikes. Choose a creature to attack. Make a regular ranged attack roll, except that you only need to roll 10 or better to hit. If you hit, the ray deals 2d8 points of damage to the target. If the target is an undead creature, however, the spell deals 5d6 points of damage instead.

Range: 26 spaces.

Sleep

Wizard 1st-level

The powerful *sleep* spell can make several enemies fall helplessly into slumber. Choose a point in the center of the monsters that you want to put to sleep. Roll 2d4 to determine the maximum number of total Hit Dice that the spell tries to put to sleep.

For example, if you roll 5, you can put to sleep five goblins because they each have 1 Hit Die. If you cast the same spell on gnolls, it would only affect two of them because gnolls have 2 Hit Dice each.

The spell only affects creatures within 3 spaces of the center space you chose, and it doesn't affect creatures with 5 or more Hit Dice. Each creature that the spell tries to put to sleep can resist if it makes a Will saving throw of at least 13.

Think carefully before throwing this spell within 3 spaces of your friends. The sleep spell affects the creature with the lowest Hit Dice first, then the creature with the next highest Hit Dice, and so on. If your friends have fewer Hit Dice than the monsters, they'll go to sleep before the monsters will. (A 1st-level character has 1 Hit Die. A 2nd-level character has 2 Hit Dice.)

Waking Up: Anyone who attacks a sleeping monster automatically hits for maximum damage, although the monster then wakes up. One monster can wake up another monster it's next to in one round. Left alone, a monster sleeps for 10 rounds.

Dragons, elves, gelatinous cubes, and undead creatures are immune to sleep magic.

Range: 20 spaces.



DUNGEONS

While *DUNGEONS & DRAGONS* adventures can lead to castles floating in the clouds, underwater ruins, and forgotten islands, the most common place for adventures is the dungeon, a sprawling ruin filled with monsters, traps, and treasures.

This chapter helps the Dungeon Master run dungeons of his own creation and lets the DM roll randomly for what monsters, treasures, and traps the characters encounter.

DUNGEON LEVEL

Some dungeons are more dangerous than others, and the tougher ones have richer treasures, too. The danger rating of a dungeon is its level. A 1st-level dungeon is balanced with the right monsters and treasures for a team of four 1st-level characters. A 2nd-level dungeon is balanced for a team of four 2nd-level characters.

The random tables here are divided into 1st- and 2nd-level tables. If the characters are mostly 1st-level, use the 1st-level tables when preparing a dungeon or when randomly creating a room. For a group that's mostly 2nd-level, use the 2nd-level tables.

LIGHT

Except for dwarves, characters need light to see by in the dungeon. Torches, *light* spells, and magic weapons give characters light to see by. A human or halfling can see anything within 4 spaces of a light source. An elf can see things within 8 spaces of a light source. A dwarf can see up to 12 spaces in the dark.

Monsters in the dungeon can see in the dark like dwarves. Most of them can see the lights of adventurers as they come down a hallway, so it can be hard for characters to sneak up on monsters without them knowing it.

RANDOM DUNGEON TABLES

The DM can use these random tables to "stock" a dungeon ahead of time, determining what is in the dungeon and keeping a page of notes keyed to the map. Or, the DM can use these tables to "fill in the blanks" after he's decided what special rooms and features he wants to be in the dungeon. Finally, even if the DM hasn't had any chance to prepare, he can just roll randomly as he goes along to see what the characters encounter.

SKILLS

Sometimes as adventurers explore dungeons, their skills come into play.

Diplomacy

When the characters meet intelligent creatures that aren't hostile, they can try to make friends with them using the Diplomacy skill. A roll of 15 or better is enough to get good or neutral creatures to act friendly toward the characters.

The DM may allow the players to use this skill in other ways, too, such as negotiating with intelligent, hostile monsters.

Disable Device

A rogue can use Disable Device to disarm a trap. She must roll 20 or better to succeed. If she rolls 16 to 19, she fails but can try again. If she rolls 15 or lower, she springs the trap on herself.

Hide

Sometimes a character wants to hide from a monster—maybe because she's trying to ambush it. The character must have something to hide behind. If the character's Hide

roll is at least as high as the monster's Spot score, the monster doesn't notice the character until she attacks or moves out of hiding.

Listen

Characters frequently listen at doors or down hallways to detect monsters.

If the monsters aren't sneaking around, characters can usually hear them coming down a hallway, but listening through a door is harder. A character needs to roll a 10 to hear noisy monsters or a 20 to hear quiet ones. The DM decides if the monsters are noisy or quiet. Skeletons and zombies make no noise at all unless they're moving around.

If the monsters try to sneak up on the characters, the characters must make Listen rolls at least as high as the monsters' Move Silently scores in order to hear them.

Move Silently

Sometimes the characters know that a monster is nearby but the monster hasn't noticed

them yet. If a character can make a Move Silently roll at least as high as a monster's Listen score, the character can sneak up to or past the monster.

Open Lock

Rogues frequently use this skill to open locked doors and chests. Typically, a rogue has to roll 25 or better to pick a lock. They can try over and over if they miss the roll.

Search

Rogues can use this skill to find traps. Anyone can use it to find secret doors or other hidden things. An elf can make a Search check to notice a secret door just by walking within 1 space of the door.

Spot

Characters use this skill to notice creatures hiding from them. If a monster is hiding, a character has to make a Spot roll better than the monster's Hide score to notice it.

Wandering Monsters

The Wandering Monster Table shows what monsters show up wandering through the dungeon, probably attracted to the noise that the characters make.

How to Make a Wandering Monster Roll: The DM rolls a d10 to see whether a wandering monster shows up when the characters make a lot of noise, spend a long time in one place, or enter a corridor.

If the characters kick open a door (making noise) and then fight the monster on the other side of the door (making more noise), that counts for one wandering monster check, not two.

If the DM rolls a 1, then a wandering monster shows up. The DM then rolls on the Wandering Monster Table to see what appears. It might come from any direction, depending on where the characters are in the dungeon.

RANDOM DOOR TABLE

d10 Door Features

- 1–3 **Free.** A character can open the door normally.
- 4–6 **Stuck.** A character can force open a stuck door with a Strength check of 18 or better. Halflings get a –4 penalty on these checks because they're small.
- 7–9 **Locked.** A rogue can open it with an Open Locks check of 25 or better. The door can also be forced (as a stuck door).
- 10 **Trapped.** A rogue can notice the trap with a Search check of 20 or better, and she disarm it with a Disable Device check of 20 or better. (The trap springs if the rogue rolls 15 or less.) Roll on the Random Trap Table below to see what the trap is. Also, roll again to see whether the door is free, stuck, or locked (or even has another trap).

RANDOM ROOM TABLE

d10 What's in the Room

- 1–6 **Monster(s).** Roll on the Random Monster Table.
- 7 **Treasure with Trap.** Roll on the Random Trap Table and Random Treasure Table.
- 8–10 **Empty.** The room might have garbage, bodies, footprints, or other things in it.

RANDOM MONSTER TABLE, 1ST LEVEL

d10 Monster

- 1 **d4+1 Goblins.** 1 Treasure if you roll 1–8 on a d10.
- 2 **Hobgoblin plus d4 Goblins.** 1 Treasure.
- 3 **d4 Hobgoblins.** 1 Treasure.
- 4 **Dire Bat.** 1 Treasure if you roll 1–2 on a d10.
- 5 **d4+1 Skeletons.** 2 Treasures if you roll 1–5 on a d10.
- 6 **d4–1 Orcs.** 2 Treasures.
- 7 **d4+1 Zombies.** 2 Treasures if you roll 1–5 on a d10.
- 8 **Gnoll.** 1 Treasure.
- 9 **Bugbear.** 2 Treasures.
- 10 Roll on Random Monster Table, 2nd level.

RANDOM MONSTER TABLE, 2ND LEVEL

d10 Monster

- 1 **Viper.** 1 Treasure if you roll 1–2 on a d10.
- 2 **d4–1 Dire Bats.** 2 Treasures if you roll 1–2 on a d10.
- 3 **d4+1 Orcs.** 3 Treasures.
- 4 **d4 Gnolls.** 2 Treasures.
- 5 **Bugbear plus d4 Goblins.** 3 Treasures.
- 6 **Ogre.** 4 Treasures.
- 7 **Displacer Beast.** 3 Treasures if you roll 1–5 on a d10.
- 8 **Dragon, White.** 5 Treasures.
- 9 **d4 Ghouls.** 2 Treasures if you roll 1–2 on a d10.
- 10 **Hell Hound.** 2 Treasures if you roll 1–2 on a d10.

RANDOM TREASURE TABLE

d10 Treasure

- 1–7 **Gold coins (d6×50 gp).** Trapped if you roll 1 on a d10.

- 8–9 **Special Treasure.** Roll on Special Treasure Table. Trapped if you roll 1–2 on a d10.

- 10 **Gold coins (d6×50 gp) + Special Treasure.** Roll on Special Treasure Table. Trapped if you roll 1–3 on a d10.

RANDOM TRAP TABLE

d10 Type of Trap

- 1–2 **Arrow Trap.** An arrow shoots out. The DM tries to roll the character's Armor Class or better on a d20. If he succeeds, the arrow hits the character and deals d6 points of damage.
- 3–4 **Fiery Trap.** Flames burst out and burn the character, dealing d6 points of damage. If the character can roll 16 or better on a Reflex saving throw, he only takes half damage (round down).
- 5–6 **Sleep Trap.** A spell comes over the character. He must roll 16 or better on a Will saving throw or fall asleep for 10 minutes. (If a wizard or cleric casts the *detect magic* spell, she can tell that there's something magical about the chest, door, floor, or other place that's trapped.)
- 7–8 **Stink Trap.** A cloud of smelly gas washes over the character. He must roll 16 or better on a Fortitude saving throw or become weaker for the rest of the adventure. A weaker character suffers a –2 penalty on melee attack rolls (such as with an axe), melee damage rolls, and Strength checks.
- 9–10 **Poison Arrow Trap.** An arrow shoots out. The DM tries to roll the character's Armor Class or better on a d20. If he succeeds, the arrow hits the character and deals d6 points of damage. The character is then poisoned. If the character can roll 16 or better on a Fortitude saving throw, he's OK. Otherwise he suffers another d6 points of damage from the poison.

WANDERING MONSTER TABLE, 1ST LEVEL

d10 Monster(s)

- 1–2 **d4 Dire Rats.** No treasure.
- 3 **d4+1 Goblins.** 1 Treasure.
- 4 **Hobgoblin plus d4 Goblins.** 1 Treasure.
- 5–6 **d4 Orcs.** 1 Treasure.
- 7 **d4 Hobgoblins.** 1 Treasure.
- 8 **Ghoul.** No treasure.
- 9 **Gelatinous Cube.** No treasure.
- 10 **d4 Elven Warriors.** 1 Treasure.

WANDERING MONSTER TABLE, 2ND LEVEL

d10 Monster(s)

- 1–2 **d4 Gnolls.** 2 Treasures.
- 3 **d4 Ghouls.** No treasure.
- 4 **Bugbear plus d4 Goblins.** 2 Treasures.
- 5 **d4 Hobgoblins plus d4 Goblins.** 2 Treasures.
- 6–7 **d4–1 Dire Bats.** No treasure.
- 8 **Ogre.** 2 Treasures.
- 9 **Hell Hound.** No treasure.
- 10 **d4+1 Dwarves.** 2 Treasures.

MONSTERS

You might think that with all the cool treasure waiting to be discovered in all those deep dungeons, it would be easy for adventurers to rake in the goodies. But there's a very serious obstacle blocking the road to riches: monsters.

As the DM, you get to decide which monsters the characters face. This is one of the coolest parts of being the DM. You decide whether the adventurers will face off against a horde of bugbears, or tremble in fear before a vicious white dragon!

Monsters come in all shapes and sizes. Characters will face ferocious humanoids such as goblins and orcs, scaly tyrants such as dragons, bizarre creatures such as the gelatinous cube, and undead horrors such as skeletons and zombies.

Most of these creatures are aggressive. They have no intention of allowing adventurers to scoop up all that treasure without a fight—or even make it home alive!

CHOOSING MONSTERS

When choosing monsters for your adventures, you can roll dice to select them randomly, you can pick them yourself, or you can do a little of both.

If you're just learning the game, or when you don't have a lot of time, try choosing your monsters randomly. Just follow the directions on the Random Monster tables.

After you've run a few adventures, try choosing the monsters yourself. Check out the monster descriptions in the section below, and choose the ones that you think will make the adventure exciting and fun for you and your players.

Whatever you decide, choose monsters that will challenge the characters, not overwhelm them. If you pick monsters that always kick the adventurers' butts, your players will get bored fast. Don't worry if it takes you a couple of adventures to get the hang of this. You'll get more comfortable with it every time you play.

There are two monsters in the Monster Descriptions that don't appear on Random Monster tables: the unicorn and the red dragon. The unicorn isn't usually found in dungeons, and the red dragon is so powerful that you don't want to spring it on the players randomly. Use the red dragon only if the characters are ready (and they may never be).

MONSTER PENALTIES

Sometimes a monster has a penalty on its hit points or damage. No matter what the penalty, it always has at least 1 hit point and deals at least 1 point of damage if it hits.

For example, a goblin deals d8–1 points of damage if it hits. Even if the DM rolls a 1 for the goblin's damage, it still deals 1 point of damage.

MONSTER DESCRIPTIONS

Bugbear

Hit Dice: 3 (3d8+3 hit points)

Initiative: 11

Speed: 6 spaces

Armor Class: 16

Attack: Morningstar d20+4

Damage: d8+3

Saves: Fortitude d20+2, Reflex d20+4, Will d20+1

Skills: Hide 10, Listen 13, Move Silently 14, Spot 13

Alignment: Evil

Experience Award: 600 XP

These 7-foot tall monsters are stronger, meaner goblins. They love to ambush enemies and hate to fight fair. Like goblins, they hate and fear dwarves.

If bugbears try to sneak up on the characters, only characters who make Listen checks of 13 or better can hear them.

Equipment: Morningstar, leather armor, shield.



Dire Bat

Hit Dice: 4 (4d8+12 hit points)

Initiative: 16

Speed: 8 spaces

Armor Class: 20

Attack: Bite d20+4

Damage: d8+4

Special Defense: See invisible creatures

Dire bats hang from ceilings or walls until prey comes near. Then they swoop down and attack. They have 10-foot wingspans, but are remarkably agile in flight.

A dire bat can use its sonarlike hearing to notice invisible creatures and attack them as if they were visible.

Dire bats don't collect treasure, but sometimes the treasure of their victims falls near their lairs.



Dire Rat

Hit Dice: 1 (d8+1 hit points)

Initiative: 13

Speed: 8 spaces

Armor Class: 15

Attack: Bite d20+3

Damage: d4

Saves: Fortitude d20+3, Reflex d20+5, Will d20+1

Skills: Hide 21, Listen 16, Move Silently 16, Spot 16

Alignment: Neutral

Experience Award: 100 XP

As big as dogs, dire rats are a menace in dungeons, farms, ruins, and sewers. They only attack when they're hungry, but they're always hungry.

Dire rats often come to the sound of adventurers in the dungeon. A pack of cunning dire rats will sometimes follow adventurers around until they are wounded. Then they strike.



Displacer Beast

Hit Dice: 6 (6d10+18 hit points)

Initiative: 12

Speed: 8 spaces

Armor Class: 16

Attack: 2 tentacles d20+9 (each)

Damage: d6+4 (each)

Special Attack: Reach

Special Defense: Displacement

Saves: Fortitude d20+8, Reflex d20+8, Will d20+3

Skills: Hide 24, Listen 11, Move Silently 17, Spot 16

Alignment: Evil

Experience Award: 900 XP

All big cats hunt for fun, but the displacer beast hunts people for fun.

Multiple Attacks: The displacer beast can attack twice, provided it doesn't move more than 1 space. If it moves more than 1 space, it only gets one attack that turn.

Reach: Its long tentacles can strike enemies up to 3 spaces away. When a character first moves next to a displacer beast, the beast immediately gets a free attack with one tentacle.

Displacement: A permanent illusion protects the beast. It is actually a few feet away from where it appears to be. Attacks aimed against it miss half the time. If an attack would normally hit, roll a d10. On a 1-5, the attack misses anyway.



Dragon, Red

Hit Dice: 10 (10d12+30 hit points)

Initiative: 10

Speed: 8 spaces, 30 spaces flying

Armor Class: 18

Attack: Bite d20+14, 2 claws d20+9 (each), 2 wings d20+9 (each), tail slap d20+9

Damage: Bite 2d6+5, 2 claws d8+2 (each), 2 wings d6+2 (each), tail slap d8+2

Special Attack: Fire breath

Special Defense: See invisible creatures, immune to fire

Saves: Fortitude d20+10, Reflex d20+7, Will d20+8

Skills: Hide 6, Listen 21, Move Silently 10, Search 21, Spot 21

Alignment: Evil

Experience Award: 1200 XP

Red dragons are the mightiest and cruelest of the evil dragons. This one is very young and only as large as a horse, but they grow much older and much bigger.

Multiple Attacks: It can attack six times on its turn, provided it doesn't move more than 1 space. If it moves more than 1 space, it only gets its bite attack that turn.

Fire Breath: Instead of attacking normally, the dragon can breathe fire on its opponents. This cone of fire deals 4d10 points of damage to everyone caught in it. The cone is 8 spaces long and 8 spaces wide at the far end. A character suffers only half damage if he rolls 18 or better on a Reflex save.

A red dragon suffers double damage from cold attacks and no damage from fire attacks.



Dragon, White

Hit Dice: 6 (6d12+6 hit points)

Initiative: 10

Speed: 12 spaces, 30 spaces flying

Armor Class: 16

Attack: Bite d20+8, 2 claws d20+3 (each)

Damage: Bite d6, 2 claws d4 (each)

Special Attack: Cold breath

Saves: Fortitude d20+6, Reflex d20+5, Will d20+5

Skills: Hide 14, Listen 16, Move Silently 10, Search 14, Spot 16

Alignment: Evil

Experience Award: 600 XP

size of a dog, but it's already a vicious fighter.

Multiple Attacks: It can attack three times on its turn, provided it doesn't move more than 1 space. If it moves more than 1 space, it only gets its bite attack that turn.

Cold Breath: Instead of attacking normally, a white dragon can breathe cold on its opponents. This cone of cold deals 2d6 points of damage to everyone caught in it. The cone is 4 spaces long and 4 spaces wide at the far end. A character suffers only half damage if he rolls 14 or better on a Reflex save.

A white dragon suffers double damage from fire attacks and no damage from cold attacks.



White dragons are skilled hunters, but they're reckless and slow-witted. This dragon is very young and small, only about the

Dwarven Warrior

Hit Dice: 1 (d8+1 hit points)

Initiative: 10

Speed: 3 spaces

Armor Class: 16

Attack: Waraxe d20+2

Damage: d10

Saves: Fortitude d20+3, Reflex d20+0, Will d20+0

Skills: Hide 6, Listen 11, Move Silently 6, Spot 11

Alignment: Good

Experience Award: 150 XP

Dwarves sometimes form small bands and hunt through ancient ruins looking for lost treasure.

If a character makes a Diplomacy check of 15 or better, the dwarves are friendly. They might tell the characters what they've learned about the dungeon, or even help them explore.

Equipment: Scale mail, shield, battleaxe.



Elven Warrior

Hit Dice: 1 (d8–1 hit points)

Initiative: 11

Speed: 4 spaces

Armor Class: 17 (15 with bow)

Attack: Longsword d20+1 or bow d20+2 (choose one)

Damage: Longsword d8 or bow d6 (choose one)

Saves: Fortitude d20+1, Reflex d20+1, Will d20+0

Skills: Hide 5, Listen 14, Move Silently 5, Spot 14

Alignment: Good

Experience Award: 150 XP

When elves leave their woodland homes to venture in the dungeons, they mean business. They may be exacting revenge against monsters or searching for ancient elven treasures.

If a character makes a Diplomacy check of 15 or better, the elves are friendly. They might tell the characters what they've learned about the dungeon, or even help them explore.

Equipment: Scale mail, shield, longsword, bow.



Gelatinous Cube

Hit Dice: 4 (4d10+36 hit points)

Initiative: 5

Speed: 3 spaces

Armor Class: 3

Attack: Buffet d20+1

Damage: d6+4 plus acid

Special Attack: Acid, paralysis

Special Defense: Hide

Saves: Fortitude d20+5, Reflex d20–4, Will d20+1

Skills: Hide 15, Listen —, Move Silently 15, Spot —

Alignment: Neutral

Experience Award: 900 XP

This primitive creature is a 10-foot cube of protoplasm, like a giant, single-celled creature. It slides along dungeon floors, absorbing whatever it finds.

Acid: The cube's touch deals an extra d6 points of acid damage.

Paralysis: Anyone struck by the cube must make a Fortitude save of 16 or better or be paralyzed for 3d6 rounds. Each turn, the cube can choose to automatically hit a paralyzed character for 10 points of damage plus d6 points of acid damage.

Hide: The gelatinous cube is almost transparent. A character needs to make a Spot check of 15 or better to see it.



Ghoul

Hit Dice: 2 (2d12 hit points)

Initiative: 12

Speed: 6 spaces

Armor Class: 14

Attack: Bite d20+3, 2 claws d20+0 (each)

Damage: Bite d6+1, 2 claws d4 (each)

Special Attack: Paralysis

Special Defense: Immune to sleep and sneak attacks

Saves: Fortitude d20+0, Reflex d20+2, Will d20+5

Skills: Hide 17, Listen 17, Move Silently 17, Spot 17

Alignment: Evil

Experience Award: 300 XP

Ghouls are undead creatures. While they live mainly on corpses, ghouls relish the taste of warm flesh as well. These horrid creatures lurk in haunted places, killing and devouring intruders every chance they get.

Multiple Attacks: It can attack three times on its turn, provided it doesn't move more than 1 space. If it moves more than 1 space, it only gets its bite attack that turn.

Paralysis: Each time a ghoul hits an adventurer, the character must make a Fortitude save of 14 or better or be paralyzed for d6+2 minutes. The ghoul can automatically hit a paralyzed character for maximum damage. Elves are immune to a ghoul's paralysis.

Undead creatures are immune to sleep spells and sneak attacks by rogues.



Gnoll

Hit Dice: 2 (2d8+2 hit points)
Initiative: 10
Speed: 4 spaces
Armor Class: 17
Attack: Battleaxe d20+3
Damage: d8+2
Saves: Fortitude d20+3, Reflex d20+0, Will d20+0
Skills: Hide 4, Listen 13, Move Silently 4, Spot 13
Alignment: Evil
Experience Award: 300 XP

Gnolls are big, strong, sneaky, and mean. They look like people with hyena heads, and they usually travel armed and armored. When hungry, gnolls can get crazy, so other evil monsters don't like to work with them.

Gnolls are at home in the woods as well as in the dungeons. Some of them are dangerous trackers.

Equipment: Scale mail, shield, battleaxe.



Goblin

Hit Dice: 1 (d8 hit points)
Initiative: 11
Speed: 6 spaces
Armor Class: 15
Attack: Morningstar d20+0
Damage: d8-1
Saves: Fortitude d20+0, Reflex d20+3, Will d20+0
Skills: Hide 16, Listen 13, Move Silently 15, Spot 13
Alignment: Evil
Experience Award: 100 XP

At night, goblins come out of their underground homes to kill and steal. They hate and fear dwarves (and they don't much like anybody else, for that matter).

Goblins only become a real threat to civilized lands when they gather into large groups. Sometimes hobgoblins, bugbears, or even ogres lead these war bands.

Equipment: Morningstar, studded leather armor.



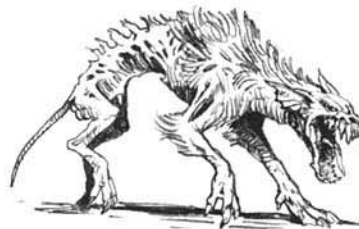
Hell Hound

Hit Dice: 4 (4d8+4 hit points)
Initiative: 16
Speed: 8 spaces
Armor Class: 16
Attack: Bite d20+5
Damage: d8+1
Special Attack: Fire breath
Saves: Fortitude d20+5, Reflex d20+5, Will d20+4
Skills: Hide 21, Listen 15, Move Silently 23, Spot 25
Alignment: Evil
Experience Award: 600 XP

A hell hound resembles a large, powerfully built dog with short, reddish-brown fur. Its markings, teeth, and tongue are all sooty black. It is easily distinguished from normal hounds by its red, glowing eyes.

Fire Breath: Instead of attacking normally, the hell hound can breathe fire on its opponents. This cone of fire deals d6+1 points of damage to everyone caught in it. The cone is 6 spaces long and 6 spaces wide at the far end. A character suffers no damage if he rolls 13 or better on a Reflex save.

A hell hound suffers double damage from cold attacks and no damage from fire attacks.



Hobgoblin

Hit Dice: 1 (d8+1 hit points)
Initiative: 11
Speed: 6 spaces
Armor Class: 15
Attack: Longsword d20+0
Damage: d8
Saves: Fortitude d20+3, Reflex d20+1, Will d20+1
Skills: Hide 11, Listen 14, Move Silently 13, Spot 14
Alignment: Evil
Experience Award: 150 XP

Bigger and stronger than regular goblins, hobgoblins love to fight. Unlike their smaller cousins and bugbears, hobgoblins work well together in groups.

Because of their courage, military attitude, and tactical expertise, they often lead goblin war parties.

Equipment: Studded leather armor, shield, longsword.



Ogre

Hit Dice: 4 (4d8+8 hit points)

Initiative: 9

Speed: 6 spaces

Armor Class: 16

Attack: Club d20+7

Damage: 2d6+7

Saves: Fortitude d20+6 Reflex d20+0, Will d20+1

Skills: Hide 5, Listen 13, Move Silently 9, Spot 13

Alignment: Evil

Experience Award: 600 XP

Ogres are ugly, mean, and stupid. Unfortunately, they're also big and very strong. They stand over 8 feet tall. They're primitive and don't have the best weapons or armor. When they can, they like to boss around creatures that are smaller than they are, which includes many.

They carry treasure, and lots of other stuff, in big sacks.

Equipment: Greatclub, animal hide armor. Both are too big for characters to use.



Orc

Hit Dice: 1 (d8 hit points)

Initiative: 10

Speed: 4 spaces

Armor Class: 14

Attack: Greataxe d20+2

Damage: d12+3

Saves: Fortitude d20+2, Reflex d20+0, Will d20-1

Skills: Hide 6, Listen 13, Move Silently 6, Spot 14

Alignment: Evil

Experience Award: 150 XP

Orcs are strong, fierce, and unpredictable. They love battle, and they consider combat to be a service to their evil, one-eyed god, Gruumsh. While orcs deal a lot of damage with their two-handed axes, they are not particularly tough.

Equipment: Greataxe (two-handed), scale mail.



Skeleton

Hit Dice: 1 (d12 hit points)

Initiative: 15

Speed: 6 spaces

Armor Class: 13

Attack: 2 claws d20+0 (each)

Damage: d4 (each)

Special Defense: Half damage from piercing and slashing weapons, immune to *sleep* and sneak attacks.

Saves: Fortitude d20+0, Reflex d20+1, Will d20+2

Skills: Hide —, Listen 10, Move Silently —, Spot 10

Alignment: Neutral

Experience Award: 100 XP

Skeletons are undead creatures. Many skeletons guard treasures for their masters. Others simply attack whatever wanders by.

Multiple Attacks: A skeleton can strike with both claws if it moves only 1 space. If it moves more than one space, it only gets one attack this turn.

Edged and pointed weapons deal only half damage to a skeleton (round down). Only maces, morningstars, quarterstaves, and warhammers deal full damage.

Undead creatures are immune to *sleep* spells and sneak attacks by rogues.



Unicorn

Hit Dice: 4 (4d10+20 hit points)
Initiative: 13
Speed: 12 spaces
Armor Class: 18
Attack: Horn d20+8, 2 hooves d20+3 (each)
Damage: Horn d8+5, 2 hooves d4+2 (each)
Special Defense: Healing, immune to sleep
Saves: Fortitude d20+9, Reflex d20+7, Will d20+6
Skills: Hide 9, Listen 20, Move Silently 19, Spot 20
Alignment: Good
Experience Award: 900

Unicorns protect good creatures that travel through their woodland homes.

Multiple Attacks: The unicorn can attack three times if it moves only 1 space. If it moves more than 1 space, it only gets its horn attack this turn.

Healing: By touching a wounded creature with its horn, a unicorn can cast *cure light wounds* (d8+4 hit points) three times per day and *cure moderate wounds* (2d8+4 hit points) once per day.

Unicorns are immune to *sleep* spells.



Viper

Hit Dice: 1 (d8 hit points)
Initiative: 13
Speed: 4 spaces
Armor Class: 17
Attack: Bite d20+4
Damage: 1 plus poison
Special Attack: Poison
Saves: Fortitude d20+2, Reflex d20+5, Will d20+1
Skills: Hide 25, Listen 9, Move Silently 13, Spot 19
Alignment: Neutral
Experience Award: 300 XP

These poisonous snakes are about 10 feet long and very deadly. They prefer to hide in the clutter that's found in most dungeon rooms and strike when someone wanders too close.

Poison: Anyone bitten by the viper must make a Fortitude saving throw of 10 or better or take d12 damage.



Zombie

Hit Dice: 2 (2d12+3 hit points)
Initiative: 9
Speed: 6 spaces
Armor Class: 11
Attack: Claw d20+2
Damage: d6+1
Special Defense: Immune to *sleep* and sneak attacks
Saves: Fortitude d20+0, Reflex d20-1, Will d20+3
Skills: Hide —, Listen —, Move Silently 9, Spot 10
Alignment: Neutral
Experience Award: 100 XP

Zombies are undead creatures, corpses of people reanimated by foul magic. They are mindless, and they have no will of their own, obeying only their creators' commands.

A zombie is slow. It can't attack in a round that during which it moves more than 1 space.

Undead creatures are immune to *sleep* spells and sneak attacks by rogues.



TREASURES

When the characters find a treasure, the Dungeon Master determines randomly what's in the treasure. The DM can also roll ahead of time, when stocking the dungeon, or he can just pick the treasure that seems right.

The Random Treasure Table usually indicates treasure in gold pieces, but sometimes it indicates a special treasure. When it does, roll on the Random Special Treasure Table and the other indicated tables. If an item doesn't have a cost, it can't be bought.



RANDOM TREASURE TABLE

d10	Treasure
1-7	Gold coins (d6×50 gp). Trapped if you roll 1 on a d10.
8-9	Special Treasure. Roll on Special Treasure Table. Trapped if you roll 1-2 on a d10.
10	Gold coins (d6×50 gp) + Special Treasure. Roll on Special Treasure Table. Trapped if you roll 1-3 on a d10.

RANDOM SPECIAL TREASURE TABLE

d10	Type of Item
1-2	Armor (roll on Random Armor Table)
3-4	Masterwork melee weapon (roll on Melee Weapon Table)
5-6	Masterwork ranged weapon (roll on Random Ranged Weapon Table)
7-10	Magic item (roll on Random Magic Item Table)

RANDOM ARMOR TABLE

d10	Armor Type
1-2	Masterwork studded leather
3-5	Chainmail
6-8	Banded mail
9-10	Plate armor

RANDOM MELEE WEAPON TABLE

d10	Weapon Type
1-2	Waraxe (dwarven fighter only)
3-4	Greatsword (fighter only, can't use shield)
5	Short sword (fighter or rogue)
6	Mace (cleric, fighter, or rogue)
7	Warhammer (fighter or dwarven cleric)
8	Rapier (fighter or rogue)
9	Longsword (fighter or elf)
10	Quarterstaff (any, can't use shield)

RANDOM RANGED WEAPON TABLE

d10	Weapon
1-2	Bow (fighter or elf only)
3-5	20 arrows (fighter or elf only)
6-7	Crossbow (any character)
8-10	10 crossbow bolts (any character)

RANDOM MAGIC ITEM TABLE

d10	Magic Item
1	Magic melee weapon (roll on Random Melee Weapon Table)
2	Magic ranged weapon (roll on Random Ranged Weapon Table)
3	Magic armor (roll on Random Armor Table)
4-5	Potion (roll on Random Potion Table)
6-7	Wizard scroll (roll on Random Wizard Scroll Table)
8-9	Cleric scroll (roll on Random Cleric Scroll Table)
10	Unusual magic item (roll on Random Unusual Magic Item Table)

RANDOM POTION TABLE

d10	Potion (any character)	Cost
1-3	Cure light wounds	50 gp
4-5	Bull's strength	300 gp
6	Invisibility	300 gp
7-8	Cure moderate wounds	300 gp
9	Haste	750 gp
10	Protection from elements (fire)	750 gp

RANDOM WIZARD SCROLL TABLE

d10	Scroll (wizards only)	Cost
1-2	Magic missile (1st-level)	25 gp
3-4	Sleep (1st-level)	25 gp
5	Knock (2nd-level)	150 gp
6	Bull's strength (2nd-level)	150 gp
7	Invisibility (2nd-level)	150 gp
8	Haste (3rd-level)	375 gp
9	Fireball (3rd-level)	375 gp
10	Hold person (3rd-level)	375 gp

RANDOM CLERIC SCROLL TABLE

d10	Scroll (clerics only)	Cost
1-2	Cure light wounds (1st-level)	25 gp
3-4	Bless (1st-level)	25 gp
5-6	Bull's strength (2nd-level)	150 gp
7-8	Cure moderate wounds (2nd-level)	150 gp
9	Hold person (2nd-level)	150 gp
10	Searing light (3rd-level)	375 gp

RANDOM UNUSUAL MAGIC ITEM TABLE

d10	Unusual Magic Item	Cost
1	Boots of elvenkind	2,000 gp
2	Cloak of elvenkind	2,000 gp
3-4	Amulet of natural armor	2,000 gp
5-6	Gauntlets of ogre power	—
7	Bracers of armor	1,000 gp
8-9	Cloak of resistance	1,000 gp
10	Wand (roll on Random Wand Table)	—

RANDOM WAND TABLE

d10	Wand	Cost
1	Protection from evil (cleric)	750 gp
2	Cure light wounds (cleric)	750 gp
3	Magic missile (wizard)	750 gp
4	Sleep (wizard)	750 gp
5	Bull's strength (cleric or wizard)	—
6	Hold person (cleric or wizard)	—
7	Knock (wizard)	—
8	Searing light (cleric)	—
9	Fireball (wizard)	—
10	Haste (wizard)	—

SPECIAL TREASURE DESCRIPTIONS

Special treasures are described here. For more information on weapons and armor, see Equipment. For more information on the spell effects of potions, scrolls, and wands, see Spells.

The effects of two identical magic items don't add up, so two *amulets of natural armor* give you a +1 bonus to Armor Class.

Normal Armor or Magic Armor

Normal armor may be better than what a character already has. Magic armor is like normal armor, only its Armor Class is 1 point better and its stealth penalty is 1 point less.

Masterwork Weapon

A masterwork weapon is like a normal weapon, but it's made so well that it grants the characters a +1 bonus on attack rolls when using it. Characters can tell by looking at it that a masterwork weapon is special.

Magic Weapon

A magic weapon is like a normal weapon, but it has a magic power that grants the character a +1 bonus on attack rolls and damage rolls when using it. It looks like a masterwork weapon, but a cleric or wizard can use the *detect magic* spell to find out that the weapon is magical.

Some magic weapons glow, giving off light like torches. For a random weapon, roll a d10 when the weapon is discovered. The weapon glows if the roll is 1, 2, or 3.

Potion

A potion is a magic liquid kept in a small, glass vial. When characters find a potion, they can tell what it is by taking a little sip.

A character can drink a potion on her turn (and she can move, too). She can't drink a

potion if she's next to a monster. The magic takes effect when a character drinks a potion, but then the potion is gone and can't be used again.

A potion copies the effect of a spell exactly as if that spell were cast (see Spells for what each potion does).

Scroll

A scroll is a spell written onto a piece of parchment. They're usually rolled up and tied shut. A character must cast the *read magic* spell on a scroll to read it. Only a cleric can cast a spell from a cleric scroll, and only a wizard can cast one from a wizard scroll (see Spells for what each scroll does).

A wizard or cleric can cast a spell from a scroll as if casting a spell normally. Once the spell is cast from the scroll, the writing on the scroll disappears.

How to Cast a High-Level Spell: To cast a 2nd-level or higher spell from a scroll, a cleric or wizard must make a roll. Roll a d20 and add the character's level. To cast a 2nd-level spell, the character must roll 4 or better. To cast a 3rd-level spell, the character must roll 6 or better. If the character fails, the spell doesn't work, but the writing on the scroll disappears anyway.

A wizard or a cleric can make a scroll of any spell she knows. She has to do this between adventures when she's back in her study or temple. It costs 13 gold pieces and 1 experience point.

Unusual Items

Unusual items do many different things.

Amulet of natural armor: This magic pendant makes the wearer's skin tougher, so he gets a +1 bonus to his Armor Class.

Boots of elvenkind: These magic boots make a character's footsteps quieter, so they add a +10 bonus to her Move Silently checks.

Bracers of armor: These leather bracers cover the wrist and forearms. They create an invisible, magic field of force around the wearer. The wearer gets a +1 bonus to Armor Class, provided he isn't wearing any armor.

Cloak of elvenkind: This magic cloak helps the wearer blend in with the surroundings, so she gets a +10 bonus on Hide checks.

Cloak of resistance: This cloak magically protects the wearer, so he gets a +1 bonus on all saving throws.

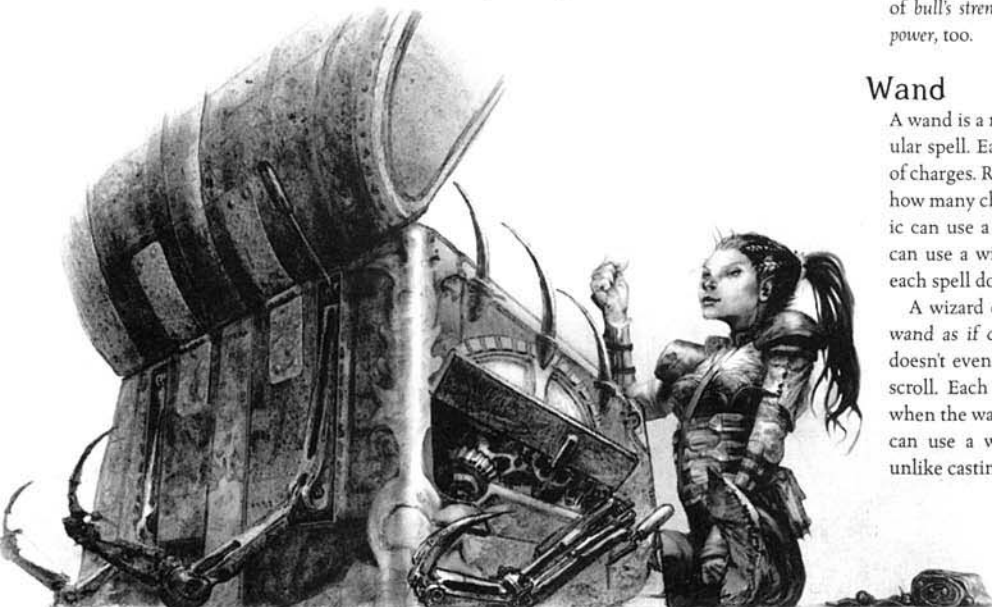
Gauntlets of ogre power: These metal gloves make the wearer stronger, so he gets a +1 bonus on attack rolls and damage rolls with melee weapons (but not bows and crossbows). He also gets a +1 bonus on Strength checks, such as when he breaks open doors.

The magic of the gauntlets doesn't work when the wearer is made stronger by a *bull's strength* spell. The character gets the benefits of *bull's strength* but not the *gauntlets of ogre power*, too.

Wand

A wand is a magic device that stores a particular spell. Each wand has a random number of charges. Roll a d10 and multiply by 5 to see how many charges the wand has. Only a cleric can use a cleric wand, and only a wizard can use a wizard wand (see Spells for what each spell does).

A wizard or cleric can cast a spell from a wand as if casting that spell normally. She doesn't even have to roll as she does with a scroll. Each spell uses up one charge, and when the wand is used up, it's worthless. She can use a wand while next to an enemy, unlike casting a spell normally.



BEING THE DUNGEON MASTER

As the Dungeon Master, you have two main jobs: to prepare a dungeon and to run that dungeon during the game.

CREATE YOUR OWN DUNGEON

You can make your own dungeons. Some people find this part of the game even more fun than playing.

Stock the Dungeon Randomly

The random tables in Dungeons let you create your own dungeons quickly.

First, make a photocopy of the blank map on the back of this booklet. Draw in doors, secret doors, and other special features.

Then roll to see what's in each room, including how many monsters there are in each group, what their hit points are, and what treasure they have. Take a moment to think about the room and its contents. If a special idea comes to mind, use it. For example, if a room contains a group of hobgoblins and a trapped treasure, maybe they're being paid to guard the treasure by a monster in the next room.

Invent Special Rooms

In addition to generating rooms and monsters randomly, you can invent special rooms with special features. An easy way to do a dungeon is to place a few special rooms across the map and then stock the rest randomly.

Special monsters, treasures, and rooms could include:

- Different types of monsters working together.
- Big, dangerous monsters that are wounded, so the characters have a fair chance of beating them.
- Evil adventurers. Use the combat numbers from one of the characters who is not being used.
- Priceless jewelry.
- A magic shield that makes the user invisible (usable three times).
- A magic statue that turns on its pedestal to point at the door that leads to the biggest treasure.

Create Your Own Adventures

You can create adventures or missions, in which the characters are trying to accomplish some particular goal, as with the first adventures in the *Adventure Book*.

How to Play Without Preparing

Start with stairs leading down into any room.

Each time the characters enter a room, determine randomly where the doors are leading to other rooms. For each wall between the room and an adjacent room or corridor, roll a d10. On a 1–5, there's a door that connects the adjacent room or corridor.

Determine the door's features and the next rooms' contents randomly.

Keep notes as you go. Start with a blank map yourself, and mark the rooms as the characters explore them.

Change the Dungeon

You can cut the dungeon map up into separate rooms and lengths of corridor. Then make your own map with those rooms in a different order. Then lay down the rooms one at a time as the characters explore them.

Travel beyond the Dungeon

Adventures can take the characters to other places, such as haunted woods, bustling cities, abandoned cemeteries, and more. Flip the dungeon map over, and you have a blank map where your imagination draws the lines.

RUNNING THE DUNGEON

Some people call the Dungeon Master a referee. Like a referee:

- The Dungeon Master knows the rules.
- The Dungeon Master pays attention to what the players are doing.
- The Dungeon Masters determines the answer if there's a question about how to use the rules.
- The Dungeon Master is fair-minded.
- The Dungeon Master isn't out to win or to beat anyone.

Make It Up

Sometimes the players try something, and there's no rule to cover what happens. In such a case, the Dungeon Master makes up a rule for that situation.

For example, if Lidda's player is upset that her character's short sword doesn't work well against skeletons, she might pick up a thigh bone from a broken skeleton and use it as a club. Suddenly, the Dungeon Master has to figure out how much damage the bone deals, because the Melee Weapons Table doesn't list "thigh bone." He might decide that

d4 is the right amount of damage.

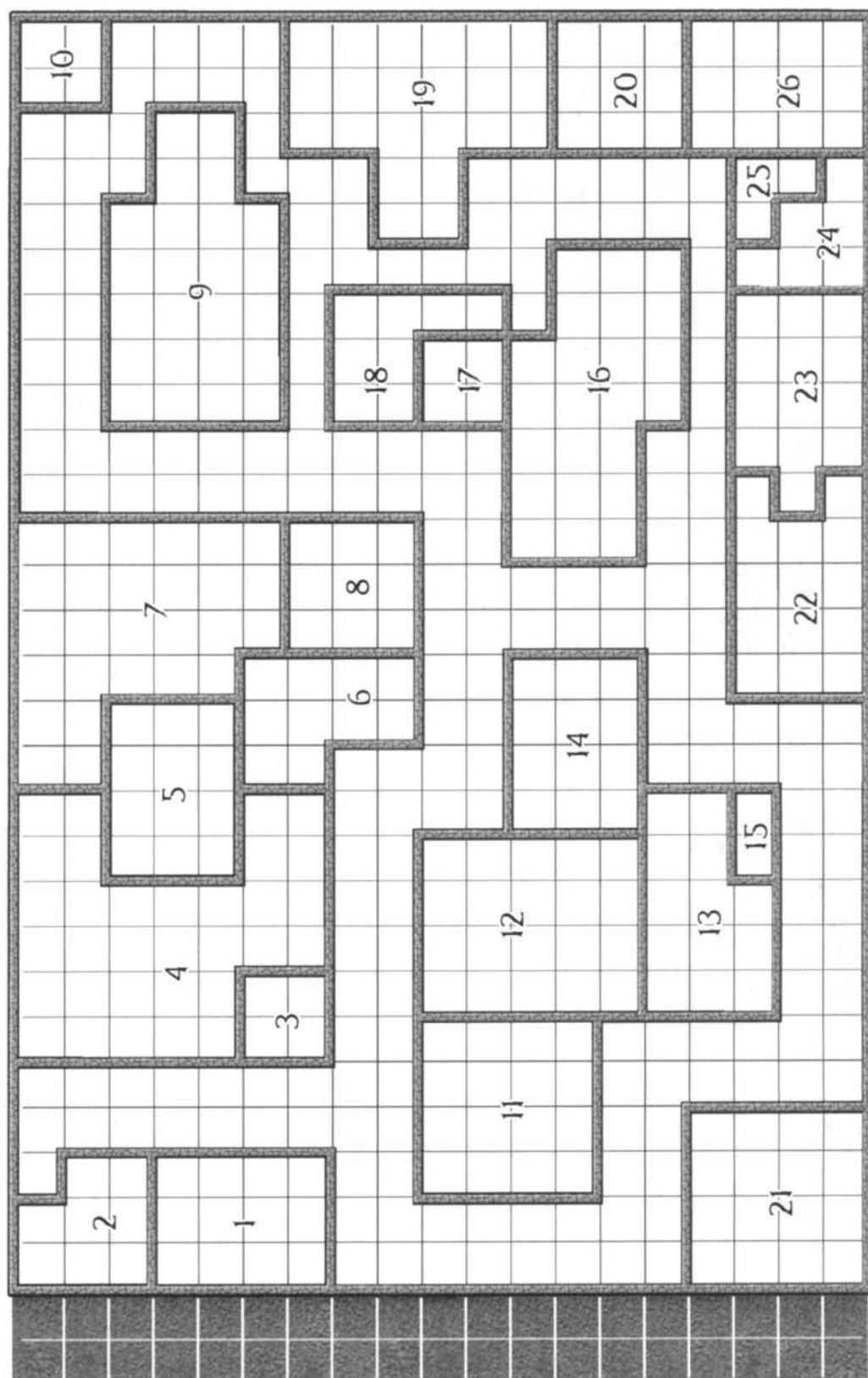
It's up to the Dungeon Master to invent a rule to keep the game moving, and it's up to the players to go along with his decisions.

Keep It Balanced

The Dungeon Master should provide a dungeon in which the characters face real risk, but where they usually win and get stronger. The Random Monster Table gives the Dungeon Master guidelines, but personal experience is an even better guide.

INDEX

Abilities	5, 16	Masterwork Armor	8, 10, 29
Actions	11	Masterwork Weapons	8, 10, 29
Adventuring Gear	8, 10	Monsters	21
Alignment	5	Move Silently	6, 19
Armor	8, 10	Moving	11
Attacking	11	Neutral	5
Casting a Spell	12	Open Lock	6, 19
Classes	4	Potions	28, 29
Cleric	4, 7	Races	4
Diplomacy	5, 19	Reloading a Crossbow	12
Disable Device	5, 19	Rogue	4, 7
Doors	20	Rounds	16
Dungeon Level	19	Saving Throws	5, 7
Dwarf	4	Scrolls	28, 29
Elf	4	Search	6, 19
Equipment	8, 10	Shooting into a Fight	12
Evasion	7	Skills	5
Evil	5	Sneak Attack	12
Exploring	14	Special Items	8, 10
Fighter	4, 7	Spell Descriptions	17
Flanking	12	Spot	6, 19
Fleeing	12	Stealth Penalty	8
Good	5	Switch Weapons	11
Halfling	4	Time	16
Hide	5, 19	Treasure	20, 28, 29
Hit Points	5, 7	Traps	20
Human	4	Turning Undead	12
Initiative	11	Unusual Items	28, 29
Level	5, 7	Wands	28, 29
Light	19	Wandering Monsters	19, 20
Listen	6, 19	Weapons	8, 9
Magic Armor	8, 10, 29	Wizard	4, 7
Magic Weapons	8, 10, 29		



Permission granted to photocopy for personal use only.

TORDEK

Tordek is an eldest son in a dwarven warclan. He is on a quest to prove himself. He cannot return to his home until he has made his clan proud. He intends to earn esteem by proving himself in battle.

Dwarves live under ground and are famous for their fighting ability.

Tordek's job on an adventuring team is to kill the monsters and protect his teammates.



INITIATIVE

11

Once combat starts, the character with the highest initiative goes first.

SPEED

3

You can move 3 spaces per turn.

WAR AXE

ROLL TO ATTACK

d20+4

ROLL FOR DAMAGE

d10+2

BOW

ROLL TO ATTACK

d20+2

ROLL FOR DAMAGE

d6

Roll an attack each turn that you attack a monster. If you roll high enough that you hit, you deal damage to the monster. Damage reduces the monster's hit points.

ARMOR CLASS

AXE AND SHIELD

17

BOW

15

Monsters need to roll your AC or better on their attack rolls to hit you.

HIT POINTS

13

If you run out of hit points, you die.

SPELLS

None. Tordek thinks magic is for the weak.

COMBAT RULES: See Rules Summary

ROLLING DICE

"d" stands for "die" or "dice."

d6 means "roll" one 6-sided die."
d20+4 means "roll one 20-sided die and add 4."

2d4 means "roll two 4-sided dice and add the numbers together."
2d6+2 means "roll two 6-sided dice, add the numbers together, and add 2."



d4



d6



d8



d10 (0 = 10)



d12



d20

TORDEK

RACE: Dwarf

CLASS: Fighter

LEVEL: 1st

ALIGNMENT: Neutral (not good or evil)

SKILLS

When you use a skill, make a skill check. If you roll high enough, you succeed.
The Dungeon Master knows how high you need to roll.

DIPLOMACY

d20-2

WHAT TO USE THIS SKILL FOR:
Convince and persuade others.

DISABLE DEVICE

—

WHAT TO USE THIS SKILL FOR:
Jam or disarm traps, etc.
(only rogues can have this skill).

HIDE

d20-5

WHAT TO USE THIS SKILL FOR:
Conceal yourself so that others can't see you.

LISTEN

d20+1

WHAT TO USE THIS SKILL FOR:
Hear monsters trying to sneak up on you.

MOVE SILENTLY

d20-5

WHAT TO USE THIS SKILL FOR:
Sneak around quietly.

OPEN LOCK

—

WHAT TO USE THIS SKILL FOR:
Pick a lock
(only rogues can have this skill).

SEARCH

d20

WHAT TO USE THIS SKILL FOR:
Locate secret doors and other hidden details.

SPOT

d20+1

WHAT TO USE THIS SKILL FOR:
Notice monsters lurking in the shadows.

GOLD PIECES (GP)

EXPERIENCE POINTS

SAVING THROWS

FORTITUDE

d20+5

To resist poison, paralyzation, etc.

REFLEX

d20+1

To avoid fiery traps, hell hound's breath, etc.

WILL

d20+1

To resist mental attacks

ARMOR

Scale Mail
Large Shield

WEAPONS

War axe
Bow and 20 arrows

GEAR

Backpack

(Dwarves see 12 spaces in the dark. Tordek doesn't need to carry any torches.)

ABILITY SCORES

STRENGTH

SCORE

15

BONUS

+2

BONUS APPLIES TO:

Axe attack and damage,
kicking down doors

DEXTERITY

SCORE

13

BONUS

+1

BONUS APPLIES TO:

Armor Class, bow attack, Reflex saving
throws, Hide and Move Silently Skills

CONSTITUTION

SCORE

16

BONUS

+3

BONUS APPLIES TO:

Hit points, Fortitude Saving Throws

INTELLIGENCE

SCORE

10

BONUS

+0

BONUS APPLIES TO:

Search skill

WISDOM

SCORE

12

BONUS

+1

BONUS APPLIES TO:

Listen and Spot skills,
Will saving throws

CHARISMA

SCORE

6

PENALTY

-2

PENALTY APPLIES TO:

Diplomacy skill



ELVEN WIZARD

MIALEE

Mialee discovered her magic powers when she was young, and she's been learning how to cast spells ever since. Her goal is to become a master wizard, so she's always eager to test her magic against enemies.

Elves are short, slender people who live in the woods. They're renowned for the arts of magic, swordplay, and song.

Mialee's job on an adventuring team is to use her spells to support her teammates and help them deal with the monsters. She has to choose when to use her spells carefully. As an elf, she's also a good shot with a bow.

INITIATIVE

13

Once combat starts, the character with the highest initiative goes first.

SPEED

6

You can move 6 spaces per turn.

QUARTERSTAFF

ROLL TO ATTACK

d20

ROLL FOR DAMAGE

d6

BOW

ROLL TO ATTACK

d20+3

ROLL FOR DAMAGE

d6

Roll an attack each turn that you attack a monster. If you roll high enough that you hit, you deal damage to the monster. Damage reduces the monster's hit points.

SPELLS

You can cast each spell once per adventure. You don't have to roll to cast a spell.

Zero-Level Spells

detect magic
light
read magic

1st-Level Spells

magic missile
sleep

ARMOR CLASS

BOW OR STAFF

13

Monsters need to roll your AC or better on their attack rolls to hit you.

HIT POINTS

7

If you run out of hit points, you die.

COMBAT RULES: See Rules Summary

ROLLING DICE

"d" stands for "die" or "dice."

d6 means "roll one 6-sided die."
d20+3 means "roll one 20-sided die and add 3."

2d4 means "roll two 4-sided dice and add the numbers together."
2d6+2 means "roll two 6-sided dice, add the numbers together, and add 2."



d4



d6



d8



d10 (0 = 10)



d12



d20

MIALEE

RACE: Elf
CLASS: Wizard
LEVEL: 1st
ALIGNMENT: Neutral (not good or evil)

SKILLS

When you use a skill, make a skill check. If you roll high enough, you succeed.
The Dungeon Master knows how high you need to roll.

DIPLOMACY

d20-1

WHAT TO USE THIS SKILL FOR:
Convince and persuade others.

DISABLE DEVICE

—

WHAT TO USE THIS SKILL FOR:
Jam or disarm traps, etc.
(only rogues can have this skill).

HIDE

d20+3

WHAT TO USE THIS SKILL FOR:
Conceal yourself so that
others can't see you.

LISTEN

d20+3

WHAT TO USE THIS SKILL FOR:
Hear monsters trying to
sneak up on you.

MOVE SILENTLY

d20+3

WHAT TO USE THIS SKILL FOR:
Sneak around quietly.

OPEN LOCK

—

WHAT TO USE THIS SKILL FOR:
Pick a lock
(only rogues can have this skill).

SEARCH

d20+4

WHAT TO USE THIS SKILL FOR:
Locate secret doors and
other hidden details.

SPOT

d20+3

WHAT TO USE THIS SKILL FOR:
Notice monsters lurking
in the shadows.

GOLD PIECES (GP)

EXPERIENCE POINTS

SAVING THROWS

FORTITUDE

d20

To resist poison,
paralyzation, etc.

REFLEX

d20+3

To avoid fiery traps, hell
hound's breath, etc.

WILL

d20+3

To resist mental attacks

ARMOR

No armor

(Armor makes it hard for wizards to
cast spells.)

WEAPONS

Quarterstaff,
bow and 20 arrows

GEAR

Backpack, 3 torches, flint and steel,
spell component pouch

(In the dark, an elf can see things within 8 spaces of a lit torch.)

ABILITY SCORES

STRENGTH

SCORE
10

BONUS
+0

BONUS APPLIES TO:
Quarterstaff attack and damage,
kicking down doors

DEXTERITY

SCORE
16

BONUS
+3

BONUS APPLIES TO:
Armor Class, bow attack, Reflex saving
throws, Hide and Move Silently skills

CONSTITUTION

SCORE
11

BONUS
+0

BONUS APPLIES TO:
Hit points,
Fortitude saving throws

INTELLIGENCE

SCORE
15

BONUS
+2

BONUS APPLIES TO:
Search skill

WISDOM

SCORE
12

BONUS
+1

BONUS APPLIES TO:
Listen and Spot skills,
Will saving throws

CHARISMA

SCORE
8

PENALTY
-1

PENALTY APPLIES TO:
Diplomacy skill

JOZAN

Jozan is a loyal follower of Pelor, a mighty sun god devoted to the cause of good and justice. Pelor expects Jozan to serve him by fighting evil monsters wherever he finds them. In return, Pelor grants Jozan the ability to cast powerful spells and turn away undead monsters.

Jozan's job on the adventuring team is to protect his teammates with spells and help kill the monsters.



INITIATIVE

9

Once combat starts, the character with the highest initiative goes first.

SPEED

4

You can move 4 spaces per turn.

MACE

ROLL TO ATTACK

d20+1

ROLL FOR DAMAGE

d8+1

CROSSBOW

ROLL TO ATTACK

d20-1

ROLL FOR DAMAGE

d8

Roll an attack each turn that you attack a monster. If you roll high enough that you hit, you deal damage to the monster. Damage reduces the monster's hit points.

SPELLS

You can cast each spell once per adventure. You don't have to roll to cast a spell.

Zero-Level Spells

detect magic
light
read magic

1st-Level Spells

bless
cure light wounds
protection from evil

ARMOR CLASS

MACE AND SHIELD

15

CROSSBOW

13

Monsters need to roll your AC or better on their attack rolls to hit you.

HIT POINTS

10

If you run out of hit points, you die.

COMBAT RULES: See Rules Summary

ROLLING DICE

"d" stands for "die" or "dice."

d8 means "roll one 8-sided die."
d20+1 means "roll one 20-sided die and add 1."

2d4 means "roll two 4-sided dice and add the numbers together."
2d6+2 means "roll two 6-sided dice, add the numbers together, and add 2."



d4



d6



d8



d10 (0 = 10)



d12



d20

JOZAN

RACE: Human

CLASS: Cleric

LEVEL: 1st

ALIGNMENT: Good

SKILLS

The Dungeon Master knows how high you need to roll.

DIPLOMACY

d20+1

WHAT TO USE THIS SKILL FOR:

Convince and persuade others.

DISABLE DEVICE

—

WHAT TO USE THIS SKILL FOR:

Jam or disarm traps, etc.
(only rogues can have this skill).

HIDE

d20-7

WHAT TO USE THIS SKILL FOR:

Conceal yourself so that others can't see you.

LISTEN

d20+4

WHAT TO USE THIS SKILL FOR:

Hear monsters trying to sneak up on you.

MOVE SILENTLY

d20-7

WHAT TO USE THIS SKILL FOR:

Sneak around quietly.

OPEN LOCK

—

WHAT TO USE THIS SKILL FOR:

Pick a lock
(only rogues can have this skill).

SEARCH

d20

WHAT TO USE THIS SKILL FOR:

Locate secret doors and other hidden details.

SPOT

d20+4

WHAT TO USE THIS SKILL FOR:

Notice monsters lurking in the shadows.

ABILITY SCORES

STRENGTH

SCORE
12

BONUS
+1

BONUS APPLIES TO:

Mace attack and damage,
kicking down doors

DEXTERITY

SCORE
8

PENALTY
-1

PENALTY APPLIES TO:

Armor Class, crossbow attack,
Reflex saving throws

CONSTITUTION

SCORE
14

BONUS
+2

BONUS APPLIES TO:

Hit points,
Fortitude saving throws

INTELLIGENCE

SCORE
10

BONUS
+0

BONUS APPLIES TO:

Search skill

WISDOM

SCORE
15

BONUS
+2

BONUS APPLIES TO:

Listen and Spot skills,
Will saving throws

CHARISMA

SCORE
13

BONUS
+1

BONUS APPLIES TO:

Turning undead monsters,
Diplomacy skill

GOLD PIECES (GP)

EXPERIENCE POINTS

SAVING THROWS

FORTITUDE

d20+4

To resist poison,
paralyzation, etc.

REFLEX

d20-1

To avoid fiery traps, hell
hound's breath, etc.

WILL

d20+4

To resist mental attacks

ARMOR

Scale Mail
Large Shield

WEAPONS

Mace,
crossbow and 20 bolts

GEAR

Backpack, 3 torches, flint and steel, holy symbol

(In the dark, a human can see things within 4 spaces of a lit torch.)

TURNING UNDEAD

d20+1

Special Power, see Cleric Spell Summary

Skeletons: 10+ Zombies or Ghouls: 13+

If you succeed, you turn 2d6+2 skeletons, or 1d6+1 zombies or ghouls.
You can try to turn 4 times in an adventure.

HALFLING ROGUE

LIDDA



Lidda is a halfling. Halflings are about half as tall as people, and they tend to be sneaky. Lidda is no exception.

Lidda's job on an adventuring team is to handle tricky things, such as locked doors or potential traps. In combat, she does well if she can sneak attack her opponents.

INITIATIVE

17

Once combat starts, the character with the highest initiative goes first.

SPEED

4

You can move 4 spaces per turn.

SHORTSWORD

ROLL TO ATTACK
d20+1

ROLL FOR DAMAGE
d6

CROSSBOW

ROLL TO ATTACK
d20+4

ROLL FOR DAMAGE
d8

Roll an attack each turn that you attack a monster. If you roll high enough that you hit, you deal damage to the monster. Damage reduces the monster's hit points.

SPELLS

None. Rogues don't cast spells.

ARMOR CLASS

SWORD/CROSSBOW
16

Monsters need to roll your AC or better on their attack rolls to hit you.

HIT POINTS

7

If you run out of hit points, you die.

COMBAT RULES: See Rules Summary

ROLLING DICE

"d" stands for "die" or "dice."

d6 means "roll one 6-sided die"
d20+1 means "roll one 20-sided die and add 1"

2d4 means "roll two 4-sided dice and add the numbers together"
2d6+2 means "roll two 6-sided dice, add the numbers together, and add 2"



d4



d6



d8



d10 (0 = 10)



d12



d20

LIDDA

RACE: Halfling

CLASS: Rogue

LEVEL: 1st

ALIGNMENT: Neutral (not good or evil)

SKILLS

The Dungeon Master knows how high you need to roll.

DIPLOMACY

d20-1

WHAT TO USE THIS SKILL FOR:
Convince and persuade others.

DISABLE DEVICE

d20+7

WHAT TO USE THIS SKILL FOR:
Jam or disarm traps, etc.
(only rogues can have this skill).

HIDE

d20+11

WHAT TO USE THIS SKILL FOR:
Conceal yourself so that others can't see you.

LISTEN

d20+6

WHAT TO USE THIS SKILL FOR:
Hear monsters trying to sneak up on you.

MOVE SILENTLY

d20+9

WHAT TO USE THIS SKILL FOR:
Sneak around quietly.

OPEN LOCK

d20+7

WHAT TO USE THIS SKILL FOR:
Pick a lock
(only rogues can have this skill).

SEARCH

d20+6

WHAT TO USE THIS SKILL FOR:
Locate secret doors and other hidden details.

SPOT

d20+4

WHAT TO USE THIS SKILL FOR:
Notice monsters lurking in the shadows.

GOLD PIECES (GP)

EXPERIENCE POINTS

SAVING THROWS

FORTITUDE

d20+2

To resist poison, paralyzation, etc.

REFLEX

d20+6

To avoid fiery traps, hell hound's breath, etc.

WILL

d20+1

To resist mental attacks

ARMOR

Leather armor

WEAPONS

Shortsword, crossbow and 20 bolts

GEAR

Backpack, 3 torches, flint and steel, thieves' tools

(In the dark, halflings can see things within 4 spaces of a lit torch.)

ABILITY SCORES

STRENGTH

SCORE
10

BONUS
+0

BONUS APPLIES TO:

Shortsword attack and damage, kicking down doors

DEXTERITY

SCORE
17

BONUS
+3

BONUS APPLIES TO:

Armor Class, crossbow attack, Reflex saving throw, various skills

CONSTITUTION

SCORE
13

BONUS
+1

BONUS APPLIES TO:

Hit points, Fortitude saving throws

INTELLIGENCE

SCORE
14

BONUS
+2

BONUS APPLIES TO:

Search skill

WISDOM

SCORE
10

BONUS
+0

BONUS APPLIES TO:

Listen and Spot skills, Will saving throw

CHARISMA

SCORE
8

PENALTY
-1

PENALTY APPLIES TO:

Diplomacy skill

SPECIAL: SNEAK ATTACK

See Skills and Sneak Attacks sheet.



HUMAN FIGHTER

REGDAR

Regdar is a champion of good, pledging his mighty sword to the cause of justice. He adventures to put down evil and to gain skill and experience that he can use in his crusade. Of all the weapons he has been trained to use, Regdar prefers a greatsword, even though it prevents him from using a shield to protect himself.

Regdar's job on an adventuring team is to kill the monsters and protect his teammates.

INITIATIVE

11

Once combat starts, the character with the highest initiative goes first.

SPEED

4

You can move 4 spaces per turn.

GREATSWORD

ROLL TO ATTACK

d20+4

ROLL FOR DAMAGE

2d6+3

BOW

ROLL TO ATTACK

d20+2

ROLL FOR DAMAGE

d6

Roll an attack each turn that you attack a monster. If you roll high enough that you hit, you deal damage to the monster. Damage reduces the monster's hit points.

SPELLS

None. Fighters are not trained in magic.

ARMOR CLASS

SWORD OR BOW

15

Monsters need to roll your AC or better on their attack rolls to hit you.

HIT POINTS

12

If you run out of hit points, you die.

COMBAT RULES: See Rules Summary

ROLLING DICE

"d" stands for "die" or "dice."

d6 means "roll one 6-sided die."
d20+4 means "roll one 20-sided die and add 4."

2d4 means "roll two 4-sided dice and add the numbers together."
2d6+3 means "roll two 6-sided dice, add the numbers together, and add 3."



d4



d6



d8



d10 (0 = 10)



d12



d20

REGDAR

RACE: Human

CLASS: Fighter

LEVEL: 1st

ALIGNMENT: Good

GOLD PIECES (GP)

EXPERIENCE POINTS

SKILLS

The Dungeon Master knows how high you need to roll.

DIPLOMACY

d20+1

WHAT TO USE THIS SKILL FOR:
Convince and persuade others.

DISABLE DEVICE

—

WHAT TO USE THIS SKILL FOR:
Jam or disarm traps, etc.
(only rogues can have this skill).

HIDE

d20-3

WHAT TO USE THIS SKILL FOR:
Conceal yourself so that others can't see you.

LISTEN

d20-1

WHAT TO USE THIS SKILL FOR:
Hear monsters trying to sneak up on you.

MOVE SILENTLY

d20-3

WHAT TO USE THIS SKILL FOR:
Sneak around quietly.

OPEN LOCK

—

WHAT TO USE THIS SKILL FOR:
Pick a lock
(only rogues can have this skill).

SEARCH

d20

WHAT TO USE THIS SKILL FOR:
Locate secret doors and other hidden details.

SPOT

d20-1

WHAT TO USE THIS SKILL FOR:
Notice monsters lurking in the shadows.

SAVING THROWS

FORTITUDE

d20+4

To resist poison, paralyzation, etc.

REFLEX

d20+1

To avoid fiery traps, hell hound's breath, etc.

WILL

d20-1

To resist mental attacks

ARMOR

Scale mail

WEAPONS

Greatsword,
bow and 20 arrows

GEAR

Backpack, 3 torches,
flint and steel

(In the dark, a human can see things within 4 spaces of a lit torch.)

ABILITY SCORES

STRENGTH

SCORE
15

BONUS
+2

BONUS APPLIES TO:
Sword attack and damage,
kicking down doors

DEXTERITY

SCORE
12

BONUS
+1

BONUS APPLIES TO:
Armor Class, bow attack, Reflex saving
throws, Hide and Move Silently skills

CONSTITUTION

SCORE
14

BONUS
+2

BONUS APPLIES TO:
Hit points,
Fortitude saving throws

INTELLIGENCE

SCORE
10

BONUS
+0

BONUS APPLIES TO:
Search skill

WISDOM

SCORE
8

PENALTY
-1

PENALTY APPLIES TO:
Listen and Spot skills,
Will saving throws

CHARISMA

SCORE
13

BONUS
+1

BONUS APPLIES TO:
Diplomacy skill

TURNING UNDEAD

d20+1

Special Power, see Cleric Spell Summary
Skeletons: 10+ Zombies or Ghouls: 13+

If you succeed, roll 2d6+1. You turn that many skeletons, or half that many zombies or ghouls (round down). You can try to turn 3 times in an adventure.



HUMAN ROGUE

KERWYN

Kerwyn hates to hear the word "No." He takes every locked door and every trapped chest as a challenge. He sneaks past guards when he can and fights them when he has to. While some in his profession are outright thieves, Kerwyn likes to think of himself as a "specialist." In fact, he supports the cause of good and does what he can to thwart evil. Just don't look for him in the front line of a battle.

Kerwyn's job on an adventuring team is to handle tricky things, such as locked doors or potential traps. He can bring down big opponents with his crossbow if he can get the drop on them.

INITIATIVE

16

Once combat starts, the character with the highest initiative goes first.

SPEED

6

You can move 6 spaces per turn.

RAPIER

ROLL TO ATTACK

d20+1

ROLL FOR DAMAGE

d6+1

CROSSBOW

ROLL TO ATTACK

d20+2

ROLL FOR DAMAGE

d8

Roll an attack each turn that you attack a monster. If you roll high enough that you hit, you deal damage to the monster. Damage reduces the monster's hit points.

SPELLS

None. Rogues don't cast spells.

ARMOR CLASS

RAPIER/CROSSBOW

14

Monsters need to roll your AC or better on their attack rolls to hit you.

HIT POINTS

7

If you run out of hit points, you die.

COMBAT RULES: See Rules Summary

ROLLING DICE

"d" stands for "die" or "dice."

d8 means "roll one 8-sided die"
d20+1 means "roll one 20-sided die and add 1"

2d4 means "roll two 4-sided dice and add the numbers together"
2d6+2 means "roll two 6-sided dice, add the numbers together, and add 2"



d4



d6



d8



d10 (0 = 10)



d12



d20

KERWYN

RACE: Human

CLASS: Rogue

LEVEL: 1st

ALIGNMENT: Neutral (not good or evil)

SKILLS

When you use a skill, make a skill check. If you roll high enough, you succeed.
The Dungeon Master knows how high you need to roll.

DIPLOMACY

d20-1

WHAT TO USE THIS SKILL FOR:
Convince and persuade others.

DISABLE DEVICE

d20+6

WHAT TO USE THIS SKILL FOR:
Jam or disarm traps, etc.
(only rogues can have this skill).

HIDE

d20+6

WHAT TO USE THIS SKILL FOR:
Conceal yourself so that others can't see you.

LISTEN

d20+4

WHAT TO USE THIS SKILL FOR:
Hear monsters trying to sneak up on you.

MOVE SILENTLY

d20+6

WHAT TO USE THIS SKILL FOR:
Sneak around quietly.

OPEN LOCK

d20+6

WHAT TO USE THIS SKILL FOR:
Pick a lock
(only rogues can have this skill).

SEARCH

d20+4

WHAT TO USE THIS SKILL FOR:
Locate secret doors and other hidden details.

SPOT

d20+4

WHAT TO USE THIS SKILL FOR:
Notice monsters lurking in the shadows.

ABILITY SCORES

STRENGTH

SCORE
12

BONUS
+1

BONUS APPLIES TO:
Rapier attack and damage,
kicking down doors

DEXTERITY

SCORE
15

BONUS
+2

BONUS APPLIES TO:
Armor Class, crossbow attack, Reflex
saving throw, various skills

CONSTITUTION

SCORE
13

BONUS
+1

BONUS APPLIES TO:
Hit points,
Fortitude saving throws

INTELLIGENCE

SCORE
14

BONUS
+2

BONUS APPLIES TO:
Search skill

WISDOM

SCORE
10

BONUS
+0

BONUS APPLIES TO:
Listen and Spot skills,
Will saving throws

CHARISMA

SCORE
8

PENALTY
-1

PENALTY APPLIES TO:
Diplomacy skill

GOLD PIECES (GP)

EXPERIENCE POINTS

SAVING THROWS

FORTITUDE

d20+1

To resist poison,
paralyzation, etc.

REFLEX

d20+4

To avoid fiery traps, hell
hound's breath, etc.

WILL

d20+0

To resist mental attacks

ARMOR

Leather armor

WEAPONS

Rapier,
crossbow and 20 bolts

GEAR

Backpack, 3 torches,
flint and steel, thieves' tools

(In the dark, humans can see things within 4 spaces of a lit torch.)

SPECIAL: SNEAK ATTACK

See Skills and Sneak Attacks sheet.



HUMAN WIZARD

NAULL

Her mentor told her she wasn't ready to give up her studies and go adventuring yet, but Naull is too eager to wait. She knows that riches and power await those with the courage and cunning to seize the opportunity. She figures her magic spells will give her the edge he needs.

Naull also wants to put her talents to good use. She's seen a lot of greedy, evil wizards, and she's determined not to become one.

Naull's job on an adventuring team is to use her spells to support her teammates and help them defeat monsters.

INITIATIVE

12

Once combat starts, the character with the highest initiative goes first.

SPEED

6

You can move 6 spaces per turn.

QUARTERSTAFF

ROLL TO ATTACK

d20

ROLL FOR DAMAGE

d6

CROSSBOW

ROLL TO ATTACK

d20+2

ROLL FOR DAMAGE

d8

Roll an attack each turn that you attack a monster. If you roll high enough that you hit, you deal damage to the monster. Damage reduces the monster's hit points.

SPELLS

You can cast each spell once per adventure. You don't have to roll to cast a spell.

Zero-Level Spells

detect magic
light
read magic

1st-Level Spells

magic missile
sleep

ARMOR CLASS

STAFF/CROSSBOW

12

Monsters need to roll your AC or better on their attack rolls to hit you.

HIT POINTS

8

If you run out of hit points, you die.

COMBAT RULES: See Rules Summary

ROLLING DICE

"d" stands for "die" or "dice."

d8 means "roll one 8-sided die."

d20+2 means "roll one 20-sided die and add 2."

2d4 means "roll two 4-sided dice and add the numbers together."

2d6+2 means "roll two 6-sided dice, add the numbers together, and add 2."



d4



d6



d8



d10 (0 = 10)



d12



d20

DAULL

RACE: Human
CLASS: Wizard
LEVEL: 1st
ALIGNMENT: Good

GOLD PIECES (GP)

EXPERIENCE POINTS

SKILLS

When you use a skill, make a skill check. If you roll high enough, you succeed.
The Dungeon Master knows how high you need to roll.

DIPLOMACY

d20-1

WHAT TO USE THIS SKILL FOR:
Convince and persuade others.

DISABLE DEVICE

—

WHAT TO USE THIS SKILL FOR:
Jam or disarm traps, etc.
(only rogues can have this skill).

HIDE

d20+2

WHAT TO USE THIS SKILL FOR:
Conceal yourself so that others can't see you.

LISTEN

d20+1

WHAT TO USE THIS SKILL FOR:
Hear monsters trying to sneak up on you.

MOVE SILENTLY

d20+2

WHAT TO USE THIS SKILL FOR:
Sneak around quietly.

OPEN LOCK

—

WHAT TO USE THIS SKILL FOR:
Pick a lock
(only rogues can have this skill).

SEARCH

d20+2

WHAT TO USE THIS SKILL FOR:
Locate secret doors and other hidden details.

SPOT

d20+1

WHAT TO USE THIS SKILL FOR:
Notice monsters lurking in the shadows.

SAVING THROWS

FORTITUDE

d20+1

To resist poison, paralyzation, etc.

REFLEX

d20+2

To avoid fiery traps, hell hound's breath, etc.

WILL

d20+3

To resist mental attacks

ARMOR

No armor

(Armor makes it hard for wizards to cast spells.)

WEAPONS

Quarterstaff, crossbow and 20 bolts

GEAR

Backpack, 3 torches, flint and steel, spell component pouch

(In the dark, a human can see things within 4 spaces of a lit torch.)

ABILITY SCORES

STRENGTH

SCORE

10

BONUS

+0

BONUS APPLIES TO:

Quarterstaff attack and damage, kicking down doors

DEXTERITY

SCORE

14

BONUS

+2

BONUS APPLIES TO:

Armor Class, crossbow attack, Reflex saving throws, Hide and Move Silently skills

CONSTITUTION

SCORE

13

BONUS

+1

BONUS APPLIES TO:

Hit points, Fortitude saving throws

INTELLIGENCE

SCORE

15

BONUS

+2

BONUS APPLIES TO:

Search skill

WISDOM

SCORE

12

BONUS

+1

BONUS APPLIES TO:

Listen and Spot skills, Will saving throws

CHARISMA

SCORE

8

PENALTY

-1

PENALTY APPLIES TO:

Diplomacy skill

© 2000 Wizards of the Coast. All Rights Reserved.

620-02-T11641 Permission granted to photocopy for personal use.



DWARVEN CLERIC

EBERK

Eberk follows Moradin, the god of the dwarves. His training has included the use of both healing magic and the warhammer. As a dwarf, Eberk feels at home underground. With his god backing him up, there is no dungeon he is afraid to enter.

Dwarves live underground and are famous for their fighting ability.

Eberk's job on the adventuring team is to protect his teammates with spells, but he can hold his own in a fight, too.

INITIATIVE

9

Once combat starts, the character with the highest initiative goes first.

SPEED

4

You can move 4 spaces per turn.

WARHAMMER

ROLL TO ATTACK

d20+1

ROLL FOR DAMAGE

d8+1

CROSSBOW

ROLL TO ATTACK

d20-1

ROLL FOR DAMAGE

d8

Roll an attack each turn that you attack a monster. If you roll high enough that you hit, you deal damage to the monster. Damage reduces the monster's hit points.

SPELLS

You can cast each spell once per adventure. You don't have to roll to cast a spell.

Zero-Level Spells

detect magic
light
read magic

1st-Level Spells

bless
cure light wounds
protection from evil

ARMOR CLASS

HAMMER & SHIELD

15

CROSSBOW

13

Monsters need to roll your AC or better on their attack rolls to hit you.

HIT POINTS

11

If you run out of hit points, you die.

COMBAT RULES: See Rules Summary

ROLLING DICE

"d" stands for "die" or "dice."

d8 means "roll one 8-sided die."
d20+1 means "roll one 20-sided die and add 1."

2d4 means "roll two 4-sided dice and add the numbers together."
2d6+1 means "roll two 6-sided dice, add the numbers together, and add 2."



d4



d6



d8



d10 (0 = 10)



d12



d20

EBERK

RACE: Dwarf
CLASS: Cleric
LEVEL: 1st
ALIGNMENT: Good

SKILLS

When you use a skill, make a skill check. If you roll high enough, you succeed.
The Dungeon Master knows how high you need to roll.

DIPLOMACY

d20

WHAT TO USE THIS SKILL FOR:
Convince and persuade others.

DISABLE DEVICE

—

WHAT TO USE THIS SKILL FOR:
Jam or disarm traps, etc.
(only rogues can have this skill).

HIDE

d20-7

WHAT TO USE THIS SKILL FOR:
Conceal yourself so that others can't see you.

LISTEN

d20+2

WHAT TO USE THIS SKILL FOR:
Hear monsters trying to sneak up on you.

MOVE SILENTLY

d20-7

WHAT TO USE THIS SKILL FOR:
Sneak around quietly.

OPEN LOCK

—

WHAT TO USE THIS SKILL FOR:
Pick a lock
(only rogues can have this skill).

SEARCH

d20

WHAT TO USE THIS SKILL FOR:
Locate secret doors and other hidden details.

SPOT

d20+2

WHAT TO USE THIS SKILL FOR:
Notice monsters lurking in the shadows.

ABILITY SCORES

STRENGTH

SCORE

12

BONUS

+1

BONUS APPLIES TO:

Axe attack and damage,
kicking down doors

DEXTERITY

SCORE

8

PENALTY

-1

PENALTY APPLIES TO:

Armor Class, bow attack, Reflex saving
throws, Hide and Move Silently Skills

CONSTITUTION

SCORE

16

BONUS

+3

BONUS APPLIES TO:

Hit points, Fortitude saving throws

INTELLIGENCE

SCORE

10

BONUS

+0

BONUS APPLIES TO:

Search skill

WISDOM

SCORE

15

BONUS

+2

BONUS APPLIES TO:

Listen and Spot skills,
Will saving throws

CHARISMA

SCORE

11

BONUS

+0

BONUS APPLIES TO:

Diplomacy skill

GOLD PIECES (GP)

EXPERIENCE POINTS

SAVING THROWS

FORTITUDE

d20+5

To resist poison,
paralyzation, etc.

REFLEX

d20-1

To avoid fiery traps, hell
hound's breath, etc.

WILL

d20+4

To resist mental attacks

ARMOR

Scale Mail
Large Shield

WEAPONS

Warhammer,
crossbow and 10 bolts

GEAR

Backpack

(Dwarves can see 12 spaces in the dark. Eberk doesn't need to carry torches.)

TURNING UNDEAD

d20

Special Power, see Cleric Spell Summary
Skeletons: 10+ Zombies or Ghouls: 13+

If you succeed, you turn 2d6+2 skeletons, or 1d6+1 zombies or ghouls.
You can try to turn 4 times in an adventure.

RULES SUMMARY: COMBAT

Choose a Weapon

Before combat begins, decide which weapon you have in hand. Some weapons allow a cleric or fighter to use a shield in their other hand, but others don't. You can switch weapons during combat, but doing so takes your whole turn.

Who Goes First?

Once combat starts, the character or monster with the highest initiative goes first. The character or monster with the second highest initiative goes second, and so on. If there's a tie, each tied player rolls a d20 (and the DM rolls a d20 for each tied monster), and whoever rolls highest goes first for that battle.

What Can I Do?

These are the actions you can take on your turn in combat.

- Move.
- Attack.
- Move and attack.
- Move and cast a spell.
- Switch weapons (but not move).
- Move and reload a crossbow (but not attack).
- Reload a crossbow and attack (but not move).
- Other action (kick open a door or pick up an object, for example).

Moving

You can move up to your speed in spaces. Moving diagonally is OK.

If you move next to a monster, you must stop. If you start your turn next to a monster, you can only move 1 space. You may move through (but not stop in) a space occupied by a friend.

Attacking

You have to be next to a monster to attack with a melee weapon, such as an axe or sword.

You must be at least 1 space away from all monsters if you're using a bow or crossbow. You also need to have a clear shot (no walls, characters, or monsters in the way).

Making an Attack Roll

Roll a 20-sided die and add the bonus or penalty listed for that weapon. If you roll the monster's Armor Class or higher, you hit and can roll damage.

Making a Damage Roll

Roll the type of die indicated for the weapon and add the bonus (if any). Damage reduces the monster's hit points. If it drops to 0 hit points, it's dead.

Casting a Spell

If you're a cleric or wizard, you can cast a spell after you move.

You must be at least 1 space away from all monsters to cast a spell. You don't have to roll a die to succeed at casting a spell, but you might have to roll a die to see how much damage the spell deals, how much damage it cures, or whatever. Also, sometimes a monster gets a saving throw to avoid a spell's effects.

Special: Shooting into a Fight

If the monster you're shooting at is next to a teammate, you get a -4 penalty because it's hard to shoot the monster safely.

Special: Flanking

If you and a teammate are on opposite sides of a monster, and you each have a melee weapon in hand, you get a +2 bonus on your attack roll against that monster.

Special: Reloading a Crossbow

On a turn after you've shot your crossbow, you can reload and shoot or move and reload, but you can't move, reload, and shoot in the same turn.

Fleeing

Normally, you have to stop when you move next to an enemy, and if you start your turn next to an enemy, you can only move 1 space. You can break these rules, but there's a penalty that you suffer. The enemies that you are next to and every enemy that you pass gets a free attack on you right away.

RULES SUMMARY: EXPLORATION

When there's no combat going on, play is much more casual. The DM tells the players what the scene is and asks them what they do. They don't have to act in any particular order, and they usually don't even have to count spaces on the board. Exploration works more like this:

Dungeon Master: "You open the door and see a table with a strange book on it."

Lidda's player: "I walk up and look at the book."

Mialee's player: "Me too!"

Jozan's player: "I'm staying back in case it's a trap."

Dungeon Master: "The two of you who are looking at the book see that it's big and heavy, and it has writing on it that you can't read."

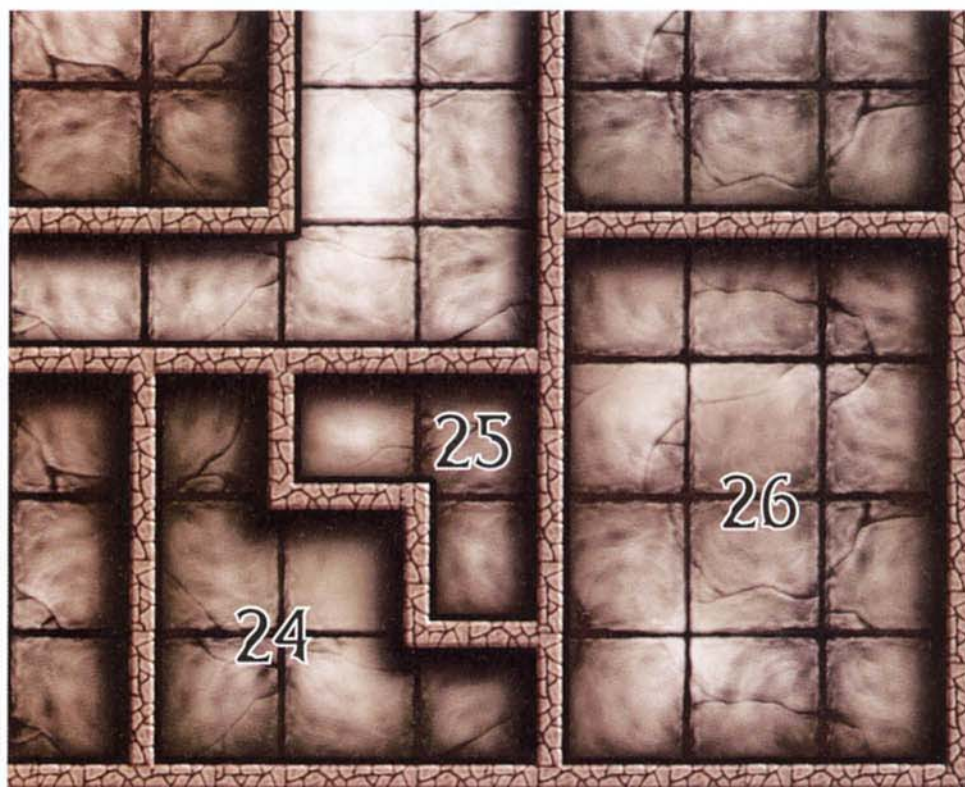
Mialee's player: "I cast *detect magic*."

Dungeon Master: "The book is magical, all right."

What Can I Do?

While exploring a dungeon, characters can:

- Search the walls for secret doors.
- Listen at doors.
- Check doors to see whether they are open, stuck, or locked.
- Force open stuck or locked doors.
- Search rooms for treasure.
- Do anything else you can think of!



Combat Diagrams



Mialee can attack the ogre with her staff but not with her bow. She can't cast a spell.



Mialee can attack the ogre with her bow but not with her staff. She can cast a spell.



Mialee can attack the ogre with her bow, but she suffers a -4 penalty because Tordek is next to it. She can cast a spell normally.



Mialee can't attack the ogre because Tordek is in the way.

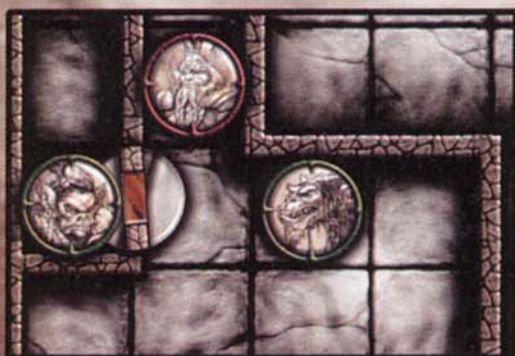
Combat Diagrams (cont.)



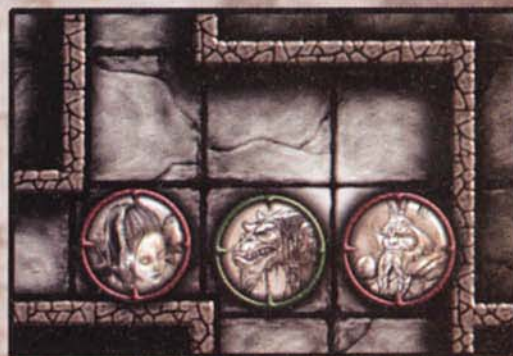
When Tordek moves next to the monster, he must stop.



Tordek starts his turn next to a monster, so he can only move one square.

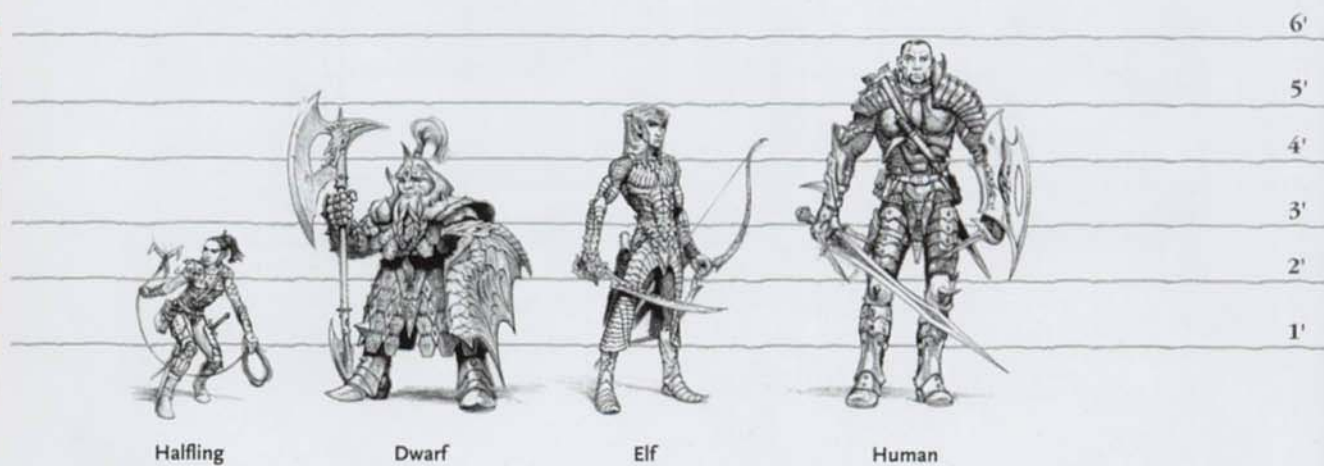


Tordek can attack the ogre with his axe, but it gets a +4 bonus to its Armor Class because the corner provides cover. If the door is open, he can attack the goblin, but it gets the +4 bonus, too.



Lidda and Tordek are flanking the ogre. They each get a +2 bonus on attack rolls. Lidda can sneak attack the ogre for +d6 damage because she is a rogue.

MONSTER IDENTIFICATION



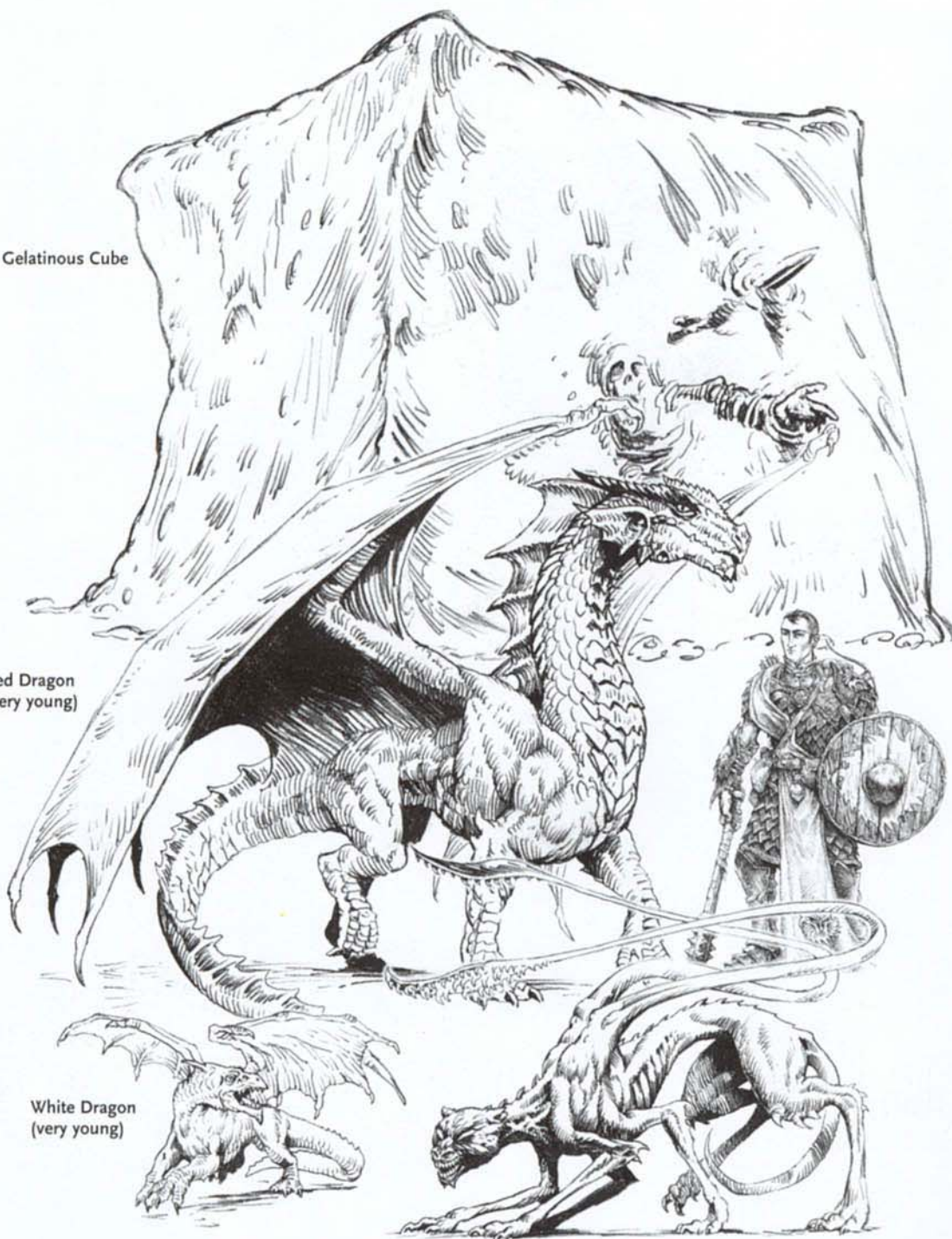
MONSTER IDENTIFICATION (CONT.)

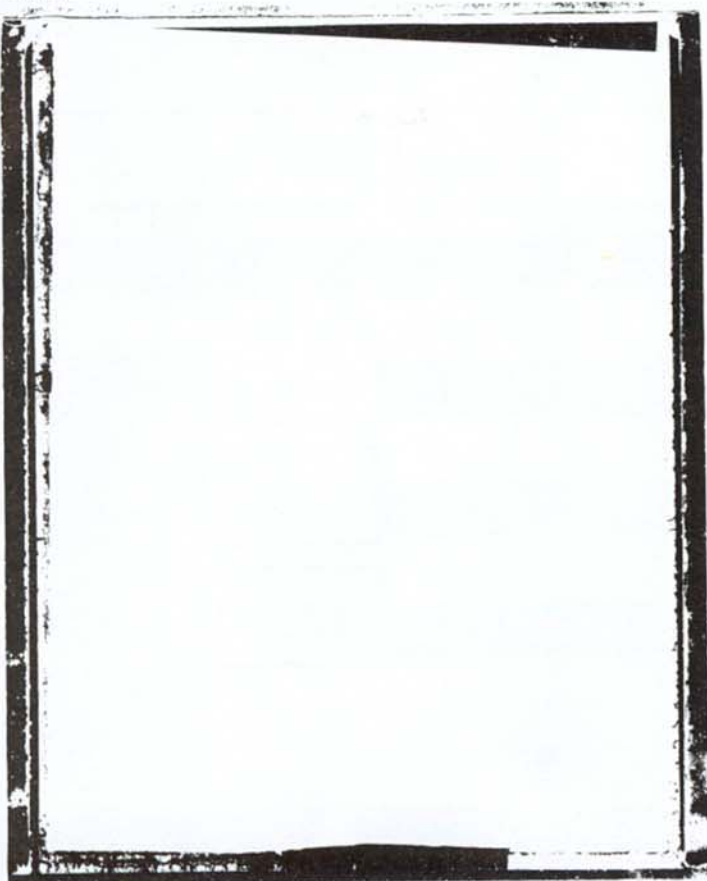
Gelatinous Cube

Red Dragon
(very young)

White Dragon
(very young)

Displacer Beast





Character Portrait or Symbol

Name _____

Description _____

_____**INITIATIVE**

Once combat starts, the character with the highest initiative goes first.

SPEED

You can move this many spaces per turn.

ROLL TO ATTACK

d20 _____

ROLL FOR DAMAGE

ROLL TO ATTACK

d20 _____

ROLL FOR DAMAGE

Roll an attack each turn that you attack a monster. If you roll high enough that you hit, you deal damage to the monster. Damage reduces the monster's hit points.

SPELLS

You can cast each spell once per adventure. You don't have to roll to cast a spell.

Zero-Level Spells**1st-Level Spells**

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

ARMOR CLASS

Monsters need to roll your AC or better on their attack rolls to hit you.

HIT POINTS

If you run out of hit points, you die.

COMBAT RULES: See Rules Summary**ROLLING DICE**

"d" stands for "die" or "dice."

d6 means "roll" one 6-sided die."
d20+4 means "roll one 20-sided die and add 4."

2d4 means "roll two 4-sided dice and add the numbers together."
2d6+2 means "roll two 6-sided dice, add the numbers together, and add 2."



d4



d6



d8



d10 (0 = 10)



d12



d20

NAME: _____
 RACE: _____
 CLASS: _____
 LEVEL: _____
 ALIGNMENT: _____

SKILLS

*When you use a skill, make a skill check. If you roll high enough, you succeed.
 The Dungeon Master knows how high you need to roll.*

DIPLOMACY

d20__

WHAT TO USE THIS SKILL FOR:
 Convince and persuade others.

DISABLE DEVICE

d20__

WHAT TO USE THIS SKILL FOR:
 Jam or disarm traps, etc.
 (rogues only).

HIDE

d20__

WHAT TO USE THIS SKILL FOR:
 Conceal yourself so that
 others can't see you.

LISTEN

d20__

WHAT TO USE THIS SKILL FOR:
 Hear monsters trying to
 sneak up on you.

MOVE SILENTLY

d20__

WHAT TO USE THIS SKILL FOR:
 Sneak around quietly.

OPEN LOCK

d20__

WHAT TO USE THIS SKILL FOR:
 Pick a lock
 (rogues only).

SEARCH

d20__

WHAT TO USE THIS SKILL FOR:
 Locate secret doors and other hidden
 details (rogues can find traps).

SPOT

d20__

WHAT TO USE THIS SKILL FOR:
 Notice monsters lurking
 in the shadows.

ABILITY SCORES

STRENGTH

SCORE

BONUS

BONUS/PENALTY APPLIES TO:
 Melee attack and damage,
 kicking down doors

DEXTERITY

SCORE

BONUS

BONUS/PENALTY APPLIES TO:
 Armor Class, missile attack, Reflex saving
 throws, Hide and Move Silently Skills

CONSTITUTION

SCORE

BONUS

BONUS/PENALTY APPLIES TO:
 Hit points, Fortitude saving throws

INTELLIGENCE

SCORE

BONUS

BONUS/PENALTY APPLIES TO:
 Search skill

WISDOM

SCORE

BONUS

BONUS/PENALTY APPLIES TO:
 Listen and Spot skills,
 Will saving throws

CHARISMA

SCORE

BONUS

BONUS/PENALTY APPLIES TO:
 Diplomacy skill

GOLD PIECES (GP)

EXPERIENCE POINTS

SAVING THROWS

FORTITUDE

d20__

To resist poison,
 paralyzation, etc.

REFLEX

d20__

To avoid fiery traps, hell
 hound's breath, etc.

WILL

d20__

To resist mental attacks

ARMOR

WEAPONS

GEAR

SPECIAL ABILITY

d20__

2ND-LEVEL ROGUES

A character who has earned 1,000 experience points reaches 2nd level. At that point, she gains these benefits:

Hit Points: Roll d6 and add that number to the character's hit points. Also add her Constitution bonus to her hit points.

Attacks: +1 on attack rolls.

Reflex: +1 on Reflex saving throws.

Skills: +1 on Disable Device, Hide, Listen, Move Silently, Open Locks and Search skills.

Evasion: A rogue also gains the special ability Evasion. If she suffers a special attack that allows a Reflex save for half damage, and if she succeeds on the saving throw, she suffers no damage instead of half damage. For example, this ability works against fiery traps, fireball spells, hell hound fire, and dragon breath.

3RD-LEVEL CHARACTERS

A character who has earned 3,000 experience points reaches 3rd level. The *DUNGEONS & DRAGONS® Player's Handbook* has rules for characters who have reached 3rd level and above.



SKILLS AND SNEAK ATTACKS

SKILLS

Skills represent how well a character does things outside of combat. They're most important to rogues, but characters of all classes can use them. (Some skills are for rogues only.)

Diplomacy

Use this skill to make friends with good or neutral creatures that you meet in the dungeon or to get them to help you. You get one chance to roll 15 or higher.

Disable Device

Rogues use this skill to disarm traps. It takes five rounds (half a minute) to try. You need to roll 20+ to succeed. A roll of 16 to 19 fails to disarm the trap, but you can try again. If you roll 15 or lower, you spring the trap on yourself!

Hide

Use this skill to hide from monsters. If you roll at least as high as the monster's Spot score, it doesn't see you. You have to have something to hide behind to use this skill.

Wearing armor other than leather armor makes it harder to use this skill (see Equipment in the *Rulebook*).

Listen

Use this skill to listen for monsters through doors. If monsters are sneaking up on you, you hear them if you roll their Move Silently scores or better.

Move Silently

Use this skill to sneak up on monsters. If you roll the monster's Listen score or better, it doesn't hear you.

Wearing armor other than leather armor makes it harder to use this skill (see Equipment in the *Rulebook*).

Open Lock

Rogues use this skill to pick locks, so they can get through locked doors quietly and into locked treasure chests. You can try over and over if you fail the first time.

Search

Use this skill to find secret doors and other hidden things. Usually, you need to roll 20 or better to find a secret door. Rogues can use this skill to find traps, too. Usually a rogue needs to roll 21 or better to find a trap.

Spot

Use this skill to notice hiding monsters. You spot the monster if you roll at least as high as its Hide score.

SNEAK ATTACKS

On the first round of combat, a rogue who attacks and damages a creature that hasn't had a turn yet deals an extra d6 damage. She can use a ranged weapon if the target is within 6 spaces.

Also, if she flanks an enemy and attacks with her rapier, she gets +2 on her attack roll (like anyone does) and +d6 damage (special to rogues).

For an example of flanking, see the diagram below.

Flanking



Lidda and Tordek are flanking the ogre. They each get a +2 bonus on attack rolls.

Lidda can sneak attack the ogre for +d6 damage because she is a rogue.

2ND-LEVEL CLERICS

A character who has earned 1,000 experience points reaches 2nd level. At that point, he gains these benefits:

Hit Points: Roll a d8 and add that number to the character's hit points. Also add his Constitution bonus to his hit points.

Attacks: +1 on attack rolls.

Will: +1 on Will saving throws.

Extra Spell: A cleric can cast one extra 0-level spell and one extra 1st-level spell per adventure. Before each adventure, choose which 0-level and which 1st-level spell to "double up" on. For instance, on one adventure, a 2nd-level cleric might choose to double up on *detect magic* and *protection from evil*. If so, he'd be able to cast each of these spells twice during the adventure instead of once.

Turning: A 2nd-level cleric only needs to roll a 7 to turn skeletons and only a 10 to turn zombies or ghouls. When rolling to see how many undead creatures are turned, he adds 1 more than he did at 1st level.

3RD-LEVEL CHARACTERS

A character who has earned 3,000 experience points reaches 3rd level. The *DUNGEONS & DRAGONS® Player's Handbook* has rules for 3rd-level characters and above.

CLERIC SPECIAL POWER: TURNING UNDEAD

A cleric can turn undead creatures, making them flee away from him. A cleric can move in the same turn he tries to turn undead, but he can't do anything else. A cleric can turn undead while next to them.

To turn undead, the player makes a Charisma check (d20 + his Charisma bonus). He needs a 10 or better to turn skeletons and a 13 or better to turn ghouls or zombies.

If he succeeds, he rolls 2d6, adds his level, and adds his Charisma bonus. That's the number of skeletons he turns. Divide that number by 2 (round down) to get the number of ghouls or zombies he turns.

On their next turn, the undead creatures flee recklessly. Every character next to them or that they pass by gets a free attack on them as they flee.

A cleric can attempt to turn undead three times per adventure, plus one more time per point of Charisma bonus.



CLERIC SPELL SUMMARY

(For all clerics)

A cleric can cast each spell on his list once per adventure. You don't have to roll anything to cast a spell.

O-LEVEL SPELLS

Detect Magic

Not sure what treasures are magical and which aren't? This spell creates a field of energy that lasts for 1 minute (10 rounds), and that you can point anywhere in range you want. You can tell whether any item in the field is magical.

Range: You can detect magic up to 12 spaces away (but not through walls or doors).

Light

Cast this spell on a weapon, shield, helmet, or other object to make it shine like a torch. The light doesn't create any heat (so it doesn't burn things), but it gives off light for 10 minutes (100 rounds). Humans and halflings can see things within 4 spaces of the shining object. Elves can see things within 8 spaces of the shining object. Dwarves can see 12 spaces in the dark.)

Range: You must touch the item that you make glow.

Read Magic

Cast this spell when you find a magic scroll. It lets you read the scroll, find out what it is, and (if it's the right kind of spell) cast a spell from it (one time only). You can read one scroll per minute, and the spell lasts 10 minutes.

Range: Self only.

1ST-LEVEL SPELLS

Bless

All your teammates get a +1 bonus on all their attack rolls for 10 rounds.

Range: All teammates within 10 spaces when you cast this spell get the bonus.

Cure Light Wounds

Choose yourself or a wounded character next to you. Roll a d8+1 to cure that many hit points of damage to any teammate or yourself. (Clerics of Pelor cure an extra point of damage when they cast *cure light wounds*.)

Range: You must touch the person you cure.

Protection from Evil

Sometimes the best offense is a good defense. You can cast this spell to give yourself or a teammate a +2 bonus to Armor Class against any evil creature, and a +2 bonus to all saving throws against attacks by evil creatures. Both effects last for one battle.

Range: You must touch the person you want to protect.

CURE SPELLS

You can trade a 1st-level spell on your list that you haven't cast yet for a *cure light wounds* spell, any time you want to, even if you've already cast *cure light wounds* during the adventure.

2ND-LEVEL WIZARDS

A character who has earned 1,000 experience points reaches 2nd level. At that point, she gains these benefits:

Hit Points: Roll a d4 and add that number to the character's hit points. Also add her Constitution bonus (if any) to her hit points.

Attacks: +1 on attack rolls.

Reflex: +1 on Reflex saving throws.

Spells: A wizard can cast one extra 0-level spell and one extra 1st-level spell per adventure. Before each adventure, choose which 0-level and which 1st-level spell to "double up" on. For

instance, on one adventure, a 2nd-level wizard might choose to double up on *detect magic* and *magic missile*. If so, she'd be able to cast each of these spells twice during the adventure instead of once.

3RD-LEVEL CHARACTERS

Once a character has earned 3,000 experience points, she reaches 3rd level. The *DUNGEONS & DRAGONS® Player's Handbook* has rules for characters who have reached 3rd level and above.



WIZARD SPELLS SUMMARY

(For all wizards)

A wizard can cast each spell on her list once per adventure. You don't have to roll dice to cast a spell.

0-LEVEL SPELLS

Detect Magic

Not sure which treasures are magical and which aren't? This spell creates a field of energy that lasts for 1 minute (10 rounds), and that you can point anywhere in range you want. You can tell whether any item in the field is magical.

Range: You can detect magic up to 12 spaces away, but not through walls or doors.

Light

Cast this spell on a weapon, shield, helmet, or other object to make it shine like a torch. The light doesn't create any heat (so it doesn't burn things), but it gives off light for 10 minutes (100 rounds). Humans and halflings can see things within 4 spaces of the light. Elves can see things within 8 spaces of the shining object. (Dwarves see in the dark up to 12 spaces.)

Range: You must touch the item that will glow.

Read Magic

Cast this spell when you find a magic scroll. It lets you read the scroll, find out what it is, and (if it's the right kind of spell) cast a spell from it (one time only). You can read one scroll per minute, and the spell lasts 10 minutes.

Range: Self only.

1ST-LEVEL SPELLS

Magic Missile

A *magic missile* automatically hits and damages the monster you cast it at.

Select a single monster that you can see. (You don't have to have a clear shot at it.) A bolt of pure force streaks instantaneously and unerringly from the wizard's fingertip to the monster, dealing $d4+1$ points damage to it. The monster doesn't get a saving throw.

(The word "missile" means something you throw or shoot. This spell doesn't create a rocket.)

Range: 20 spaces.

Sleep

A *sleep* spell can put several monsters into a deep sleep.

Select a point in the middle of the monsters you want to put to sleep. Roll 2d4 to determine the maximum number of total Hit Dice that the spell tries to put to sleep. (For example, if you roll 5, you can put to sleep five goblins because they each have 1 Hit Die. If you cast the same spell on gnolls, it would only affect two of them because gnolls have 2 Hit Dice each.)

The spell only affects creatures within 3 spaces of the center point you chose, and it doesn't affect creatures with 5 or more Hit Dice. Each creature that the spell tries to put to sleep can resist if it makes a Will saving throw of at least 13.

Anyone who attacks a sleeping monster automatically hits for maximum damage (though the monster then wakes up). One monster can wake up another monster it's next to in one turn. Left alone, a monster sleeps for 10 rounds.

Think carefully before throwing this spell within 3 spaces of your friends. The *sleep* spell affects the creature with the lowest Hit Dice first, then the creature with the next highest Hit Dice, etc. If your friends have fewer Hit Dice than the monsters, and they're within 3 spaces of where you place the spell, they're more likely to go to sleep than the monsters are. (A 1st-level character has 1 Hit Die. A 2nd-level character has 2 Hit Dice.)

Range: 20 spaces.

2ND-LEVEL FIGHTERS

A character who has earned 1,000 experience points reaches 2nd level. At that point, he gains these benefits:

Hit Points: Roll a d10 and add that number to the character's hit points. Also add his Constitution bonus to his hit points.

Attacks: +1 on attack rolls.

Will: +1 on Fortitude saving throws.

Power Attack: This feat lets you put extra power behind a swing, but your accuracy suffers when you use it. Before making an attack roll with a melee weapon, you may choose to take a penalty of -1 or -2 to the roll. If you do so and hit anyway, you can add the same amount (+1 or +2) to the damage roll.

3RD-LEVEL CHARACTERS

Once a character has earned 3,000 experience points, he reaches 3rd level. The *DUNGEONS & DRAGONS® Player's Handbook* has rules for characters who have reached 3rd level and above.



BETTER ARMOR

Characters who have found some treasure can buy better armor. Better armor is especially important to fighters, but all characters can benefit from better gear.

USING NEW ARMOR

Characters of different classes can wear different kinds of armor. The following table shows which classes can wear each type of armor.

Armor Class: With a new set of armor, you lose the bonus your old armor had and gain the new bonus instead. For example, if Tordek buys a suit of chainmail for 150 gold pieces, he loses the +4 bonus that his scale mail used to provide and

gets a +5 bonus instead. His Armor Class (with shield) rises from 17 to 18. Without his shield, it rises from 15 to 16.

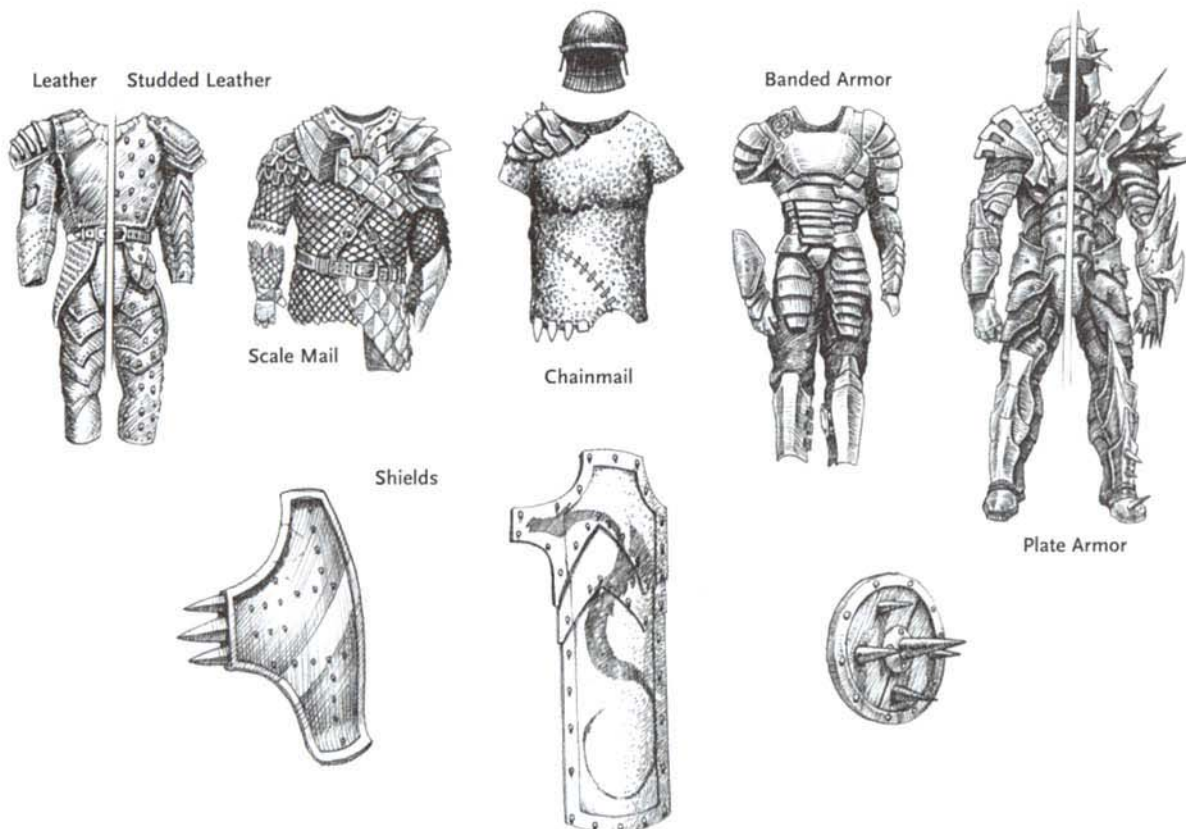
Stealth Penalty: Armor that's heavier than leather armor makes it harder to be sneaky, so it gives you a penalty on Hide and Move Silently checks. When you change your type of armor, you lose the old penalty and gain the new one. Tordek has Hide and Move Silently skills of d20-5 while wearing scale armor and carrying a shield. When he changes to chainmail, his armor's Stealth Penalty increases from -4 to -5, so his Hide and Move Silently skills drop from d20-5 to d20-6.

Speed: Your character's speed only changes if he's a fighter or cleric who downgrades to leather or studded leather armor.

ARMOR TABLE

Cost	Armor Type	Armor Class Bonus	Armor Check Penalty	Elf & Human Speed	Dwarf & Halfling Speed	Classes
10 gp	Leather	+2	0	6 spaces	4 spaces	C, F, R
25 gp	Studded leather	+3	-1	6 spaces	4 spaces	C, F, R
50 gp	Scale mail	+4	-4	4 spaces	3 spaces	C, F
150 gp	Chainmail	+5	-5	4 spaces	3 spaces	C, F
250 gp	Banded mail	+6	-6	4 spaces	3 spaces	C, F
1,500 gp	Plate armor	+8	-6	4 spaces	3 spaces	C, F
7 gp	Shield	+2	-2	(shields don't affect speed)		C, F

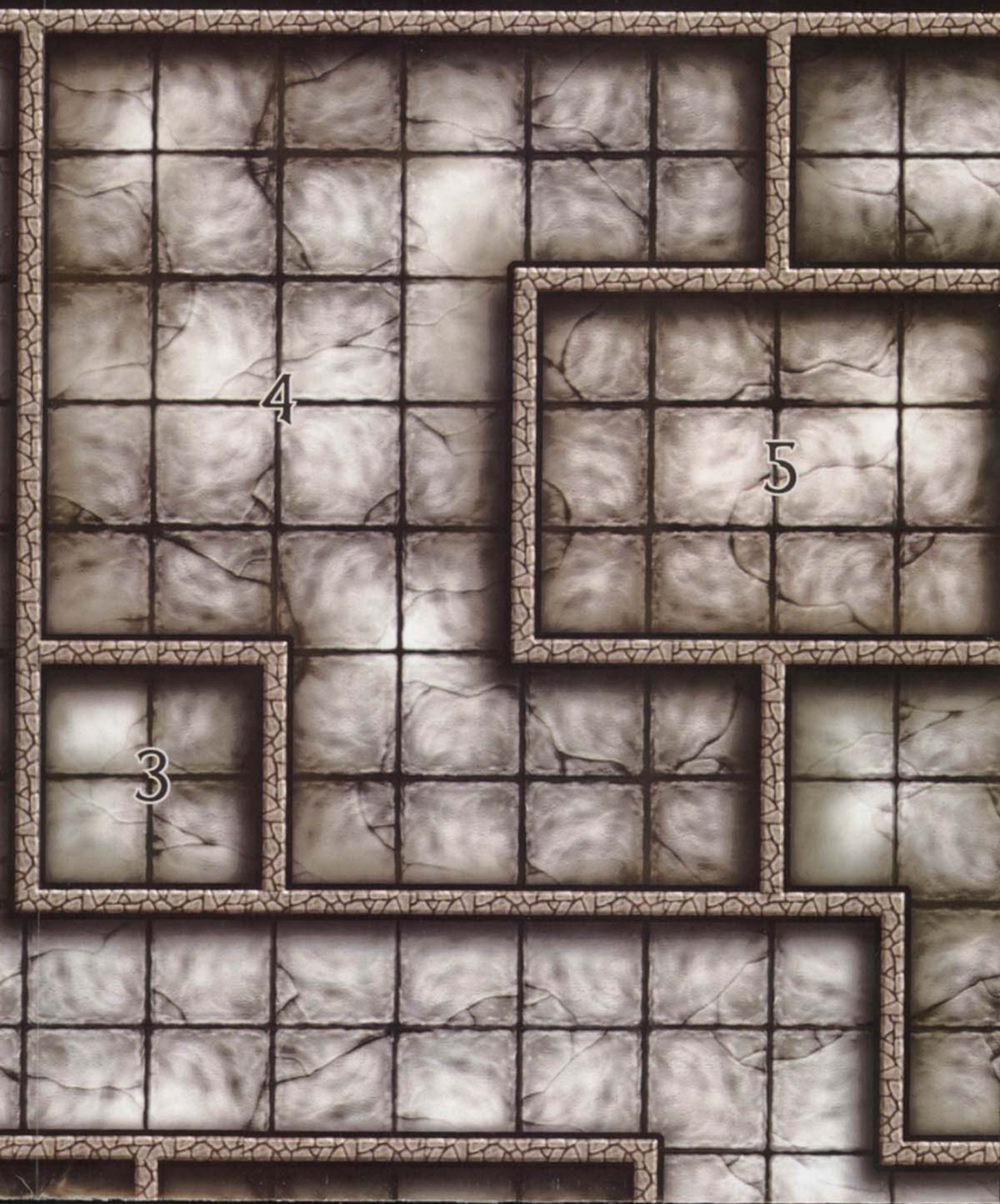
C=Cleric, F=Fighter, R=Rogue





2

1

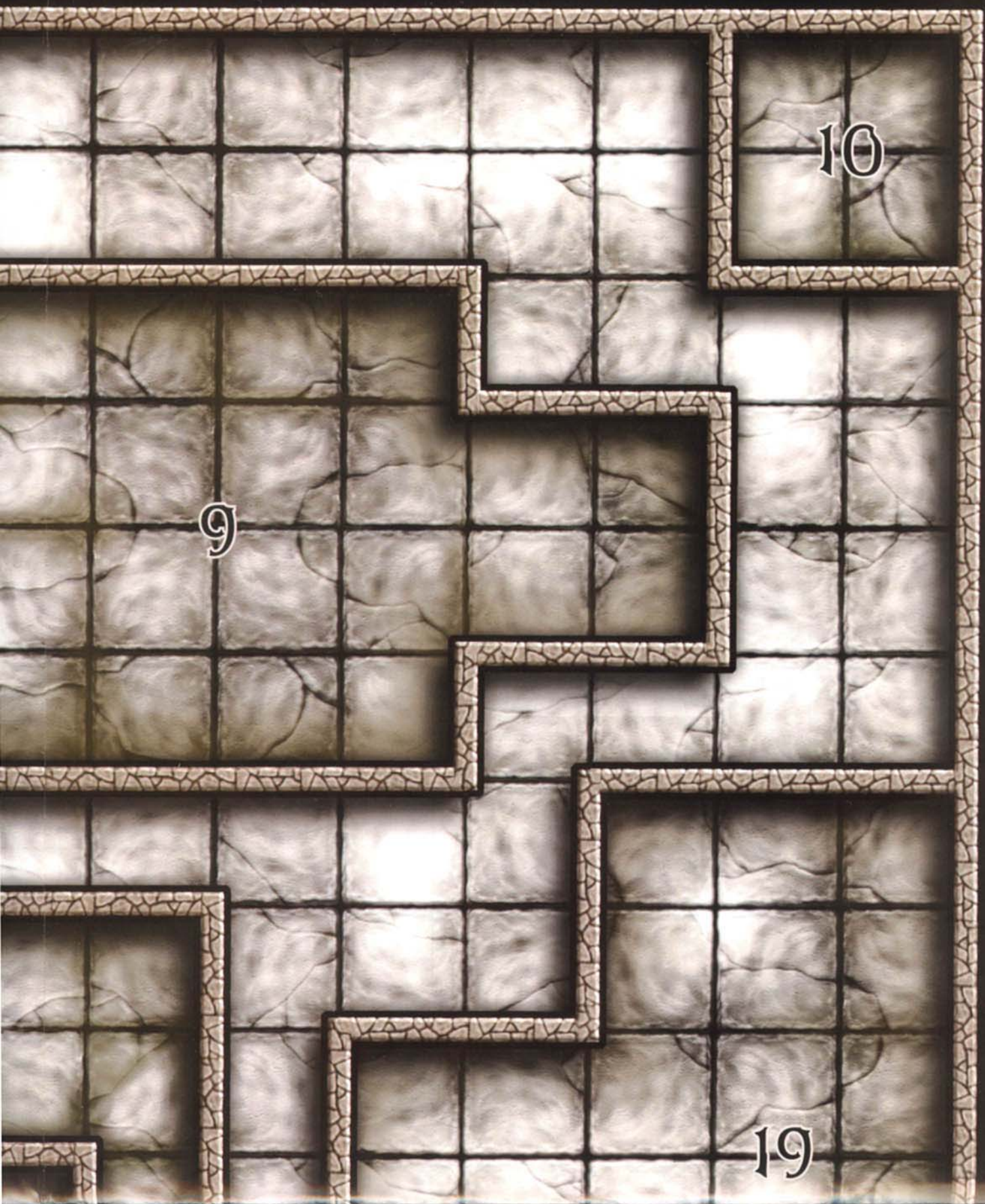


7

6

8

18



9

10

19



II

21



12

14

13

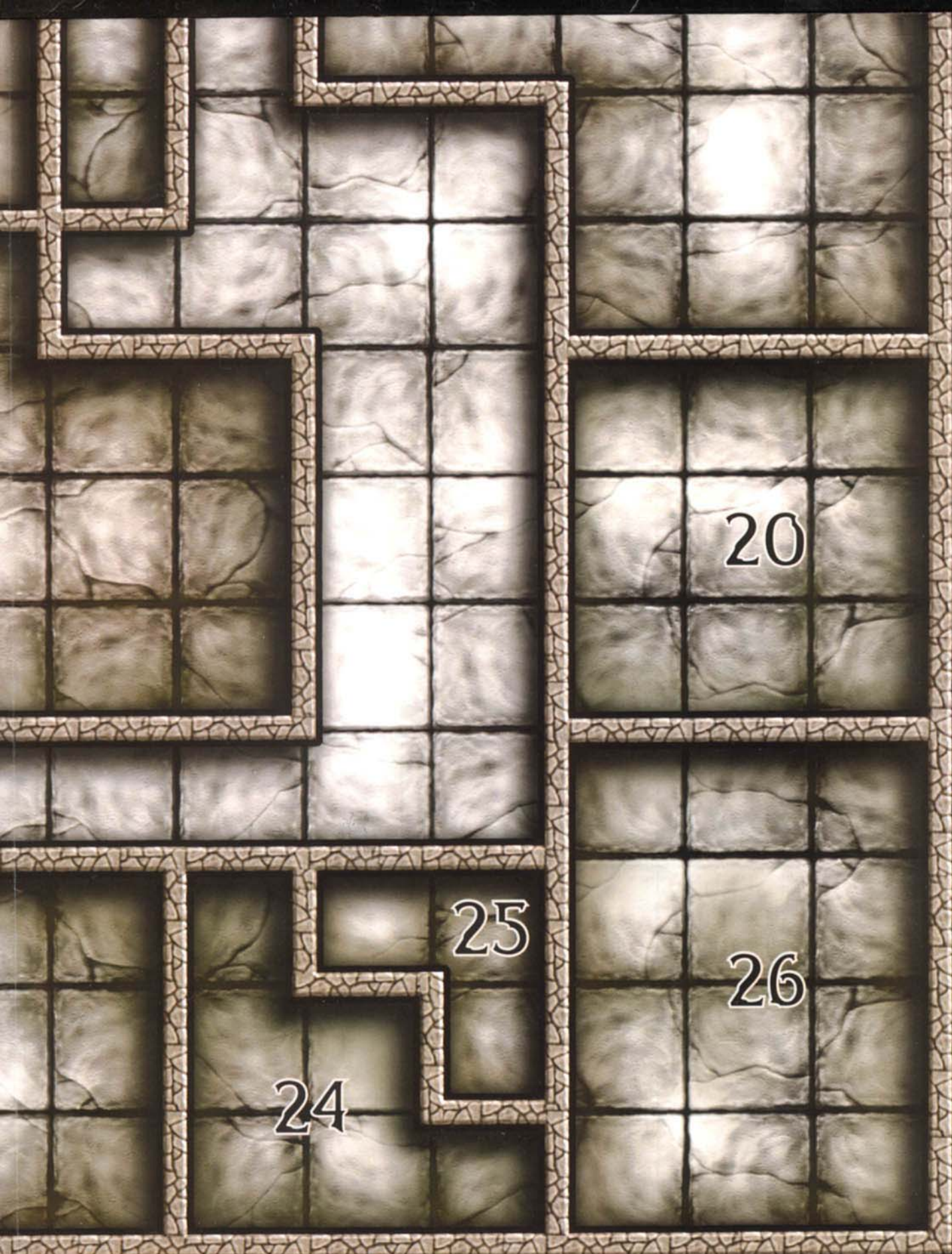
15

17

16

22

23



20

25

24

26



goblin 6	goblin 5	goblin 4	goblin 3	goblin 2	goblin 1
dwarven warrior 4	dwarven warrior 3	dwarven warrior 2	dwarven warrior 1	goblin 8	goblin 7
orc 5	orc 4	orc 3	orc 2	orc 1	dwarven warrior 5
zombie 1	skeleton 5	skeleton 4	skeleton 3	skeleton 2	skeleton 1
dire rat 2	dire rat 1	zombie 5	zombie 4	zombie 3	zombie 2
elven warrior 4	elven warrior 3	elven warrior 2	elven warrior 1	dire rat 4	dire rat 3
gnoll 2	gnoll 1	ghoul 4	ghoul 3	ghoul 2	ghoul 1
hobgoblin 4	hobgoblin 3	hobgoblin 2	hobgoblin 1	gnoll 4	gnoll 3



rogue viper ogre hell hound white dragon bugbear



Jozan, cleric Tordek, fighter

Kerwyn, rogue Naull, wizard Eberk, cleric Regdar, fighter Miale, wizard Lidda, rogue

gelatinous cube

red dragon

dire bat

displacer beast

unicorn



ADVENTURE GAME

by Jonathan Tweet, Jason Carl, Andy Collins, and David Noonan

Enter the world of adventure!

There's something moving behind that door...

Perhaps it's a vicious ogre waiting to tear you limb from limb.

Or a horde of zombies thirsting for blood.

Or maybe a terrifying dragon ready to engulf
you in a maelstrom of fire.

Problem?

Nope. Not for you.

You're a hero—

a powerful wizard, a strong fighter, or a sneaky rogue.

You can handle whatever comes
at you in this introduction to the greatest fantasy
game of all time.

Everything you need
to start playing is right here.



U.S., CANADA, ASIA,
PACIFIC, & LATIN AMERICA
Wizards of the Coast, Inc.
P.O. Box 707
Renton WA 98057-0707
+1-800-324-6496

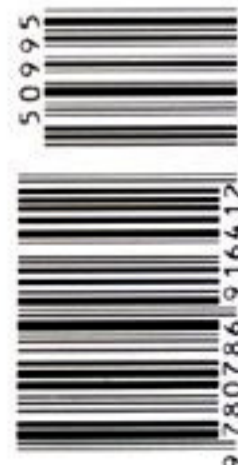
EUROPEAN HEADQUARTERS
Wizards of the Coast, Belgium
P.B. 2031
2600 Berchem
Belgium
+32-70-23-32-77



Visit our website at www.wizards.com/dnd

DUNGEONS & DRAGONS and the Wizards of the Coast logo are registered trademarks owned by Wizards of the Coast, Inc. The d20 system logo is a trademark owned by Wizards of the Coast, Inc. © 2000 Wizards of the Coast, Inc. All rights reserved. Made in the U.S.A. Dice made in the U.K.

EAN



ISBN 0-7869-1641-9

Sug. Retail: U.S. \$9.95 CAN \$14.95
Printed in U.S.A. TSR11641