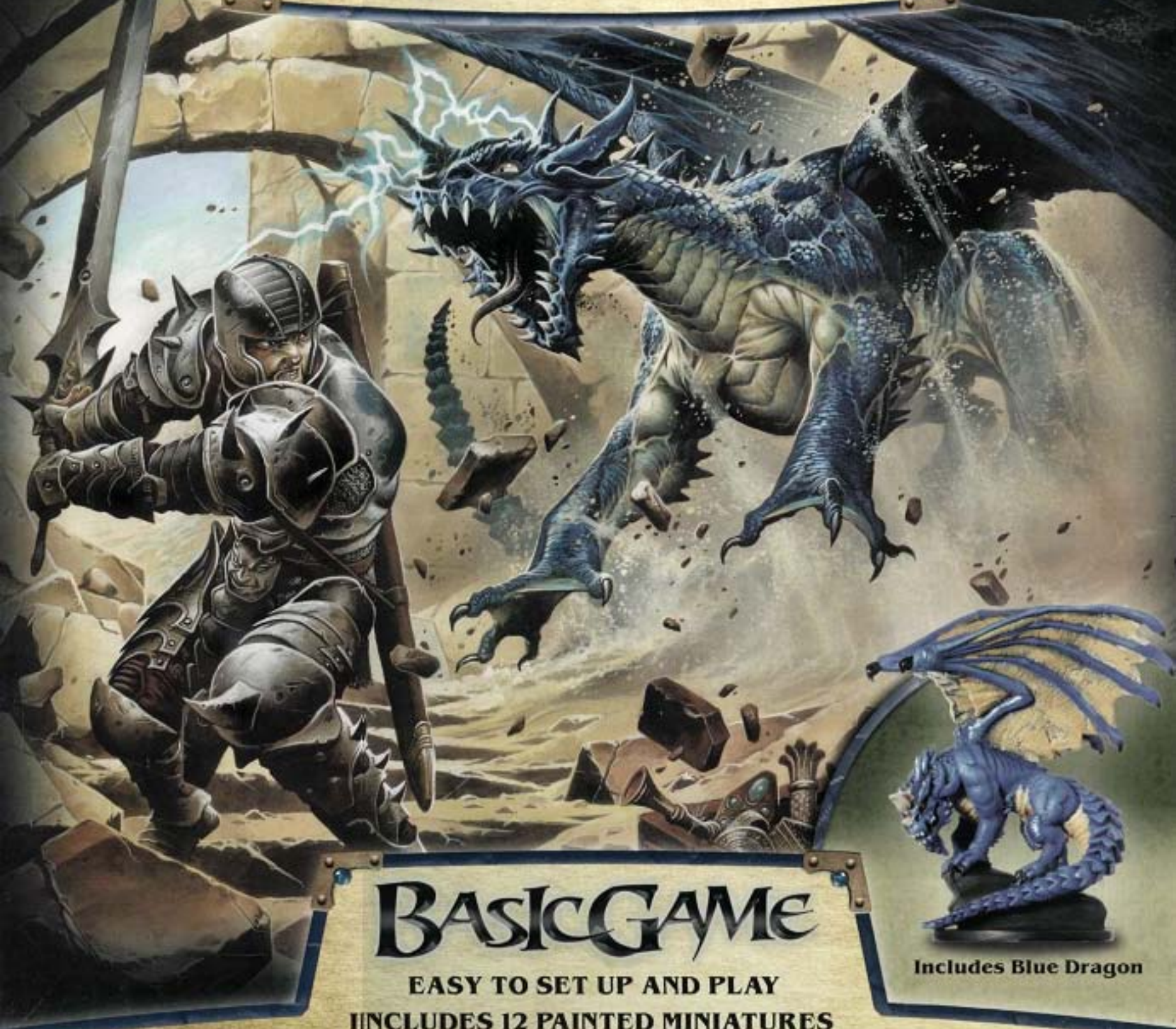


Everything You Need to Start Playing the DUNGEONS & DRAGONS Roleplaying Game!

DUNGEONS & DRAGONS®

AGE 12+
2 to 5 players



BASIC GAME

EASY TO SET UP AND PLAY
INCLUDES 12 PAINTED MINIATURES



Includes Blue Dragon

Read This First!

Set Up

Up to four other players each select one of the character books—Fighter, Rogue, Cleric, and Wizard. These characters form your adventuring party.

-

- Next

When the Dungeon Master is ready, your first D&D adventure begins!

AGE 12+

DUNGEONS & DRAGONS® Basic Game

DUNGEON MASTER BOOK



The Player Who Wants to Play
the Dungeon Master and Control
the Monsters Takes This Book



YOU ARE THE DUNGEON MASTER

You are the Dungeon Master. You control the monsters in the dungeon and guide the other players through the game. The other players are Adventurers, characters that band together to try to defeat your monsters and solve the quests you place before them. The power is in your hands!

THIS BOOK ...

... tells you how to be the Dungeon Master. You describe the dungeon rooms to the other players, because you know all the secrets. You control the monsters. While the other players review their character books, you should read this opening section on how to play the game. Then turn to "Encounter One: Enter the Dungeon!" on page 8 to start play.

The rest of this book has additional adventures for you and your players to play. For now, just read this opening section and Encounter One. Run each adventure in order. Your players' characters improve with each adventure they successfully complete, until they are ready to advance to Level 2 and take on more dangerous challenges.

PLAYING THE DUNGEON MASTER

Unlike the other players, you don't play a single character. Instead, you control all the monsters in the game. You also describe the dungeon rooms as the adventurers explore them, reveal secrets at the right moment, and provide experience points (XP) and treasure as the Adventurers earn it.

The next couple of pages show you other things you need to know to be the Dungeon Master, including what you can do on your turn and how to roll the dice.

ROLLING DICE

The DUNGEONS & DRAGONS game uses dice to resolve actions during play. If you or your players want to try to do something—such as make an attack, disarm a trap, or search for treasure—you roll the dice.



ACTIONS

Whenever a player character or a monster attempts an action, the controlling player rolls the twenty-sided die (d20). The higher you roll, the better chance you have to succeed.

There are three basic types of actions:

- **Attack Roll:** A roll to determine success when making an attack.
- **Skill Check:** A roll to determine success when using a skill.
- **Ability Check:** A roll to determine success when attempting a task to which no specific skill readily applies.

DETERMINING SUCCESS

To determine if an attack, a skill check, or an ability check succeeds, the controlling player (players for their characters, you for the monsters) follows these steps:

1. *Roll a d20.*
2. *Add any relevant modifiers, as shown on the Character Sheet or in the Monster Stat Block.*
3. *Compare the result to a target number.*

If the result equals or exceeds the target number, the action succeeds.

TARGET NUMBERS

When a player character attacks a monster, the target number is the monster's Armor Class (AC), as described in the monster's stat block.

When a monster attacks a player character, the target number is the player character's Armor Class (AC), as shown on the Character Sheet.

All other target numbers (for skill checks and ability checks) are described in the adventure.

WHO GOES FIRST?

Initiative sets the order of play.

The order of play (initiative order) for Starting Characters is:

Cam the Rogue goes first
Lanin the Wizard goes second
Regdar the Fighter goes third
Dothal the Cleric goes fourth
Monsters go fifth (you control the monsters)



SURPRISE

Sometimes the Monsters surprise the player characters. When a dungeon room description tells you that the Monsters surprise the Adventurers, then the Monsters get to take an action before Cam the Rogue.

WHAT DOES THE DUNGEON MASTER DO?

The Dungeon Master reviews the adventure you are going to play, learning the secrets and getting ready to run the game.

Then the Dungeon Master sets out the Dungeon Tiles used in the adventure, as shown on the "Set Up Diagram." The Dungeon Master places any Door and Chest counters, as shown, as well as the monsters. But make sure to only place the monsters when the adventure tells you to. You may have to wait until the Adventurers open a door, enter a room, or otherwise trigger the appearance of the monsters.

The Dungeon Master reveals the secrets of the dungeon a little at a time, as described in the adventure.

When the Monsters are revealed, the Dungeon Master controls them and uses them to try to defeat the Adventurers.

ON THE MONSTERS' TURN ...

Each room description in an adventure tells you where and when to place the Monsters on the Dungeon Tiles. If an Adventurer is in the square where the Monster is supposed to be placed, put the Monster in any nearby unoccupied square. Take a turn for each Monster that has been revealed and is on the Dungeon Tiles. On a Monster's turn, each Monster can do one of these things:

- **Attack a Player Character** next to it and then **Move Its Speed**
- **Move Its Speed** and then **Attack a Player Character** next to it
- **Move Its Speed** and then **Move Its Speed** again

ACTION DESCRIPTIONS

Refer to the monster's stat block when reading these descriptions.

Move Its Speed

A monster's Speed is listed in its stat block in the adventure.

When you Move Its Speed: The monster can move a number of squares up to its listed Speed in any direction. It can move through other Monsters, but it cannot stop on the same square as another Monster. It cannot move through Adventurers or stop on an Adventurer's

square. It cannot move through closed doors. It cannot move through walls. Monsters can't open doors.

When a Monster moves, you can always choose to move it fewer squares than its listed Speed, or not to move it at all.

Attack an Adventurer

To Attack an Adventurer, a Monster must be in a square next to the Adventurer. (Some Monsters have Ranged Attacks that can attack anything they can see, as described in the Monster Stat Block.)

When a Monster attacks: Make an Attack Roll and add the modifier listed in the Monster's Stat Block. You need to get a result that is equal to or greater than the Adventurer's Armor Class to hit.

If a Monster hits: You make a Damage Roll, as shown on the Monster's Stat Block. Roll the indicated die and add any modifier listed. Tell the player the result, and the player subtracts that amount from the Adventurer's current hit points.

If you miss: You can try to attack again on the Monster's next turn.

Special Abilities

Some Monsters have special abilities. These are described in the adventure in which the Monster appears.

Attack Tactic: Flanking

Here's a cool tactic to use in combat. If you can maneuver two Monsters to stand on opposite sides on the same Adventurer, then the Monsters are Flanking that Adventurer. When a Monster Flanks, you get to add 2 to that Monster's Attack Roll against that Adventurer.

THE ADVENTURERS' TURN


Each player controls an Adventurer, also known as a player character. Adventurers can Move and Attack, Attack and Move, or Move and Move just like your Monsters can. Some Adventurers can also do things that your Monsters can't do, such as Cast a Spell or Open a Door.

When an Adventurer Attacks a Monster: To Attack a Monster, the player of an Adventurer rolls a d20 and adds the character's Attack Bonus. If the result is equal to or greater than the Monster's Armor Class, the Adventurer hits the Monster.

When an Adventurer Hits a Monster: When an Adventurer hits a Monster, the player rolls to see how much damage the Adventurer deals. Subtract this number from the Monster's Current Hit Points, and write the new total in the Current Hit Points box in the Monster Stat Block.

When a Monster's Hit Points are 0 or less: If a Monster takes enough Damage to reduce its Current Hit Points to 0 or less, it is defeated. Remove the defeated Monster from the Dungeon Tile.

Other actions Adventurers may perform are described on the next page.



Cast a Spell or Use a Scroll

Dothal can cast divine spells, Lanin can cast arcane spells. Some spells are offensive, others defensive. As an action, an Adventurer can cast a spell from memory a certain number of times in an adventure (as shown on the Starting Character Sheet) or from a scroll (found while exploring the dungeon). Each spellcasting Adventurer starts play with one Scroll Treasure counter. After an Adventurer uses a Scroll, the player gives the counter to you to put back in the box until it is found again.

Open a Door

Doors always start out as closed. Some doors are locked, others may be trapped. Only Adventurers may open doors. To Open a Door, an Adventurer must be in a square next to it. Once a door is opened, it stays open. Remove the counter from the Dungeon Tile.

Some doors are double doors (two doors side by side). Both open when an Adventurer opens one door, even if the Adventurer isn't next to both doors.

Cam the Rogue has the ability to Search a door before anyone tries to open it. Cam can find and remove traps, and unlock doors. If an Adventurer opens a trapped door without letting Cam disable the trap, the Adventurer sets off the trap and takes damage, as described in the adventure.

Search an Object

Adventurers can search treasure Chests. An Adventurer must be in a square next to a square that contains a Chest counter to Search an Object. When an Adventurer searches something, he or she has a chance of finding Treasure, a Trap, or nothing. Treasures include items such as Healing Potions, Magic Scrolls, and Magic Gear. When an Adventurer finds a Treasure, you give the player the appropriate Treasure counter. If the counter is already in play, give the player another Treasure. Only Cam the Rogue can find a Trap without setting it off.

Give an Item

Sometimes an Adventurer wants to Give an Item to another Adventurer. Adventurers must be next to each other to Give an Item. When an Adventurer Gives an Item to another Adventurer, he or she gives a Treasure counter to the other player.

Use a Potion

Each Adventurer starts with a Healing Potion Treasure counter. After an Adventurer Uses a Potion, the player gives the counter to you to put back in the box until it is found again.

When an Adventurer Uses a Potion: The player rolls a d8 and adds 1. This is how many hit points the Adventurer recovers. The Adventurer cannot recover more than his or her Original Hit Points, as shown on the Starting Character Sheet.



OTHER ROLLS PLAYERS MIGHT MAKE

There are other types of dice rolls players might need to make when playing the DUNGEONS & DRAGONS game. These are described below.

Skill Checks

A player makes a Skill Check to use a skill. Sometimes the player decides when to make a skill check, such as when an Adventurer Searches an Object. At other times, you ask an Adventurer to make a Skill Check, based on the situation in the adventure. If you ask an Adventurer to make a Skill Check that isn't on his or her skill list, the Adventurer might be able to make an Ability Check instead (the adventure will tell you). If the adventure does not offer an alternative Ability Check, the Adventurer can't use that skill.

To make a skill check, an Adventurer rolls the d20 and adds his or her skill bonus, as shown on the Starting Character Sheet.

Some Monsters may make skill checks, as described in the adventure.

Ability Checks

Sometimes you ask an Adventurer to make an Ability Check. An Ability Check is a roll to determine if a character succeeds when attempting to do something to which no specific skill applies. To make an Ability Check, a player rolls the d20, adds the modifier for the matching ability, and tells you the result. You tell the adventurer what happens, using the description in the adventure.

Some Monsters may make ability checks, as described in the adventure.

Saving Throws

A Saving Throw is a roll an Adventurer makes to avoid certain types of danger, such as a Trap. The player rolls a d20 and adds the modifier for the type of Saving Throw you specify. You tell the adventurer what happens, using the description in the adventure.

Some Monsters may make saving throws, as described in the adventure.

Next

Now that you've reviewed the basic rules of the DUNGEONS & DRAGONS game, turn the page to "Encounter One: Enter the Dungeon!" It's time to start your adventure!

ENCOUNTER ONE

ENTER THE DUNGEON!

This is the first adventure you should use to challenge your Starting Characters. It's designed to give everyone a taste of the game.

Set Up

As shown on the "Read This First" sheet, place the Dungeon Tile labeled "1A" in the center of the table.

Place the four Adventurer miniatures on the squares, as shown on the diagram on this page.

Place two Door Counters on the Dungeon Tile, as shown below. Use the counters that say "Door" on the back.

Take the Goblin Warrior and Goblin Archer miniatures out of the box. They don't go on the Dungeon Tile yet. After the Adventurers have opened the Doors and once one of the Adventurers moves past the doors and into the dungeon, then place the Monsters on the Dungeon Tile, as shown below.

Take a Chest Counter, one that says "Chest!" on the back. Don't place the counter on the Dungeon Tile until after one Adventurer has opened the doors and moved past them into the dungeon.



Read Aloud

When you and the players are ready, start the adventure by reading the opening below.

You have come to explore this mysterious dungeon at the request of the council of elders of the nearby town of Griffonford. Monsters from the dungeon have been raiding the town, and the council wants you to find a way to stop the raids. The council has promised you a great reward once you find and destroy the leader of these raiders. Plus, you can keep anything you find while exploring the dungeon.

how you stand inside a dark tunnel that leads deeper into the mountain above the town. Heavy double doors seal the way ahead.

Have each player introduce his or her character to the other Adventurers. A player can do this in the first person ("I am Cam the Rogue") or in the third person ("My character is Cam the Rogue"). When all of the introductions have been made, the adventure begins!

The Double Doors

The Adventurers take turns in initiative order: Cam, then Lanin, then Regdar, then Dothal. When one of the characters moves next to the doors, read:

These great doors are made of thick planks of sturdy wood bound with strips of iron for added strength. A delicate carving decorates the doors, showing the face of a roaring dragon. You can search the doors, listen at the doors, or try to open the doors. What do you want to do?

SEARCH THE DOORS

Only Cam the Rogue can search the doors. The other Adventurers don't have the skill necessary to discover traps or locks by searching.

Have Cam make a Search check. His player rolls the d20 and adds 4. Describe the result, as shown below.

14 or Less: The doors appear to be unlocked and you don't notice any telltale signs of traps. It seems safe to you.

15 or Greater: You're sure that the doors are unlocked, and they aren't trapped either.



LISTEN AT THE DOORS

Any Adventurer can try to listen at the doors to hear sounds beyond them. This requires a skill check. Regdar has the Listen skill. The other characters will make Wisdom ability checks to accomplish this.

14 or Less: All is quiet beyond the doors.

15 or Greater: You hear the scuffle of booted feet moving away from the doors. If an Adventurer successfully Listened at the doors, then the Goblin Archer won't get a surprise attack when the doors are opened.

OPEN THE DOORS

Any Adventurer next to the doors can open them. The doors aren't trapped, and they aren't locked. An Adventurer can Move up to the doors and open them on the same turn, if desired. Once the doors are opened, remove the Door counters from the Dungeon Tile.

The Chamber Beyond

When the Adventurers open the doors and the first Adventurer moves into the next area, read:

The rubble-strewn chamber appears to have collapsed in places, and you can smell the dust and decay of ancient times in the still air. Suddenly, you hear the sound of an arrow streaking out of the darkness toward you!

Place the Goblin Warrior and the Goblin Archer miniatures on the Dungeon Tile, as shown on the diagram on page 8. Place the Chest Counter on the Dungeon Tile, as shown on the same diagram.

If any Adventurer successfully listened at the door, then they are ready for trouble. Describe how the arrow shatters on a nearby stone wall, narrowly missing the lead Adventurer. Then start the battle in initiative order (Cam, Lanin, Kegdar, Dothal, then the Monsters).

If the Adventurers didn't Listen at the doors, or failed their Listen checks, then the Goblin Archer gets a surprise attack against the Adventurer who first entered the chamber. Make an attack roll for the Monster. If the Monster's attack hits, roll damage. Then start the battle in initiative order, as described above.

Goblin Archer

Speed	6 Squares	Can Move up to 6 squares
Attack	Roll d20 and add 3	This is a Ranged Attack
Damage	Roll d6	
Armor Class	15	
Hit Points	5	(_____)
		Current Hit Points
Special	The Qoblin Archer makes a Ranged Attack with a crossbow; it can target any Adventurer in the room	

Goblin Warrior

Speed	6 Squares	Can Move up to 6 squares
Attack	Roll d20 and add 3	Uses a morningstar
Damage	Roll d6	
Armor Class	14	
Hit Points	8	(_____)
		Current Hit Points

Roleplaying the Goblins

The Goblins speak in high, scratchy voices. The Qoblin Archer is a coward who hurls insults and crossbow bolts from a distance. He loves to call the Adventurers "overgrown monkey men" and other names. After shooting the crossbow, the Qoblin Archer must reload the weapon. On its turn, it can **Move and Reload** or **Reload and Attack**.


The Qoblin Warrior is brave and a little stupid. He shouts "For Tusenmaug!" whenever he swings his weapon. Both goblins fight to the death. Tell whoever fights the Qoblin Warrior that the Monster wears a large medallion around its neck.

DM Secret

Who's Tusenmaug? That's the name of the evil Blue Dragon that controls these dungeons and has been ordering the raids on the town of Qriffonford. Don't reveal this now. It is a mystery that the Adventurers must ponder for a few adventures.

After the Battle

Assuming that the Adventurers defeat the two Goblins, they can Search the nearby Chest. The Chest is neither locked nor trapped. If an Adventurer Searches the Chest and gets a 14 or less, he or she finds nothing and another Adventurer can Search. If an Adventurer gets a result of 15 or better, that Adventurer finds a treasure. Remove the Chest counter from the Dungeon Tile and give that player the following Treasure counter: Magic Boots. Any Adventurer can put on these Magic Boots; they increase the Speed of the wearer by 2 squares.



If anyone checks out the medallion on the Goblin Warrior, they notice that it bears the seal of Griffonford. It must have been stolen in the raids.

Each Adventurer gets 75 experience points (XP) for defeating the goblins. If they examined the medallion, give them each another 25 XP. If they return it to the council of elders, they receive a reward of 100 gold pieces each. Players mark this on their Starting Character Sheets.

This adventure ends here, but there is more of the dungeon to explore! After camping here or returning to town to rest, the Adventurers will be ready for "Encounter Two: The Harpy's Aerie."

Resting

Between encounters, the Adventurers rest and recover hit points and spells.

ENCOUNTERS TWO

THE HARPY'S AERIE

The Adventurers' second foray into the mysterious dungeon network outside town leads them into a conflict between two dungeon denizens.

Set Up

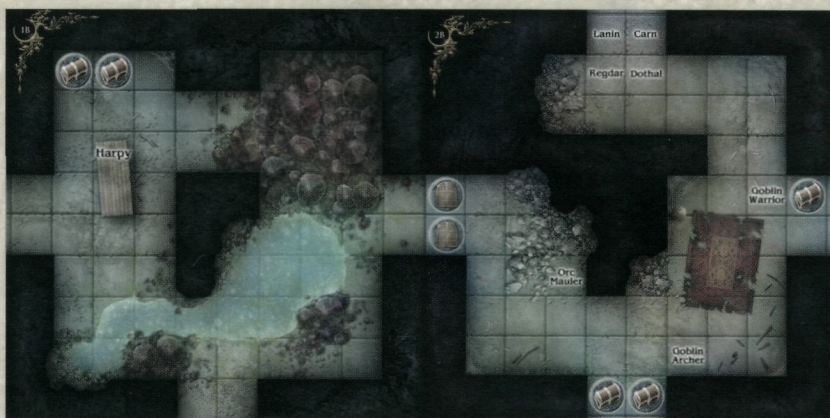
Place the Dungeon Tiles labeled "IB" and "2B" in the center of the table, as shown in the diagram below.

Place the four Adventurer miniatures on the squares, as shown.

Take two Door counters. Use the counters that say "Locked" on the back. Don't place them yet. The adventure will tell you when to place the Door counters so that the players can see them.

Take the Goblin Warrior, Goblin Archer, Orc Mauler, and Harpy miniatures out of the box. They don't go on the Dungeon Tiles yet. The adventure will tell you when to place the Monsters.

Take five Chest counters, one each that says "Locked!" and "Trap!" on the back, and three that say "Chest" on the back. Don't reveal the nature of the chests. Don't place the counters on the Dungeon Tiles until the adventure tells you to.



Read Aloud

When you and the players are ready, start this adventure by reading the opening below.

You have once more entered the dark and mysterious dungeon outside of town. You pass through a number of empty chambers and corridors until you reach a bend in the tunnel ahead. You can see the faint flicker of torchlight bouncing off the stone walls, and you hear a guttural voice.

"Search the chests," the rough voice commands, "then help Gorg open doors. Tusenmaug wants the bird-lady out, so the bird-lady has to go!" What do you want to do?

Have each player tell you what his or her character is going to do, then start the initiative order (Cam, Lanin, Regdar, Dothal, then the Monsters).

Tusenmaug's Gang

When any Adventurer enters the last two rows of squares on the right side of the Dungeon Tile, stop the action and place the following items so that the players can see them. Place them as shown on the diagram above. Place the Goblin Warrior, the "Locked!" Chest Counter, and the Goblin Archer. Then read this out loud:

A mean little humanoid with a flat face and pointed ears stands beside a large wooden chest, trying to bash the heavy lock with a spiked metal ball on a thick shaft. The goblin spots you, snarling and showing small, sharp fangs.

If the Adventurer who entered the rows when you stopped the action still has Moves or other actions left to perform, that player gets to finish his or her turn.

On the Monsters' turn, you get to use the Goblin Warrior and the Goblin Archer (since they've been revealed). You also get to place the Orc Mauler (the leader of this gang) and use him as well.

On the Monsters' turn, place the two Chest Counters ("Chest" and "Trapped!") and the two Door Counters ("Locked!"), as shown on the diagram. Don't place anything on the second Dungeon Tile yet, as the Adventurers haven't opened the doors to see what's in there.

Monster statistics and tactics are described below. The Orc Mauler, who calls himself Gorg, is in charge of this small gang. They serve the mysterious Tusenmaug, ruler of these dungeon chambers. They have a mission to get rid of the Harpy in the next chamber, but won't hesitate to attack the Adventurers when they see them.

Goblin Archer

Speed	6 Squares	Can Move up to 6 squares
Attack	Roll d20 and add 3	This is a Ranged Attack
Damage	Roll d6	
Armor Class	15	
Hit Points	5	() Current Hit Points
Special	The Goblin Archer makes a Ranged Attack with a crossbow; it can target any Adventurer it can see	

Goblin Warrior

Speed	6 Squares	Can Move up to 6 squares
Attack	Roll d20 and add 3	Uses a morningstar
Damage	Roll d6	
Armor Class	14	
Hit Points	8	() Current Hit Points

Orc Mauler

Speed	6 Squares	Can Move up to 6 squares
Attack	Roll d20 and add 4	Uses a morningstar
Damage	Roll d8+2	
Armor Class	13	
Hit Points	12	() Current Hit Points

Roleplaying the Goblins

The Goblins both speak in high, scratchy voices. The Orc speaks in a rough, guttural manner and always refers to himself by name ("Gorg is going to beat you now").

The Goblin Archer snipes quietly from a distance. After shooting the crossbow, the Goblin Archer must reload the weapon. On its turn, after making an attack in the previous turn, it can **Move and Reload** or **Reload and Attack**.

The Goblin Warrior attacks and moves, trying to meet up with the Orc Mauler so they can work together to flank an Adventurer.

The Orc Mauler is proud and confident, engaging the strongest looking Adventurer and attempting to flank with the Goblin Warrior.

Gorg and his gang fight to the death, for failure here would mean they would have to face the wrath of Tusenmaug anyway.

After the Goblin/Orc Battle

Assuming that the Adventurers defeat the two Goblins and the Orc, they can Search the area (Dungeon Tile "2B"). This includes three Chests and a set of double Doors.

The Locked Chest: One Chest is locked. If an Adventurer successfully Searches the Chest (result of 15 or more), turn the counter over to show that the Chest is locked. That Adventurer can try to break the lock, or Cam the Rogue can try to unlock it.

Only Cam the Rogue can unlock the Chest. He needs a result of 15 or better on his Open Lock skill check. If Cam fails the skill check, the only way to open the Chest is to break the lock.


Any Adventurer can try to break the lock. To break the lock, an Adventurer needs to make a 15 or better Strength check.

Once the Chest is unlocked, any Adventurer can open it and receive the treasure. Roll on the table on the next page to see what Treasure is in the Chest, or assign a Treasure from the list as you see fit.

The Trapped Chest: One Chest is trapped. If an Adventurer successfully Searches the Chest (result of 15 or more), turn the counter over to show that the Chest is trapped. If Cam the Rogue Searches the Chest, the trap does not immediately go off. Any other Adventurer immediately sets off the trap.

If the trap is set off, a blast of energy shocks any Adventurer in a square next to the trapped Chest, dealing d4 points of damage. A shocked Adventurer makes a Reflex saving throw to avoid the damage. If the saving throw result is 15 or better, the Adventurer leaps back and takes no damage.

If Cam the Rogue successfully Searches the Chest, the trap is revealed but it doesn't go off. Cam can try to disarm the trap. He needs to get a result of 15 or better on a Disable Device skill check. If the check fails, the trap goes off. If the check succeeds, the trap is disarmed and the Chest can be opened. Roll on the table to see what Treasure is in the Chest, or assign a Treasure from the list as you see fit.



The Chest: The third Chest is neither locked nor trapped. If an Adventurer Searches the Chest and gets a 14 or less, he or she finds nothing and another Adventurer can Search. If an Adventurer gets a result of 15 or better, that Adventurer finds a treasure. Remove the Chest counter from the Dungeon Tile and roll on the table below to see what Treasure is in the Chest, or assign a Treasure from the list as you see fit.

Treasure Table (Roll d6)

1	Nothing. The Chest is empty.
2-3	Healing Potion.
4-5	Armor.
6	Roll d6 again; 1-3: <i>Bless</i> spell; 4-6: <i>Magic Missile</i> spell.

SEARCH THE DOORS

Only Carn the Rogue can search the Doors. The Doors aren't trapped, but they are locked.

Can the Rogue can try to unlock the Doors, or any Adventurer can try to break open the Doors.

To unlock the Doors, Cam the Rogue needs a result of 20 or better on his Open Lock skill check. If the check fails, the Doors must be broken.

To break the locked Doors, one Adventurer acts as the primary Door breaker. That Adventurer makes a Strength check and needs a result of 18 or better. Up to two other Adventurers can try to aid the primary Door breaker. These aiding Adventurers also make Strength checks, but they only need a result of 10 or better. For each aiding Adventurer that succeeds at the check, the primary Door breaker receives a +2 bonus on his or her Strength check.

LISTEN AT THE DOORS

Any Adventurer can try to listen at the doors to hear sounds beyond them. This requires a skill check. Regdar has the Listen skill. The other characters make Wisdom ability checks to accomplish this.

14 or Less: All is quiet beyond the doors.

15 or Greater: You hear a woman singing somewhere beyond the doors. The sound is muffled, but quite beautiful.

The Harpy's Aerie

When the Adventurers open the doors and the first Adventurer moves into the next area, read:

Boulders litter the right-hand side of the chamber, while a pool of dark water stretches out to the left. As you move through the doors, you hear a haunting song coming from somewhere deeper in the chamber. The song is captivating, reaching into you and making you want to go to the singer so that you can hear it better.

Don't place the Harpy miniature or the two Chest counters until an Adventurer moves to a square from which he or she can see them.

Boulders: Note that it costs 2 squares of movement for an Adventurer to move through a square that contains boulders.

The Dark Pool: The dark pool of water is extremely cold. If an Adventurer enters the pool of water, he or she must make a Fortitude saving throw. On a result of 14 or less, the cold is so bad that the Adventurer takes 1 point of damage for every square of water he or she moves through. If the result is 15 or better, the cold has no effect.

The Captivating Song: The Harpy has a terrible power. As it sings, the Adventurers have a chance of falling under the song's powerful spell. As soon as the first Adventurer finishes moving, have all of the Adventurers make Will saving throws. On a 16 or better, the song has no effect.

On a 15 or less, however, an Adventurer becomes captivated. On that Adventurer's turn, he or she moves toward the Harpy. Roll a d6 for the Adventurer; on a 1-3, the Adventurer travels through the water; on a 4-6, the Adventurer travels over the boulders.

A captivated Adventurer continues moving on his or her turn until he or she stops in a square next to the Harpy. This allows the Harpy to make one free attack against that Adventurer. Once the Harpy attacks, the spell is broken for that Adventurer.

Young Harpy

This creature looks like an evil-faced old woman with the lower body and wings of a reptilian monster. Its hair is tangled and crusted with blood.

Speed	8 Squares	Can Fly over boulders & pool
Attack	Roll d20 and add 4	Uses a club
Damage	Roll d6	
Armor Class	13	
Hit Points	16	()
		Current Hit Points
Special Abilities	Captivating Song, see above.	

Roleplaying the Young Harpy

This young Harpy is trying to establish her own nest here in the dungeon. She has refused to cooperate with Tusenmaug the Blue Dragon, and so has been fending off raids by the Dragon's minions. She believes that the Adventurers are just more minions, and she fights to defend her aerie from these intruders.

After the Battle

Assuming that the Adventurers defeat the Harpy, they can Search the nearby Chests. The Chests are neither locked nor trapped. If an Adventurer Searches the Chest and gets a 14 or less, he or she finds nothing and another Adventurer can Search. If an Adventurer gets a result of 15 or better, that Adventurer finds a treasure. Remove the Chest counter from the Dungeon Tile and give that player one of the following Treasure counters: Roll d6; 1-3: Healing Potion; 4: Tools; 5: Cloak; 6: Roll d6 again; 1-3: *Bane* spell; 4-6: *Mage Armor* spell.

XP: For defeating the Orc and Goblins, 150 XP each. For defeating the Young Harpy, 150 XP each.

ENCOUNTER THREE

THE HAUNTED CRYPT

After resting, the Adventurers are ready to explore more of the dungeon.

Set Up

Place the Dungeon Tile labeled "3B" in the center of the table.

Place the four Adventurer miniatures on the squares, as shown on the diagram below.

Place two Chest counters on the squares, as shown. One says "Trap!" on the back, the other "Chest."



Place the Orc Mauler miniature in the square, as shown. Lay the miniature on its side, for this Orc Mauler is already dead when the Adventurers reach the chamber.

Take the Skeleton miniature out of the box. It doesn't go on the Dungeon Tile yet. The adventure will tell you when to place the Skeleton. Note that it can appear over and over, rising out of one of the undamaged coffins each time it is defeated, as described in the adventure.

Chamber Background

What's going on in this chamber? A powerful demon is trapped within the altar stone. It has the power to raise dead creatures to act for it, and it can fire bolts of arcane energy from the altar, but it has no abilities beyond that. As long as the coffins remain intact, it can call forth a Skeleton to fight for it. A Skeleton rises from one of the coffins on the Monsters' first turn; another one appears the turn after the first Skeleton is destroyed.

The Orc was sent by Tusenmaug to negotiate with other Monsters in the dungeon. It passed through this chamber and was killed by the Altar Demon. It rises as a Zombie on the Monsters' first turn, as well.

To stop the Skeletons from rising, the Adventurers can smash all of the coffins (rendering them unusable by the Altar Demon's magic) or destroy the altar stone. To defeat the Altar Demon, the Adventurers must destroy the altar stone or remove the Demon's gem.

Entering the Chamber

When you and the players are ready, start this adventure by reading:

You press deeper into the dungeon, seeking the secret behind the raids. An eerie, otherworldly red glow lights the chamber ahead. Inside, you see a crypt. Four stone coffins stand before an altar covered with demonic icons and displaying a large, red gem. The source of the glow seems to be the altar, but three of the coffins glow with a softer version of the same energy. The fourth coffin has been smashed, and offers no illumination.


*A body lies on the floor in front of the altar. It doesn't move.
What do you want to do?*

Let the players act in order: Carn, Lanin, Regdar, Dothal, then the Monsters (see below). As nothing dangerous appears during the Adventurers' turn, they may want to move around and explore the chamber. Here's what they can find.

Stone Coffins: The three intact stone coffins can't be opened. The stone lids are just too heavy to move. The intact coffins glow with a pale, red light. The smashed coffin doesn't glow. If an Adventurer Searches the smashed coffin and gets a result of 15 or better, that Adventurer finds scattered bones, a broken sword, and a Potion of Healing wrapped in a piece of ancient silk.

To smash an intact stone coffin, Adventurers must attack it. An intact stone coffin has an Armor Class 11 and 22 hit points. When a stone coffin is reduced to 0 hit points, it is smashed open. There is nothing inside the newly smashed coffins except old bones and tattered clothing.

Orc Body: If an Adventurer examines the Orc body before the Monsters' turn, he or she sees that the Orc was killed by some kind of slashing weapon, probably a sword. A successful Search check (15 or



better) uncovers these items: a letter, a pouch of gold (100 gold pieces), and a Magic Ring (give the Adventurer the Ring treasure counter). The Orc can also be Searched after it rises as a Zombie and is defeated.

The letter says:

"Minotaur King,

"Your agreement to join forces pleases me to no end. You will find that working for a Dragon is much better than having that Dragon as your enemy. With your help, soon the human town will be ours!

"Signed, Tusenmaug."

The Chests: There are two Chests in this chamber, one of which is trapped. If an Adventurer successfully Searches the Chest (result of 15 or more), turn the counter over to show that the Chest is trapped. If Cam the Rogue Searches the Chest, the trap does not immediately go off. Any other Adventurer immediately sets off the trap.

If the trap is set off, poison gas explodes from the Chest. Anyone within two squares of the trapped Chest must make a Fortitude saving throw of 15 or better or the gas deals d4 points of damage.

If Cam the Rogue successfully Searches the Chest, the trap is revealed but it doesn't go off. Cam can try to disarm the trap. He needs to get a result of 15 or better on a Disable Device skill check. If the check fails, the trap goes off. If the check succeeds, the trap is disarmed and the Chest can be opened. Roll on the table below to see what Treasure is in the Chest, or assign a Treasure from the list as you see fit.

The second Chest is neither locked nor trapped. If an Adventurer Searches the Chest and gets a 14 or less, he or she finds nothing and another Adventurer can Search. If an Adventurer gets a result of 15 or better, that Adventurer finds a treasure. Remove the Chest counter from the Dungeon Tile and roll on the table below to see what Treasure is in the Chest, or assign a Treasure from the list as you see fit.

Treasure Table (Roll d6)

- | | |
|-----|--|
| 1 | Nothing. The Chest is empty. |
| 2-3 | Healing Potion. |
| 4-5 | Weapon. |
| 6 | Roll d6 again; 1-3: <i>Divine Favor</i> spell; 4-6: <i>Shocking Grasp</i> spell. |

The Stone Altar: If an Adventurer approaches the stone altar, he or she feels an evil chill upon stepping into the strange red glow that emanates from the gray stone carved with demonic images and icons. Dark stains cover the altar, and a large red gem glistens like an eye from the center of the stone. The Adventurer has the sense that something is watching from somewhere nearby. The altar can be Searched, but there is nothing else to find.

To destroy the stone altar, Adventurers must attack it. It has an Armor Class 13 and 32 hit points. It can also attack the Adventurers (see below). When the altar is reduced to 0 hit points, it is destroyed. The red gem explodes and the trapped demon fades away with an anguished howl.

Can the Rogue can also attempt to remove the red gem. If successful, this also defeats the Altar Demon. This requires a Disable Device check of 20 or better. If removed, the gem shatters and the demon fades away.

The Monsters' Turn

After the Adventurers have all taken a turn, it is time for the Monsters to act. A Skeleton appears atop a stone coffin, the Orc rises as a Zombie, and the Altar Demon attacks with a blast of arcane energy. Read:

Three things happen almost at the same time. A Skeleton with a sword and shield appears atop one of the stone coffins. The body near the altar rises as an undead creature—a zombie! And a terrible voice emanates from the stone altar, saying, "The sacrifices have arrived! now Bezenal feasts on blood and life!"

Place the Skeleton on the square marked "Skeleton 1" on the diagram on page 18. Stand up the Orc Mauler; it serves as the Orc Zombie.

On the Monsters' turn, you get to use the Skeleton, the Orc Zombie, and the Altar Demon. When the Skeleton is defeated, it appears on the Monsters' next turn on the "Skeleton 2" square.

Skeleton

Speed	6 Squares	Can Move up to 6 squares
Attack	Roll d20 and add 1	Uses a scimitar
Damage	Roll d6+1	
Armor Class	15	
Hit Points	6	() Current Hit Points
Special Ability	The Skeleton reduces any damage that Regdar or Carn deal with their slashing weapons by 5	

Orc Zombie

Speed	6 Squares	Can only Move or Attack
Attack	Roll d20 and add 4	Uses a morningstar
Damage	Roll d6+1	
Armor Class	12	
Hit Points	16	() Current Hit Points
Special Ability	The Orc Zombie reduces any damage that Lanin or Dothal deal with their bludgeoning weapons by 5	

Altar Demon

Speed 0 Squares
Attack Special
Damage Roll d4+4
Armor Class 13
Hit Points 32

The Altar Demon can't move
Fires a bolt of arcane energy

(_____)

Current Hit Points

Special Ability On its turn, the Altar Demon can fire a single bolt of arcane energy. This bolt moves in a straight line, forward or diagonal, from either of the two squares in front of the altar. Any Adventurer in that line is hit by the bolt and takes damage. A Reflex saving throw of 15 or better reduces the damage by half.

Roleplaying the Monsters

Bezenthel the Altar Demon loves to kill living creatures and raise them as undead servants. It has gone more than a little insane in the centuries that it has been trapped within the altar. It sends its undead servants to destroy the Adventurers, attacking with its own arcane energy bolts each turn.

The Skeleton and the Zombie are mindless, undead creatures. They move toward the nearest living foes and attack, but they don't speak or think for themselves. **Note that the Zombie can only Move or Attack on its turn, not both.**

After the Battle

Assuming that the Adventurers defeat the Altar Demon and its undead minions, they can Search any parts of the area they haven't examined yet. This might include the two Chests, the smashed coffin, and the Orc Zombie.

XP: For each Skeleton that appears and is defeated, 100 XP. For defeating the Orc Zombie, 300 XP. For defeating the Altar Demon, 300 XP. Add up the total XP and divide by four. The result is what each Adventurer earns for this adventure.

For example, if the Adventurers defeat three Skeletons, the Orc Zombie, and the Altar Demon, the total XP is 900. Divide this by four. Each Adventurer receives 225 XP.

ENCOUNTER FOUR

THE MINOTAUR MAZE

After resting in town or camping in the dungeon, the Adventurers are ready to continue exploring.

Set Up

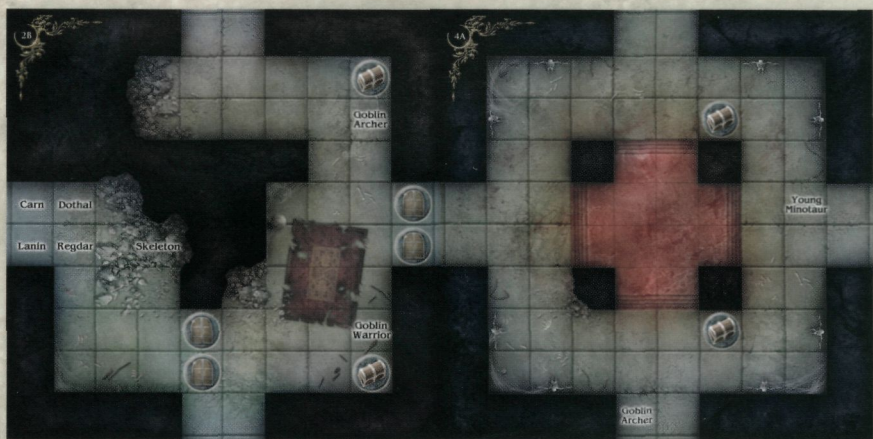
Place the Dungeon Tiles labeled "2B" and "4A" in the center of the table, as shown on the diagram below.

Place the four Adventurer miniatures on the squares, as shown.

Place two Door counters on the squares, as shown. Make sure both say "Trap!" on the back.

Take the Skeleton, Goblin Archer, Goblin Warrior, and Young Minotaur miniatures out of the box. They don't go on the Dungeon Tiles yet. The adventure tells you when to place them.

Take four Chest counters (the ones that say "Chest" on the back) and two Door counters (the ones that say "Locked!" on the back) out of the box. They don't go on the Dungeon Tiles yet. The adventure tells you when to place them.



Read Aloud

Start this adventure by reading the opening below.

Moving deeper into the dungeon, you come upon a partially collapsed section of corridor and a set of double doors. To continue exploring, you need to get past the closed doors. What do you want to do?

Have each player take a turn in initiative order (Cam, Lanin, Regdar, Dothal, then the Monsters).

The First Challenge

Tusenmaug the Blue Dragon, now aware that the Adventurers have invaded his dungeon, has sent a powerful minion to destroy them—the Young Minotaur Palehorn. The first challenge Palehorn places in their way is a set of trapped Doors. In addition, a longtime denizen of the dungeon, a Skeleton, hides in the nearby rubble.

When any Adventurer tries to open the Doors, the Skeleton springs out of the rubble. Place the Skeleton miniature on the square, as shown.

Skeleton

Speed	6 Squares	Can Move up to 6 squares
Attack	Roll d20 and add 1	Uses a scimitar
Damage	Roll d6+1	
Armor Class	15	
Hit Points	6	()
		Current Hit Points
Special Ability	The Skeleton reduces any damage that Regdar or Carn deal with their slashing weapons by 5	

THE TRAPPED DOORS

When any Adventurer tries to open the Doors, two things happen: The Skeleton springs out of the rubble (place the miniature on the square) and the trap is sprung. The Skeleton acts on the Monsters' turn. The trap takes place immediately.

Cam the Rogue can try to Search the Doors. If he fails the Search, the trap goes off. If he succeeds, then he can try to disarm the trap with a Disable Device skill check.

If the trap goes off, a wicked blade emerges from the Doors and attacks any Adventurers in the three squares directly next to the Doors. It attacks with the d20 and adds 5. If it hits, it deals 1d6+2 damage. This trap only goes off once. After it goes off or is disarmed, the trap is harmless and the Doors can be opened easily.

Goblin Attack

As soon as any Adventurer opens the Doors, remove the Door counters from the Dungeon Tile and place the following miniatures and counters, as shown on the diagram on page 23:

Goblin Warrior, Goblin Archer, Chest (Chest), Chest (Chest), Door (Locked!), Door (Locked!). Then read:

A goblin warrior shouts, "They in! They in!" as soon as you open the doors. It snarls, clutches its weapon in a tight little grip, and prepares to charge.

If the Adventurers still have Moves or other actions left to perform, continue the initiative order. The goblins act on the Monsters' turn. Monster statistics and tactics are described below.

The Goblins follow the orders given them by Palehorn the Minotaur. They are to attack the Adventurers, defeating them if possible but at least softening them up before they move into the next chamber to face Palehorn. The Archer tries to keep its distance and use its crossbow from afar. After making an attack in the previous turn, it can **Move and Reload** or **Reload and Attack**. The Warrior moves in to attack the Adventurers with its morningstar. Both fight until they are defeated.

The passages to the right and left of the chamber lead to dead ends.

The Chests: The Chests are neither locked nor trapped. The first Chest contains Tools, Weapon, and a *Cure Light Wounds* scroll. The second Chest contains a Healing Potion, Armor, and a *Daze* scroll.

Goblin Archer

Speed	6 Squares	Can Move up to 6 squares
Attack	Roll d20 and add 3	This is a Ranged Attack
Damage	Roll d6	
Armor Class	15	
Hit Points	5	()

Current Hit Points

Special The Goblin Archer makes a Ranged Attack with a crossbow; it can target any Adventurer it can see

Goblin Warrior

Speed	6 Squares	Can Move up to 6 squares
Attack	Roll d20 and add 3	Uses a morningstar
Damage	Roll d6	
Armor Class	14	
Hit Points	8	()

Current Hit Points

THE LOCKED DOORS

The Doors leading to the chamber where Falehorn waits are locked. See page 16 for how to unlock the Doors, or for how to break them.

The Final Challenge

Once the Adventurers open the locked Doors, they must face the final challenge of this quest—the Young Minotaur named Palehorn.

Place the Young Minotaur miniature and two Chest counters that say "Chest" on the back, as shown on the diagram on page 23. Don't place the Goblin Archer miniature yet, as this Monster is hiding when the Adventurers first examine the chamber. Read:

A raised platform of blood-red stone dominates the center of this chamber. Across from you stands a tall, powerfully built humanoid with the head of a bull and covered in shaggy fur. It carries a sword and bellows a challenge as soon as you open the doors. "Prepare to die, intruders! it yells, "I am Palehorn, favored of the dragon Tusenmaug. I shall destroy you!"

The Adventurers take turns in initiative order, or they get to finish their turns if an Adventurer opened the doors before the end of the order. On the Monsters' turn, Palehorn rushes to attack the nearest Adventurer. Then place the Goblin Archer, as shown. It makes a ranged attack and reveals its presence, targeting one of the spellcaster (Dothal or Lanin). Palehorn tries to fight the Adventurers on the platform to take advantage of its special ability.

Blood-Red Platform: Any successful attack upon an Adventurer or Monster standing in the center of the chamber deals an additional 1 point of damage. This works against Palehorn, but the Minotaur believes it can make better use of this magic than the Adventurers.

The Chests: The Chests in this chamber are neither trapped nor locked. The first Chest contains a Healing Potion and a *Guidance* scroll. The second Chest contains a Weapon and a *Flare* scroll. Give the Adventurer that successfully Searches a Chest the appropriate Treasure counters.

Young Minotaur

Speed	6 Squares	Can Move up to 6 squares
Attack	Roll d20 and add 6	Uses a longsword
Damage	Roll d8+2	
Armor Class	14	
Hit Points	28	()
		Current Hit Points

Goblin Archer

Speed	6 Squares	Can Move up to 6 squares
Attack	Roll d20 and add 3	This is a Ranged Attack
Damage	Roll d6	
Armor Class	15	
Hit Points	5	(_____)
		Current Hit Points
Special	The Goblin Archer makes a Ranged Attack with a crossbow; it can target any Adventurer it can see	

After the Battle

Assuming that the Adventurers defeat Palehorn and the Goblin Archer, they can Search the area (Dungeon Tile "4A"). This includes two Chests and Palehorn. The contents of the Chests are described on the previous page. A successful Search of the Young Minotaur uncovers a pouch containing 300 gold pieces and a map of the dungeon, leading from this chamber to the probable location of the Blue Dragon.

XP: Consider each challenge as a whole. For defeating the Skeleton and surviving and getting through the trapped doors, give each Adventurer 100 XF. For defeating the Goblin Archer and Goblin Warrior, give each Adventurer 75 XF. For defeating Palehorn the Young Minotaur and the Goblin Archer, give each Adventurer 225 XP. So, for successfully completing this adventure, each Adventure receives 400 XP.

Second Level

At this point, each Adventurer should have accumulated more than 1,000 XP for successfully completing the first four encounters. That means they are ready to advance to 2nd level, gaining more power and hit points. Check out the *Advanced Rulebook* for how to level up a character, then when you and your players are ready, they can take on the tougher quest presented in Encounter Five.

ENCOUNTER FIVE

THE GARGOYLE'S FOUNTAIN

This is the first adventure you should use to challenge your 2nd-Level Characters. Use it after you have allowed your players to level up using the rules in the *Advanced Rulebook*.

SetUp

Place the Dungeon Tile labeled "4B" in the center of the table.

Place the four Adventurer miniatures on the squares, as shown on the diagram on this page.

Place two Chest counters on the Dungeon Tile, as shown below. Use the counters that say "Trap!" and "Locked!" on the back.

Take the Gargoyle and Skeleton miniatures, and two more Chest counters (the ones that say "Chest" on the back) out of the box. They don't go on the Dungeon Tile yet. The adventure tells you when to place these pieces on the Dungeon Tile.



The Fountain Chamber

Start the adventure by reading the opening below.

You follow the path scrawled on the Minotaur's map and reach a strange chamber. A fountain dominates the far wall, with water spilling from the mouth of a monstrous stone face carved into the wall. Two shadowy alcoves frame the fountain, each filled with thick cobwebs and dust. Finally, two wooden chests stand in the center of the chamber, inviting you to investigate them. What do you want to do?

nothing appears threatening or dangerous when the Adventurers first enter this chamber. Here are some of the things they may try to do, and how you can deal with them.

THE FOUNTAIN

Cool, fresh water spills from the mouth of the stone carving, filling the basin of the fountain to a depth of 3 feet. Gems litter the bottom of the fountain, which consists of another stone carving that shows a humanoid form with wings sprawled as if lounging at the bottom of the pool. If any Adventurer attempts to take the gems out of the water, the guardian of the fountain rises to attack. Read:


The winged carving emerges from the stone floor of the fountain and rises out of the water, spreading stone wings and flexing stone talons. It glares at you with stone-dead eyes, and makes a threatening sound like two rocks being bashed together.

This creature is a Gargoyle, a living statue that preys upon intruders to this chamber. It also rises if either of the Chests are tampered with. Place the Gargoyle miniature on the Dungeon Tile, as shown on page 28. The Gargoyle fights until nothing remains alive in the chamber, or until it is destroyed.

The gems are worth a total of 800 gold pieces if they are collected.

Lesser Gargoyle

Speed	8 Squares	Can Move up to 8 squares
Attack	Roll d20+6 Roll d20+6	Make two attacks with claws
Damage	Roll d4+2	
Armor Class	15	
Hit Points	37	() Current Hit Points
Special Ability	The Gargoyle reduces any damage it receives by 5; Adventurers with the Weapon treasure counter don't reduce the damage they deal to the Gargoyle	



THE TRAPPED CHEST

One Chest is trapped. If an Adventurer successfully Searches the Chest (result of 15 or more), turn the counter over to show that the Chest is trapped. If Cam the Rogue Searches the Chest, the trap does not immediately go off. Any other Adventurer immediately sets off the trap.

When this Chest is Searched, the Gargoyle rises out of the fountain (see "The Fountain" on the previous page).

If the trap is set off, a burst of metal darts explodes in all directions. Any Adventurer in a square next to the trapped Chest is dealt 2d4 points of damage. An Adventurer makes a Reflex saving throw to avoid some of the damage. If the saving throw result is 15 or better, the Adventurer dodges and takes half damage (round down) from the trap.

If Cam the Rogue successfully Searches the Chest, the trap is revealed but it doesn't go off. Cam can try to disarm the trap. He needs to get a result of 20 or better on a Disable Device skill check. If the check fails, the trap goes off. If the check succeeds, the trap is disarmed and the Chest can be opened.

The Chest contains a Healing Potion and a *Magic Missile* scroll.

THE LOCKED CHEST

One Chest is locked. If an Adventurer successfully Searches the Chest (result of 15 or more), turn the counter over to show that the Chest is locked. That Adventurer can try to break the lock, or Cam the Rogue can try to unlock it.

When this Chest is Searched, the Gargoyle rises out of the fountain (see "The Fountain" on the previous page).

Only Cam the Rogue can unlock the Chest. He needs a result of 20 or better on his Open Lock skill check. If Cam fails the skill check, the only way to open the Chest is to break the lock.

Any Adventurer can try to break the lock. To break the lock, an Adventurer needs to make a 15 or better Strength check.

The Chest contains a Healing Potion and a *Divine Favor* scroll.

THE ALCOVES

The alcoves to each side of the fountain are dark and filled with thick cobwebs. To explore the alcoves, an Adventurer must spend a turn clearing the webs.

The alcove to the left of the fountain contains a Chest and a Skeleton. When an Adventurer declares that he or she is clearing the webs, place the Skeleton miniature and a Chest counter that says "Chest" on the back. The Skeleton immediately emerges from the cobwebs and attacks. The Adventurers notice that this Skeleton is different from others they have battled in the dungeon—a strange orange fire dances within the open recess of its rib cage, giving it an eerie glow.

Fire Skeleton

Speed	6 Squares	Can Move up to 6 squares
Attack	Roll d20 and add 3	Uses a scimitar
Damage	Roll d6+3	
Armor Class	16	
Hit Points	16	() Current Hit Points
Special Ability	The Skeleton reduces any damage that Regdar or Cam deal with their slashing weapons by 5. When the Skeleton is destroyed, it explodes and deals 1d4+2 damage to any Adventurers next to it (Reflex saving throw 15 or better for half damage)	

Once the Skeleton is defeated, an Adventurer can Search the Chest. It contains a Weapon treasure counter.

The alcove to the right contains a Chest counter that says "Chest" on the back. The Chest contains a Healing Potion and an Armor treasure counter.

After the Battles

Assuming that the Adventurers defeat the Gargoyle and the Fire Skeleton, they receive experience points for this encounter.

XP: For surviving or defeating the trapped chest, 100 XP each. For defeating the Fire Skeleton, 150 XP each. For defeating the Lesser Gargoyle, 225 XP each.

NEXT?

Next, the Adventurers must confront Tusenmaug the Blue Dragon to finally end the menace from the dungeon and save the town of Griffonford.

Encounter Six: Against the Blue Dragon can be found starting on page 18 of the *Advanced Rulebook*.

DUNGEONS & DRAGONS BASICS

STARTING CHARACTER INITIATIVE ORDER

Carn the Rogue
Lanin the Wizard
Regdar the Fighter
Dothal the Cleric
The Monsters

ACTIONS

Whenever an Adventurer or a Monster attempts an action, the controlling player rolls the twenty-sided die (d20). The higher you roll, the better chance you have to succeed.

There are three basic types of actions:

- **Attack Roll:** A roll to determine success when making an attack.
- **Skill Check:** A roll to determine success when using a skill.
- **Ability Check:** A roll to determine success when attempting a task to which no specific skill readily applies.

DETERMINING SUCCESS

1. *Roll a d20.*
2. *Add any relevant modifiers, as shown on the Character Sheet or in the Monster Stat Block.*
3. *Compare the result to a target number. If the result equals or exceeds the target number, the action succeeds.*

TARGET NUMBERS

When an Adventurer attacks a Monster, the target number is the Monster's Armor Class (AC).

When a Monster attacks an Adventurer, the target number is the player character's Armor Class (AC).

All other target numbers (for skill checks and ability checks) are described in the adventure.

ON THE MONSTERS' TURN ...

- **Attack an Adventurer** next to it and then **Move Its Speed**
- **Move Its Speed** and then **Attack an Adventurer** next to it
- **Move Its Speed** and then **Move Its Speed** again

AGES 12+

DUNGEONS & DRAGONS® BASIC GAME

FIGHTER

CHARACTER BOOK



The Player Who Wants to Play
the Fighter Character Takes This Book
and the Regdar Miniature Figure

YOU ARE THE FIGHTER

You are Regdar, a Human Fighter. You've been trained to fight with a sword and wear heavy armor. You're the best at hitting and damaging monsters with your attacks.

Regdar likes to get up front in a battle, taking the fight directly to the monsters. You see dangerous missions as your job, and you love your job!

As a Human, you are adaptable and ambitious, with a tendency to be daring and to champion all kinds of causes.

You are part of a team of adventurers that explores dungeons and fights monsters. Your teammates include Dothal the Dwarf Cleric, Lanin the Elf Wizard, and Carn the Human Rogue. You are friends and companions, ready to brave the dangerous and mysterious dungeons together for fame and treasure.

The next couple of pages show you other things you need to know to play Regdar, including what you can do on your turn and how to roll the dice. Refer to your Starting Character Sheet often as you read these rules (on the back of this book).

THIS BOOK...

... tells you how to play your character, Regdar the Fighter. While your Dungeon Master gets ready to run the adventure, you should review the rules in this book so you're ready to play. In addition to game rules and other important information, this book contains your Starting Character Sheet, on the back page, which you use for your first few adventures in the dungeon. There's also a blank Character Sheet that you can use to create your own character or to advance Regdar the Fighter to 2nd level (found in the *Advanced Rules* book).

Rolling Dice

The DUNGEONS & DRAGONS game uses dice to resolve actions during play. If you want to try to do something—such as attack the gargoyle, disarm the trap, or search for treasure—you roll the dice.



d4



d6



d8



d10



d12



d20

Character Actions

Whenever your character attempts an action, roll the twenty-sided die (d20). The higher you roll, the better chance you have to succeed.

There are three basic types of character actions:

- *Attack Roll*: A roll to determine if your character succeeds at attacking a monster or other opponent.
- *Skill Check*: A roll to determine if your character uses a skill successfully.
- *Ability Check*: A roll to determine if your character succeeds at a task to which no specific skill readily applies.

Determining Success

To determine if an attack, a skill check, or an ability check succeed, follow these steps:

1. Roll a d20.
2. Add any relevant modifiers, as shown on your Character Sheet.
3. *Compare the result to a target number provided by your Dungeon Master (DM).*

If the result equals or exceeds the target number, the action succeeds.

Who Goes First?

Check out the section of your Starting Character Sheet labeled "Initiative." Initiative sets the order of play.

The order of play (initiative order) for Starting Characters is:

Carn the Rogue goes first
Lanin the Wizard goes second
Regdar the Fighter goes third (that's your character)
Dothal the Cleric goes fourth
Monsters go fifth

On Your Turn ...

On your turn you can do one of these actions:

- Attack a Monster next to you and then Move Your Speed
- Move Your Speed and then Attack a Monster next to you
- Open a Door next to you and then Move Your Speed
- Move Your Speed and then Open a Door next to you
- Search an Object next to you and then Move Your Speed
- Move Your Speed and then Search an Object next to you
- Give an Item to an Adventurer next to you and then Move Your Speed
- Move Your Speed and then Give an Item to an Adventurer next to you
- Move Your Speed and then Move Your Speed again
- Use a Potion and then Move Your Speed
- Move Your Speed and then Use a Potion

Action Descriptions

Refer to your Starting Character Sheet when reading these descriptions.

Move your speed

Your Speed is 4 squares.

When you Move Your Speed: You can move up to 4 squares in any direction. You can move through other Adventurers, but you cannot stop on the same square as another Adventurer. You cannot move through Monsters. You cannot stop on a Monster's square. You cannot move through closed doors. You cannot move through walls. When you move, you can always choose to move fewer than 4 squares, or not to move at all.

Attack a Monster

To Attack a Monster, you must be in a square next to the monster.

When you attack: You swing your sword and make an Attack Roll. As shown on your Starting Character Sheet, to make an Attack Roll you roll the d20 and add 3. Tell the DM your result. The DM tells you if your attack hits.

If you hit: You hit it with your sword!
now you make a Damage Roll, as shown on your Starting Character Sheet. Roll the d8 and add 2. Tell the DM the result. The DM tells you what happens to the Monster. You may hurt it and need to attack again on your next turn, or you may defeat it.

If you miss: You can try to attack again on your next turn.

Attack Tactic: Flanking

Here's a cool tactic to use in combat. If you and another Adventurer stand on opposite sides on the same Monster, you are Flanking that Monster. When you Flank, you get to add 2 to your Attack Roll against that monster.

Open a Door

When you first encounter them, doors are closed. Be careful! Some closed doors may be locked, and some may be trapped! You can't move through closed doors. To Open a Door you must be in a square next to it. Once you open a door, it stays open.

Some doors are double doors (two doors side by side). Both open when you open one door even if you aren't next to both.

You might want Carn the Rogue to Search a door before you try to open it. Carn can find and remove traps, and unlock doors. If you open a trapped door without letting Carn disable the trap, you set off the trap and take damage.

If a door is locked, you can make a Strength check to try to break it open.

Search an Object

You can search treasure chests. You must be in a square next to a square that contains a Chest counter to Search an Object. When you search something, you have a chance of finding Treasure, a Trap, or nothing. Treasures include items such as Healing Potions, Magic Scrolls, and Magic Gear. When you find a Treasure, you receive a Treasure counter. You can also encounter a Trap when searching. Only Carn the Rogue can find a Trap without setting it off. When you Search an Object, you must make a Search Check. See Skill Checks for how to make a Search Check.

Give an Item

Sometimes you want to Give an Item to another Adventurer. You need to be next to another Adventurer to give an item. You might find something that you can't use, or you might need to give a hurt Adventurer a Healing Potion. When you Give an Item to another Adventurer, give that player the Treasure counter you received. If you give away a Treasure counter, you no longer benefit from it.



Use a Potion

You start with a Healing Potion Treasure counter. Use a Healing Potion after you have been damaged by a Monster or a Trap. After you Use a Potion, give the counter to the Dungeon Master. You cannot Use a Potion again unless you find another one while exploring the dungeon.

When you Use a Potion: Roll a d8 and add 1. This is how many hit points you recover. You cannot recover more than your Original Hit Points, as shown on your Starting Character Sheet.

The Monsters' Turn

Whenever a Monster miniature figure has been revealed, the Monsters get to take a turn after Dothal goes. The Dungeon Master controls the Monsters. The DM can move all the revealed Monsters during the Monsters' turn. The DM must use each Monster one at a time during the Monsters' turn. Monsters can Move and Attack, Attack and Move, or Move and Move just like you can. Some Monsters can also do things that you can't do, such as Attack and Attack. Monsters can't open doors.

When a Monster Attacks You: To Attack you, the DM rolls a d20 and adds the Monster's Attack Bonus. If the result is equal to or greater than your Armor Class, the Monster hits you. **Your Armor Class is 17.**

When a Monster nits You: When a Monster hits you, the DM rolls to see how much damage the Monster deals. Subtract this number from your Current Hit Points, and write the new total in the Current Hit Points box. If you get hit again, or you get healed by a Spell, Potion, or Scroll, record the new total. **You start with 12 Hit Points.**

When Your Hit Points are 0 or less: If you take enough Damage to reduce your Current Hit Points to 0 or less, you are defeated. Turn your Adventurer on its side. You can't do anything on your turn until Dothal the Cleric casts a Spell to heal you, or someone gives you a Healing Potion (someone can give you a Potion that you carry; they just need to move next to you and use the Give an Item action).

Other Rolls You Might Make

There are a few other types of dice rolls you might need to make when playing the DUNGEONS & DRAGONS game. These are described on the next page.

Skill Checks

You make a Skill Check when you use a skill. Sometimes you decide when to make a skill check, such as when you Search an Object. At other times, the DM asks you to make a Skill Check. The DM says something like, "Make a Balance Check. If you don't have the Balance skill, you can make a Dexterity check instead." If the DM asks you to make a Skill Check that isn't on this list and does not offer an alternative Ability Check, you can't do it.

Listen: The Listen skill allows you to hear sounds in the dungeon. Roll the d20 and add 1. If the result is 15 or more, and there is something important to hear, the DM describes the sound.

Search: The Search skill allows you to look for Treasure. You make a Search Check when you Search an Object.

Roll the d20 and add 2. If the result is 14 or less, you don't find anything. Do not turn over the Chest counter. Other Adventurers might be able to find something there. You can't Search that object again.

If you get a 15 or more, you successfully searched the object. Turn over the Chest counter. If it's a Trap, the DM tells you what happens. If there is a Treasure, the DM tells you what you find and gives you a Treasure counter.

Spot: The Spot skill allows you to notice hidden opponents. Roll the d20 and add 1. If the result is 15 or more, and there is something important to notice, the DM tells you.

Ability Checks

Sometimes the Dungeon Master asks you to make an Ability Check. An Ability Check is a roll to determine if your character succeeds when attempting to do something to which no specific skill applies. Roll the d20, add the modifier for the matching ability, and tell the DM your result. The DM tells you what happens.

Saving Throws

A Saving Throw is a roll you make to avoid certain types of danger, such as a Trap. Roll a d20 and add the modifier for the specific type of Saving Throw the DM asks you to make. Tell the DM your result, and the DM tells you what happens.

REGDAR HUMAN FIGHTER

STARTING CHARACTER SHEET

Initiative 3
Speed 4 Squares
Attack Roll d20 and add 3
Damage Roll d8 and add 2

Armor Class 17

Hit Points 12

You go third in the round
You can Move 4 squares
Add another 2 if Planking

What Monsters need to hit you

Current Hit Points

SAVING THROWS

Fortitude Roll d20 and add 4
Reflex Roll d20 and add 1
Will Roll d20 and subtract 1

To resist poison
To avoid traps or dragon breath
To resist mental attacks

ABILITY CHECKS

Strength Roll d20 and add 2
Dexterity Roll d20 and add 1
Constitution Roll d20 and add 2
Intelligence Roll d20
Wisdom Roll d20 and subtract 1
Charisma Roll d20 and add 1

To test your physical strength
To test your agility
To test your health
To test how smart you are
To test how observant you are
To test how likeable you are

SKILL CHECKS

Listen Roll d20 and add 1
Search Roll d20 and add 2
Spot Roll d20 and add 1

To hear unseen dangers
To find hidden treasure
To notice hidden opponents

STARTING TREASURE

1 Healing Potion counter

AGES 12+

DUNGEONS DRAGONS® BASIC GAME

ROGUE

CHARACTER BOOK



The Player Who Wants to Play
the Rogue Character Takes This Book
and the Carn Miniature Figure

YOU ARE THE ROGUE

You are Cam, a Human Rogue. You grew up on your own and learned to take care of yourself. You're an expert at getting around traps and opening locked doors. You use a bow to attack enemies from a distance.

As a Human, you are adaptable and ambitious, with a tendency to be daring and to champion all kinds of causes. You are part of a team of adventurers that explores dungeons and fights monsters. Your teammates include Dothal the Dwarf Cleric, Lanin the Elf Wizard, and Regdar the Human Fighter. You are friends and companions, ready to brave the dangerous and mysterious dungeons together for fame and treasure.

The next couple of pages show you other things you need to know to play Cam, including what you can do on your turn and how to roll the dice. Refer to the your Starting Character Sheet often as you read these rules (on the back page of this book).

THIS BOOK...

... tells you how to play your character, Cam the Fighter. While your Dungeon Master gets ready to run the adventure, you should review the rules in this book so you're ready to play. In addition to game rules and other important information, this book contains your Starting Character Sheet, on the back page, which you use for your first few adventures in the dungeon. You'll find a blank Character Sheet in the *Advanced Rule Book* that you can use to create your own character or to advance Cam the Rogue to 2nd level.

Rolling Dice

The DUNGEONS & DRAGONS game uses dice to resolve actions during play. If you want to try to do something—such as attack the gargoyle, disarm the trap, or search for treasure—you roll the dice.



d4



d6



d8



d10



d12



d20

Character Actions

Whenever your character attempts an action, roll the twenty-sided die (d20). The higher you roll, the better chance you have to succeed.

There are three basic types of character actions:

- **Attack Roll:** A roll to determine if your character succeeds at attacking a monster or other opponent.
- **Skill Check:** A roll to determine if your character uses a skill successfully.
- **Ability Check:** A roll to determine if your character succeeds at a task to which no specific skill readily applies.

Determining Success

To determine if an attack, a skill check, or an ability check succeed, follow these steps:

1. Roll a d20.
2. Add any relevant modifiers, as shown on your Character Sheet.
3. Compare the result to a target number provided by your Dungeon Master (DM).

If the result equals or exceeds the target number, the action succeeds.

Who Goes First?

Check out the section of your Starting Character Sheet labeled "Initiative." Initiative sets the order of play.

The order of play (initiative order) for Starting Characters is:

Cam the Rogue goes first (that's your character)
Lanin the Wizard goes second
Regdar the Fighter goes third
Dothal the Cleric goes fourth
Monsters go fifth

On Your Turn ...

On your turn you can do one of these actions:

- **Attack a Monster** next to you and then **Move Your Speed**
- **Move Your Speed** and then **Attack a Monster** next to you
- **Shoot a Monster** next to you and then **Move Your Speed**
- **Move Your Speed** and then **Shoot a Monster** next to you
- **Open a Door** next to you and then **Move Your Speed**
- **Move Your Speed** and then **Open a Door** next to you
- **Search an Object** next to you and then **Move Your Speed**
- **Move Your Speed** and then **Search an Object** next to you
- **Give an Item** to an Adventurer next to you and then **Move Your Speed**
- **Move Your Speed** and then **Give an Item** to an Adventurer next to you
- **Move Your Speed** and then **Move Your Speed** again
- **Drink a Potion OR Use a Scroll** and then **Move Your Speed**
- **Move Your Speed** and then **Drink a Potion OR Use a Scroll**

Action Descriptions

Refer to your Starting Character Sheet when reading these descriptions.

Move your speed

Your Speed is 6 squares.

When you Move Your Speed: You can move up to 6 squares in any direction. You can move through other Adventurers, but you cannot stop on the same square as another Adventurer. You cannot move through Monsters. You cannot stop on a Monster's square. You cannot move through closed doors. You cannot move through walls. When you move, you can always choose to move fewer than 6 squares, or not to move at all.

Attack a Monster

To Attack a Monster, you must be in a square next to the monster.

When you attack: You swing your weapon and make an Attack Roll. As shown on your Starting Character Sheet, to make an Attack Roll you roll the d20. Tell the DM your result. The DM tells you if you hit.

If you hit: You hit it with your short sword!

Now you make a Damage Roll, as shown on your Starting Character Sheet. Roll the d6. Tell the DM the result. The DM tells you what happens to the Monster. You may hurt it and need to attack again on your next turn, or you may defeat it.

If you miss: You can try to attack again on your next turn.

Sneak Attack: If you are flanking (see next page) or if you attack a monster before it has acted, you add d6 to your damage rolls.

Attack Tactic: Flanking

Here's a cool tactic to use in combat. If you and another Adventurer stand on opposite sides on the same Monster, you are Flanking that Monster. When you Flank, you get to add 2 to your Attack Roll against that monster.

Shoot a Monster

To Shoot a Monster, you must be at least one square away from the Monster, and you must be able to see the Monster in the dungeon. If a wall stands between your miniature figure and the Monster, you can't see the Monster and you can't shoot it.

When you shoot: You fire your shortbow and make a Ranged Attack Roll. As shown on your Starting Character Sheet, to make a Ranged Attack Roll you roll the d20 and add 3. Tell the DM your result. The DM tells you if you hit.

If you hit: You hit it with your shortbow! now you make a Damage Roll, as shown on your Starting Character Sheet. Roll the d6. Tell the DM the result. The DM tells you what happens to the Monster. You may hurt it and need to attack again on your next turn, or you may defeat it.

If you miss: You can try to attack again on your next turn.

Open a Door

When you first encounter them, doors are closed. Be careful! Some closed doors may be locked, and some may be trapped! You can't move through closed doors. To Open a Door you must be in a square next to it. Once you open a door, it stays open.

Some doors are double doors (two doors side by side). Both open when you open one door even if you aren't next to both.

You can attempt to Open a Locked Door. See Skill Checks for how to make an Open Lock Check.

Search an Object

You can search treasure chests or doors. You must be in a square next to a square that contains a Chest counter to Search an Object. When you search something, you have a chance of finding Treasure, a Trap, or nothing. Treasures include items such as Healing Potions, Magic Scrolls, and Magic Gear. When you find a Treasure, you receive a Treasure counter. You can also encounter a Trap when searching. As Cam the Rogue, you can find a Trap without setting it off. When you Search an Object, you must make a Search Check. When you try to disarm a Trap, you must make a Disable Device Check. See Skill Checks for how to make a Search Check and a Disable Device Check.



Give an Item

Sometimes you want to Give an Item to another Adventurer. You need to be next to an Adventurer to give an item. You might find something that you can't use, or you might need to give a hurt Adventurer a Healing Potion. When you Give an Item to another Adventurer, give that player the Treasure counter you received. If you give away a Treasure counter, you no longer benefit from it.

Use a Potion

You start with a Healing Potion Treasure counter. Use a Healing Potion after you have been damaged by a Monster or a Trap. After you Use a Potion, give the counter to the Dungeon Master. You cannot Use a Potion again unless you find another one while exploring the dungeon.

When you Drink a Potion: Roll a d8 and add 1. This is how many hit points you recover. You cannot recover more than your Original Hit Points.

The Monsters' Turn

Whenever a Monster miniature figure has been revealed, the Monsters get to take a turn after Dothal goes. The Dungeon Master controls the Monsters. The DM can move all the revealed Monsters during the Monsters' turn. The DM must use each Monster one at a time during the Monsters' turn. Monsters can Move and Attack, Attack and Move, or Move and Move just like you can. Some Monsters can also do things that you can't do, such as Attack and Attack. Monsters can't open doors.

When a Monster Attacks You: To Attack you, the DM rolls a d20 and adds the Monster's Attack Bonus. If the result is equal to or greater than your Armor Class, the Monster hits you. **Your Armor Class is 16.**

When a Monster hits You: When a Monster hits you, the DM rolls to see how much damage the Monster deals. Subtract this number from your Current Hit Points, and write the new total in the Current Hit Points box. If you get hit again, or you get healed by a Spell, Potion, or Scroll, record the new total. **You start with 9 Hit Points.**

When Your Hit Points are 0 or less: If you take enough Damage to reduce your Current Hit Points to 0 or less, you are defeated. Turn your Adventurer on its side. You can't do anything on your turn until Dothal the Cleric casts a Spell to heal you, or someone gives you a Healing Potion.

Other Rolls You Might Make

There are a few other types of dice rolls you might need to make when playing the DUNGEONS & DRAGONS game.

Skill Checks

You make a Skill Check when you use a skill. Sometimes you decide when to make a skill check, such as when you Search an Object. At other times, the DM asks you to make a Skill Check. If the DM asks you to make a Skill Check that isn't on this list, make an Ability Check instead. If the DM does not offer an alternative Ability Check, you can't do it.

Balance: The Balance skill allows you to walk normally across slippery or dangerous surfaces. Roll the d20 and add 7. The DM describes what happens.

Diplomacy: The Diplomacy skill allows you to change the attitude of some Monsters. Roll the d20 and add 6. The DM tells you what happens.

Disable Device: The Disable Device skill allows you to disarm a trap. Use this skill when you encounter a Trapped door or treasure chest. Roll the d20 and add 4. On a result of 15 or better, you succeed and disarm the trap. If you fail, the Trap is sprung. The DM tells you what happens.

Open Lock: The Open Lock skill allows you to unlock Locked doors. Roll the d20 and add 7. If you get a result of 20 or better, you unlock the door. If you fail, the door remains locked and must be broken open.

Search: The Search skill allows you to look for Treasure or check a door for Traps. You make a Search Check when you Search an Object. Roll the d20 and add 4. If the result is 14 or less, you don't find anything. Do not turn over the Chest counter. Other Adventurers might be able to find something there. You can't Search that object again. If you get a 15 or more, you successfully searched the object. Turn over the Chest counter. If it's a Trap, you can try to disarm it or leave it alone. If there is a Treasure, the DM tells you what you find and gives you a Treasure counter.

Spot: The Spot skill allows you to notice hidden opponents. Roll the d20 and add 5. If the result is 15 or more, and there is something important to notice, the DM tells you.

Ability Checks

Sometimes the Dungeon Master asks you to make an Ability Check. An Ability Check is a roll to determine if your character succeeds when attempting to do something to which no specific skill applies. Roll the d20, add the modifier for the matching ability, and tell the DM your result. The DM tells you what happens.

Saving Throws

A Saving Throw is a roll you make to avoid certain types of danger, such as a Trap. Roll a d20 and add the modifier for the specific type of Saving Throw the DM asks you to make. Tell the DM your result, and the DM tells you what happens.

CARN HUMAN ROGUE

STARTING CHARACTER SHEET

Initiative	1	You go first in the round
Speed	6 Squares	You can Move 6 squares
Attack	Roll d20	Add another 2 if Flanking
Damage	Roll d6	Add d6 when flanking
Ranged Attack	Roll d20 and add 3	
Damage	Roll d6	
Sneak Attacks	If you are flanking or if you attack a monster before it has acted on the first round of combat, you add d6 to your damage rolls.	
Armor Class	16	What Monsters need to hit you
Hit Points	9	<div></div>
		Current Hit Points

SAVING THROWS

Fortitude	Roll d20	To resist poison
Reflex	Roll d20 and add 5	To avoid traps or dragon breath
Will	Roll d20 and add 1	To resist mental attacks

ABILITY CHECKS

Strength	Roll d20	To test your physical strength
Dexterity	Roll d20 and add 3	To test your agility
Constitution	Roll d20	To test your health
Intelligence	Roll d20	To test how smart you are
Wisdom	Roll d20 and add 1	To test how observant you are
Charisma	Roll d20 and add 2	To test how influential you are

SKILL CHECKS

Balance	Roll d20 and add 7	To walk normally across dangerous surfaces
Diplomacy	Roll d20 and add 6	To change attitudes
Disable Device	Roll d20 and add 4	To disarm traps
Open Lock	Roll d20 and add 7	To unlock locked doors
Search	Roll d20 and add 4	To find traps or treasure
Spot	Roll d20 and add 5	To notice hidden opponents

STARTING TREASURE

1 Healing Potion Counter

AGES 12+

DUNGEONS DRAGONS® BASIC GAME

CLERIC

CHARACTER BOOK*



The Player Who Wants to Play
the Cleric Character Takes This Book
and the Dothal Miniature Figure



YOU ARE THE CLERIC

You are Dothal, a Dwarf Cleric. You honor and serve the dwarven gods of Law and Light. Your training has included both healing magic and the art of battle. Thanks to your faith, the dungeons hold no terrors you can't handle. You fight side-by-side with the Fighter, but you also have helpful spells that can heal your allies and protect them.

As a Dwarf, you value hard work and fine craftsmanship, and you strive to bring honor to your clan. You have left the dwarven mountains to adventure with your companions Lanin the Elf Wizard, Cam the Human Rogue, and Regdar the Human Fighter. You are friends and teammates, ready to brave dangerous dungeons and fight monsters for fame and treasure.

The next couple of pages show you other things you need to know to play Dothal, including what you can do on your turn and how to roll the dice. Refer to the your Starting Character Sheet often as you read these rules (on the back page of this book).

THIS BOOK...

... tells you how to play your character, Dothal the Cleric. While your Dungeon Master gets ready to run the adventure, you should review the rules in this book so you're ready to play. In addition to game rules and other important information, this book contains your Starting Character Sheet, on the back page, which you use for your first few adventures in the dungeon. You'll find a blank Character Sheet in the *Advanced Rule Book* that you can use to create your own character or to advance Dothal the Cleric to 2nd level.

Rolling Dice

The DUNGEONS & DRAGONS game uses dice to resolve actions during play. If you want to try to do something—such as attack the gargoyle, disarm the trap, or search for treasure—you roll the dice.



d4



d6



d8



d10



d12



d20

Character Actions

Whenever your character attempts an action, roll the twenty-sided die (d20). The higher you roll, the better chance you have to succeed.

There are three basic types of character actions:

- **Attack Roll:** A roll to determine if your character succeeds at attacking a monster or other opponent.
- **Skill Check:** A roll to determine if your character uses a skill successfully.
- **Ability Check:** A roll to determine if your character succeeds at a task to which no specific skill readily applies.

Determining Success

To determine if an attack, a skill check, or an ability check succeed, follow these steps:

1. Roll a d20.
2. Add any relevant modifiers, as shown on your Character Sheet.
3. *Compare the result to a target number provided by your Dungeon Master (DM).*

If the result equals or exceeds the target number, the action succeeds.

Who Goes First?

Check out the section of your Starting Character Sheet labeled "Initiative." Initiative sets the order of play.

The order of play (initiative order) for Starting Characters is:

Cam the Rogue goes first
Lanin the Wizard goes second
Regdar the Fighter goes third
Dothal the Cleric goes fourth (that's your character)
Monsters go fifth

On Your Turn ...

On your turn you can do one of these actions:

- **Attack a Monster** next to you and then **Move Your Speed**
- **Move Your Speed** and then **Attack a Monster** next to you
- **Cast a Spell** and then **Move Your Speed**
- **Move Your Speed** and then **Cast a Spell**
- **Open a Door** next to you and then **Move Your Speed**
- **Move Your Speed** and then **Open a Door** next to you
- **Search an Object** next to you and then **Move Your Speed**
- **Move Your Speed** and then **Search an Object** next to you
- **Give an Item** to an Adventurer next to you and then **Move Your Speed**
- **Move Your Speed** and then **Give an Item** to an Adventurer next to you
- **Move Your Speed** and then **Move Your Speed** again
- **Use a Potion OR Use a Scroll** and then **Move Your Speed**
- **Move Your Speed** and then **Use a Potion OR Use a Scroll**

Action Descriptions

Refer to your Starting Character Sheet when reading these descriptions.

Move your speed

Your Speed is 4 squares.

When you Move Your Speed: You can move up to 4 squares in any direction. You can move through other Adventurers, but you cannot stop on the same square as another Adventurer. You cannot move through Monsters. You cannot stop on a Monster's square. You cannot move through closed doors. You cannot move through walls. When you move, you can always choose to move fewer than 4 squares, or not to move at all.

Attack a Monster

To Attack a Monster, you must be in a square next to the monster.

When you attack: You swing your weapon and make an Attack Roll. As shown on your Starting Character Sheet, to make an Attack Roll you roll the d20 and add 1. The DM tells you if you hit.

If you hit: You hit it with your warhammer!

Now you make a Damage Roll, as shown on your Starting Character Sheet. Roll the d8 and add 1. Tell the DM the result, and the DM tells you what happens. You may hurt the monster and need to attack again on your next turn, or you may defeat it.

If you miss: You can try to attack again on your next turn.

Attack Tactic: Flanking

Here's a cool tactic to use in combat. If you and another Adventurer stand on opposite sides on the same Monster, you are Flanking that Monster. When you Flank, you get to add 2 to your Attack Roll against that monster.

Cast a Spell or Use a Scroll

You start play with the *Cure Light Wounds* Scroll Treasure counter.

You cast divine spells. Some spells are offensive, others defensive. As an action, you can cast a spell from memory (as shown on your Starting Character Sheet) or from a scroll (found while exploring the dungeon). After you use the Scroll, give the counter to the Dungeon Master.

Open a Door

When you first encounter them, doors are closed. Be careful! Some closed doors may be locked, and some may be trapped! You can't move through closed doors. To Open a Door you must be in a square next to it. Once you open a door, it stays open.

Some doors are double doors (two doors side by side). Both open when you open one door even if you aren't next to both.

You might want Cam the Rogue to Search a door before you try to open it. Cam can find and remove traps, and unlock doors. If you open a trapped door without letting Cam disable the trap, you set off the trap and take damage.

Search an Object

You can search treasure chests. You must be in a square next to a square that contains a Chest counter to Search an Object. When you search something, you have a chance of finding Treasure, a Trap, or nothing. Treasures include items such as Healing Potions, Magic Scrolls, and Magic Gear. When you find a Treasure, you receive a Treasure counter. You can also encounter a Trap when searching. Only Cam the Rogue can find a Trap without setting it off. When you Search an Object, you must make a Search Check. See Skill Checks, below, for how to make a Search Check.

Give an Item

Sometimes you want to Give an Item to another Adventurer. You need to be next to another Adventurer to give an item. You might find something that you can't use, or you might need to give a hurt Adventurer a Healing Potion. When you Give an Item to another Adventurer, give that player the Treasure counter you received. If you give away a Treasure counter, you no longer benefit from it.

Use a Potion

You start with a Healing Potion Treasure counter. Use a Healing Potion after you have been damaged by a Monster or a Trap. After you Use a Potion, give the counter to the Dungeon Master. You cannot Use a Potion again unless you find another one while exploring the dungeon.

When you Use a Potion: Roll a d8 and add 1. This is how many hit points you recover. You cannot recover more than your Original Hit Points, as shown on your Starting Character Sheet.

The Monsters' Turn

Whenever a Monster miniature figure has been revealed, the Monsters get to take a turn after you go. The Dungeon Master controls the Monsters. The DM can move all the revealed Monsters during the Monsters' turn. The DM must use each Monster one at a time during the Monsters' turn. Monsters can Move and Attack, Attack and Move, or Move and Move just like you can. Some Monsters can also do things that you can't do, such as Attack and Attack. Monsters can't open doors.

When a Monster Attacks You: To Attack you, the DM rolls a d20 and adds the Monster's Attack Bonus. If the result is equal to or greater than your Armor Class, the Monster hits you. **Your Armor Class is 15.**

When a Monster Hits You: When a Monster hits you, the DM rolls to see how much damage the Monster deals. Subtract this number from your Current Hit Points, and write the new total in the Current Hit Points box. If you get hit again, or you get healed by a Spell, Potion, or Scroll, record the new total. **You start with 11 Hit Points.**

When Your Hit Points are 0 or less: If you take enough Damage to reduce your Current Hit Points to 0 or less, you are defeated. Turn your Adventurer on its side. You can't do anything on your turn until someone gives you a Healing Potion (someone can give you a Potion that you carry; they just need to move next to you and use the Give an Item action).

Other Rolls You Might Make

There are a few other types of dice rolls you might need to make when playing the DUNGEONS & DRAGONS game.

Skill Checks

You make a Skill Check when you use a skill. Sometimes you decide when to make a skill check, such as when you Search an Object. At other times, the DM asks you to make a Skill Check. If the DM asks you to make a Skill Check that isn't on this list, make an

Ability Check instead. If the DM does not offer an alternative Ability Check, you can't do it.

Diplomacy: The Diplomacy skill allows you to change the attitude of some Monsters. Roll the d20 and add 3. The DM tells you what happens.

Knowledge: The Knowledge skill can give you special insight into secret things. Roll the d20 and add 5. The DM tells you what you know.

Search: The Search skill allows you to look for Treasure. You make a Search Check when you Search an Object.

Roll the d20 and add 3. If the result is 14 or less, you don't find anything. Do not turn over the Chest counter. Other Adventurers might be able to find something there. You can't Search that object again.

If you get a 15 or more, you successfully searched the object. Turn over the Chest counter. If it's a Trap, the DM tells you what happens. If there is a Treasure, the DM tells you what you find and gives you a Treasure counter.

Ability Checks

Sometimes the Dungeon Master asks you to make an Ability Check. An Ability Check is a roll to determine if your character succeeds when attempting to do something to which no specific skill applies. Roll the d20, add the modifier for the matching ability, and tell the DM your result. The DM tells you what happens.

Saving Throws

A Saving Throw is a roll you make to avoid certain types of danger, such as a Trap. Roll a d20 and add the modifier for the specific type of Saving Throw the DM asks you to make. Tell the DM your result, and the DM tells you what happens.

Spells

You can cast divine spells, either from memory or from scrolls. Each day, you prepare a selection of the spells so that you can cast them a number of times per game, as shown on your Starting Character Sheet. Spells are described below.

Bane: Cast this spell to curse all monsters in the same area as you. The monsters receive a -1 penalty on attack rolls for the rest of the encounter. The monster resists this effect with a Will save of 13 or better.

Bless: Cast this spell to help your team. All Adventurers receive a +1 bonus on attack rolls for the rest of the encounter.

Cure Light Wounds: Cast this spell to heal yourself or an Adventurer, curing d8+1 points of damage, up to the Adventurer's Original Hit Point total. You must be next to the Adventurer you want to heal.

Divine Favor: Cast this spell to give yourself a +1 bonus on attack rolls and a +1 bonus on damage rolls for the rest of the encounter.

Guidance: Cast this spell to provide a +1 bonus to one Adventurer's next attack roll, saving throw, or skill check. You must be next to the Adventurer you want to cast it on.

DOTHAL DWARF CLERIC

STARTING CHARACTER SHEET

Initiative 4
Speed 4 Squares
Attack Roll d20 and add 1
Damage Roll d8 and add 1

You go fourth in the round
You can Move 4 squares
Add another 2 if Flanking

Armor Class 15
Hit Points 11

What Monsters need to hit you

Current Hit Points

SAVING THROWS

Fortitude Roll d20 and add 7
Reflex Roll d20 and subtract 1
Will Roll d20 and add 4

To resist poison
To avoid traps or dragon breath
To resist mental attacks

ABILITY CHECKS

Strength Roll d20 and add 1
Dexterity Roll d20 and subtract 1
Constitution Roll d20 and add 3
Intelligence Roll d20 and add 1
Wisdom Roll d20 and add 2
Charisma Roll d20 and subtract 1

To test your physical strength
To test your agility
To test your health
To test how smart you are
To test how observant you are
To test how influential you are

SKILL CHECKS

Diplomacy Roll d20 and add 3
Knowledge Roll d20 and add 5
Search Roll d20 and add 3

To change a monster's attitude
To gain insight into secrets
To find hidden treasure

SPELLS

(See page 7 for details)

Bane	<input type="checkbox"/>	(You can cast this spell once during an adventure.)
Bless	<input type="checkbox"/>	(You can cast this spell once during an adventure.)
Cure Light Wounds	<input type="checkbox"/>	(You can cast this spell once during an adventure.)
Divine Favor		(You can only cast this spell from a scroll.)
Guidance	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	(You can cast this spell three times during an adventure.)

STARTING TREASURE

1 Healing Potion counter, 1 *Cure Light Wounds* counter

AGES 12+

DUNGEONS & DRAGONS® BASIC GAME

WIZARD

CHARACTER BOOK



The Player Who Wants to Play
the Wizard Character Takes This Book
and the Lanin Miniature Figure

YOU ARE THE WIZARD

You are Lanin, an Elf Wizard. You studied at the feet of arcane scholar and learned the secret to casting spells. You're not as tough as other Adventurers, so you don't like to get too close to the Monsters, but you can call forth arcane power when the need arises.

As an Elf, you value nature and freedom, and you have a deep curiosity about magic. You have left the elven forests to adventure with your companions Dothal the Dwarf Cleric, Cam the Human Rogue, and Regdar the Human Fighter. You are friends and teammates, ready to brave dangerous dungeons and fight monsters for fame and treasure.

The next couple of pages show you other things you need to know to play Lanin, including what you can do on your turn and how to roll the dice. Refer to the your Starting Character Sheet often as you read these rules (on the back page of this book).

THIS BOOK . . .

... tells you how to play your character, Lanin the Wizard. While your Dungeon Master gets ready to run the adventure, you should review the rules in this book so you're ready to play. In addition to game rules and other important information, this book contains your Starting Character Sheet, on the back page, which you use for your first few adventures in the dungeon. You'll find a blank Character Sheet in the *Advanced Rule Book* that you can use to create your own character or to advance Lanin the Wizard to 2nd level.

Rolling Dice

The DUNGEONS & DRAGONS game uses dice to resolve actions during play. If you want to try to do something—such as attack the gargoyle, disarm the trap, or search for treasure—you roll the dice.



d4



d6



d8



d10



d12



d20

Character Actions

Whenever your character attempts an action, roll the twenty-sided die (d20). The higher you roll, the better chance you have to succeed.

There are three basic types of character actions:

- **Attack Roll:** A roll to determine if your character succeeds at attacking a monster or other opponent.
- **Skill Check:** A roll to determine if your character uses a skill successfully.
- **Ability Check:** A roll to determine if your character succeeds at a task to which no specific skill readily applies.

Determining Success

To determine if an attack, a skill check, or an ability check succeed, follow these steps:

1. Roll a d20.
2. Add any relevant modifiers, as shown on your Character Sheet.
3. Compare the result to a target number provided by your Dungeon Master (DM).

If the result equals or exceeds the target number, the action succeeds.

Who Goes First?

Check out the section of your Starting Character Sheet labeled "Initiative." Initiative sets the order of play.

The order of play (initiative order) for Starting Characters is:

Carn the Rogue goes first
Lanin the Wizard goes second (that's your character)
Regdar the Fighter goes third
Dothal the Cleric goes fourth
Monsters go fifth

On Your Turn ...

On your turn you can do one of these actions:

- **Attack a Monster** next to you and then **Move Your Speed**
- **Move Your Speed** and then **Attack a Monster** next to you
- **Cast a Spell** and then **Move Your Speed**
- **Move Your Speed** and then **Cast a Spell**
- **Open a Door** next to you and then **Move Your Speed**
- **Move Your Speed** and then **Open a Door** next to you
- **Search an Object** next to you and then **Move Your Speed**
- **Move Your Speed** and then **Search an Object** next to you
- **Give an Item** to an Adventurer next to you and then **Move Your Speed**
- **Move Your Speed** and then **Give an Item** to an Adventurer next to you
- **Move Your Speed** and then **Move Your Speed** again
- **Use a Potion OR Use a Scroll** and then **Move Your Speed**
- **Move Your Speed** and then **Use a Potion OR Use a Scroll**

Action Descriptions

Refer to your Starting Character Sheet when reading these descriptions.

Move your speed

Your Speed is 6 squares.

When you Move Your Speed: You can move up to 6 squares in any direction. You can move through other Adventurers, but you cannot stop on the same square as another Adventurer. You cannot move through Monsters. You cannot stop on a Monster's square. You cannot move through closed doors. You cannot move through walls.

When you move, you can always choose to move fewer than 6 squares, or not to move at all.

Attack a Monster

To Attack a Monster, you **must** be in a square next to **the** monster.

When you attack: You swing your weapon and make an Attack Roll. As shown on your Starting Character Sheet, to make an Attack Roll you roll the d20 and subtract 1. The DM tells you if you hit.

If you hit: You hit it with your quarterstaff!

Now you make a Damage Roll, as shown on your Starting Character Sheet. Roll the d6 and subtract 1 (to a minimum of 1 point of damage). Tell the DM the result, and the DM tells you what happens. You may hurt it and need to attack again on your next turn, or you may defeat it.

If you miss: You can try to attack again on your next turn.

Attack Tactic: Flanking

Here's a cool tactic to use in combat. If you and another Adventurer stand on opposite sides on the same Monster, you are Flanking that Monster. When you Flank, you get to add 2 to your Attack Roll against that monster.

Cast a Spell or Use a Scroll

You cast arcane spells. Some spells are offensive, others defensive. As an action, you can cast a spell from memory (as shown on your Starting Character Sheet) or from a Scroll (found while exploring the dungeon). (You start play with the Mage Armor Scroll Treasure counter.) After you use a Scroll, give the counter to the Dungeon Master.

Open a Door

When you first encounter them, doors are closed. Some closed doors may be locked, and some may be trapped! You can't move through closed doors. To Open a Door you must be in a square next to it. Once you open a door, it stays open.

Some doors are double doors (two doors side by side). Both open when you open one door even if you aren't next to both.

You might want Carn the Rogue to Search a door before you try to open it. Carn can find and remove traps, and unlock doors. If you open a trapped door without letting Carn disable the trap, you set off the trap and take damage.

Search an Object

You can search treasure chests. You must be in a square next to a square that contains a Chest counter to Search an Object. When you search something, you have a chance of finding Treasure, a Trap, or nothing. Treasures include items such as Healing Potions, Magic Scrolls, and Magic Gear. When you find a Treasure, you receive a Treasure counter. You can also encounter a Trap when searching. Only Carn the Rogue can find a Trap without setting it off. When you Search an Object, you must make a Search Check. See Skill Checks, for how to make a Search Check.

Give an Item

Sometimes you want to Give an Item to another Adventurer. You need to be next to another Adventurer to give an item. You might find something that you can't use, or you might need to give a hurt Adventurer a Healing Potion. When you Give an Item to another Adventurer, give that player the Treasure counter you received. If you give away a Treasure counter, you no longer benefit from it.



Use a Potion

You start with a Healing Potion Treasure counter. Use a Healing Potion after you have been damaged by a Monster or a Trap. After you Use a Potion, give the counter to the Dungeon Master. You cannot Use a Potion again unless you find another one while exploring the dungeon.

When you Use a Potion: Roll a d8 and add 1. This is how many hit points you recover. You cannot recover more than your Original Hit Points, as shown on your Starting Character Sheet.

The Monsters' Turn

Whenever a Monster miniature figure has been revealed, the Monsters get to take a turn after Dothal goes. The Dungeon Master controls the Monsters. The DM can move all the revealed Monsters during the Monsters' turn. The DM must use each Monster one at a time during the Monsters' turn. Monsters can Move and Attack, Attack and Move, or Move and Move just like you can. Some Monsters can also do things that you can't do, such as Attack and Attack. Monsters can't open doors.

When a Monster Attacks You: To Attack you, the DM rolls a d20 and adds the Monster's Attack Bonus. If the result is equal to or greater than your Armor Class, the Monster hits you. **Your Armor Class is 15.**

When a Monster Hits You: When a Monster hits you, the DM rolls to see how much damage the Monster deals. Subtract this number from your Current Hit Points, and write the new total in the Current Hit Points box. If you get hit again, or you get healed by a Spell, Potion, or Scroll, record the new total. **You start with 7 Hit Points.**

When Your Hit Points are 0 or less: If you take enough Damage to reduce your Current Hit Points to 0 or less, you are defeated. Turn your Adventurer on its side. You can't do anything on your turn until Dothal the Cleric casts a Spell to heal you, or someone gives you a Healing Potion.

Other Rolls You Might Make

There are a few other types of dice rolls you might need to make when playing the DUNGEONS & DRAGONS game.

Skill Checks

You make a Skill Check when you use a skill. Sometimes you decide when to make a skill check, such as when you Search an Object. At other times, the DM asks you to make a Skill Check.

If the DM asks you to make a Skill Check that isn't on this list, make an Ability Check instead. If the DM does not offer an alternative Ability Check, you can't do it.

Knowledge: The Knowledge skill can give you special insight into secret things. Roll the d20 and add 5. The DM tells you what you know.

Search: The Search skill allows you to look for Treasure. You make a Search Check when you Search an Object.

Roll the d20 and add 3. If the result is 14 or less, you don't find anything. Do not turn over the Chest counter. Other Adventurers might be able to find something there. You can't Search that object again.

If you get a 15 or more, you successfully searched the object. Turn over the Chest counter. If it's a Trap, the DM tells you what happens. If there is a Treasure, the DM tells you what you find and gives you a Treasure counter.

Spot: The Spot skill allows you to notice hidden opponents. Roll the d20 and add 3. If the result is 15 or more, and there is something important to notice, the DM tells you.

Ability Checks

Sometimes the Dungeon Master asks you to make an Ability Check. An Ability Check is a roll to determine if your character succeeds when attempting to do something to which no specific skill applies. Roll the d20, add the modifier for the matching ability, and tell the DM your result. The DM tells you what happens.

Saving Throws

A Saving Throw is a roll you make to avoid certain types of danger, such as a Trap. Roll a d20 and add the modifier for the specific type of Saving Throw the DM asks you to make. Tell the DM your result, and the DM tells you what happens.

Spellbook

You can cast arcane spells, either from memory or from scrolls. Each day, you memorize a selection of the spells from your spellbook so that you can cast them a certain number of times, as shown on your Starting Character Sheet. The spells in your spellbook are described below.

Daze: Cast this spell to make one monster (not a dragon) lose a turn. The monster resists this effect with a Will save of 12 or better.

Flare: Cast this spell to dazzle one monster with a burst of bright light. That monster receives a -1 penalty on attack rolls for the rest of the encounter. The monster resists this effect with a Fortitude save of 12 or better.

Mage Armor: Cast this spell to sheath yourself in arcane protection that increases your Armor Class by 4 (to AC 19) for an entire encounter.

Magic Missile: Cast this spell to harm a single monster with a dart of arcane energy. It unerringly hits any target you can see, dealing d4+1 points of damage.

Shocking Grasp: Cast this spell and electrify a monster next to you, dealing d6 points of damage.

LANIN ELF WIZARD

STARTING CHARACTER SHEET

Initiative 2
Speed 6 Squares
Attack Roll d20 and subtract 1
Damage Roll d6 and subtract 1

You go second in the round
You can Move 6 squares
Add another 2 if Flanking
(to a minimum of 1 damage)

Armor Class 15
Hit Points 11

What Monsters need to hit you

Current Hit Points

SAVING THROWS

Fortitude Roll d20
Reflex Roll d20 and add 4
Will Roll d20 and add 3

To resist poison
To avoid traps or dragon breath
To resist mental attacks

ABILITY CHECKS

Strength Roll d20 and subtract 1
Dexterity Roll d20 and add 4
Constitution Roll d20
Intelligence Roll d20 and add 1
Wisdom Roll d20 and add 1
Charisma Roll d20

To test your physical strength
To test your agility
To test your health
To test how smart you are
To test how observant you are
To test how influential you are

SKILL CHECKS

Knowledge Roll d20 and add 5
Search Roll d20 and add 3
Spot Roll d20 and add 3

To gain insight into secrets
To find hidden treasure
To notice hidden opponents

SPELLS

(See page 7 for details)

Daze	<input type="checkbox"/>	<input type="checkbox"/>	(You can cast this spell twice during an adventure.)
Flare	<input type="checkbox"/>	<input type="checkbox"/>	(You can cast this spell once during an adventure.)
Mage Armor			(You can only cast this spell from a scroll.)
Magic Missile	<input type="checkbox"/>	<input type="checkbox"/>	(You can cast this spell once during an adventure.)
Shocking Grasp	<input type="checkbox"/>	<input type="checkbox"/>	(You can cast this spell once during an adventure)

STARTING TREASURE

1 Mealing Potion counter, 1 *Mage Armor* counter



DUNGEONS
&
DRAGONS®
BASIC GAME

AGE 12+

ADVANCED RULEBOOK

DON'T READ THIS BOOK!

Start with the *Character Books* for Players and the *Dungeon Master Book* for the Dungeon Master

The Dungeon Master should review this book after running
Encounter Four in the *Dungeon Master Book*

DUNGEONS & DRAGONS

ADVANCED RULEBOOK

What's in the Box?

- **Set Up Sheet:** Helps you set up your first D&D adventure.
- **Dungeon Master Book:** The DM uses this **BEFORE** turning to the *Advanced Rulebook*.
- **Starting Character Books:** One each for the Fighter, Cleric, Rogue, and Wizard.
- **Dice:** A set of D&D dice, including these die shapes—d20, d12, d10, d8, d6, and d4.
- **Dungeon Tiles:** Four double-sided play surfaces, labeled 1A to 4B.
- **Counter Sheet:** Includes counters that represent Doors, Chests, and Treasure.
- **Miniatures:** Four Adventurer miniatures (the player characters) and eight Monster miniatures, used in the adventure.
- **Advanced Rulebook:** This book. It contains the next level of the game, after you play through the encounters in the *DM Book*.

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Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson, and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

This product uses updated material from the v.3.5 revision.

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INTRODUCTION

INTRODUCTION

This is the DUNGEONS & DRAGONS *Basic Game*, the best place to get your first taste of the world's best fantasy roleplaying game.

Imagine brave adventurers exploring haunted dungeons and monster-infested ruins. Imagine fighters, wizards, clerics, and rogues teaming up to defeat skeletons and goblins and perhaps even a powerful dragon. With skill and luck, the adventurers earn treasure and experience. If they're unlucky ...

This game introduces you to the world of DUNGEONS & DRAGONS, an unlimited place of imagination, monsters, and magic wrapped within a fantastic medieval setting. This boxed set shows you how the game works and how you can customize it to make it work for you.

DON'T START HERE!

Refer to the *Set-Up Sheet* for playing your first game. The first few adventures require only the use of the *Dungeon Master Book* and the four *Starting Character Books* (Fighter, Cleric, Rogue, and Wizard). You don't need to read the *Advanced Rulebook* to get started.

WHEN TO USE THIS BOOK

The small books are designed to take your players through the first level of D&D play. When the player characters (also called Adventurers) earn enough experience to advance to 2nd level, then you need to use this *Advanced Rulebook*. The *Dungeon Master Book* tells you when the player characters reach 2nd Level (each character needs 1,000 XP).

WHAT IS D&D?

The DUNGEONS & DRAGONS game is the original roleplaying game of medieval fantasy and adventure. In the game, you take on the role of an imaginary character. That character is defined by a series of game statistics, cool powers, and magical abilities.

Dungeon Master

One player takes on the role of Dungeon Master (or DM). The DM controls the monsters and other enemies, narrates the action, referees the game, and sets up adventures. Check out the *Dungeon Master Book* for a look at what the DM does in every game.

Player Character

An adventurer controlled by a player is called a player character. Player characters come in many forms, from the fighter, cleric, rogue, and wizard presented in this box, to the barbarian, sorcerer, paladin, and others available in other products. You can even create your own character from scratch, to make the exact adventurer you want to play.

A Different Kind of Game

D&D is different from other games.

- **The game keeps on going.** Like a TV series or novel trilogy, your game continues from play session to play session for as long as you and the other players want.

- **Characters get better.** As the game goes on, characters grow in power and get better.

- **No limits.** The D&D game offers endless possibilities, a multitude of choices, and a never-ending barrage of adventures.

- **Winning and losing.** Each D&D game you play is really another story told collectively by the Dungeon Master and the players. If the player characters survive and complete the quest-of-the-day—or even if they die in a spectacular and memorable way—then everyone has a good time and everyone wins.

More Options

When you're ready for the next level of the D&D game, look for these exciting products:

- **DUNGEONS & DRAGONS Player's Kit.** This follow-up to the D&D *Basic Game* provides more rules and options for game play and characters, and it walks you through the process of creating your own player characters from scratch.

- **DUNGEONS & DRAGONS Miniatures.** For more miniatures, including monsters and player characters of all descriptions, look for DUNGEONS & DRAGONS *Miniatures Game* booster packs. Each booster pack contains a random selection of miniatures just like the ones included in this box.

- **D&D Core Rulebooks.** The complete rules for the D&D game provide loads of options. After you play through the D&D *Basic Game* and pick up the D&D *Player's Kit* (which contains a softcover version of the D&D *Player's Handbook*), you'll want to get the *Dungeon Master's Guide* and *Monster Manual* to complete the core rules set.

GAME PLAY BASICS

The rules presented in the *Fighter, Rogue, Cleric*, and *Hazard Character Books*, and in the *Dungeon Master Book*, show you the most basic expression of the D&D game. After playing through the first four encounters and gaining 2nd level, you and your players will be ready to add more options and details to the game.

THE PLAYER CHARACTER

The Adventurer or player character is each player's interface with the world of DUNGEONS & DRAGONS. Every adventure that a player character survives, every quest he or she complete, makes the character a little more powerful, a little more famous in the world, and a little wealthier.

Though you're starting out with the ready-to-play characters provided in this box, you should know that the full version of the D&D game allows you to create your own adventurer. Anything you can imagine, you can create using the robust character creation rules found in the *D&D Player's Handbook*.

For now, though, let's take a closer look at how a player character is constructed.

Name

A great character needs a great name. Regdar the Fighter and Cam the Rogue have names that sound cool, suggest the ancient and fantastical world in which they live, and provide enough seriousness so that your game has the right tone and edge. After all, an adventure with Regdar and Cam presents a much different picture from one inhabited by Bob the Fighter and Elfie the Wizard.

Race

The fantasy world of D&D has a multitude of races to choose from. In addition to Humans, fantastic races such as Elves and Dwarves and more can be found in adventuring parties.

Humans are people just like us. They are adaptable, ambitious, and relatively short-lived. In game terms, Humans get four extra skill points at 1st Level.

Dwarves are a hearty and steadfast people that stand about four-and-a-half-feet-tall and can live to be more than 400 years old. In game terms, Dwarves get a +2 bonus to Constitution and a -2 penalty to Charisma, as well as bonuses to protect them from poison, spells, and magical effects.

Elves have pointy ears and lithe, graceful bodies. They stand about five-and-a-half-feet tall and can live to be more than 700 years old. With a strong connection to the natural world, Elves receive a +2 bonus to Dexterity, a -2 to Constitution, and a bonus to protect them from enchantment spells.

Class

A character's class is kind of like a job or profession. It determines what role the character plays in the adventuring party. More classes are described in the *Player's Handbook*.

Fighter is a class of warriors of exceptional combat prowess. The Fighter's role is to stand up front, battle the most powerful monsters, and protect the rest of the party.

Cleric is a class of divine spellcaster who cast healing and protective spells, and can also serve as a decent front-line warrior when the need arises.

Rogue is a class that relies on tricks, cunning, stealth, and expert skill to get through a dungeon. Locks and traps are best dealt with by a Rogue, and when a fight starts the Rogue prefers to attack from the shadows or at a distance.

Wizard is a class of arcane spellcaster who call on powerful offensive and defensive spells to deal with dungeon dangers. A Wizard needs to stay out of direct combat and cast spells from a distance.

Ability Scores

A D&D character is defined by six abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Abilities each get a score that could range from 3 (really bad) to 18 or more (really good). The average score for a player character is 12 or 13.

These ability scores provide bonuses or penalties that affect a character's attacks, Armor Class, hit points, skill checks, saving throws, and other things.

Key Statistics

A player character possesses a number of key statistics that a player refers to constantly over the course of an adventure. Here's a quick explanation of these key statistics:

Speed. This value shows how far a character can move when using a move action.

Attack and Damage. These values, associated with a character's weapon of choice, give you a bonus when making attack rolls and show what dice you roll if the attack succeeds.

Armor Class (AC). This value shows what the Monsters need to roll to hit the character. The higher the AC, the better.

Hit points (hp). This number shows how much damage a character can take before being defeated in combat. When Monsters or traps or other damage is dealt to a character, reduce that character's current number of hit points by that amount.

Skills

Skills represent a character's training beyond the combat and spellcasting abilities inherent to a class. Some classes get a lot of points to spend on skills, others get only a few. Most skills have applications that are useful outside of combat situations.

Spells

Characters belonging to a spellcasting class (such as the cleric or wizard) can cast spells. Some spells are offensive and can be used in combat. Some are defensive and offer some kind of protection to a character or the entire party.

A spell is a one-time magical effect. Once a spell is used, it can't be used again until the character rests and prepares or finds a scroll that contains the same spell.

Treasure

One of the rewards of adventuring is earning treasure. Gold, magic items, and other gear can be found throughout dungeons, on Monsters, or hidden in secret places.

Experience Points (or XP)

Another reward earned for adventuring is experience points (XP). For every Monster that the party defeats, every challenge they overcome, the player characters earn experience. Experience is cumulative, growing with every adventure that the character survives. When a character earns a specific amount of experience, he or she gains a new level.

For example, player characters need to accumulate 1,000 XP each to advance to 2nd Level. If they overcome every challenge along the way, the Adventurers reach this plateau after completing Encounter Four in the *Dungeon Master Book*.

PLAYING YOUR CHARACTER

Player characters serve as the interface with the world of DUNGEONS & DRAGONS. A player character is the eyes and ears (as well as the hands and feet!) for a player, allowing you to interact with the environment presented by the Dungeon Master in any way you can imagine. Really, the only limit to what you can do is your own imagination—and sometimes how well you roll the dice.

D&D is a roleplaying game. Your character is much more than a collection of game statistics. You can build a personality for your character, and how you play him or her determines what type of hero your character will be.



UNDERSTANDING THE GAME

Every DUNGEONS & DRAGONS game is an adventure. An adventure breaks down into three basic types of encounters:

Roleplaying Encounters present players with situations where they can use their characters to interact with each other and with characters controlled by the Dungeon Master. These characters are called nonplayer characters, or NPCs. Trading, negotiating, asking questions, and talking to learn something about the locale or situation are just some ways these encounters can play out. Sometimes skills such as Diplomacy are used, but often no dice are rolled. Roleplaying encounters can lead to one of the other basic encounter types.

Challenge Encounters revolve around hazards of some sort—traps, natural obstacles such as chasms, or locked doors, for example. These encounters call for skill checks, ability checks, and saving throws, as well as clever thinking on the part of the players.

Combat Encounters take center stage in many D&D adventures. Combat encounters start when no other option but battle presents itself, and they follow a specific structure where most of the rules of the game come into play. The next section outlines the rules for combat encounters, building upon the material you learned using the *Starting Character Books* and the *Dungeon Master Book* to play through the first four adventures.

ROLLING DICE

The D&D game uses dice to provide tension, suspense, and an element of luck to every encounter. Whenever an action that a player character or monster want to perform has a chance of failure associated with it, dice are rolled to determine the outcome. Making an attack, picking a lock, leaping over the whirling blades of an insidious trap—the game provides a method for determining success or failure using a character's statistics and adding a die roll for a touch of drama and excitement.

Master the following rule and you will master the core D&D game mechanic: Whenever your character attempts an action that has a chance of failure associated with it, roll the d20. The higher the roll, the better the chance of success.

Actions boil down to attack rolls, skill checks, and ability checks. To determine the success of any action, follow these steps:

1. Roll the d20.
2. Add any relevant modifiers.
3. Compare the result to a target number.

If the result equals or exceeds the target number, the action succeeds. Any result that is less than the target number is a failure.

Target numbers come from different sources. When you make an attack roll, the target number is the monster's Armor Class. Other target numbers are set by the action or are defined in the rules or the adventure, and some are set by the Dungeon Master's reading of the situation.

COMBAT ENCOUNTER BASICS

When brave adventurers explore dangerous dungeons, they run into monsters. When they run into monsters, a fight usually breaks out. In D&D terms, a combat encounter has begun!

In a combat encounter, players roll dice for their characters, and the Dungeon Master rolls dice for the monsters (or whatever opponents the player characters must face).

Set up the dungeon using the Dungeon Tiles provided, or make up your own dungeon grid. Show where the player characters and monsters start the battle by placing miniatures or other markers on the grid. Remember to only place the monsters that the player characters know about or can see. Then start the combat!



Who Goes First?

For your 1st Level encounters, we set the initiative order for you by stating who goes when on the Starting Character Sheets. When your player characters reach 2nd Level, you should start using the *initiative check* to determine the order of play for the encounter.

The section on "Advancing to 2nd Level," starting on page 10, tells you how to determine the initiative modifier for each player character.

To set initiative order for an encounter, follow these steps:

1. Each player makes an initiative check for his or her character by rolling the d20 and adding the character's initiative modifier.
2. The Dungeon Master makes an initiative check for the monsters. Use the highest modifier among the monsters, but a single roll covers them all.
3. The Dungeon Master records the results on a scrap of paper. This sets the initiative order, from highest result to lowest result.
4. The character with the highest initiative result goes first and takes a turn, followed by the next highest result, and so on. When it comes to the monsters' turn, all of the monsters in the encounter get to take a turn.
5. When everyone has had a turn, the round ends. Start the next round, using the same initiative order.

Actions

On your turn in the round, you can do one of the following actions:

- Move and Attack or Attack and Move
- Move and Move again
- Move and Cast a Spell or Cast a Spell and Move (spellcasting characters only)
- Do something else (use an item, for example)

Another way to look at actions in combat is like this:

- Perform a Standard Action and a Move Action
- Perform two Move Actions

Standard actions include making an attack, drinking a potion, reading a scroll, using a skill, and casting a spell. Move actions include moving up to your character's speed, drawing a weapon, loading a light crossbow, opening a door, picking up an item, and moving a heavy object.

Moving in Combat

Each character's speed is listed on his or her character sheet. Monster speed is listed in the monster's stat block. Each square on the Dungeon Tiles represents 5 feet of space. So, a character with a speed of 6 squares can move up to 30 feet by using a move action. Here are some other movement guidelines:

- You can move up to your speed with a single move action. You can always choose to move less than your speed, or not at all.
- A character can move through squares occupied by his or her teammates, but can't stop in an occupied square.
- A character can't move through or stop on a square occupied by an opponent.
- If a character moves next to a monster, the character must stop or the monster gets a free attack against that character right away. This free attack is called an attack of opportunity. A monster can only make one attack of opportunity in a round.
- If a character starts the turn next to a monster, the character can only move one square unless the character wants to provoke an *attack of opportunity* from the monster.
- You can take two move actions in a round, which allows you to move up to twice your speed.

Attacks

There are two types of attacks in the game.

• **Melee Attacks.** These attacks require the use of a melee weapon, such as a sword or mace, and require that the attacker and the target be next to each other.

• **Ranged Attacks.** These attacks require the use of a ranged weapon, such as a shortbow or crossbow, and require that the attacker and the target have at least one square between them. The target must be within line of sight, not completely blocked by a wall.

When making an attack, follow these steps:

1. Decide what weapon your character is using to make the attack.
2. Roll the d20 and add your attack modifier for that weapon.
3. If the result is equal to or higher than the target's Armor Class, the attack hits.
4. If the attack hits, roll the damage dice as listed for the weapon.
5. Damage reduces the target's hit points. When a target's hit points drop to 0, it is defeated.



Cast a Spell

In addition to moving, a cleric or wizard can cast a spell.

There must be at least one square between the spellcaster and all monsters to cast a spell, no die roll is necessary, but you might have to roll for damage if the spell is offensive in nature or to see how much damage you cure with a healing spell.

Monsters sometimes get to make a saving throw to avoid some or all of a spell's effects.

If you don't have line of sight between a spellcaster and a monster, you can't cast a spell on that monster.

Special Combat Rules

These special rules sometimes come into play during combat encounters.

Flanking

If two player characters are on opposite sides of a monster, they each get a +2 bonus on melee attacks they make against that monster.

Two monsters can use this same tactic on a player character.

Cover in Melee Combat

It's hard to make an attack when a wall is in the way. You can't attack diagonally past a corner. This cover also gives a player character the protection needed to move, cast a spell, or make a ranged attack, even when next to an enemy—as long as a wall is between them.

Cover in Ranged Combat

You have to have a ranged weapon and line of sight to make a ranged attack. This means you can trace an imaginary straight line between your character and your target. Sometimes things are in the way, however.

Pick a corner of the square your character is in. If the path from that corner to the target's entire square is clear, you have a clear shot. If a wall, statue, character, or monster blocks the path, then you can't shoot the target.

Shooting into a Fight

If a player character shoots a monster that is next to another adventurer, that player character gets a -4 penalty on the attack roll to show that it's hard to take the shot without accidentally hitting your teammate.

Saving Throws

Characters and monsters have a modifier for each type of saving throw in the game. When a saving throw is called for, roll the d20 and add your modifier.

Fleeing

When a fight gets really ugly, sometimes all you can do is run away, normally, you have to stop when you move next to an opponent, and if you start the turn next to an opponent, you can only move one square. To do anything else in either situation allows the opponent to make an attack of opportunity against you.

When you start a turn next to an opponent and decide to flee, you can declare that you are withdrawing. All you can do on your turn is move away from the opponent, and that opponent doesn't get to make an attack of opportunity. If you move next to any other opponents while withdrawing, you are subject to attacks of opportunity as normal.

Making a Sneak Attack

Can the Rogue can make a special attack, called a *sneak attack*. A successful sneak attack increases the damage that Carn deals by d6 points.

A rogue can make a sneak attack in two situations:

- In the first round of combat, against a target that hasn't had a turn yet.
- When the rogue attacks with a melee weapon and is flanking the target.

Sneak attacks work because they allow a rogue to target a vital spot for extra damage. Some monsters aren't alive and don't have vital spots, such as Skeletons and Zombies, and so sneak attacks don't work against these kinds of monsters.

Ability Checks

When a character doesn't have the appropriate skill or when a character attempts something not specifically covered by a skill, the DM calls for an ability check. To make an ability check, you roll the d20 and add the modifier associated with the ability that best fits the action. Some skills can't be used unless a character knows them, so in these cases you can't make an ability check. You have to figure out another way to approach the problem.

EXPLORING THE DUNGEON

When adventurers aren't in combat, they're exploring the dungeon. Exploring includes:

- Listening at a door and then kicking it open.
- Searching defeated monsters for loot.
- Opening a locked chest.
- Finding a way past a trap.
- Examining a magical statue or fountain.
- Convincing a goblin to spill its secrets.

In combat encounters, you use rounds that last about 6 seconds in the game world (though it will take you longer to get through a round at the table). During exploration, game world time passes more casually.

An Example of Exploring

The adventurers have just defeated the orc marauder and its two goblin minions. The Dungeon Master checks the notes in the adventure, and sees that the dungeon chamber contains the following items:

- A cleric scroll of *divine favor* carried by the orc mauler.
- A door on the east wall and a door on the north wall; the adventurers entered through the north door.
- A chest in the middle of the room.
- A secret door in the south wall.

The adventurers begin to explore the room.

Regdar's player: "I'm searching the monsters for gold or anything else important."

Cam's player: "I'm going to listen at the east door."

Dungeon Master (DM): "Regdar begins to examine the monsters while Carn heads over to the door in the east wall. What are the rest of you doing?"

Dothal and Lanin's players say that they will wait to see if Carn hears anything or Regdar finds anything.

The DM checks his notes for the room beyond the east door and sees that there isn't anything in there to make any noise. He tells Cam's player to make a Listen skill check. Carn gets a good result of 17, but since there isn't anything to hear the DM reports that all is quiet beyond the door. From the players' point of view, the result may not have been high enough, whatever's behind the door is very quiet, or there isn't anything back there. They just don't know for sure.

Carn's player: "I'll keep listening, just in case something comes along."

Lanin's player: "I'm going to search and see if I find anything in the southern portion of the room."

Dothal's player: "And I'll check out the chest in the center of the room."

Now the DM knows what all the player characters are doing. He tells them what they find, one at a time, calling for die rolls as appropriate.

DM: "Regdar, the goblins have various odds and ends in their pockets and pouches—small bones, bits of meat, pieces of rope—nothing worthwhile. The ore, however, has a round tube made of bone, with a rolled up sheet of parchment inside it."

Lanin's player: "Great! I bet that's a scroll!"

DM: "You're busy searching the southern half of the room. What's your Search bonus?"

Lanin's player: "Plus three."

Because the DM wants to preserve the mystery, he decides to make the Search check for Lanin. He rolls d20+3 and gets a total of 12. Too low to find the secret door.

DM: "You don't find anything, Lanin."

Lanin's player: "Okay, I want to walk over to Regdar and check out the bone tube."

DM: "Sure, but first we need to see what the others have discovered. Dothal, you reach the chest. What do you want to do?"

Dothal's player: "Can I tell anything just by looking at it?"

DM: "The wood looks solid and strong, and it has iron hinges and latches. It might be locked, but you can't tell just by looking at it."

Dothal's player: "Hey Carn, come over and check out this chest for traps, why don't you?"

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

DM: "One thing at a time. Carn, do you want to examine the chest?"

Cam's player: "Sure."

The DM lets Cam's player make the Search roll. He gets a result of 21, and the DM informs him that the chest appears to be trap-free.

Then the DM asks all of the players to make Listen skill checks for their characters. Carn and Lanin both get results that are better than 15.

DM: "You hear a strange scrapping noise coming from the south and you see a portion of the southern wall slide open. A secret door, and something's coming through!"

And then the adventure continues ...

2ND-LEVEL CHARACTERS

2ND-LEVEL CHARACTERS

Your Starting Characters, as presented in the *Starting Character Books*, are 1st-level characters. They start out with 0 experience points (XP). Through the course of the first four encounters in the *Dungeon Master Book*, they earn XP. A 1st-level character needs 1,000 XP to reach 2nd level. For the Starting Character, this should occur at the end of Encounter Four if they have been successful.

The pages that follow present new character sheets and the information you need to advance each character to 2nd level.

If you're enjoying this basic version of the DUNGEONS & DRAGONS game, you should know that in the full version of the game you create your own characters from scratch. Check out the DUNGEONS & DRAGONS *Player's Kit*, your next step in your D&D adventure, which walks you through the creation process.

ADVANCING REGDAR THE FIGHTER

Time to level up Regdar! Some parts of Regdar's 2nd-level character sheet (see page 11) are already filled out. Other parts involve choices using the material in this section.

Ability Scores

Your ability scores were set when your character was created, and they don't change at 2nd level. Each ability score provides a modifier, which is used to determine attack bonuses and Armor Class, among other things.

Armor Class

Regdar's Armor Class doesn't change from 1st to 2nd level, unless he found the armor treasure that provides a +1 bonus.

Saving Throws

Your Fortitude save increased at 2nd level and has been adjusted for you.

Hit Points

Time to increase your hit points! You had 12 hit points at 1st level. Roll $d10+2$ and add the result to 12. This total is your new hit point total. Record this number of your sheet.

Skills

Regdar gets 2 skill points to use to improve the skills he has or to learn new skills. It costs 2 points to improve one skill by 1 rank, or 1 point to learn a new skill from the list below.

Regdar's skill list at 1st level looks like this:

SKILL NAME	KEY ABILITY	SKILL MOD.	ABILITY MOD.	RANKS
Listen	WIS	+1	-1	2
Search	INT	+2	+0	2
Spot	WIS	+1	-1	2

If you spend 2 skill points to improve a skill, add 1 to the number under "Ranks." If you decide to improve Listen, for example, you now have 3 ranks in that skill and a skill check modifier of +2.

All of the skills that Regdar already knows are considered to be *cross-class skills* for a fighter. That's why it costs 2 points to improve them. The new skills provided below are class skills for a fighter. Regdar can either buy two of these new skills (at 1 rank each) or buy one new skill and give it 2 ranks.

Intimidate (Charisma skill): This skill allows you to threaten monsters into backing down or telling you what they know. The target number is generated by the monster's opposed roll ($d20 + \text{monster's level} + \text{monster's Wisdom bonus}$).

Jump (Strength skill): This skill allows you to leap over pits. The target number depends on the distance you want to jump, 5 feet requires a result of 5, 10 feet a result of 10, and so on. Jump is a move action.

Attacks

Regdar uses a longsword. The attack bonus is his base attack (+2) plus his Strength modifier (+2). If he found the weapon treasure, it is now a magical longsword with a +1 bonus to attack.

The town has two weapons that Regdar might want to buy, if he has enough gold.

Greatsword: Cost 50 gp, damage $2d6$ (plus Strength modifier).

Longbow and 20 arrows: Cost 76 gp, damage $1d8$. Attack bonus is base attack (+2) plus Dexterity modifier (+1).



REGDAR THE FIGHTER

Player _____ Fighter, 2nd Level Human
Class and Level Race

ABILITY	SCORE	MODIFIER	AC	17	+6	+0	+1	
STR	15	+2	Armor Class	Total	10+	Armor Bonus	Shield Bonus	DEX Mod.
Strength								
DEX	12	+1						
Dexterity								
CON	14	+2	HP					
Constitution			Hit Points	Total		Current		
INT	10	+0						
Intelligence			INITIATIVE	+1	+1			
WIS	8	-1	Modifier	Total	DEX Mod.		Misc. Mod.	
Wisdom								
CHA	13	+1	SPEED	4 Squares (20 feet)				
Charisma								

SAVING THROWS	TOTAL	BASE	MODIFIER
FORTITUDE			
Constitution	+5	+3	+2
REFLEX			
Dexterity	+1	+0	+1
WILL			
Wisdom	-1	+0	-1

BASE ATTACK BONUS **+2**

ATTACK ATTACK BONUS DAMAGE
Longsword +4 d8+2

ATTACK ATTACK BONUS DAMAGE

ATTACK ATTACK BONUS DAMAGE

GEAR AND EQUIPMENT

Splint mail armor, longsword

WEALTH

EXPERIENCE POINTS (XP)

SKILLS

SKILL NAME	KEY ABILITY	SKILL MOD.	ABILITY MOD.	RANKS
Listen	WIS		-1	
Search	INT		+0	
Spot	WIS		-1	

NOTES

ADVANCING CARN THE ROGUE

Time to level up Carn! Some parts of Carn's 2nd-level character sheet (see page 13) are already filled out. Other parts involve choices using the material in this section.

Ability Scores

Your ability scores were set when your character was created, and they don't change at 2nd level. Each ability score provides a modifier, which is used to determine attack bonuses and Armor Class, among other things.

Armor Class

Carn's Armor Class doesn't change from 1st to 2nd level, unless he found the armor treasure that provides a +1 bonus.

Saving Throws

Your Reflex save increased at 2nd level and has been adjusted for you.

Hit Points

Time to increase your hit points! You had 9 hit points at 1st level. Roll d6 and add the result to 9. This total is your new hit point total. Record this number of your sheet.

Skills

Carn gets 8 skill points to use to improve the skills he has or to learn new skills. It costs 1 point to improve one skill by 1 rank, or 1 point to learn a new skill from the list below.

Cam's skill list at 1st level looks like this:

SKILL NAME	KEY ABILITY	SKILL MOD.	ABILITY MOD.	RANKS
Balance	DEX	+7	+3	4
Diplomacy	CHA	+6	+2	4
Disable Device	INT	+4	+0	4
Open Lock	DEX	+7	+3	4
Search	INT	+4	+0	4
Spot	WIS	+5	+1	4

If you spend 1 skill points to improve a skill, add 1 to the number under "Ranks." If you decide to improve Balance, for example, you now have 5 ranks in that skill and a skill check modifier of +8.

All of the skills that Carn already knows are considered to be *class skills* for a rogue. The new skills provided below are also class skills for a rogue. Carn can buy two of these new skills (at 1 rank each) and improve all of his existing skills by 1 rank.

Jump (Strength skill): This skill allows you to leap over pits. The target number depends on the distance you want to jump, 5 feet requires a result of 5, 10 feet a result of 10, and so on. Jump is a move action.

Listen (Wisdom skill): This skill allows you to hear sounds in the dungeon. You might check against how quiet a sound is (against a monster's Move Silently skill), or against a target number based on the situation.

Move Silently (Dexterity skill): This skill allows you to sneak up on an enemy or slink through an area without being noticed. You check against a monster's Listen skill.

Attacks

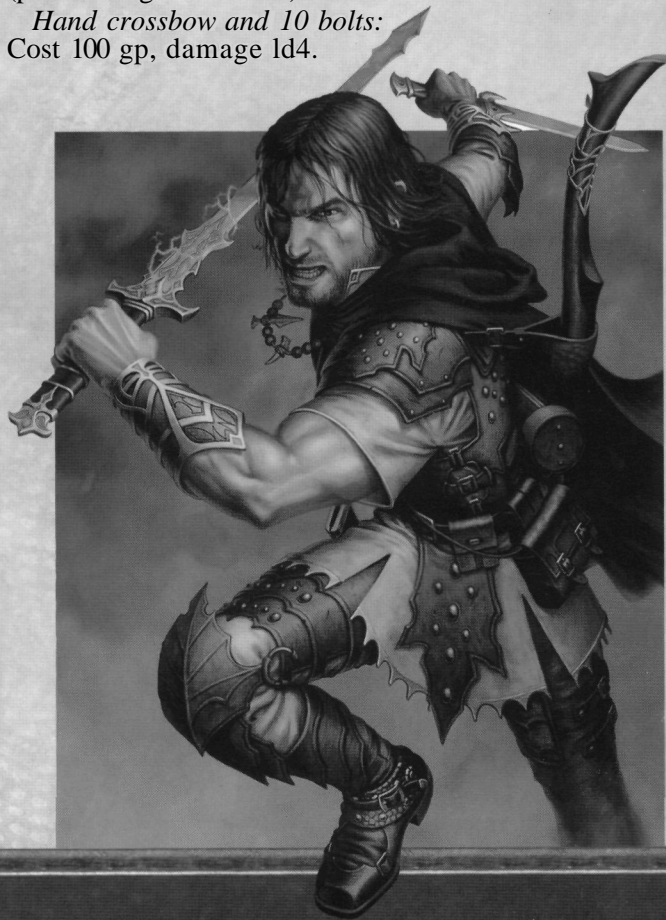
Carn uses a short sword for melee attacks. The attack bonus is his base attack (+1) plus his Strength modifier (+0). If he found the weapon treasure and applied it to this weapon, it is now a magical short sword with a +1 bonus to attack.

Carn uses a short bow for ranged attacks. The attack bonus is his base attack (+1) plus his Dexterity modifier (+3). If he found the weapon treasure and applied it to this weapon, it is now a magical short bow with a +1 bonus to attack.

The town has two weapons that Carn might want to buy, if he has enough gold.

Rapier: Cost 20 gp, damage 1d6 (plus Strength modifier).

Hand crossbow and 10 bolts: Cost 100 gp, damage 1d4.





CARN THE ROGUE

Player _____ Rogue, 2nd Level _____ Human
Class and Level _____ Race _____

ABILITY	SCORE	MODIFIER	AC	16	+3	+0	+3
STR	10		Armor Class	Total		Armor	Shield
Strength		+0			10+	Bonus	Bonus
DEX	17						DEX
Dexterity		+3					Mod.
CON	11		HP				
Constitution		+0	Hit Points	Total		Current	
INT	10						
Intelligence		+0	INITIATIVE	+3	+3		
WIS	12	+1	Modifier	Total	DEX Mod.	Misc. Mod.	
Wisdom							
CHA	15	+2	SPEED	6 Squares (30 feet)			
Charisma							

SAVING THROWS	TOTAL	BASE	MODIFIER
FORTITUDE	+0	+0	
Constitution			+0
REFLEX	+6	+3	
Dexterity			+3
WILL	+1	+0	
Wisdom			+1
BASE ATTACK BONUS		+1	

ATTACK	ATTACK BONUS	DAMAGE
Short sword	+1	d6

ATTACK	ATTACK BONUS	DAMAGE
Short bow	+4	d6

ATTACK	ATTACK BONUS	DAMAGE
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GEAR AND EQUIPMENT

Studded leather armor, short sword, short bow, quiver with 20 arrows, thieves' tools

WEALTH

EXPERIENCE POINTS (XP)

SKILLS

SKILL NAME	KEY ABILITY	SKILL MOD.	ABILITY MOD.	RANKS
Balance	DEX	_____	+3	_____
Diplomacy	CHA	_____	+2	_____
Disable Device	INT	_____	+0	_____
Open Lock	DEX	_____	+3	_____
Search	INT	_____	+0	_____
Spot	WIS	_____	+1	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

NOTES

ADVANCING LANIN THE WIZARD

Time to level up Lanin! Some parts of Lanin's 2nd-level character sheet (see page 15) are already filled out. Other parts involve choices using the material in this section.

Ability Scores

Your ability scores were set when your character was created, and they don't change at 2nd level. Each ability score provides a modifier, which is used to determine attack bonuses and Armor Class, among other things.

Armor Class

Lanin's Armor Class doesn't change from 1st to 2nd level, unless she found the ring treasure that provides a +2 bonus.

Saving Throws

Your Will save increased at 2nd level and has been adjusted for you.

Hit Points

Time to increase your hit points! You had 7 hit points at 1st level. Roll d4 and add the result to 9. This total is your new hit point total. Record this number of your sheet.

Skills

Lanin gets 3 skill points to use to improve the skills she has or to learn new skills. It costs 2 points to improve some skills by 1 rank, and 1 point to improve others, as discussed below. Or you can spend 1 or 2 points to learn a new skill from the list below.

Lanin's skill list at 1st level looks like this:

SKILL NAME	KEY ABILITY	SKILL MOD.	ABILITY MOD.	RANKS
Knowledge	INT	+5	+1	4
Search	INT	+3	+1	2
Spot	WIS	+3	+1	2

Knowledge is a class skill for a wizard. It costs Lanin 1 point to improve her Knowledge skill by 1 rank.

Search and Spot are considered to be *cross-class skills* for a wizard. It costs 2 points to improve either of them by 1 rank. The new skills provided below list whether they are class skills (cost 1 point for 1 rank) or cross-class skills (cost 2 points for 1 rank) for a wizard.

Decipher Script (Intelligence skill): This is a class skill for a wizard. It allows you to figure out the meaning of ancient runes or a long-forgotten language.

Listen (Wisdom skill): This skill is a cross-class skill for a wizard. It allows you to hear sounds in the dungeon. You might check against how quiet a sound is (against a monster's Move Silently skill), or against a target number based on the situation.

Attacks

Lanin uses a quarterstaff for melee attacks. The attack bonus is her base attack (+1) plus her Strength modifier (-1). If she found the weapon treasure and applied it to this weapon, it is now a magical quarterstaff with a +1 bonus to attack.

The town has two weapons that Lanin might want to buy, if she has enough gold.

Dagger: Cost 2 gp, damage 1d4 (plus Strength modifier).

Light crossbow and 10 bolts: Cost 36 gp, damage 1d8. Move action to reload.

Spells

At 2nd level, Lanin can cast 4 O-level spells and 3 1st-level spells per day.

At 1st level, Lanin knows these spells:

O-Level Spells: *Daze, flare.*

1st-Level Spells: *Mage armor, magic missile, shocking grasp.*

You prepare the spells for these slots by studying and resting prior to the adventure.

As part of leveling up, you can learn one more O-level spell and one more 1st-level spell. Select one of each from the spells listed below.

Acid Splash (O-level spell): You create an orb of acid that deals 1d3 points of damage to a target. You must make an attack roll that equals 10 plus the target's Dexterity bonus or better to hit.

Resistance (O-level spell): Cast this spell to give one player character a +1 bonus on all saving throws for the rest of the encounter.

Burning Hands (1st-level spell): Cast this spell to create a cone of searing flame that deals 2d4 points of damage to all targets 15 feet in front of you. Targets make a Reflex saving throw (12) for half damage.

Cause Fear (1st-level spell): Cast this spell to cause one monster to flee for 1d4 rounds. The Blue Dragon is immune to this spell.



LANIN THE WIZARD

Player

Wizard, 2nd Level
Class and Level

Elf
Race

ABILITY SCORE MODIFIER

STR 8 -1
Strength
DEX 18 +4
Dexterity
CON 10 +0
Constitution
INT 13 +1
Intelligence
WIS 12 +1
Wisdom
CHA 11 +0
Charisma

AC 15 +1 +0 +4
Armor Class Total Armor Shield DEX
10+ Bonus Bonus Mod.

HP
Hit Points Total Current

INITIATIVE +4 +4
Modifier Total DEX Mod. Misc. Mod.

SPEED 6 Squares (30 feet)

SAVING THROWS TOTAL BASE MODIFIER

FORTITUDE +0 +0 +0
Constitution
REFLEX +4 +0 +4
Dexterity
WILL +4 +3 +1
Wisdom

BASE ATTACK BONUS +1

ATTACK ATTACK BONUS DAMAGE
Quarterstaff +0 d6-1

ATTACK ATTACK BONUS DAMAGE

ATTACK ATTACK BONUS DAMAGE

GEAR AND EQUIPMENT

Quarterstaff, spellbook, spell components, +1 ring of protection

WEALTH

EXPERIENCE POINTS (XP)

SKILLS

SKILL NAME	KEY ABILITY	SKILL MOD.	ABILITY MOD.	RANKS
Knowledge	INT		+1	
Search	INT		+1	
Spot	WIS		+1	

SPELLS

SPELLS
Spells/Day

Prepared?
☒ ☒ ☒ ☒

☐ ☐ ☐ ☐

☐ ☐ ☐ ☐

Prepared?
☐ ☐ ☐ ☐

☐ ☐ ☐ ☐

☐ ☐ ☐ ☐

☐ ☐ ☐ ☐

4 0-level spells, 3 1st-level spells

0-Level Wizard Spells

Daze

Monster (not Dragon) loses next turn;
Will save 12 to resist

Flare

Monster receives -1 penalty on attack
rolls for encounter; Fortitude save 12

1st-Level Wizard Spells

Mage Armor

Increase your AC by 4 (to 19)

Magic Missile

Hits one monster within sight for
1d4+1 damage

Shocking Grasp

Hits one monster next to you for
1d6 damage

ADVANCING DOTHAL THE CLERIC

Time to level up Dothal! Some parts of Dothal's 2nd-level character sheet (see page 17) are already filled out. Other parts involve choices using the material in this section.

Ability Scores

Your ability scores were set when your character was created, and they don't change at 2nd level. Each ability score provides a modifier, which is used to determine attack bonuses and Armor Class, among other things.

Armor Class

Dothal's Armor Class doesn't change from 1st to 2nd level, unless he found the armor treasure that provides a +1 bonus.

Saving Throws

Your Fortitude and Will saves increased at 2nd level and have been adjusted for you.

Hit Points

Time to increase your hit points! You had 11 hit points at 1st level. Roll d8+3 and add the result to 11. This total is your new hit point total. Record this number of your sheet.

Skills

Dothal gets 3 skill points to use to improve the skills he has or to learn new skills. It costs 2 points to improve some skills by 1 rank, and 1 point to improve others, as discussed below. Or you can spend 1 or 2 points to learn a new skill from the list below.

Dothal's skill list at 1st level looks like this:

SKILL NAME	KEY ABILITY	SKILL MOD.	ABILITY MOD.	RANKS
Diplomacy	CHA	+3	-1	4
Knowledge	INT	+5	+1	4
Search	INT	+3	+1	2

Diplomacy and Knowledge are class skills for a cleric. It costs Dothal 1 point to improve his Diplomacy or Knowledge skill by 1 rank.

Search is considered to be a *cross-class skill* for a cleric. It costs 2 points to improve this skill by 1 rank. The new skills provided below are cross-class skills for a cleric. Each one costs 2 points to give you 1 rank in the skill.

Listen (Wisdom skill): This skill is a cross-class skill for a wizard. It allows you to hear sounds in the dungeon. You might check against how quiet a sound is (against a monster's Move Silently skill), or against a target number based on the situation.

Spot (Wisdom skill): This skill is a cross-class skill for a cleric. It allows you to notice hidden opponents in the dungeon. You check against a target number based on the situation.

Attacks

Dothal uses a warhammer for melee attacks. The attack bonus is his base attack (+1) plus his Strength modifier (+1). If he found the weapon treasure and applied it to this weapon, it is now a magical warhammer with a +1 bonus to attack.

The town has two items that Dothal might want to buy, if he has enough gold.

Heavy mace: Cost 12 gp, damage 1d8 (plus Strength modifier).

Heavy steel shield: Cost 20 gp, replaces light steel shield and improves Armor Class by +1.

Spells

At 2nd level, Dothal can cast 4 0-level spells and 4 1st-level spells per day.

At 1st level, Dothal knows these spells:

0-Level Spells: *Guidance*.

1st-Level Spells: *Bane, bless, cure light wounds*.

You prepare the spells for these slots by meditating and resting prior to the adventure.

As part of leveling up, you can learn one more 0-level spell and one more 1st-level spell. Select one of each from the spells listed below.

Light (0-level spell): You cast this spell on an object, causing the object to shine like a torch for the rest of the adventure.

Resistance (0-level spell): Cast this spell to give one player character a +1 bonus on all saving throws for the rest of the encounter.

Divine Favor (1st-level spell): Cast this spell to give yourself a +1 bonus on attack rolls and a +1 bonus on damage rolls for the rest of the encounter.

Shield of Faith (1st-level spell): Cast this spell to give one player character a +2 bonus on Armor Class for the rest of the encounter.

DOTHAL THE CLERIC

Player _____ Cleric, 2nd Level _____ Dwarf _____
Class and Level _____ Race _____

ABILITY	SCORE	MODIFIER	AC	15	+5	+1	-1
STR	13	+1	Armor Class	Total	10+	Bonus	DEX Mod.
Strength							
DEX	9	-1					
Dexterity							
CON	17	+3	HP				
Constitution			Hit Points	Total		Current	
INT	12	+1					
Intelligence			INITIATIVE	-1	-1		
WIS	15	+2	Modifier	Total	DEX Mod.	Misc. Mod.	
Wisdom							
CHA	8	-1	SPEED	4 Squares (20 feet)			
Charisma							

SAVING THROWS	TOTAL	BASE	MODIFIER
FORTITUDE	+8	+3	+5
Constitution			
REFLEX	-1	+0	-1
Dexterity			
WILL	+5	+3	+2
Wisdom			

BASE ATTACK BONUS +1

ATTACK	ATTACK BONUS	DAMAGE
Warhammer	+2	d8+1

ATTACK	ATTACK BONUS	DAMAGE
--------	--------------	--------

ATTACK	ATTACK BONUS	DAMAGE
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GEAR AND EQUIPMENT

Warhammer, holy symbol, chainmail, light steel shield

WEALTH

EXPERIENCE POINTS (XP)

SKILLS

SKILL NAME	KEY ABILITY	SKILL MOD.	ABILITY MOD.	RANKS
Diplomacy	CHA	_____	-1	_____
Knowledge	INT	_____	+1	_____
Search	INT	_____	+1	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

SPELLS

Spells/Day 4 0-level spells, 4 1st-level spells

Prepared? 0-Level Cleric Spells
☐ ☐ ☐ ☐ Guidance
 +/- bonus on one adventurer's next attack roll, saving throw, or skill check

☐ ☐ ☐ ☐

Prepared? 1st-Level Cleric Spells
☐ ☐ ☐ ☐ Bane
 monsters take -1 penalty on attacks for rest of encounter (resist Will 13)

☐ ☐ ☐ ☐ Bless
 Adventurers receive +1 bonus on attacks for rest of encounter

☐ ☐ ☐ ☐ Cure Light Wounds
 Heal yourself or a teammate of 1d8+1 damage

☐ ☐ ☐ ☐

Encounter Six

AGAINST THE BLUE DRAGON

This is it, the ultimate challenge for your 2nd-Level Characters. In this adventure, the player characters follow the map to the last chambers leading up to Tusenmaug's lair. Will the adventurers find a way to defeat the Blue Dragon and save the town? Or will the terrible Blue Dragon prevail? The only way to find out is to play the adventure!

SET UP

Place the Dungeon Tiles labeled "1A" in the center of the table. As the adventurers advance through this portion of the dungeon, you will place the Dungeon Tiles labeled "2A," "3A," and "4A," as shown on the diagram on the next page.

This adventure starts on Dungeon Tile "1A."

Place the four Adventurer miniatures on the squares on Dungeon Tile "1A," as shown on the diagram.

Place two Door counters on Dungeon Tile "1A," as shown. Use the counters that say "Locked!" on the back.

Take the Goblin Warrior miniature and a Chest counter that says "Trap!" on the back. Place the Goblin Warrior on the tile as shown. Don't place the Chest until the adventure tells you to.

TILE 1A: THE SHATTERED CORRIDOR

Start the adventure by reading the opening below.

You and your adventuring companions follow the Minotaur's map deeper into the dungeon. You reach a section of corridor that has partially collapsed, with shattered columns of stone and rubble. Ahead in the darkness, you hear a muttering voice. "Won't pay Grimp what Grimp deserves? Then Grimp find his own treasure, that's what Qrimp will do." What do you want to do?

The Goblin Warrior, Qrimp, doesn't immediately notice the adventurers. He's busy searching through the rubble looking for something of value to supplement the reward Tusenmaug has already promised him.

Once Qrimp notices the adventurers, he fights savagely, throwing his javelin from a distance (if possible) before engaging in melee with his morningstar. If the adventurers defeat Qrimp, they split 300 XP.

Move Silently

Carn the Rogue can attempt to Move Silently and sneak up on the Goblin Warrior before it notices him. This requires a Move Silently skill check (if Carn took that skill when he leveled up) or a Dexterity ability check. The result of the check is compared to the Goblin Warrior's Listen check. If Carn beats the Listen check, he can move up to the Goblin Warrior (using a Move action) before you check for initiative. If the Goblin Warrior beats Carn's result, the monster hears Carn approaching.

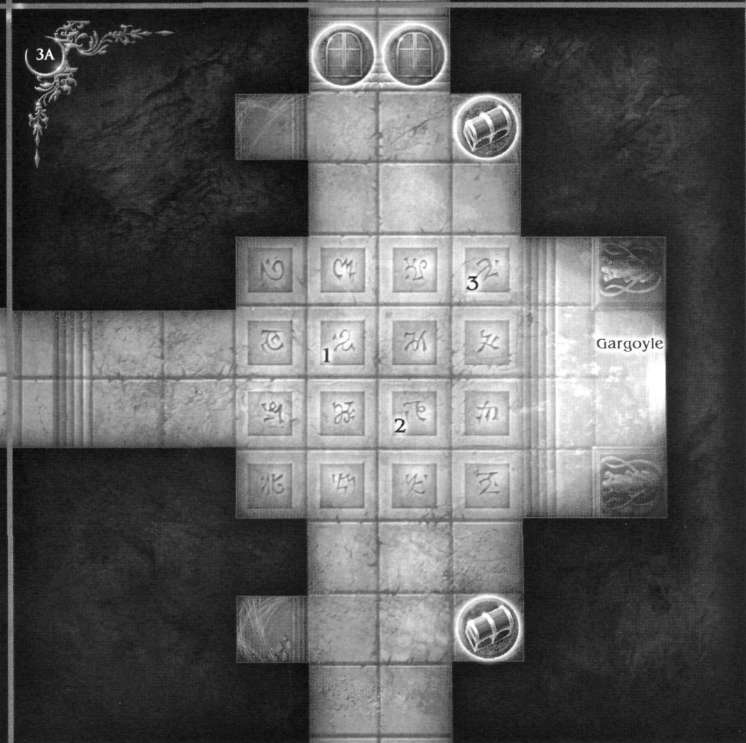
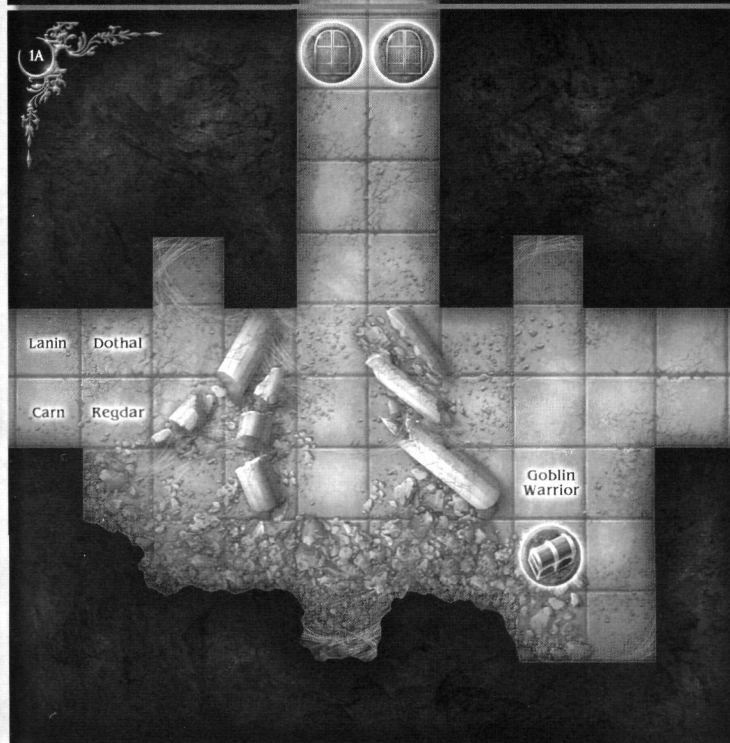
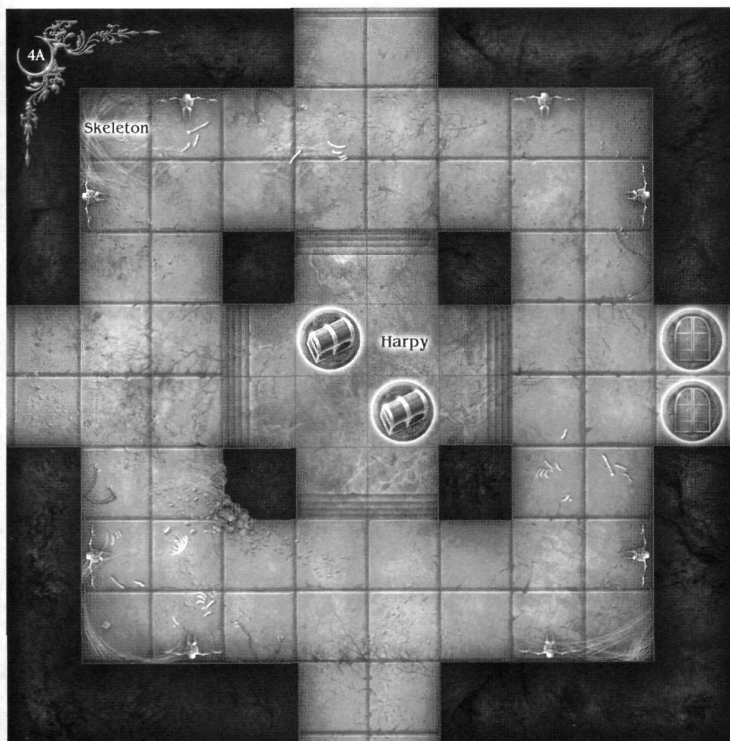
If any of the other adventurers move, Qrimp hears them and a combat encounter begins.

Initiative Check

If Carn successfully Moves Silently, he can sneak up on the Goblin Warrior before the combat encounter starts. This sets him up to deliver a potentially devastating sneak attack. Call for initiative checks after Carn finishes his Move action. If the adventurers just decide to move toward the Goblin Warrior without letting Carn try something sneaky, call for initiative checks and set the initiative order for this combat encounter.

Goblin Warrior

Initiative	+1
Speed	6 Squares (30 feet)
Attack/Damage	+3 (morningstar)/d6
Attack/Damage	+4 (javelin, ranged)/d4
Armor Class	14
Hit Points	10 () Current Hit Points
Saves	Fortitude +3, Reflex +1, Will -1
Skills	
Listen	+2
Spot	+2
Experience (XP)	200





Another Approach

If any of the adventurers have taken the Diplomacy or Intimidate skills, a character might try to negotiate or threaten Grimp into spilling a secret and leaving without a fight.

If the adventurers pull this off, they have effectively defeated Grimp and they should be awarded experience accordingly. If either check fails, Grimp turns hostile and attacks.

Diplomacy: A character with the Diplomacy skill can attempt to befriend Grimp. This requires the character to behave in a friendly manner and get a result of 20 or better on a Diplomacy skill check. A character can make a Charisma ability check if he or she doesn't have the Diplomacy skill.

The other characters can help. To help, the other characters make the same check as the primary character, but they need a result of 10 or better. For each helping character that succeeds, the primary character receives a +2 bonus on his or her check.

On a successful Diplomacy check, Grimp decides to help the adventurers. He explains that Tusenmaug the Blue Dragon arrived in the dungeon a few months ago and quickly established itself as the boss of bosses. It hates humans and dwarves and elves, and it wants to destroy the nearby town of Griffonford—after scaring the inhabitants and taking all their treasure.

"But Tusenmaug doesn't share as much as Grimp would like," the Goblin Warrior explains, "so Grimp's been searching this rubble to find Old One Ear's lost loot. Who's Old One Ear? Old One Ear's the Bugbear that ran the dungeon before Tusenmaug showed up—and ate him!"

"The doors over there are locked and can only be opened with a key. The walking statue in the next room has the key, but he's hard to find," Grimp tells the adventurers. If you can get through those doors, however, there's all kinds of treasure. That's the vault where Tusenmaug keeps the stuff that's been stolen from the town. The Blue Dragon won't expect an attack from that direction."

"Where's Tusenmaug? The Blue Dragon's beyond the next chamber, in a room connected to the vault," Grimp explains. "He's tough and dangerous. Grimp thinks he's said enough. Time for Grimp to go."

With that, the Goblin Warrior heads back through the dungeon corridors, taking the path that the adventurers used to get here.

Intimidate: A character with the Intimidate skill can attempt to frighten and threaten Grimp into backing down and revealing the same information as gained through "Diplomacy." Of course, instead of revealing this information in friendly conversation,

Grimp provides it while insulting them, whimpering, and telling them how the great and powerful Tusenmaug is going to make them pay for treating his loyal servant in such a manner.

This requires the character to behave in a threatening manner and get a result of 15 or better on an Intimidate skill check. A character can make a Charisma ability check if he or she doesn't have the Intimidate skill.

Other characters can help, as described under "Diplomacy."

When Grimp has revealed everything he can think of, he attempts to run toward Dungeon Tile "3A" to find help to use against the adventurers. The characters can let Grimp go (the Goblin Warrior then becomes part of the encounter described for that tile) or try to stop him. If they try to stop him, call for initiative checks as this encounter becomes a combat encounter.

The Locked Doors

The doors between tile "1A" and "4A" are locked. The lock is too complex for Cam the Rogue's skill level. The doors are made of solid stone and can't be broken open, either. Let the characters try to unlock or break this solid stone doors, then tell them that the task seems impossible. The only way to open these doors is to retrieve the key from the gargoyle in the chamber shown on tile "3A."

The Trapped Chest

If the adventurers decide to Search the rubble for Old One Ear's lost treasure, have each character that tries make a Search skill check. If an Adventurer successfully Searches the rubble (result of 15 or more), place the Chest counter on the indicated square. The Chest is trapped. If Cam the Rogue Searches the Chest, the trap does not immediately go off. Any other character immediately sets off the trap.

If the trap is set off, a burst of fire explodes in all directions. Any character in a square next to the trapped Chest is dealt 2d6 points of damage. An adventurer makes a Reflex save to avoid some of the damage. If the saving throw result is 15 or better, the adventurer dodges and takes half damage from the trap.

If Cam the Rogue successfully Searches the Chest, the trap is revealed but it doesn't go off. Cam can try to disarm the trap. He needs to get a result of 20 or better on a Disable Device skill check. If the check fails, the trap goes off. If the check succeeds, the trap is disarmed.

The Chest contains Old One Ear's treasure: 300 gold pieces and two items rolled for on the Random Treasure Table, on the next page.

Random Treasure Table

Roll d12 and check the result, below, to see what's in a treasure chest. Instead of handing out the counters, have players mark their find on their character sheet. When they use a scroll or potion, they cross it off their sheets.

d12

Roll	Treasure
1	Nothing
2-3	Healing Potion
4	Thieves' Tools (+2 bonus instead of +1)
5-6	Weapon (+2 bonus instead of +1)
7	Armor (+2 bonus instead of +1)
8	Boots
9	Cloak
10	Ring
11-12	Scroll (roll on scroll table, below)

d20

Roll	Scroll
1	<i>Guidance</i> spell (cleric)
2	<i>Light</i> spell (cleric)
3-4	<i>Resistance</i> spell (cleric or wizard)
5	<i>Daze</i> spell (wizard)
6	<i>Flare</i> spell (wizard)
7	<i>Acid splash</i> spell (wizard)
8	<i>Bane</i> spell (cleric)
9-10	<i>Bless</i> spell (cleric)
11	<i>Divine favor</i> spell (cleric)
12	<i>Shield of faith</i> spell (cleric)
13	<i>Burning hands</i> spell (wizard)
14-15	<i>Cure light wounds</i> spell (cleric)
16	<i>Cause fear</i> spell (wizard)
17	<i>Mage armor</i> spell (wizard)
18-19	<i>Magic missile</i> spell (wizard)
20	<i>Shocking grasp</i> spell (wizard)

TILE 3A: THE RUNE-COVERED FLOOR

Set up Dungeon Tile "3A" as shown in the diagram on page 19. Place the two Chest counters (the ones that say "Chest" on the back) as shown. Place the two Door counters (that say "Trap!" on the back) as shown. Don't place the Gargoyle miniature until the adventure tells you to.

When the adventurers move onto Dungeon Tile "3A," read the description below.

The chamber ahead features a tiled floor leading up to a stepped platform. Each tile features a carved rune that shines with an arcane red glow. On the platform, two monstrous statues frame a portal filled with glowing, swirling, sparkling light. What do you want to do?

If the Goblin Warrior, Grimp, ran away from the adventurers in the first encounter, the characters find him here. Place the miniature face down on any of the symbol squares closest to tile "1A." Read:

Grimp lies face down on one of the tiles, his body burnt and misshapen as if from an intense blast of heat.

The rune-covered floor is a trap, but it can also be used to activate the portal and call forth the Gargoyle that holds the key to the Blue Dragon's vault (tile "4A").

Depending on what the adventurers want to do, see the sections below.

The Runes

Runes are symbols in an ancient and unknown language. These runes also contain arcane power. That power can either harm the characters or open the portal so that the guardian of the vault key can be summoned.

Decipher Script: If Lanin the Wizard took the Decipher Script skill, she can attempt to make sense of the strange runes. If she didn't take the skill, this option is not available. The skill can only be used if it is known.

A Decipher Script skill check of 15 or better allows Lanin to determine that the runes are Draconic—the language of dragons! They depict ancient words of power and are very dangerous. Three of the runes, however, are words of opening and summoning. Lanin determines that if these three tiles are activated in the proper order, something might happen.

The order is shown on the diagram on page 19; the squares are marked "1," "2," and "3."

Spot: If Lanin doesn't have the Decipher Script skill, a Spot check can provide a hint about the runes. Any character that gets 20 or better on a Spot check notices that the runes in those three squares glow with a different color than those in the other squares. They glow blue instead of red.

Danger: Stepping onto any of the rune-inscribed squares (except for the ones numbered "1," "2," and "3") activates a magical trap. Can the Rogue can't disarm this trap. When a character steps onto a rune square, a pillar of fire fills the square for a second, dealing 1d6 points of damage to the character in that square. If the character makes a Reflex save of 15 or better, he or she takes half damage.

Summoning: To summon the Gargoyle so that the adventurers can try to get the vault key from it, a character has to step on the proper runes in the correct order. This order is shown on the diagram on page 19.

A character can walk across the trapped squares (taking damage as he or she goes), or he or she can make Jump skill checks (or Strength ability checks, if the character doesn't have the skill). The target number for a Jump check from a clear square to the rune marked "1" is 5, so a result of 5 or better is a success. From rune "1" to rune "2" is a simple move, but Jumping from rune "2" to rune "3" requires a Jump result of 10 or better. A failed Jump check places the character one square short of the target, in a trapped square.

If one of the numbered squares is stepped on, the characters see the portal's glow intensify slightly. This happens when each of the proper squares are stepped on, despite the order in which they are activated.

When the numbered squares are activated (stepped on) in the proper order, the swirling colors within the portal solidify into a single, bright white light. Read:

The swirling light within the portal stops moving and becomes a sheet of bright white light. This light ripples, and a winged creature made of stone steps out of the light and into the chamber—a Gargoyle!

Place the Gargoyle miniature on tile "3A," as shown on the diagram on page 19.

The Gargoyle

The adventurers can get through this chamber without encountering the Gargoyle. They lose the ability to get the key to the Blue Dragon's vault until later in the adventure, but the story can continue even if the Gargoyle never emerges from the glowing portal.

If the Gargoyle is summoned, read:

"Who calls forth the guardian of the key?" the creature says in a voice that sounds like a rock being dragged across a stone. "What is the word of command?"

Obviously, whatever the adventurers say at this point will be wrong, but encourage them to answer the Gargoyle as they see fit.

After they have each had a chance to say something, the Gargoyle roars, "Wrong! Wrong! Wrong! Wrong!" Call for initiative checks, because the Gargoyle wants to fight!

Note that the portal can only be used by the Gargoyle. The adventurers can't enter it in any way.

If the adventurers summon the Gargoyle and defeat it, they find a large gold key hanging on a chain around its neck. This key unlocks the doors on tile "1A" that lead to the Blue Dragon's treasure vault.

Gargoyle

Initiative	+2
Speed	6 Squares (30 feet), fly
Attack/Damage	+6 (claw)/1d4+2
Armor Class	16
Hit Points	25 (_____)
Current Hit Points	

Saves

Fortitude +5, Reflex +6, Will +4

Skills

Listen	+4
Spot	+4

Special

Only magic weapons and spells can hurt the Gargoyle; only characters who have found a magic weapon treasure can damage the Gargoyle with weapon attacks

If the Gargoyle doesn't move, on that turn it can make two attacks with its claws

Experience (XP) 900

The Chests

There are two Chests in this area. They are not locked and no traps protect them. If the adventurers Search these Chests, roll on the table on page 21 to see what they find. Each Chest possibly contains one item.

The Trapped Doors

The doors in this chamber are trapped. They lead to Tusenmaug's lair. It takes a Disable Device skill check of 15 or better to disarm this trap. Otherwise, when the trap is set off or the doors are opened, a magical seal breaks and releases its power in a straight line. When the seal breaks, a terrible wail travels the length of the chamber. Any character in a square in either of the rows directly in front of the doors is hit with a solid wave of sound. This wave of sound deals 1d6+2 points of damage, Fortitude save of 15 or better for half damage.

The noise made by the breaking seal alerts Tusenmaug that intruders are on the way.

The other opening in this area leads deeper into the dungeon and away from this adventure. If the adventurers go this way, they eventually find an exit out of the dungeon and can return to town.

TILE 4A: THE DRAGON'S VAULT

Set up Dungeon Tile "4A" as shown in the diagram on page 19. Place the two Chest counters (the ones that say "Locked!" on the back) as shown. Place the two Door counters (that say "Trap!" on the back) as shown. Place the Harpy miniature and the Skeleton Warrior miniature as shown.

The locked doors that separate this tile from tile "1A" can only be opened with the key provided by the Gargoyle (see "Tile 3A: The Rune-Covered Floor").

When the adventurers move onto Dungeon Tile "4A," read the description below.

The chamber features a wide corridor that surrounds a raised platform of blood-red rock. Two large chests sit atop the platform, and a vicious-looking Harpy hovers above the platform on batlike wings. A Skeleton walks along the outer corridor, swinging its scimitar in a deadly arc as it goes. What do you want to do?

The Chests contain some of the Blue Dragon's treasure, but the adventurers must defeat the Harpy and the Skeleton to get to it, as well as the danger presented by the platform of blood-red rock. When the adventurers enter the chamber, call for initiative checks and read:

"Who enters Tusenmaug's vault?" the Harpy screeches. "Who's blood will fill my gullet this day? Have you come for the treasure? I don't think you will survive to enjoy it!"

Depending on what the adventurers want to do, see the sections below.

The Blood-Red Rock

The platform presents a danger. The Harpy avoids the danger and uses it to her advantage by flying and hovering above it and never touching the ground. She stays above it so that the characters much stand upon the blood-red rock to engage her in melee combat.

Any time a character is on one of the blood-red rock squares, the magic of the strange rock saps the life from a character. That character takes 1 point of damage each round.

The Chests

There are two Chests in this area. They are locked. They must be broken open or unlocked (Open Lock check of 15 or better). Remember that the blood-red rock deals damage to anyone standing on it.

If the adventurers Search these Chests, roll on the table on page 21 to see what they find. Each Chest possibly contains two items, as well as 400 gold pieces.

The Trapped Doors

The doors in this chamber are trapped. They lead to Tusenmaug's lair. It takes a Disable Device skill check of 20 or better to disarm this trap. Otherwise, when the trap is set off or the doors are opened, a magical seal breaks and releases its power in a straight line. When the seal breaks, a wave of deadly cold travels the length of the chamber. Any character in a square in either of the rows directly in front of the doors is hit with a solid wave of cold. This wave of cold deals 1d6 points of damage, Fortitude save of 15 or better for half damage.

The noise made by the breaking seal alerts Tusenmaug that intruders are on the way.

The other openings leading out of this chamber are dead ends.

The Harpy

The Harpy fights with her club and claws when the adventurers get close, but she always tries to hover above the blood-red rock to use it against the characters. In addition, she has a ranged attack that takes the form of a powerful sonic scream.

Screaming Harpy

Initiative +2
 Speed 4 Squares (20 feet), fly
 Attack/Damage +7 (club)/1d6
 Armor Class 13
 Hit Points 31 (_____)
 Current Hit Points

Saves

Fortitude +2, Reflex +7, Will +6

Skills

Listen +7
 Spot +3

Special

Sonic scream: This ranged attack targets one character. No attack roll necessary, but it takes the place of a melee attack for the turn. The sonic scream deals 1d4+1 points of damage, and the target can make a Will save of 15 or better for half damage (minimum of 1).

If the Harpy doesn't move, on that turn it can make one attack with its club and two attacks with its foot claws (+2/1d4-1 damage, minimum 1 point)

Experience (XP) 900



The Skeleton

The Skeleton always takes at least one Move action on its turn. It travels along the outer corridor in a clockwise direction, moving until it gets next to a player character. Then it stops, makes one attack, and then continues on its way until it reaches another character. It does this every turn until it is destroyed.

Wandering Skeleton

Initiative +5
 Speed 6 Squares (30 feet)
 Attack/Damage +2 (scimitar)/1d6+1
 Armor Class 15
 Hit Points 12 (_____)
 Current Hit Points

Saves

Fortitude +0, Reflex +1, Will +2

Special

Can't be flanked. Can't be sneak attacked.

Bludgeoning weapons, such as maces, warhammers, and quarterstaves, deal full damage to the Skeleton; slashing and piercing weapons, such as swords and arrows, deal 5 points less damage per attack.

Experience (XP) 200

TILE 2A: THE DRAGON'S LAIR

Set up Dungeon Tile "2A" as shown in the diagram on page 19. Place the Chest counter (the one that says "Chest" on the back) as shown. Place the Blue Dragon miniature, the Orc Mauler miniature, and the Goblin Archer miniature as shown.

When the adventurers move onto Dungeon Tile "2A," read the description below.

A large Blue Dragon waits in this large chamber. An Orc and a Goblin are also in the room. The Blue Dragon seems to sneer at you, and it roars in words that you can barely understand. "This is my domain! Mow dare you lesser creatures even enter my presence? Mow you must die!" What do you want to do?

When the adventurers enter the chamber, call for initiative checks. The time has come to finally face the Blue Dragon named Tusenmaug and try to end this menace once and for all!

The Orc Mauler rushes to provide melee support for the Dragon, while the Goblin Archer makes ranged attacks from a distance.

The Blue Dragon

Tusenmaug the Blue Dragon is a relatively young dragon. He came to this dungeon and decided to establish a lair. Along with making a lair, the dragon has worked to make the rest of the monsters living in the dungeon fall under his command.

Tusenmaug hates humans and dwarves and elves. He believes that all creatures are lesser creatures when compared to dragons, and humans and their ilk even more so. He has started a campaign to loot and eventually destroy the nearby town of Griffonford. He especially hates the adventurers for what they have already accomplished and for daring to try to upset his plans.

Note that the ceilings in this chamber and the rest of the dungeon are too low for the Blue Dragon to fly or use its wings as weapons.

The Blue Dragon fights to the death to defend its lair and the position it has carved out here in the dungeon.

Blue Dragon

Initiative +0
Speed 4 Squares (20 feet)
Attack/Damage +8 (bite)/1d12+2
Armor Class 18
Hit Points 76 ()
Current Hit Points

Saves

Fortitude +6, Reflex +5, Will +5

Skills

Listen +10
Spot +4

Special

Breath weapon: The Blue Dragon breathes lightning. It can use its breath weapon once in the encounter. When it does, a line of lightning erupts from it that hits all targets in a straight line. The lightning deals 16 points of damage to every character in a line. A character can make a Reflex save of 15 or better for half damage.

If the Dragon doesn't move, it can attack with its bite and a claw (+8/1d6+2 damage).

Experience (XP) 1,350

Goblin Archer

Initiative +1
Speed 6 Squares (30 feet)
Attack/Damage +3 (light crossbow)/d6
Armor Class 15
Hit Points 5 ()
Current Hit Points

Saves

Fortitude +3, Reflex +1, Will -1

Skills

Listen +2
Spot +2

Special

After making an attack, on its next turn the Goblin Archer can Move and Reload or Reload and Attack.

Experience (XP) 100

Orc Mauler

Initiative *
Speed 6 Squares (30 feet)
Attack/Damage +4 (morningstar)/d6+1
Armor Class 13
Hit Points 8 ()
Current Hit Points

Saves

Fortitude +3, Reflex +0, Will -2

Skills

Listen +1
Spot +1

Experience (XP) 150

The Chest

There is one Chest in this area. It isn't locked or trapped.

If the adventurers Search the Chest, roll on the table on page 21 to see what they find. The Chest possibly contains two items, as well as 600 gold pieces.

The End?

This series of encounters to stop the dread Dragon Tusenmaug ends here, but your adventures don't have to! Turn the page to learn more about Dungeon Mastering and other DUNGEONS & DRAGONS game products you might want to look into.

DUNGEON MASTER BASICS

The Dungeon Master has two main tasks in the game—preparing the adventure and running the adventure.

CREATE YOUR OWN DUNGEON

Some people find that the most fun for the Dungeon Master is to create your own adventures. You can rearrange the monsters and dungeon tiles provided in this box to do this, or you can move on to the more advanced D&D products to accomplish this. The next few pages show you some of the products you might want to look for.

RUNNING THE DUNGEON

The Dungeon Master is kind of like a referee.

- The DM knows the rules of the game
- The DM pays attention to the other players
- The DM determines the answer if questions come up about play
- The DM plays fair
- The DM isn't out to beat the other players or win

Make It Up

Sometimes the players try something that isn't covered by the rules. That's okay. That's part of the power of the D&D game. When this happens, the DM gets to make up a rule for the situation and decide what happens.

If the DM does make up a rule, record that new rule so that you can use it again in the future.

Keep It Balanced

The DM should strive to provide dungeons and adventures in which the player characters face real challenges, but fair challenges. Look to examples provided in this box for inspiration and ideas.

RUNNING THE MONSTERS

The DM controls all of the monsters in the game. Play the monsters as the adventure suggests. Some are dumb as rocks, others are smart and sophisticated. Remember that monsters make up most of the challenges your player characters face in adventures.

Play the monsters fairly. The monster doesn't know everything that you know—you're the DM, after all. If the monster shouldn't know that Cam the Rogue is hiding in the shadows, play it that way.



DUNGEONS & DRAGONS PLAYER'S KIT



The next step in your DUNGEONS & DRAGONS adventure is the DUNGEONS & DRAGONS *Player's Kit*.

This boxed set takes your play to the next level. It's designed to show you how to create your own player characters from scratch and how to get the most out of the full D&D game rules.

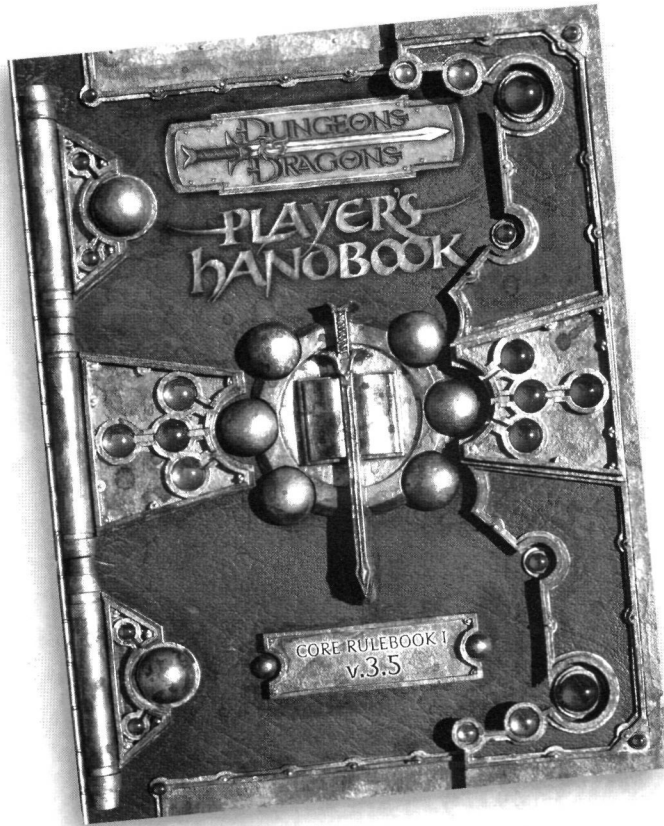
The boxed set includes:

- Three booklets that guide you through character creation and advanced game play.
- A set of high-quality D&D dice.
- A paperback version of the D&D *Player's Handbook*.

Check out www.playdnd.com for more information!

DUNGEONS & DRAGONS CORE RULES:

PLAYER'S HANDBOOK



The core rules for the full version of the D&D game are packed into three core rulebooks. The first of these is the D&D *Player's Handbook*.

This high-quality hardcover book features all the rules of the game that every player needs. The book covers:

- Character Creation
- More Character Races and Classes
- Skills and Feats
- Weapons, Armor, and Equipment
- Combat Rules
- Spells for Wizards, Clerics, and Other Spellcasting Classes
- And More!

Check out www.wizards.com/dnd for more information on this and other D&D products!

DUNGEONS & DRAGONS CORE RULES:

DUNGEON MASTER'S GUIDE



The core rules for the full version of the D&D game are packed into three core rulebooks. The second of these is the D&D *Dungeon Master's Guide*.

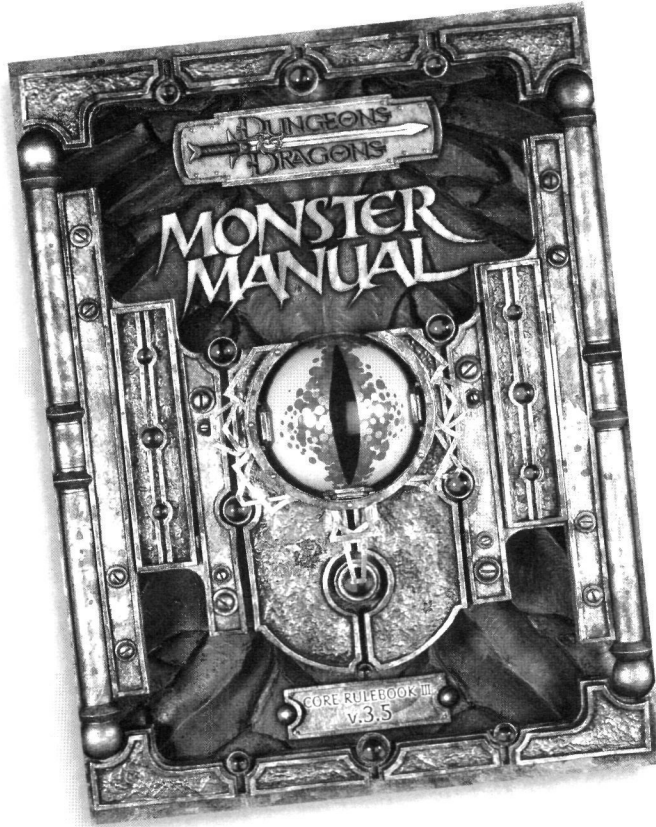
This high-quality hardcover book features additional rules of the game that every Dungeon Master needs. Players can find lots of useful information in this volume, too. The book covers:

- Running the D&D Game
- Using the Rules
- Running Adventures
- Creating Adventures
- Running Campaigns
- Prestige Classes
- Magic Items
- And More!

Check out www.wizards.com/dnd for more information on this and other D&D products!

DUNGEONS & DRAGONS CORE RULES:

MONSTER MANUAL



The core rules for the full version of the D&D game are packed into three core rulebooks. The third of these is the D&D Monster Manual.

This high-quality hardcover book features hundreds of monsters for use by DMs. Players will want to study this volume, as well, to get a better idea of the types of monsters their characters might run into.

The book covers hundreds of monsters, with game statistics, tactics, tips for improving monsters and creating new monsters, and more. Some of the monsters in this tome include:

- Dragons
- Undead
- Dire Animals
- Beholder
- Mind Flayer
- Drow
- Giants
- And More!

Check out www.wizards.com/dnd for more information on this and other D&D products!

DUNGEONS & DRAGONS GAME ACCESSORIES:

DUNGEONS & DRAGONS MINIATURES BOOSTER PACKS



You can find more official D&D miniatures like the ones in this game in DUNGEONS & DRAGONS Miniatures Game Booster Packs.

Each Booster Pack contains 8 random, painted, durable plastic miniatures based on D&D monsters and character classes.

Find the miniature that best represents your player character. Build a collection of monsters to use in adventures. Or learn to play the head-to-head DUNGEONS & DRAGONS *Miniatures Game* for a different kind of D&D experience!

Check out www.wizards.com/dnd for more information on this and other D&D products!



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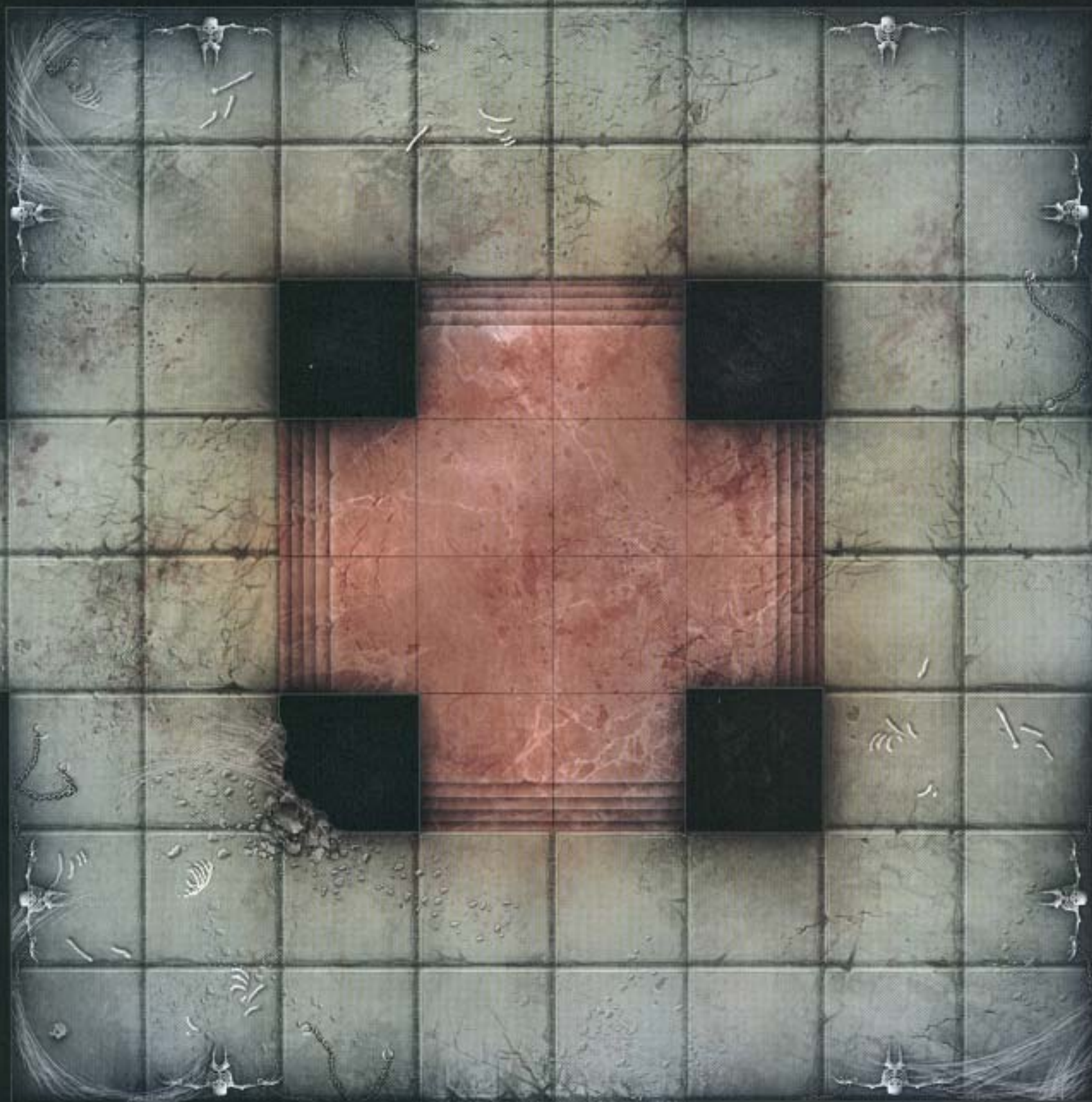






3B





4B







DOOR

DOOR

DOOR

DOOR

DOOR

DOOR

TRAP!

TRAP!

TRAP!

LOCKED!

LOCKED!

LOCKED!

CHEST†

CHEST†

CHEST†

CHEST†

TRAP!

TRAP!

HEALING
POTION

HEALING
POTION

LOCKED!

LOCKED!

LOCKED!

TRAP!

HEALING
POTION

HEALING
POTION

HEALING
POTION

HEALING
POTION

HEALING
POTION

HEALING
POTION

Increase
Speed by
2 squares

+1 Bonus to
Armor Class

+1 Bonus to
Armor Class

+1 Bonus on
attacks with
one weapon

+1 Bonus on
attacks with
one weapon

+1 Bonus
Disable Device
Open Lock

Magic Missile
Wizard spell

Guidance
Cleric spell

*Cure Light
Wounds*
Cleric spell

Daze
Wizard spell

+2 Bonus to
Armor Class

+1 Bonus
on all saving
throws

Flare
Wizard spell

Divine Favor
Cleric spell

*Shocking
Grasp*
Wizard spell

Bane
Cleric spell

Bless
Cleric spell

Mage Armor
Wizard spell

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- 12 painted miniatures (heroes and monsters)
- 4 double-sided dungeon tiles
- 4 hero booklets
- 1 Dungeon Master booklet
- 6 dice
- 1 counter sheet
- 1 advanced rulebook

Dothal the Cleric uses his magic to hold back the Skeleton Warrior.

Regdar the Fighter battles the terrible Harpy, hoping his strength and sword are up to the task.

Carn the Rogue, meanwhile, tries to disarm the trap so that he can search the chest for treasure.

**DUNGEONS
& DRAGONS®**
BASIC GAME

AGE 12+ 2 to 5 players



www.wizards.com/dnd

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