

AGE 12+

DUNGEONS & DRAGONS

Player's Book



READ THIS FIRST!



INTRODUCTION

This book—along with the other contents of this box—is your introduction to the DUNGEONS & DRAGONS® Fantasy Roleplaying Game.

The DUNGEONS & DRAGONS game is the original pen-and-paper roleplaying game, the inspiration for generations of other games both on the tabletop and on computers and game consoles. If you've ever played *Neverwinter Nights*, *Final Fantasy*, *The Legend of Zelda*, *World of Warcraft*, *Dragon Age*, or games like those, you already have some idea of what the DUNGEONS & DRAGONS game is about. With this book, you're about to experience the game in its latest and greatest incarnation.

Even if you haven't played other fantasy adventure games before, this book will teach you how to have an exciting interactive experience in a fantastic world of magic, monsters, and heroic adventure.

When you play the DUNGEONS & DRAGONS game, you take on the role of a legendary hero—a skilled fighter, a devoted cleric, a deadly rogue, or a spellcasting wizard. With some willing friends and a little imagination, you strike out on grand quests and daring adventures, testing yourself against an array of challenges and bloodthirsty monsters.

The DUNGEONS & DRAGONS world is filled with ancient ruins, vast caverns, and wild frontiers where only the bravest heroes dare to tread. It's a world of swords and magic, elves and goblins, giants and dragons. It's a world of adventure, and it's yours to explore with this book and the contents of this red box.

How to Use This Book

You can learn to play the DUNGEONS & DRAGONS Fantasy Roleplaying Game by yourself, simply by reading through this book. As you read, you'll experience your first adventure. You'll face vicious monsters, embark on a quest to retrieve a stolen treasure, and learn about the DUNGEONS & DRAGONS world—all while you're learning how to play the game.

The DUNGEONS & DRAGONS game is usually played in groups of 3 or more people. Once you've learned how to play, you might want to lend this book to your friends so they can create their own characters and learn to play before you all come together for a new adventure.

When you play with a group, one player gets to be the Dungeon Master (DM)—the person who plays the roles of the monsters and guides the other players on their adventures. All the other players create heroic characters using this book, but the DM gets to read the other book in the box—the *Dungeon Master's Book*. That book includes an adventure and a dungeon for the group to explore together.

This box includes a few other important elements. You'll find a set of dice, which you'll learn more about as you play through the solo adventure in this book. There's a poster map that includes a sprawling dungeon complex on one side, and a crossroads and a monster lair on the other. You'll use the poster map for both the solo adventure and the group adventure in the *Dungeon Master's Book*. A sheet of cardboard tokens represents the monsters in the *Dungeon Master's Book*, as well as the heroic characters you and your friends create to play. Finally, the card sheets describe the powers available to your characters and the treasures you might find along the way in your adventures.

Getting Started

The rest of this book teaches you how to play the DUNGEONS & DRAGONS game and sets you up with a character you can play in any campaign, whether it's with a group of friends that you pull together and teach to play, or an established group of players who already have a campaign underway. This isn't a book you just read through from start to finish, though—it's an adventure! You'll learn everything you need to know about playing the game as you choose your path through this adventure.

Start by taking a minute to imagine a fantasy hero, perhaps something like a character you've seen in a movie or played in a computer game. Your hero can be a human, an elf, a dwarf, or a halfling—see the illustrations on the next two pages for some ideas about what those races look like. Your character can be male or female, and can have whatever color skin, hair, and eyes you can imagine.

Now take a look at the character sheet included in this box. Make a copy of it, or use a blank piece of paper. You can start to fill in your character sheet by writing down some basic things about the character you imagine, such as race, gender, and maybe a name you invent (or borrow) for this fantasy hero. If you want to, you can also add notes about your character's appearance and personality.

CHARACTER NAME _____

Class: _____ Level: _____

Race: _____ Gender: _____

Alignment: _____

Languages: _____

CHARACTER NOTES

Don't worry about all the other spaces on the character sheet just yet. You'll fill those in as you go along and learn what each section means.

Now you're ready to get started. Your solo adventure begins on the next page. Read **Number 1** to get the action started.

PART 1: GOBLIN ATTACK!

1

The wagon rattles and creaks as it rolls along the old trade road. Traevus, the dwarf merchant beside you, guides a team of mules with a steady hand, more interested in the road ahead than in your attempts at conversation, but that's part of dwarven nature. Though the sun is low in the sky, you should reach the town of Fallcrest before nightfall.

To your left, the Moon Hills stretch off southward and reach up toward the darkening sky. The fall air grows cooler with night's approach.

What awaits you in Fallcrest? Think for a moment about what your character hopes to achieve. You might imagine your character riding on the wagon, thinking about what lies ahead. Are you setting out on a life of adventure on purpose—or about to stumble into one by accident? Are you heading to the town to see someone you know, or perhaps to pay your last respects to a relative who has died? Is Fallcrest your final destination, or



Female human



Male elf

will you move on from there to someplace farther west—perhaps Winterhaven or some more distant settlement? Or perhaps you're looking for something and don't know where to find it, and Fallcrest just seemed like a good place to start.

Suddenly, a noise shakes you out of your reverie—the twang of a bowstring, coming from the shadows beside the road. Traevus cries out as an arrow sinks into his shoulder. With a shrill cry, a pack of goblins—short, ugly creatures with green skin and fang-filled mouths—run toward the wagon, brandishing weapons. (The illustration on page 5 shows what goblins look like.) You can see another goblin pulling an arrow from a quiver on its back. It's clear these creatures mean to steal the wagon—and that probably means eliminating both you and the merchant first!

It's time to leap into action, but that can mean different things for different kinds of fantasy heroes. How do you imagine the hero in your mind reacting to this situation?

Do you imagine pulling a weapon from the back of the wagon and leaping down to fight the goblins? Go to 2.

Do you imagine casting a magic spell to blast the goblins? Go to 3.

Do you imagine drawing a dagger, using the wagon for cover, and sneaking around to pick off the goblins without putting yourself in too much danger? Go to 4.

Do you imagine tending to the merchant's wound, perhaps uttering a divine prayer to restore his health? Go to 5.

Or do you prefer hiding in the back of the wagon until the fight is over? Go to 6.

Do you have a different idea about what to do? Go to 42.

2

Drawing a weapon and leaping into battle sounds like something a **fighter** would do. Fighter is one of the four main character classes in the DUNGEONS & DRAGONS game. Your class is the primary definition of what your character can do in the world of the game. Fighters wear heavy armor and wield swords or axes with great skill. If your character is a fighter, you might have trained as a soldier or studied with an expert duelist. You don't wield magic, but over time you'll learn to perform feats of strength and agility no ordinary mortal could accomplish. You're probably very strong and tough, and fairly quick as well.

Does this sound like what you have in mind for your character?

If it does, go to 7.

If it doesn't, go back to 1 and make a new choice.



Female dwarf

3

Casting a magic spell to blast the goblins is what **wizards** do in the DUNGEONS & DRAGONS world. Wizard is one of the four main character classes in the DUNGEONS & DRAGONS game. Your class is the primary definition of what your character can do in the world of the game. Wizards wield powerful magic instead of weapons, and they don't wear much in the way of armor. If your character is a wizard, you probably learned magic from an older wizard, though you might have taught yourself from ancient tomes in some dusty library. You must be very smart, and you have a natural aptitude for magic. You're probably nimble and fairly wise as well.

Does this sound like what you have in mind for your character?

If it does, go to 14.

If it doesn't, go back to 1 and make a new choice.

4

You're ready to fight, but not willing to rush headlong into battle—that makes you sound like a **rogue**. Rogue is one of the four main character classes in the DUNGEONS & DRAGONS game. Your class is the primary definition of what your character can do in the world of the game. Rogues rely on skill and training, including both acrobatic feats and a certain amount of stealth, to gain the upper hand against their enemies. You probably learned to rely on yourself from an early age, maybe living on the streets and surviving by your wits and luck. You're almost certainly nimble, with quick reflexes and a fair amount of strength. You're also probably intelligent, though cunning might be a better word to describe your street-smarts.

Does this sound like what you have in mind for your character?

If it does, go to 25.

If it doesn't, go back to 1 and make a new choice.

5

The masters of the healing arts in the DUNGEONS & DRAGONS world are **clerics**. Cleric is one of the four main character classes in the DUNGEONS & DRAGONS game. Your class is the primary definition of what your character can do in the world of the game. Clerics are servants of divine powers who wield the magic of the gods to heal, inspire, and lead their allies. If your character is a cleric, you probably studied at a temple or monastery, and your training culminated in a ceremony in which divine power was bestowed upon you. You must be wise to wield such power, insightful and perceptive, as well as quite strong.

Does this sound like what you have in mind for your character?

If it does, go to 35.

If it doesn't, go back to 1 and make a new choice.

Go back to 1 and choose a more heroic course of action.

7

Make a note on your character sheet or scrap paper that your character's class is **fighter**. Now it's time to leap into action.

You pull a weapon from the wagon and run toward the nearest goblin.

In game terms, you've just used a **minor action** (drawing your weapon) and a **move action** (running up to the goblins). Each time it's your turn in a combat encounter like this, you can take three actions—a move action, a minor action, and a **standard action**. Attacking is a standard action, so you still have time to attack on your turn.

When you make an attack with a weapon, you roll a twenty-sided die and add your **attack modifier**. Here's how to determine your attack modifier:

First, write down your character's **Strength score** on your character sheet or scrap paper. If you're a human or dwarf, your Strength is 18, and your Strength modifier is +4. If you're an elf or halfling, your Strength is 16 and your Strength modifier is +3.



Male halfling

6

Hiding from danger is not the sort of thing that most characters in heroic fantasy do! The **DUNGEONS & DRAGONS** game is about playing a hero. Though hiding from the goblins might seem prudent, it's not the heroic course. Besides, the goblins are going to steal the wagon, so they're bound to find you sooner or later. You might as well face them now! Though the odds seem steep, these are only goblins, after all.

ACTIONS IN COMBAT

When it's your turn in a combat encounter, you can take three actions: a standard action (which is usually some kind of attack), a move action (which almost always involves moving), and a minor action (something simple and quick, like drawing a weapon or opening a door).

You can also trade one kind of action for a lesser one. You can take a move or minor action instead of a standard action—so you might perform two move actions and one minor, or two minor actions and one move.

You can also take a minor action instead of a move action, so you might do a standard action and two minors, or even three minor actions in one turn.



Goblin attack!

ABILITIES AND SKILLS

18 Strength

Strength measures your physical power.

Don't worry if you've decided to play an elf or halfling fighter. You can still be a great warrior, even though your Strength score is a little lower. However, if you want to change your character's race, you can.

Now choose a weapon for your character to wield. If you use a greatsword, you have higher accuracy but do less damage. If you use a greataxe instead, you hit a little less often, but do more damage when you do.

If you want to use a greatsword, add +4 to your Strength modifier and write the total down in the space for your attack modifier. The total will be +8 if you're a human or dwarf, +7 if you're an elf or a halfling.

+8 Attack Bonus

sword

DAMAGE

If you want to use a greataxe instead, add +3 to your Strength modifier and write the total down in the space for your attack modifier. The total will be +7 if you're a human or dwarf, +6 if you're an elf or a halfling.

Now find the twenty-sided die, also called the d20, that was included in the box (look at the picture below). Roll it, and add your attack modifier.

Did you get a total of 15 or better? Go to 8.

Did you get a total of less than 15? Go to 9.

8

You hit the goblin! Your skillful swing got past its natural agility and penetrated its light armor, cutting into flesh and bone.

Whenever you hit with an attack, you roll another die to see how much damage you deal. If you use a sword, you roll a ten-sided die (a d10). If you use an axe, you roll a twelve-sided die (a d12).

Add both your Strength modifier and your Constitution modifier to your damage. Record your damage next to your weapon and attack bonus:

Write down your character's **Constitution score** on your character sheet or scrap paper. Your Constitution is 14 (regardless of your race), and your Constitution modifier is +2.

14 Constitution

+2

CHECK

Constitution represents health, stamina, and vital force.

Go ahead and roll the appropriate die (d10 or d12) and add your Strength modifier (+3 or +4, depending on your race) and your Constitution modifier (+2).

+8 Attack Bonus

sword

d10+6

In this particular case, it doesn't matter what you roll, just that you hit the target. This goblin is a special kind of monster called a **minion**. Minions go down with one hit, no matter how much damage you deal. However, they're usually found in large numbers!

The goblin falls under the force of your attack, but another one quickly leaps up and swings its crude sword at you!

Go to 10.

9

The goblin nimbly dodges your blow and steps around to your side. Swinging its own crude sword at you, it attacks!

Go to 10.

10

Monster attacks work pretty much the same way as your attacks do: The monster rolls a d20 and adds its attack modifier. It compares the result to one of your **defenses**—in this case, your Armor Class (AC).

When you attacked the goblin, you were also comparing the result against its AC, which was 15. As a fighter, you wear heavy armor called **scale armor**. Scale armor gives you an AC of 17.

Roll the d20, and add the goblin's attack modifier of +5. If it gets a total of 17 or better, it hits you.

DEFENSES

17 Armor Class (AC)

AC measures how hard it is to physically land an attack on you.

Did the goblin hit? Go to 11.

Did the goblin miss? Go to 12.



d4



d6



d8



d10



d12



d20

11

The goblin's sword bites into you, but it's just a minor wound. Pain shoots up your leg from the attack, but you can fight on.

The goblin's attack deals 4 damage to you. (Minion monsters don't roll for damage like you do, but other monsters do.) Your character can take a lot more damage than that before falling unconscious. Your **hit points** measure how much damage you can take. The goblin's damage is subtracted from your hit points, but you'll get them back soon enough.

Because you're a fighter, you start with hit points equal to your Constitution score + 15, for a total of 29.

Make sure you write down your full normal total of 29 hit points. Then, in the space for "Current Hit Points," write down 25, since the goblin hit you for 4 damage.

You should also note your **bloodied value**, which is one-half your full normal total hit points, or 14 (round down). When your hit points are reduced to 14, you're **bloodied**—and that's a sign that you might be in trouble.

29 Hit Points

Bloodied

14

Your hit points measure the damage you can take before falling unconscious. Your bloodied value is half of your hit points (rounded down).

Now it's your turn to act again. Go to 12.

If the goblin hits you enough times before you manage to defeat it, it could knock you unconscious. If your current hit points fall to 0 or lower, go to 44.

12

It's your turn again! Remember that you can use a standard action, a move action, and a minor action on your turn.

Last turn, you used your minor action to draw your weapon. This time, you can use it to enter a **stance**. Stances are special abilities that fighters have, reflecting a combination of careful positioning, mental focus, and athletic skill. As a 1st-level fighter, you know two stances: *poised assault* and *battle fury*. It's a minor action to enter a stance or change your stance. Note these two stances on your character sheet.

POWERS AND FEATS

*poised assault**battle fury*

Poised assault gives you a +1 power bonus to your attack rolls. *Battle fury* gives you a +2 power bonus to your damage rolls. Since you're fighting minions and your damage rolls don't matter, *poised assault* is a great choice. Go ahead and note the attack bonus because of your stance.

You don't really need to use your move action on this turn. You could take a careful step into a better

position—that's called **shifting**. When you're using a battle map like the ones on the poster included with this box, you can shift 1 square as a move action. You can also move a number of squares equal to your speed (which is 5 squares), but this movement is less cautious than shifting. But since there's a goblin right next to you, there's no need to move at all.

Instead, you can use your standard action to attack! Roll the d20 again and add your attack modifier. (Don't forget the bonus for your stance.) The goblin's AC is 15.

Did you hit the goblin? Go to 13.

Did you miss the goblin? Go to 9. If the goblin hits you again, remember to subtract its damage from your current hit points.

13

The goblin falls beneath your deadly attack! Suddenly the other goblins realize that capturing this wagon isn't going to be as easy as they thought. The goblins run away, scattering in all directions.

Go to 45.

14

Make a note on your character sheet or scrap paper that your character's class is **wizard**. Now you can cast a spell at the goblins.

You stand up in the wagon and draw forth your wand or staff—an arcane implement that helps you cast your spells—from the back of the wagon.

In game terms, you just used a **minor action** (drawing an implement) and a **move action** (standing up from your seated position). Each time it's your turn in a combat encounter like this, you can take three actions—a move action, a minor action, and a **standard action**. Attacking is a standard action, so you still have time to attack on your turn.

When you make an attack with a spell, you roll a twenty-sided die and add your **attack modifier**. Here's how to determine your attack modifier:

First, write down your character's **Intelligence score** on your character sheet or scrap paper. If you're a human, elf, or halfling, your Intelligence is 18, and your Intelligence modifier is +4. If you're a dwarf, your Intelligence is 16 and your Intelligence modifier is +3.

18

Intelligence

+4

CHECK

Intelligence describes how well you learn and reason.

Don't worry if you've decided to play a dwarf wizard. You can still be a great magician, even though your Intelligence score is a little lower. However, if you want to change your character's race, you can.

Your attack modifier is the same as your Intelligence modifier. Now you get to decide which spell to cast!

Your character knows that these goblins aren't a very significant threat, and it's probably not worth using your most powerful spells against them. Fortunately, your spellbook contains everything from mighty spells so difficult to cast that you can only muster the energy to do so once each day (called daily spells) to lesser spells that you can cast with hardly more than a word and a gesture (called at-will spells). In between are moderately powerful spells you can cast as often as you like, as long as you take a few minutes between castings to rest your mind and review the spell in your spellbook. (These are called encounter spells, because you can normally cast them once per encounter.)

Part of being a wizard is identifying the right tool for the job. What would you like to do?

If you want to blast some of the goblins swarming the wagon with a spell that affects an area, go to 15.

If you want to concentrate on the archer in the distance, go to 16.

15

One of your at-will spells can probably dispose of a number of these horrid goblins at once. Choose one of these two at-will spells:

The *stone blood* spell affects a group of enemies, hardening their blood and slowing their movement. The pain of the transformation deals damage as well as slowing the enemies down. If you want to try this, write down *stone blood* on your character sheet or scrap paper as one of the powers you know.

The *freezing burst* spell creates a magical eruption of cold and ice that could engulf several of the goblins swarming toward the wagon. Not only does the freezing cold damage the goblins but also the resulting coating of ice slides them around the battlefield. If you want to try this, write down *freezing burst* as one of the powers you know.

POWERS AND FEATS

freezing burst

Either spell does damage to any goblins you catch in its area. Whenever you cast a spell that deals damage to multiple creatures, it's a good idea to first determine how much damage the spell deals, then roll to see which creatures you hit with the spell.

With these spells, you deal 1d6 damage, plus your Intelligence modifier, to each goblin you hit. Find the six-sided die (d6) included in the box. Roll it and add your Intelligence modifier (+3 or +4, depending on your race). Jot down that total.

Now find the twenty-sided die (d20). You roll a separate attack for each goblin in the area, and with this burst you can attack three of the creatures. So roll the d20 three times, once for each goblin, and add your attack modifier each time.

Here's the good news: These goblins swarming toward the wagon are a special kind of monster called **minions**. Minions go down with one hit, no matter how much damage you deal. However, they're usually found in large numbers!

If you cast *stone blood*, you hit a goblin if you get a total of 13 or better on your attack roll. If you cast *freezing burst*, you hit if you get a total of 15 or better on your attack roll. That's because goblins are nimble and have a better chance of dodging the full brunt of the cold and ice than they do of resisting your spell of transformation.

Any goblins you hit shriek in pain and fall on the ground, dead or dying. If you missed any goblins, they leap out of the area of the burst of cold, or fight through the pain of transformation, then press on, ready to attack.

Meanwhile, the archer in the distance nocks another arrow and takes aim at you.

Go to 21.

16

You're not likely to kill the archer with a single spell, but a display of your arcane power might scare it off. Choose one of these two at-will spells:

The *phantasmal force* spell creates an illusion of a terrible monster that threatens your target. If the attack hits, the target believes the illusion is real and takes damage. In addition, the target is now more vulnerable to future attacks. If you want to try this, write down *phantasmal force* on your character sheet or scrap paper as one of the powers you know.

POWERS AND FEATS

phantasmal force

The *magic missile* spell has a simple, reliable effect: A magical bolt of energy streaks toward your foe and hits it, dealing a small amount of damage. This spell has the benefit that it never misses its target. If you want to do this, write down *magic missile* as one of the powers you know.

If you want to cast *phantasmal force*, go to 17.

If you want to cast *magic missile*, go to 20.

17

Your phantasmal force creates the illusion of a fearsome ogre that appears to attack the goblin archer.

Find the twenty-sided die, also called the d20, that came in the box (look at the picture on page 6). Roll it, and add your attack modifier.



Did you get a total of 14 or better? Go to 18.
Did you roll less than 14? Go to 19.

18

You hit the goblin! It believes that the illusion is real and falls back from the attack.

Whenever you hit with an attack, you roll another die to see how much damage you deal. Since you used *phantasmal force*, you roll a ten-sided die (a d10). You add your Intelligence modifier (+3 or +4, depending on your race) to the damage.

Your damage isn't enough to defeat the goblin archer. This goblin has 31 **hit points**. A creature's **hit points** measure how much damage it can take before it loses a fight. The damage you dealt is subtracted from the goblin's hit points.

You don't need to keep track of the goblins' hit points in this fight, because the goblins aren't going to stick around long enough to run out of hit points.

Your spell draws the attention of the goblin archer, who nocks another arrow and takes aim at you.

Go to 21.

19

The goblin archer easily recognizes your phantasmal force spell for the illusion it is. It snarls in fear and hatred, then nocks another arrow and takes aim at you.

Go to 21.

20

Your magic missile hurtles toward the goblin and slams into its chest. It howls in pain and falls back.

Your magic missile deals 5 or 6 damage, depending on your Intelligence modifier (as determined by the race you chose to play). This damage isn't enough to defeat the goblin archer. This goblin started with 31 **hit points**. A creature's **hit points** measure how much damage it can take. The damage you dealt is subtracted from the goblin's hit points.

You don't need to keep track of the goblins' hit points in this fight, because the goblins aren't going to stick around long enough to run out of hit points.

Your spell draws the attention of the goblin archer, who nocks another arrow and takes aim at you.

Go to 21.

21

If you've been here before, go to 24 now.

Now it's the goblins' turn to act. Several of the nasty little creatures are swarming around the wagon, but they're keeping their distance from you, having seen what you can do with your magic. The goblin archer, though, takes careful aim and looses another arrow at you!

Monster attacks work pretty much the same way as your attacks do: The monster rolls a d20 and adds its attack modifier. It compares the result to one of your **defenses**—in this case, your Armor Class (AC).

As a wizard, you don't wear heavy armor—you have nothing but your clothes, your reflexes, and your wits to protect you. Your AC is 10 + your Intelligence modifier.

DEFENSES

15 Armor Class (AC)

AC measures how hard it is to physically land an attack on you.

Roll the d20 for the goblin's attack, adding its attack modifier of +7. If the goblin gets a total equal to or greater than your AC, it hits you.

Did the goblin hit? Go to 22.

Did the goblin miss? Go to 23.

22

The goblin's arrow cuts across your arm, dealing a light wound to you. You feel a jolt of pain, but you can fight on.

The arrow deals 1d6 (one six-sided die) + 3 damage to you. Fortunately, you can take more damage than that before you fall unconscious. Your **hit points** measure how much damage you can take. The goblin's

damage is subtracted from your hit points, but you'll get them back soon enough.

Because you're a wizard, you start with hit points equal to your Constitution score + 10. Write down your character's **Constitution score** on your character sheet or scrap paper. If you're a dwarf, your Constitution is 14, your Constitution modifier is +2, and you have 24 hit points. If you're not a dwarf, your Constitution is 12, your Constitution modifier is +1, and you have 22 hit points.

12

Constitution

+1

CHECK

Constitution represents health, stamina, and vital force.

Make sure you write down your full normal hit point total. Then, in the space for "Current Hit Points," write down the total after subtracting the damage you took from the goblin's arrow.

You should also note your **bloodied value**, which is one-half your full normal total hit points (round down). When your hit points are reduced to that number or lower, you're **bloodied**—and that's a sign that you might be in trouble.

22

Hit Points

Bloodied

11

Your hit points measure the damage you can take before falling unconscious. Your bloodied value is half of your hit points (rounded down).

Go to 23.

23

It's your turn again! Remember that you can use a standard action, a move action, and a minor action on your turn. However, you have a good vantage point where you are so there's not much reason to move, and there's nothing you really need to do with a minor action. You can concentrate on casting another spell against the goblins.

Go back to 14 and choose another spell to cast. Because you're using at-will spells, you can use the same spell over and over, but it's worth trying something different so you can learn more about what your various spells do and how they work.

When it gets to be the goblins' next turn, though, they don't attack again. When you get to 21 again, stop and go to 24.

24

Your display of magic has convinced the goblins that capturing this wagon isn't going to be as easy as they thought. They run away, scattering in all directions.

Go to 45.

25

Make a note on your character sheet or scrap paper that your character's class is **rogue**.

You draw your dagger, leap down from the wagon, and sneak around toward the nearest goblin.

In game terms, you've just used a **minor action** (drawing your dagger) and a **move action** (sneaking up to a goblin). Each time it's your turn in a combat encounter like this, you can take three actions—a move action, a minor action, and a **standard action**. Attacking is a standard action, so you still have time to attack on your turn.

When you make an attack with a weapon, you roll a twenty-sided die and add your **attack modifier**. Here's how to determine your attack modifier:

First, write down your character's **Dexterity score** on your character sheet or scrap paper. If you're a human, elf, or halfling, your Dexterity is 18, and your Dexterity modifier is +4. If you're a dwarf, your Dexterity is 16 and your Dexterity modifier is +3.

18

Dexterity

+4

CHECK

Dexterity measures coordination, agility, and balance.

Don't worry if you've decided to play a dwarf rogue. You can still be a stealthy rogue, even though your Dexterity score is a little lower. However, if you want to change your character's race, you can.

Starting with your Dexterity modifier, you then add +3 to determine your attack bonus. That's because you're wielding a dagger, which is a very precise weapon even if it doesn't deal much damage. Your total will be +6 if you're a dwarf, or +7 otherwise.

+7

Attack Bonus

dagger

DAMAGE

Now find the twenty-sided die, also called the d20, that came in this box (look at the picture on page 6). Roll it, and add your attack modifier.

Did you get a total of 15 or better? Go to 26.

Did you get a total of less than 15? Go to 27.

26

You hit the goblin! Your skillful stab got past its natural agility and penetrated its light armor, cutting into flesh and bone.

Whenever you hit with an attack, you roll another die to see how much damage you deal. Since you're wielding a dagger, you roll a four-sided die (a d4).

Roll the d4 and add your Dexterity modifier to your damage.

+7

Attack Bonus

dagger

d4+4

In this particular case, it doesn't matter what you roll. This goblin is a special kind of monster called a **minion**. Minions go down with one hit, no matter how much damage you deal. However, they're usually found in large numbers!

The goblin falls under the force of your attack, but another one quickly leaps up and swings its crude sword at you!

Go to 28.

27

The goblin nimbly dodges your blow and steps around to your side. Swinging its own crude sword at you, it attacks!

Go to 28.

28

Monster attacks work pretty much the same way as your attacks do: The monster rolls a d20 and adds its attack modifier. It compares the result to one of your **defenses**—in this case, your Armor Class (AC).

When you attacked the goblin, you were also comparing the result against its AC, which was 15. As a rogue, you wear light leather armor that doesn't interfere with your ability to jump around or hide. Leather armor gives you a base AC of 12, and you add your Dexterity modifier to that number for a total of 15 or 16.

Roll the d20, and add the goblin's attack modifier of +5. If it gets a total equal to or better than your AC, it hits you.

DEFENSES

16 Armor Class (AC)

AC measures how hard it is to physically land an attack on you.

Did the goblin hit? Go to 29.

Did the goblin miss? Go to 30.

29

The goblin's sword bites into you, but it's just a minor wound. Pain shoots up your leg from the attack, but you can fight on.

The goblin's attack does 4 damage to you. (Minion monsters don't roll for damage like you do, but other monsters do.) You can take a lot more damage than that before you fall unconscious. Your **hit points** measure how much damage you can take. The goblin's damage is subtracted from your hit points, but you'll get them back soon enough.

Because you're a rogue, you start with hit points equal to your Constitution score + 12. Write down your character's **Constitution score** on your character sheet or scrap paper. If you're a dwarf, your Constitution is 15, your Constitution modifier is +2, and you have 27 hit points. If you're not a dwarf, your Constitution is 13, your Constitution modifier is +1, and you have 25 hit points.

13 Constitution

+1 FIER

CHECK

Constitution represents health, stamina, and vital force.

Make sure you write down your full normal hit point total. Then, in the space for "Current Hit Points," write down the total after subtracting the damage dealt by the goblin.

You should also note your **bloodied value**, which is one-half your full normal total hit points (round down). When your hit points are reduced to that number or lower, you're **bloodied**—and that's a sign that you might be in trouble.

25 Hit Points

Bloodied 12

Your hit points measure the damage you can take before falling unconscious. Your bloodied value is half of your hit points (rounded down).

Now it's your turn to act again. Go to 30.

If the goblin hits you enough times before you manage to land a blow, it could knock you unconscious. If your current hit points fall to 0 or lower, go to 44.

30

It's your turn again! Your options this time depend a bit on what kind of rogue you think your character is.

If you see yourself as strong and athletic, you can try to use your superior strength to overpower a goblin and create a bit of space between you and your enemies. **If you want to bump and run**, go to 31.

Or you could use your training in acrobatics and tumbling to go on the defensive. **If you want to perform a defensive strike**, go to 32.

31

You use your greater physical strength against the goblin, hoping to knock it away from you with a fierce strike.

You have chosen to go with the strong, athletic option for your rogue. Write down **bump and run** on your character sheet or scrap paper under "Powers and Feats."

POWERS AND FEATS

bump and run

Bump and run, in addition to dealing damage, allows you to move a few squares as part of the action. That's huge. For the cost of a standard action, you get to make an attack and move. After that, you still have a move action available to you!

Roll the d20 and add your attack bonus. You need a total of 15 or better to hit the goblin.

If you hit, you deal damage. For this attack, that's 1d4 + your Dexterity modifier. In addition to the damage, this power allows you to push the target you hit five feet

away from you. When you play on the poster map or other grid-covered surface, that's 1 square. Since this goblin is a minion, it doesn't matter, but this is a good power to use when you're fighting a tougher monster.

After the attack, whether you hit or missed the goblin, you move half your speed (3 squares, or 2 squares if you're a dwarf). This gives you room to maneuver so that the goblins can't surround you.

Go on to 33.

32

You use your acrobatic and tumbling skills to go on the defensive against the goblins, hoping to better defend yourself from the swarming horde.

You have chosen to go with the acrobatic option for your rogue. Write down *defensive strike* on your character sheet or scrap paper under "Powers and Feats."

POWERS AND FEATS

defensive strike

Defensive strike, in addition to dealing damage, grants you a +1 power bonus to all of your defenses until the end of your next turn. That's huge. Not only do you get to try to reduce the number of goblins swarming around you, but you wind up making yourself harder to hit for an entire turn!

Roll the d20 and add your attack bonus. You need a total of 15 or better to hit the goblin.

If you hit, you deal damage. For this attack, that's 1d4 + your Dexterity modifier. Since this goblin is a minion, it doesn't matter how much damage you deal. Minions fall when they take 1 point of damage.

Go on to 34.

33

You maneuver out of the midst of the swarming goblins, putting some room between you and them. The goblins hesitate, glancing around at their fallen comrades and then looking back at you. Suddenly the goblins realize that capturing this wagon isn't going to be as easy as they thought. They turn and run, scattering in all directions.

Go to 45.

34

You go on the defensive, expertly countering each attack made against you by the swarming goblins. The goblins hesitate, glancing around at their fallen comrades and then looking back at you. Suddenly the goblins realize that capturing this wagon isn't going to be as easy as they thought. They turn and run, scattering in all directions.

Go to 45.



35

Make a note on your character sheet or scrap paper that your character's class is **cleric**. Now you can heal the merchant—and then deal with the goblins.

As a cleric, one of your most basic prayers is called *healing word*. You can use this prayer to channel your deity's power and heal a wounded ally.

Bending over the wounded merchant, you utter a brief prayer and watch in satisfaction as divine radiance washes over the arrow wound, knitting the flesh back together and stopping the flow of blood. Color returns to Traevus's face and he smiles his thanks. Confident that he's all right, you stand up in the wagon to assess the situation.

In game terms, you've just used a **minor action** (using your *healing word* prayer) and a **move action** (standing up from your seated position). Each time it's your turn in a combat encounter like this, you can take three actions—a move action, a minor action, and a **standard action**. However, you're still in the wagon and you don't have a weapon in your hand to attack with. You can trade in your standard action for another minor action, namely, pulling a mace from your belt so it's ready to use on your next turn.

Now it's the goblins' turn to act.

Several of the nasty little creatures rush toward the wagon, but they're not heading for you. The archer that shot the merchant, though, takes careful aim and looses an arrow in your direction!

When a monster attacks, it rolls a d20 and adds its attack modifier. It compares the result to one of your **defenses**—in this case, your Armor Class (AC).

As a cleric, you don't wear the heaviest armor, but you're still better protected than the merchant. Your **chainmail armor** gives you an AC of 16, and your heavy shield adds +2 more, so your AC is 18.

DEFENSES

18 Armor Class (AC)

AC measures how hard it is to physically land an attack on you.

Roll the d20 for the goblin's attack, adding its attack modifier of +7. If the goblin gets an 18 or higher, it hits you.

Did the goblin hit? Go to 36.

Did the goblin miss? Go to 37.

36

The goblin's arrow finds its way through your armor, but it's just a minor wound. You feel a jolt of pain, but you can fight on.

The arrow deals 1d6 (one six-sided die) + 3 damage to you. But you can take more damage than that before you fall unconscious. Your **hit points** measure how much damage you can take. The goblin's damage is subtracted from your hit points, but you'll get them back soon enough.

Because you're a cleric, you start with hit points equal to your Constitution score + 12. Write down your character's **Constitution score** on your character sheet or scrap paper. If you're a dwarf, your Constitution score is 15, your Constitution modifier is +2, and you have 27 hit points. If you're not a dwarf, your Constitution score is 13, your Constitution modifier is +1, and you have 25 hit points.

CLERICS AND DEITIES

Clerics in the DUNGEONS & DRAGONS game are assumed to gain their power through rituals performed by organizations that are religious in nature—the priests of the various fictional deities of the game world. The game typically assumes that the people of the game world worship a pantheon of deities with vague similarities to the pantheons of ancient Greece or the Vikings, including Pelor the sun god, Kord the storm god, Bahamut the champion of justice, Erathis the god of civilization, Avandra the god of change, the Raven Queen (god of death), and several others, including evil gods. But what's most important in the game is that you're a sun cleric or a storm cleric, not the specific deity you worship. Play within your own comfort zone.

13 Constitution

+1 MODIFIER

CHECK

Constitution represents health, stamina, and vital force.

Make sure you write down your full normal hit point total. Then, in the space for "Current Hit Points," write down the total after subtracting the goblin's damage.

You should also note your **bloodied value**, which is one-half your full normal total hit points (round down). When your hit points are reduced to that number or lower, you're **bloodied**—and that's a sign that you might be in trouble.

25 Hit Points

Bloodied 12

Your hit points measure the damage you can take before falling unconscious. Your bloodied value is half of your hit points (rounded down).

Go to 37.

37

It's your turn again! With the merchant cared for, you can turn your attention to smiting these goblins with the wrath of your divine power.

When you make an attack with a divine prayer, you roll a 20-sided die and add your **attack modifier**. Here's how to determine your attack modifier:

First, write down your character's **Wisdom score** on your character sheet or scrap paper. If you're a human, elf, or dwarf, your Wisdom score is 18, and your Wisdom modifier is +4. If you're a halfling, your Wisdom score is 16 and your Wisdom modifier is +3.

18 Wisdom

+4 MODIFIER

CHECK

Wisdom measures common sense, self-discipline, and empathy.

Don't worry if you've decided to play a halfling cleric. You can still be a devout cleric, even though your Wisdom score is a little lower. However, if you want to change your character's race at this point, you can.

You should write down two different attack modifiers: one if you're attacking with a weapon, and one if you're channeling power through the holy symbol you carry (which is called an **implement**). Your weapon attack bonus is your Wisdom modifier +2. Your implement attack bonus is the same as your Wisdom modifier.

+8 Attack Bonus

Weapon

DAMAGE

+4 Attack Bonus

Implement

DAMAGE

When you attack, roll a d20 and add your attack bonus. Compare the result to the monster's defense to see if you hit. If you do hit, roll damage.

The way you channel divine wrath depends on what kind of cleric you want to play. Some clerics serve deities that emphasize protection, such as the sun god Pelor. If you're a sun cleric, your mace might glow with the light of the sun as you smite your foes, driving away fear and pain from you and your allies as the sun drives away the darkness of night. Or you might surround yourself with a nimbus of sunlight that bolsters your allies while searing your enemies.

Other clerics serve deities that put more weight on destruction, such as the storm god Kord. If you're a storm cleric, your mace might erupt with thunder and lightning as you strike your foes. You might smite a whole group of enemies with a concussive blast of thunder.

If you want to be a cleric of protection and the sun, go to 38.

If you want to be a cleric of destruction and the storm, go to 41.

38

Leaping down from the wagon, you intone a prayer called brand of the sun, and your mace lights up like a star.

Make a note on your character sheet or scrap paper that *brand of the sun* is one of the powers you know.

POWERS AND FEATS

brand of the sun

Even before you make the attack, the light surrounding your weapon bolsters you and the merchant, protecting you from further attacks. You gain 2 **temporary hit points**, which act as a buffer against damage. They don't undo damage you've already taken, but they will effectively reduce the damage you take the next time a goblin hits you. Note the temporary hit points near your current hit points on your character sheet or scrap paper.

Now find the 20-sided die, also called the d20, that was included in this box (look at the picture on page 6). *Brand of the sun* is a weapon attack, so you use your weapon attack bonus (+5 or +6, depending on your race). Roll the d20 and add your attack modifier.

Did you get a total of 15 or better? Go to 39.

Did you get a total of less than 15? Go to 40.

39

You hit the goblin! It's not clear whether the goblin is more hurt by the force of your mace or by the searing light surrounding your weapon.

Whenever you hit with an attack, you roll another die to see how much damage you deal. Since you're wielding a mace, you roll an eight-sided die (a d8).

Roll the d8 and add your Wisdom modifier to your damage.

+6 Attack Bonus

WE MACE POWER

d8+4

In this particular case, it doesn't matter what you roll. This goblin is a special kind of monster called a **minion**. Minions go down with one hit, no matter how much damage you deal. However, they're usually found in large numbers!

The goblin falls beneath your attack. Suddenly the other goblins realize that capturing this wagon isn't going to be as easy as they thought. They run away, scattering in all directions.

Go to 45.

40

The goblin dodges your blow and, with a fearful look on its face, turns tail and runs. The other goblins seem to realize that capturing this wagon isn't going to be as easy as they thought, and they run away as well, scattering in all directions.

Go to 45.

41

Leaping down from the wagon, you swing your mace at the nearest goblin as you utter a prayer called storm hammer.

Make a note on your character sheet or scrap paper that *storm hammer* is one of the powers you know.

POWERS AND FEATS

storm hammer

Now find the 20-sided die, also called the d20, that was included in this box (look at the picture on page 6). *Storm hammer* is a weapon attack, so you use your weapon attack bonus (+5 or +6, depending on your race). Roll the d20 and add your attack modifier.

Did you get a total of 13 or better? Go to 43.

Did you get a total of less than 13? Go to 40.

42

If you were playing a normal session of the DUNGEONS & DRAGONS game, you could explain what you want to do, and the Dungeon Master (DM) could decide whether it can work and what you need to roll to make it work. The Dungeon Master is the player who controls the monsters and guides you through your adventures. That's one of the things that makes the DUNGEONS & DRAGONS game more exciting and interesting than a computer game—having a Dungeon Master is sort of like having a computer game's programmer play-

ing the game with you, so you can do anything you can imagine.

In the context of this solo adventure, though, you don't have a DM and there's no good way to determine your success if you want to try something different. Hold on to that idea, though, and as you learn more about the game, think about how you might be able to pull it off. Is it a skill check, a special power that a class might get, or something else? For now, though, go back to 1 and try another option.

43

You hit the goblin! Your mace collides with its fragile frame, and lightning crackles around its body as thunder echoes around.

Whenever you hit with an attack, you roll another die to see how much damage you deal. Since you're wielding a mace, you roll an eight-sided die (a d8).

Roll the d8 and add your Wisdom modifier to your damage.

+6

Attack Bonus

w/mace

d8+4

In this particular case, it doesn't matter what you roll. This goblin is a special kind of monster called a

minion. Minions go down with one hit, no matter how much damage you deal. However, they're usually found in large numbers!

The goblin falls beneath your attack. Suddenly the other goblins realize that capturing this wagon isn't going to be as easy as they thought. They run away, scattering in all directions.

Go to 45.

44

Unable to land enough hits on the goblins to drive them away, you eventually fall under their unrelenting assault. Darkness swallows you as you lose consciousness.

When you're playing with a group, you have companions fighting alongside you who can help keep you alive. You also have at least one way to regain some hit points in the middle of a fight, by using your **second wind**. (If there's a cleric in your group, the cleric can also use divine magic to heal you.) Even death isn't necessarily the end, since characters have access to rituals that can restore the dead to life.

For now, though, go back to 1 and try the adventure again with the same character or a new one. Make sure you're using all the right numbers for your attack bonus and defenses and for the goblins' attacks, and see if you can defeat them this time.



PART 2: TRACKING THE GOBLINS

45

The whinny of a horse catches your ear, and as you look around for the source of the sound, you see a rider at the crest of a low hill, a few hundred yards away. The rider seems to be human, but as the goblins flee he shakes his fist in frustration. His jet-black horse rears and whinnies again, and the rider's red cloak billows behind him in the wind. Then the horse gallops off toward the southwest, into the Moon Hills.

You'll never catch the mysterious rider on foot, but determining his identity might bring some insight into the reasons for this attack on the merchant's wagon. This is a **major quest** you can note on your character sheet: Find the mysterious rider and learn his identity.

Congratulations! You've completed your first encounter. For driving off the goblins, you receive 100 Experience Points (XP). Each time you complete an encounter or a quest, you gain XP. When you earn enough XP, you gain a level, which is one of the biggest rewards you can receive for your success in the game. Each time you go up a level, your character improves in several ways—your attack bonus, defenses, and ability scores increase, and you learn new powers.

EXPERIENCE POINTS (XP)

100

When a combat encounter ends, you usually have a chance to take a **short rest**. A short rest lets you recover hit points you lost and regain encounter powers you used up. You didn't use any encounter powers in the fight, but if you took damage, here's how to heal up so you're ready for the next encounter.

You regain hit points by spending **healing surges**. Each time you spend a healing surge, you regain hit points equal to one-quarter of your normal maximum hit points. Make a note on your character sheet of your **healing surge value** (1/4 of your hit points, rounded down).

Each day, you can spend a number of healing surges based on your class and your Constitution score.

If you are a fighter, you have 9 surges, plus your Constitution modifier (+2), for a total of 11 surges per day.

If you are a cleric, you have 7 surges, plus your Constitution modifier (+1 or +2), for a total of 8 or 9 surges per day.

If you are a wizard or a rogue, you have 6 surges, plus your Constitution modifier (+1 or +2), for a total of 7 or 8 surges per day.

25 Hit Points

Bloodied 12

Your hit points measure the damage you can take before falling unconscious. Your bloodied value is half of your hit points (rounded down).

Healing Surge Value

6

Surges Per Day

7

When you spend a healing surge, you regain hit points equal to your healing surge value, which is one-quarter of your hit points (rounded down).

During a short rest, you can spend as many healing surges as you want or need to, in order to get your hit points back up to their normal maximum. If you've taken damage, spend surges to heal that damage. Keep track of how many surges you've used.

The merchant is not seriously injured, but as the goblins run away he glances into the back of the wagon and swears vigorously. "They stole it!" he shouts. Then he turns to you. "You . . . you were incredible in that fight. You probably saved my life. But I need your help again. The goblins stole something from the back of my wagon—something precious. I need to get it back."

How would your character respond to the desperate merchant's plea for help?

If you immediately volunteer to help, go to 46.

If you ask, "What's in it for me?" go to 47.

If you promise to bring the goblins to justice for this crime, go to 48.

If you wish the merchant luck and climb back in the wagon, go to 49.

Have another answer? Go to 50.

46

You have a helpful and adventuresome spirit. Traevus gladly accepts your offer of help and promises you a reward of 30 gold pieces if you return the stolen item. "It's a small wooden box with a lock," he explains. He asks you not to look in the box if you find it, though, blushing slightly as he explains that the contents are personal.

This is another **major quest** you can add to your character sheet.

You might have a good **alignment**. Alignment is a simplified designation of your character's dedication to a set of moral principles. Good characters believe it is right to aid and protect those in need, which certainly seems to describe this situation. If you're good, you're not required to sacrifice yourself to help others or to completely ignore your own needs, but you might be asked to place others' needs above your own. In some cases, that might even mean putting yourself in harm's way. That's the essence of being a heroic adventurer: This merchant can't defend himself from the goblins or fight them to retrieve his stolen goods, so you volunteer to track them down at significant personal risk.

If this sounds like what you have in mind for your character, write “good” in the alignment space on your character sheet and go to 55. If you’d like to consider other alignment options, go to 51.

Alignment: good

47

There’s no shortage of heroic characters in fantasy and other literature who help others from mercenary motivations.

Traevus nods at your question, thinks for a moment, then promises you a reward of 30 gold pieces if you return the stolen item. “It’s a small wooden box with a lock,” he explains. He asks you not to look in the box if you find it, though, blushing slightly as he explains that the contents are personal.

This is another **major quest** you can add to your character sheet.

Most adventurers who are driven primarily by self-interest are **unaligned**. Alignment is a simplified designation of your character’s dedication to a set of moral principles, or lack of dedication to any principles. Unaligned characters don’t actively seek to harm others or wish them ill, but they also don’t go out of their way to put themselves at risk without some hope for reward. They support law and order when it’s to their benefit, but they’re primarily concerned with their own freedom, without worrying too much about protecting the freedom of others.

If this sounds like what you have in mind for your character, write “unaligned” in the alignment space on your character sheet and go on to 55. If you’d like to consider other alignment options, go to 51.

Alignment: unaligned

48

You have a passion for justice and righting wrongs. The merchant looks at you admiringly and promises you a reward of 30 gold pieces if you return the stolen item. “It’s a small wooden box with a lock,” he explains. He asks you not to look in the box if you find it, though, blushing slightly as he explains that the contents are personal.

This is another **major quest** you can add to your character sheet.

You might have a lawful good **alignment**. Alignment is a simplified designation of your character’s dedication to a set of moral principles. Lawful good characters respect the authority of personal codes of conduct, laws, and leaders, and they believe that those codes are the best way of achieving their ideals. Just authority promotes the well-being of its subjects and prevents them from harming one another. Lawful good

characters believe strongly in the value of life, and they put tremendous emphasis on the need for the powerful to protect the weak and lift up the downtrodden. The exemplars of the lawful good alignment are shining champions of what’s right, honorable, and true, risking or even sacrificing their lives to stop the spread of evil in the world.

If this sounds like what you have in mind for your character, write “lawful good” in the alignment space on your character sheet and go on to 55. If you’d like to consider other alignment options, go to 51.

Alignment: lawful good

49

You don’t seem interested in helping the merchant in his time of difficulty. Traevus looks disappointed. “How about if I make it worth your while?” he asks. “Let’s say 30 gold pieces if you recover and return the stolen item to me. It’s a small wooden box with a lock.”

If you accept the offer of a reward, go to 47.

If you ask for more money, go to 52.

If you refuse, go to 53.

50

If you were playing a normal session of the DUNGEONS & DRAGONS game, you could explain what you want to do, and the Dungeon Master could decide how the merchant responds. The Dungeon Master is the player who controls the monsters and other characters in the world and guides you through your adventures. That’s one of the things that makes the game so much more exciting and interesting than a computer game—having a Dungeon Master is sort of like having a computer game’s programmer playing the game with you, so that you can do anything that you can imagine.

In the context of this solo adventure, though, you don’t have a Dungeon Master and there’s no good way to determine how the merchant responds if you want to try something different. Hold on to that idea, though, and as you learn more about the game, think about how you might be able to pull it off. Is it a skill check (perhaps Diplomacy or Bluff), a special power that a class might get, or something else entirely?

For now, though, go back to 45 and try another option.

51

Your character’s alignment isn’t determined simply by how you respond to the merchant’s plea for help. Read through the following alignment descriptions and choose the one that seems most fitting for your character.



Good characters believe it is right to aid and protect those in need, which certainly seems to describe this situation. If you're good, you're not required to sacrifice yourself to help others or to completely ignore your own needs, but you might be asked to place others' needs above your own . . . in some cases, even if that means putting yourself in harm's way. In many ways, that's the essence of being a heroic adventurer: This merchant can't defend himself from the goblins or fight them to retrieve his stolen goods, so you volunteer to track them down at significant personal risk. If this sounds like what you have in mind for your character, write "good" in the alignment space on your character sheet and go on to 55.

Lawful good characters respect the authority of personal codes of conduct, laws, and leaders, and they believe that those codes are the best way of achieving their ideals. Just authority promotes the well-being of its subjects and prevents them from harming one another. Lawful good characters believe strongly in the value of life, and they put tremendous emphasis on the need for the powerful to protect the weak and lift up the down-trodden. The exemplars of the lawful good alignment are shining champions of what's right, honorable, and true, risking or even sacrificing their lives to stop the spread of evil in the world. If this sounds like what you

have in mind for your character, write "lawful good" in the alignment space on your character sheet and go on to 55.

Unaligned characters don't actively seek to harm others or wish them ill, but they also don't go out of their way to put themselves at risk without some hope for reward. They support law and order when it's to their benefit, but they're primarily concerned with their own freedom, without worrying too much about protecting the freedom of others. If this sounds like what you have in mind for your character, write "unaligned" in the alignment space on your character sheet and go on to 55.

Evil characters don't necessarily go out of their way to hurt people, but they're perfectly willing to take advantage of the weakness of others to acquire what they want. **Chaotic evil** characters have a complete disregard for others. Each believes he or she is the only being that matters and kills, steals, and betrays others to gain power. Their word is meaningless and their actions destructive. Their worldviews can be so warped that they destroy anyone and anything that doesn't directly contribute to their interests.

If you're thinking of playing an evil or chaotic evil character, go to 54.

52

Traevus frowns. "I'm not the richest man in the Nentir Vale, you know," he says. "I'd really like your help, but I can't afford to pay you more than I've already offered. I guess you have to decide if you'll help me or not."

If you accept this higher offer, go to 47.

If you refuse, go to 53.

53

You're certainly free to refuse to help the merchant and continue your journey to Fallcrest. However, remember two important things to remember about the DUNGEONS & DRAGONS game.

First, it's a game of heroic fantasy, a game about playing a hero. Maybe you have other motivations in mind for your character or other adventures you want to pursue, but venturing into danger for the sake of helping others—or just for the sake of reward—is what heroic characters do.

Second, when you're playing in a group, your Dungeon Master will often present adventure "hooks" to you very much like this situation. The DM has an adventure planned, and is looking for a way to draw you into the adventure, to get you to the dungeon where the adventure will unfold. If you willfully walk away from those hooks, you're making the game less fun for everyone, including yourself.

For the sake of the game, it's always a good idea to accept adventure when it's offered to you. Go to 47.

54

Playing an evil or chaotic evil character can sometimes seem appealing, but it's rarely good for the game. When you're playing the DUNGEONS & DRAGONS game in a group, portraying an evil character can disrupt an adventuring party and, frankly, make the other players angry at you. The DUNGEONS & DRAGONS game is about playing a hero. Though there are certainly examples of antiheroes in fantasy literature (characters who lack the morality of true heroes), they're harder to pull off in a game that relies so heavily on the players working cooperatively as a team.

If you want to play a character who's not concerned about morality, or one who acts from selfish motives, it's probably better to be unaligned rather than evil. Go back to 51.

55

In the next section of the adventure, you can't rely on your character's combat abilities. You need to use your wits and your character's **skills** to succeed. Whatever class you're playing, it's time to determine a little more about what your character can do outside of a combat encounter.

If you're playing a fighter, go to 56.

If you're playing a wizard, go to 57.

If you're playing a rogue, go to 58.

If you're playing a cleric, go to 59.

56

As a **fighter**, you've already filled in your Strength and Constitution scores on your character sheet. Now it's time to fill in the rest of your ability scores.

The other four ability scores are **Dexterity**, **Intelligence**, **Wisdom**, and **Charisma**.

Dexterity measures coordination, agility, and balance.

Intelligence describes how well you learn and reason.

Wisdom measures common sense, self-discipline, and empathy.

Charisma measures force of personality and leadership.

You can assign the following scores to these four abilities: 13, 12, 11, and 10. You decide which score to apply to each ability, depending on whether you imagine your character being particularly agile, smart, perceptive, or charismatic.

Your race also influences your ability scores.

If you're playing a dwarf, you already got a +2 bonus to your Strength and Constitution scores.

If you're playing an elf, you get +2 to either your Intelligence or Wisdom, and you also get +2 to your Dexterity.

If you're playing a halfling, you already got +2 to your Constitution. You also get +2 to your Dexterity.

If you're playing a human, you already got +2 to your Strength.

Once you've assigned your ability scores, look at the table in the sidebar on the next page to fill in your ability modifiers.

Skills are essentially extensions of your ability scores. A skill check works just like an attack roll: You roll a d20, add your skill check modifier, and see if the result is high enough to achieve what you want to do. The starting point for your skill check modifier is the ability modifier for the ability the skill is based on. For example, Athletics is based on Strength, so when you try to climb a sheer surface, you make an Athletics check (a specialized Strength check).

As a fighter, you gain training in three skills, or four skills if you're playing a human fighter. You can choose those skills from this list:

Athletics, Endurance, Heal, Intimidate, and Streetwise.

See the sidebar on page 21 for a brief description of what these skills are good for. Your character's history can play a major role in determining your skills. If you were a member of the town guard or militia, Streetwise might represent your ability to track down criminals

and follow leads. Intimidate is a good skill for a body-guard, as it helps you scatter beggars and others that bother your employer. Perhaps you were conscripted into military service by an invading army, with your training in Endurance a reminder of the grueling experience you survived.

When you choose training in a skill, put an X or a check mark in the Trained box next to that skill's name on your character sheet. Training gives you a +5 bonus to checks you make with that skill. For each trained skill, add 5 to the appropriate ability modifier and write the total down in the Check space for that skill.

18	Strength	Modifier	Check
		+4	
Strength measures your physical power.			
Athletics	<input checked="" type="checkbox"/> Trained	MISC.	+9

Once you've chosen your trained skills, go to 60.

57

As a **wizard**, you've already filled in your Intelligence and Constitution scores on your character sheet. If you didn't fill in your Constitution before, go back to 22 to fill in your Constitution and your hit points, then return here. Now it's time to fill in the rest of your ability scores.

The other four ability scores are **Strength, Dexterity, Wisdom, and Charisma**.

Strength measures your physical power.

Dexterity measures coordination, agility, and balance.

Wisdom measures common sense, self-discipline, and empathy.

Charisma measures force of personality and leadership.

You can assign the following scores to these four abilities: 14, 13, 11, and 10. You decide which score goes to each ability, depending on whether you imagine your character being particularly strong, agile, perceptive, or charismatic.

Your race also influences your ability scores.

ABILITY MODIFIERS

Find your score for each ability on this table to determine your modifier for that ability.

Ability Score	Ability Modifier
10 or 11	+0
12 or 13	+1
14 or 15	+2
16 or 17	+3
18	+4



An elf rogue uses Thievery to disable a deadly trap.

If you're playing a dwarf, you get +2 to either your Strength or your Wisdom.

If you're playing a halfling, you get +2 to your Dexterity, and +2 to either your Charisma or your Constitution.

If you're playing an elf, you already got +2 to your Intelligence. You also get +2 to your Dexterity.

If you're playing a human, you already got +2 to your Intelligence.

Once you've assigned your ability scores, look at the table in the sidebar on this page to fill in your ability modifiers.

Skills are essentially extensions of your ability scores. A skill check works just like an attack roll: You roll a d20, add your skill check modifier, and see if the result is high enough to achieve what you want to do. The starting point for your skill check modifier is the ability modifier for the ability the skill is based on. For example, Athletics is based on Strength, so when you try to climb a sheer surface, you make an Athletics check (a specialized Strength check).

As a wizard, you start with training in Arcana, and then gain training in three more skills, or four more skills if you're playing a human wizard. You can choose those additional skills from this list:

Diplomacy, Dungeoneering, History, Insight, Nature, and Religion.

See the “Skills” sidebar on the next page for a brief description of what those skills are good for. Your character’s history can play a major role in determining your skills. If you see your character as a bookish scholar, you might emphasize History and Religion and downplay social skills such as Diplomacy and Insight. Maybe you’re more like a field researcher, with training in Dungeoneering and Nature reflecting your hands-on experience with all sorts of environments and their denizens. If you are trained in the social skills, that could reflect a privileged upbringing and a fine education that included courtly graces as well as general and magical knowledge.

When you choose training in a skill, put an X or a check mark in the Trained box next to that skill’s name on your character sheet. Training gives you a +5 bonus to checks you make with that skill. For each trained skill, add 5 to the appropriate ability modifier and write the total down in the Check space for that skill.

18	Intelligence	MODIFIER	CHECK
Intelligence describes how well you learn and reason.			
Arcana	<input checked="" type="checkbox"/> Trained		+9

Once you’ve chosen your trained skills, go to 60.

As a **rogue**, you’ve already filled in your Dexterity score on your character sheet. If you didn’t fill in your Constitution before, go back to 29 to fill in your Constitution and your hit points, then return here. Now it’s time to fill in the rest of your ability scores.

The other four ability scores are **Strength, Intelligence, Wisdom, and Charisma**.

Strength measures your physical power.

Intelligence describes how well you learn and reason.

Wisdom measures common sense, self-discipline, and empathy.

Charisma measures force of personality and leadership.

You can assign the following scores to these four abilities: 14, 12, 11, and 10. You decide which score goes to each ability, depending on whether you imagine your character being particularly strong, smart, perceptive, or charismatic. (Note that Charisma is important to the rogue, so you probably want to put the 14 in that score.)

If you’re playing a dwarf, you get +2 to either your Strength or your Wisdom.

If you’re playing a halfling, you get +2 to either your Charisma or your Constitution.

If you’re playing an elf, you get +2 to either your Intelligence or your Wisdom.

SKILLS

Here’s a quick rundown of what each skill can accomplish:

STRENGTH-BASED SKILLS

- ◆ **Athletics** is used to climb, jump, swim, and perform similar feats of strength.

CONSTITUTION-BASED SKILLS

- ◆ **Endurance** is useful for surviving harsh conditions.

DEXTERITY-BASED SKILLS

- ◆ **Acrobatics** lets you balance, tumble, and reduce the damage from falling.
- ◆ **Stealth** lets you move around while avoiding notice, staying out of sight and moving quietly.
- ◆ **Thievery** enables you to pick pockets or open locks, disable traps, or perform other feats of sleight of hand or fine manipulation.

INTELLIGENCE-BASED SKILLS

- ◆ **Arcana** is all about the study of magic, and you can use it to analyze strange magical effects or recall knowledge about magical creatures.
- ◆ **History and Religion** are skills that measure your knowledge in those areas of learning.

WISDOM-BASED SKILLS

- ◆ **Dungeoneering and Nature** represent both knowledge about the natural world (and subterranean environments) and your ability to get by in the dungeon or wilderness.
- ◆ **Heal** lets you perform first aid and stabilize allies who are dying.
- ◆ **Insight** is used to read other people’s intentions and get a feel for situations; it’s based on Wisdom.
- ◆ **Perception** helps you notice things that are hidden or not obvious, using any of your senses.

CHARISMA-BASED SKILLS

- ◆ **Bluff** helps you deceive other people or monsters, whether you’re trying to feint or tell a convincing lie.
- ◆ **Diplomacy** is used to negotiate with other people in the world and sway them to your side.
- ◆ **Intimidate** lets you exert your forceful personality to encourage others to comply with your will.
- ◆ **Streetwise** reflects your ability to get by in civilization, including making contacts, gathering rumors and information, and finding what you need.

If you're playing a human, you already got +2 to your Dexterity.

Once you've assigned your ability scores, look at the table in the sidebar on page 20 to fill in your ability modifiers.

Skills are essentially extensions of your ability scores. A skill check works just like an attack roll: You roll a d20, add your skill check modifier, and see if the result is high enough to achieve what you want to do. The starting point for your skill check modifier is the ability modifier for the ability the skill is based on. For example, Athletics is based on Strength, so when you try to climb a sheer surface, you make an Athletics check (a specialized Strength check).

As a rogue, you start with training in Stealth and Thievery. You then get two more skills depending on the type of rogue you want to be. Pick either Acrobatics or Athletics. Then you gain training in two more skills (three more skills if you're playing a human rogue). You can choose these additional skills from this list:

Bluff, Dungeoneering, Insight, Intimidate, Perception, and Streetwise.

Your character's history can play a major role in determining your skills. Streetwise can indicate a youth spent on the streets, learning your way around harsh urban environments and living by your wits and charm. Training in Intimidate could mean that you were part of a gang or guild of criminals who relied on strong-arm tactics to get their way before you took up your adventuring career. If you're an acrobat, you might have been a traveling performer or even a jester in a noble's court. If you chose training in Bluff or Insight, you might have been a con artist—or an agent of the law employed to track down con artists and thieves!

When you choose training in a skill, put an X or a check mark in the Trained box next to that skill's name on your character sheet. Training gives you a +5 bonus to checks you make with that skill. For each trained skill, add 5 to the appropriate ability modifier and write the total in the Check space for that skill.

18	Dexterity	+4	CHECK
<small>Dexterity measures coordination, agility, and balance.</small>			
Acrobatics	<input checked="" type="checkbox"/> Trained	MISC.	+9

Once you've chosen your trained skills, go to 60.

59

As a **cleric**, you've already filled in your Wisdom and Constitution scores on your character sheet. If you didn't fill in your Constitution before, go back to 36 to fill in your Constitution and your hit points, then return here. Now it's time to fill in the rest of your ability scores.

The other four ability scores are **Strength, Dexterity, Intelligence, and Charisma.**

Strength measures your physical power.

Dexterity measures coordination, agility, and balance.

Intelligence describes how well you learn and reason.

Charisma measures force of personality and leadership.

You can assign the following scores to those four abilities: 14, 12, 11, and 10. You decide which score goes to each ability, depending on whether you imagine your character being particularly strong, agile, smart, or charismatic.

Your race also influences your ability scores.

If you're playing a dwarf, you get +2 to either your Strength or your Wisdom.

If you're playing a halfling, you get +2 to your Dexterity, and +2 to either your Charisma or your Constitution.

If you're playing an elf, you get +2 to your Dexterity.

If you're playing a human, you already got +2 to your Wisdom.

Once you've assigned your ability scores, look at the table in the sidebar on page 20 to fill in your ability modifiers.

Skills are essentially extensions of your ability scores. A skill check works just like an attack roll: You roll a d20, add your skill check modifier, and see if the result is high enough to achieve what you want to do. The starting point for your skill check modifier is the ability modifier for the ability the skill is based on. For example, Athletics is based on Strength, so when you try to climb a sheer surface, you make an Athletics check (a specialized Strength check).

As a cleric, you start with training in Religion and then gain training in three more skills (four more skills if you're playing a human cleric). You can choose these additional skills from this list:

Arcana, Diplomacy, Heal, History, and Insight.

See the "Skills" sidebar on page 21 for a brief description of what those skills are good for. Your character's history can play a major role in determining your skills. Training in Arcana and History might indicate an academic background that complemented your study of Religion, while training in Diplomacy and Insight might mean that you were a temple priest before taking up arms to fight for your god's cause. Training in Heal might indicate a military background as a combat medic, or it could reflect your dedication to the health and well-being of your allies.

When you choose training in a skill, put an X or a check mark in the Trained box next to that skill's name on your character sheet. Training gives you a +5 bonus to checks you make with that skill. For each trained skill, add 5 to the appropriate ability modifier and write the total down in the Check space for that skill.

Intelligence describes how well you learn and reason.

Arcana	<input type="checkbox"/> Trained	MISC.	CHECK
History	<input type="checkbox"/> Trained	MISC.	CHECK
Religion	<input checked="" type="checkbox"/> Trained	MISC.	+9

Once you've chosen your trained skills, go to 60.

60

You should now have two **major quests** noted on your character sheet: identify the mysterious rider and find the stolen box. Those two quests might take you in the same direction, or they might lead to two separate adventures. You might decide to head off in the direction you saw the rider go. You could try to determine which way the goblins went. Or you could check to see if any of the goblins that fell during the fight are still alive and able to give you information.

What do you want to do?

If you want to follow the rider, go to 61.

If you want to track the goblins to their lair, go to 68.

If you want to question a goblin survivor, go to 74.

61

Hurrying to the crest of the hill where you last saw the rider, you look around for a glimpse of him. He's nowhere in sight, and he might have gone anywhere. If you can read the land, though, you can probably get a good sense of the most likely route for a rider to take through the hills.

Make a **Nature check** to read the land. Nature is based on Wisdom, so if you're trained in Nature it's a Wisdom check with a +5 bonus; otherwise, it's just a Wisdom check. If you're an elf, you get a +2 bonus to Nature checks. Roll a d20 and add your Nature check modifier.

Did you get a total of 8 or better? Go to 62.

Did you get a total of less than 8? Go to 63.

62

You notice a valley winding through the hills away from you. If you were riding through these hills, that's the path you'd choose to take. Looking along that valley as far as you can see, you notice that the hills around it get rockier and steeper, and there might be caves farther along the trail.

After a few hours of making your way into the valley, you reach the rockier area. Sure enough, the hillsides are dotted with cave openings.

Make a **Perception check** to see if you can find signs of the rider's passage that might indicate where he and his horse have gone. Perception is based on Wisdom, so if you're trained in Perception you make a Wisdom check with a +5 bonus; otherwise it's just a Wisdom check. If you're an elf, you get a +2 bonus to

Perception checks. Roll a d20 and add your Perception check modifier.

Did you get a total of 12 or better? Go to 66.

Did you get a total of less than 12? Go to 67.

63

The hills spread out before you in a baffling array. The rider could have gone anywhere.

If you want to look for hoofprints, go to 64.

If you want to go back and try another option, go to 60.

64

Stooping to the ground, you look around for hoofprints or any other signs of the rider's passage.

Make a **Perception check** to see if you can spot anything out of place. Perception is based on Wisdom, so if you're trained in Perception you make a Wisdom check with a +5 bonus; otherwise it's just a Wisdom check. If you're an elf, you get a +2 bonus to Perception checks. Roll a d20 and add your Perception check modifier.

Did you get a total of 12 or better? Go to 69.

Did you get a total of less than 12? Go to 65.

65

You can't find any signs of the rider's passage. You make your way back to the wagon and try another approach.

Go back to 60.

66

Not only do you find the rider's tracks, you also notice signs that the goblins came this way as well. All the tracks lead in the direction of a couple of cave entrances clustered together near you. You've found the goblin lair, and so far you don't think that the goblins have noticed your presence.

Go to 83.

67

You can't seem to find signs of the rider's passage, but you think you might have found the goblins' lair—the hard way. With a shrill cry, goblins rush out of a nearby cave to attack you!

Go to 83.

68

Making a wide circle around the site of the goblin attack, you look for tracks that might indicate where they came from, and where they ran off to. Though they scattered after your display of strength, the goblins likely regrouped somewhere nearby and made their way back to their lair together.

Make a **Perception check** to see if you can find tracks showing which way the goblins went. Perception is based on Wisdom, so if you're trained in Perception

you make a Wisdom check with a +5 bonus; otherwise it's just a Wisdom check. If you're an elf, you get a +2 bonus to Perception checks. Roll a d20 and add your Perception check modifier.

Did you get a total of 8 or better? Go to 69.

Did you get a total of less than 8? Go to 72.

69

Trampled grass here, footprints in the dust there—you're pretty sure you've identified the goblins' path away from the scene of the attack.

Following the tracks leads you through some rough terrain. Either the goblins were trying to throw off any pursuit, or they clambered up cliffs and through ravines without much thought. You think you can follow, but it's going to take some work.

Make an **Athletics check** to see how successfully you can clamber after the goblins. Athletics is based on Strength, so if you're trained in Athletics you make a Strength check with a +5 bonus; otherwise it's just a Strength check. Roll a d20 and add your Athletics check modifier.

Did you get a total of 12 or better? Go to 70.

Did you get a total of less than 12? Go to 71.

70

The goblins' treacherous path barely slows you down as you scramble along after them. You soon find yourself looking at three cave entrances that are almost certainly the goblins' lair, and so far you don't think you've alerted the goblins to your presence.

Go to 83.

71

You follow after the goblins, but the trip takes its toll on you.

You lose one healing surge—mark off a healing surge on your character sheet. The lost healing surge reflects the extraordinary exertion it required for you to follow the goblins' path into the valley. Spending a healing surge leaves you not too much the worse for wear, but you won't have that healing surge to rely on if you have to fight the goblins.

Even though you're a little drained from the exertion, you do find what appears to be the goblin lair: a group of three cave entrances in the side of the hill. Unfortunately, it seems the goblins heard you coming and they're ready for you.

Go to 83.

72

It's not that you can't find tracks; signs of the goblins' passage are all over the place. Rather, you just can't make sense of them. The goblins scattered and ran like mad to get away from you. What you need is to try to think like a goblin.

Make an **Insight check** to see if you can figure out what the goblins were thinking. Insight is based

on Wisdom, so if you're trained in Insight you make a Wisdom check with a +5 bonus; otherwise it's just a Wisdom check. Roll a d20 and add your Insight check modifier.

Did you get a total of 12 or better? Go to 73.

Did you get a total of less than 12? You're going to have to try a different approach. Go back to 60.

73

Naturally, the goblins would scatter from your show of resistance, but just as naturally they'd regroup somewhere close by. They'd want the safety of numbers as they traveled back to their lair with the stolen box. Thinking like a goblin for a moment, you manage to identify a likely regrouping spot near the site of the attack, a hilltop just a bit to the southwest.

At the top of that hill, you find clear signs that your hunch was right: The goblins probably gathered here both before and after the attack. A clear trail leads farther into the hills from that spot.

Go to 69.

74

A couple of goblins lie dead or dying around the wagon. You might be able to stabilize one enough to talk to you.

Make a **Heal check** to see if you can keep a dying goblin alive long enough to provide you with information. Heal is based on Wisdom, so if you're trained in Heal you make a Wisdom check with a +5 bonus; otherwise it's just a Wisdom check. Roll a d20 and add your Heal check modifier.

Did you get a total of 8 or better? Go to 75.

Did you get a total of less than 8? You can't find a living goblin to talk to, so you're going to have to try a different approach. Go back to 60.

75

The goblin groans and its eyes flutter open. When it can focus enough to see you, it squeaks in terror and begins to crawl away from you.

You can try to soothe the goblin's fear and use Diplomacy to get information from it, or you can play on its fear and use Intimidate to make it tell you what you want to know.

If you want to use Diplomacy, go to 76.

If you want to use Intimidate, go to 81.

76

Make a **Diplomacy check** to see if you can calm down the goblin and convince it to tell you why the goblins attacked the merchant, where the goblin lair is, and maybe even who the mysterious rider was. Diplomacy is based on Charisma, so if you're trained in Diplomacy you make a Charisma check with a +5 bonus; otherwise it's just a Charisma check. Roll a d20 and add your Diplomacy check modifier.

Did you get a total of 19 or better? Go to 77.

Did you get a total of 12 or better (but less than 19)? Go to 78.

Did you get a total of 8 or better (but less than 12)? Go to 79.

Did you get a total of less than 8? Go to 80.

77

Your proficiency in Diplomacy and your winning personality convince the goblin that you not only mean it no harm, you're actually a friend. In confidence, the goblin tells you, "We serve a human wizard named Malareth. We live with him in an ancient, buried temple hidden in the caves to the southwest. Malareth was the rider you saw."

The leader of the goblins is a bugbear named Kurrash, who carries Malareth's orders to the other goblins. "Kurrash told us to raid this merchant wagon," the goblin says. "He told us where and when the wagon would pass on the road. We were ordered to steal a small box from the back of the wagon." The goblin has no idea what's in the box or why Malareth wants it.

The goblin's injuries are quite severe. You can let it die in peace, or you can attempt another Heal check to try to save it. If it survives, it will certainly remember your kindness, but it might still fall into a life of evil. You can decide how to treat the goblins. If you try a Heal check, you need a 15 or better to keep it alive.

Either way, you follow the goblin's directions to the goblins' lair without alerting the other goblins to your approach. Go to 83.

78

You convince the goblin to give you some key information with its dying breaths. The goblin tells you that the goblins serve a human wizard named Malareth, who lives with them in an ancient, buried temple hidden in the caves to the southwest. "Malareth was the rider you saw," he explains. That's as much as the goblin can tell you before it succumbs to its injuries and dies.

Following the goblin's directions gets you to the goblins' lair without alerting the other goblins to your approach. Go to 83.

79

You manage to convince the goblin, with its last breath, to tell you where the goblins' lair. Following the goblin's directions gets you to the goblins' lair without alerting the other goblins to your approach.

Go to 83.

80

The goblin's fear of you is so strong, and its injuries so severe, that it can't or won't give you any useful information.

If you want to try Intimidate instead, go to 81.

If you want to try a different approach, go back to 60.

81

Looming over the injured goblin, you exert all the force of your personality to threaten it into submission.

Make an **Intimidate check** to see if you can force it to tell you why the goblins attacked the merchant, where the goblin lair is, and maybe even who the mysterious rider was. Intimidate is based on Charisma, so if you're trained in Intimidate you make a Charisma check with a +5 bonus; otherwise it's just a Charisma check. Roll a d20 and add your Intimidate check modifier.

Did you get a total of 12 or better? Go to 78.

Did you get a 8 or better (but less than 12)? Go to 79.

Did you get a total of less than 8? Go to 82.

82

The goblin's fear of you is so strong, and its injuries so severe, that it can't or won't give you any useful information.

If you want to try Diplomacy instead, go to 76.

If you want to try a different approach, go back to 60.

83

You've found the goblin lair! Before you begin to explore it and deal with the goblins there, though, it's time to flesh out your character a little more.

You should have this information filled in on your character sheet already:

- ◆ Your character's name
- ◆ Your class
- ◆ Your character's race (human, dwarf, elf, or halfling) and gender
- ◆ Your character's alignment (good, lawful good, or unaligned)
- ◆ The experience points you have earned so far (100 XP)
- ◆ Your ability scores and trained skills
- ◆ Your Armor Class (AC)
- ◆ Your attack bonus and damage with your weapon of choice, or with your spells
- ◆ Your hit points, bloodied value, healing surge value, and surges per day (if you missed hit points, go to 11 if you're a fighter, 22 if you're a wizard, 29 if you're a rogue, or 36 if you're a cleric to fill them in)

Now you can fill in a few extra pieces of information. Start with your level, which is 1. As you earn more XP, you will gain levels.



Fill in your Initiative modifier. This is the same as your Dexterity modifier, and you use it in combat to determine the order in which characters and monsters take their turns.

Fill in your passive Insight and passive Perception. Your passive Insight is 10 + your Insight check, and your passive Perception is 10 + your Perception check.

Other information on your sheet depends on your class.

If you're playing a fighter, go to 84.

If you're playing a wizard, go to 85.

If you're playing a rogue, go to 86.

If you're playing a cleric, go to 87.

84

Fill in your speed, which is 6 if you're an elf, or 5 if you're another race. Elves are naturally quick, but your scale armor slows you down a bit. Your speed is the number of squares you can move with a single move action.

Fill in the rest of your defenses. Your **Fortitude** is 12 + your Strength modifier, so 16 if you're a human or a dwarf, or 15 if you're an elf or a halfling. Your **Reflex** is 10 + the greater of your Dexterity and Intelligence modifiers. Your **Will** is 10 + the greater of your Wisdom and Charisma modifiers. Add 1 to each of these defenses if you're human.

Under "Equipment and Magic Items," list your scale armor and the weapon you use. Also note that you have an adventurer's kit, which includes a backpack, a bedroll to sleep on, flint and steel to light fires, a belt pouch, 10 days of trail rations to eat as you travel, 50 feet of rope, 2 sunrods you can use to light your way in a dark cave, and a waterskin. Under Wealth, write "10 gp" (10 gold pieces).

Under "Powers and Feats," add *power strike* to the stances you have listed (*bastion of defense* and *battle fury*). Find the cards for all these powers on the card sheets in this box and keep them near your character sheet. *Power strike* is an encounter power, which means that when you use it, you have to rest for about 5 minutes before you can use it again.

On the card for *power strike*, fill in your base weapon damage—either 1d10 for a greatsword or 1d12 for a greataxe. Fill in the appropriate die in the space on the card.

Go to 88.

85

Fill in your speed, which is 7 if you're an elf, or 6 if you're another race. Elves are naturally quick. Your speed is the number of squares you can move with a single move action.

Fill in the rest of your defenses. Your **Fortitude** is 10 + the greater of your Strength and Constitution modifiers. Your **Reflex** is 10 + the greater of your Dexterity and Intelligence modifiers. Your **Will** is 12 + the greater of your Wisdom and Charisma modifiers. Add 1 to each of these defenses if you're human.

Under "Equipment and Magic Items," write one of these three kinds of **implements**: orb, staff, or wand. Implements are special items that wizards use to focus magical power into their spells. Your choice doesn't have any game effect—it just has to do with what your wizard looks like. As you adventure, you might come across magic implements you can use, which give you bonuses to your attack and damage rolls with your spells. You can use any magic orb, staff, or wand you find. Also note that you have a spellbook that holds all your spells and an adventurer's kit, which includes a backpack, a bedroll to sleep on, flint and steel to light fires, a belt pouch, 10 days of trail rations to eat as you travel, 50 feet of rope, 2 sunrods you can use to light your way in a dark cave, and a waterskin. Under "Wealth," write "25 gp" (25 gold pieces).

Under "Powers and Feats," you should already have listed any spells you used in the first fight with the goblins. Find the cards for these powers on the card sheets in this box and keep them near your character sheet. Fill in the blanks on the cards with your attack modifier and damage bonus with your spells. Also find the cards for *mage hand*, *ghost sound*, and *light*. These are simple spells called **cantrips** that you can use freely.

Find the card for the at-will spell you used in the fight with the goblins (either *stone blood*, *freezing burst*,

phantasmal force, or magic missile). You also get two more at-will powers. If you used *magic missile*, pick two of these powers and take their respective cards: *freezing burst*, *hypnotism*, *phantasmal force*, and *stone blood*. If you used a different spell, pick just one of the other powers from that list. You get that card, and you also get the card for *magic missile*.

After taking these cards, choose two of these encounter spells to go into your spellbook: *burning hands*, *charm of misplaced wrath*, *illusory obstacles*, and *leaden transmutation*.

Next, choose two of these daily spells to go into your spellbook: *fountain of flame*, *slimy transmutation*, *phantom chasm*, and *sleep*.

Each morning, you prepare the encounter and daily spells that will be available to you in the coming day. You can prepare one encounter attack spell (with a red seal and back) and one daily attack spell (with a black seal and back).

Go to 88.

86

Fill in your speed, which is 7 if you're an elf, or 6 if you're another race. Elves are naturally quick, and your light leather armor doesn't slow you down. Your speed is the number of squares you can move with a single move action.

Fill in the rest of your defenses. Your **Fortitude** is 10 + the greater of your Strength and Constitution modifiers. Your **Reflex** is 12 + the greater of your Dexterity and Intelligence modifiers. Your **Will** is 10 + the greater of your Wisdom and Charisma modifiers. Add 1 to each of these defenses if you're human.

Under "Equipment and Magic Items," list your leather armor and your dagger. Also note that you have an adventurer's kit, which includes a backpack, a bedroll to sleep on, flint and steel to light fires, a belt pouch, 10 days of trail rations to eat as you travel, 50 feet of rope, 2 sunrods you can use to light your way in a dark cave, and a waterskin. And you carry thieves' tools, which you can use to open locks or disable traps with the Thievery skill. Under "Wealth," write "40 gp" (40 gold pieces).

Write Sneak Attack under "Powers and Feats." When you have combat advantage against an enemy and hit that enemy with your dagger, you deal 2d6 extra damage. You can deal this damage only once per round.

Find the card for *backstab*. *Backstab* is an encounter power, which means that when you use it, you have to rest for about 5 minutes before you can use it again.) List it under "Powers and Feats" and keep the card near your character sheet.

If you performed *bump and run* in your fight with the goblins, you should have it noted on your sheet. Add *deft strike*, *nimble positioning*, and *athletic advance* as well. Find the cards for these four powers and keep them near your character sheet.

If you used *defensive strike*, you should have it noted on your sheet. Add *deft strike*, *nimble positioning*, and *acrobatic maneuver* as well. Find the cards for these four powers and keep them near your character sheet.

Go to 88.

87

Fill in your speed, which is 6 if you're an elf, or 5 if you're another race. Elves are naturally quick, but your chainmail armor slows you down a bit. Your speed is the number of squares you can move with a single move action.

Fill in the rest of your defenses. Your **Fortitude** is 10 + the greater of your Strength and Constitution modifiers. Your **Reflex** is 10 + the greater of your Dexterity and Intelligence modifiers. Your **Will** is 12 + the greater of your Wisdom and Charisma modifiers. Add 1 to each of these defenses if you're human.

Under "Equipment and Magic Items," list your chainmail armor, your mace, and a holy symbol (which helps you channel divine power into your prayers). Also note that you have an adventurer's kit, which includes a backpack, a bedroll to sleep on, flint and steel to light fires, a belt pouch, 10 days of trail rations to eat as you travel, 50 feet of rope, 2 sunrods you can use to light your way in a dark cave, and a waterskin. Under "Wealth," write "30 gp" (30 gold pieces).

Write *healing word* under "Powers and Feats." Find the card for *healing word* on the card sheets in this box and keep it near your character sheet.

If you used *brand of the sun* in your fight with the goblins, you should have it noted on your sheet. Add *blessing of battle*, *soothing light*, and *sun burst* as well. Find the cards for these powers and keep them near your character sheet. Fill in the blanks on the cards with your attack modifier and damage bonus. You also have an ability called **lesser avatar of radiance**, which gives you and each ally within 5 squares of you a +2 power bonus to death saving throws. That means you and your allies are less likely to die when dropped to 0 hit points.

If you used *storm hammer* in your fight with the goblins, you should have it noted on your sheet. Add *blessing of wrath*, *echoes of thunder*, and *storm surge* as well. Find the cards for these powers and keep them near your character sheet. Fill in the blanks on the cards with your attack modifier and damage bonus. You also have an ability called **lesser avatar of storms**, which gives you resist 5 lightning and thunder. That means attacks that deal lightning or thunder damage can't hurt you as easily.

Now find the cards for *nimbus of holy shielding*, *lesser aspect of wrath*, and *levy of judgment*. You can choose one of these three daily attack prayers to know and use. Choose one, note it on your character sheet, and keep the card with your other power cards. Again, fill in the blanks on the card.

Go to 88.

88

You can choose one **feat** for your character, or two feats if you're human. A feat is a small benefit that reflects concentrated training or natural aptitude in a certain area. Choose one of these feats and write it under Powers and Feats on your character sheet:

- ◆ **Defensive Mobility:** When an enemy makes an opportunity attack against you (which usually happens if you move away from a monster you're next to, or if you use a ranged or area attack while adjacent to an enemy), you get a +2 bonus to your AC against that attack.
- ◆ **Durable:** You gain 2 extra healing surges each day. Add 2 to your Surges per Day on your character sheet.
- ◆ **Improved Initiative:** You get a +4 feat bonus to initiative checks. Add 4 to your Initiative score on your character sheet.
- ◆ **Jack of All Trades:** You get a +2 bonus to all untrained skill checks. Add 2 to the relevant ability check for each skill you're not trained in.

16	Charisma	+3	CHECK
<i>Charisma measures force of personality and leadership.</i>			

Bluff	<input checked="" type="checkbox"/> Trained	MISC.	+8
Diplomacy	<input type="checkbox"/> Trained	MISC.	+5

- ◆ **Skill Focus:** Choose one skill. You get a +3 feat bonus to checks with that skill. Add 3 to your check for one skill, either trained or untrained.
- ◆ **Toughness:** You gain 5 additional hit points. Add 5 to your maximum hit points, and adjust your bloodied value (one-half your maximum hit points, rounded down) and your healing surge value (one-quarter your maximum hit points, rounded down) accordingly.

Your race also gives you a few additional benefits.

If you're playing a dwarf, go to 89.

If you're playing an elf, go to 90.

If you're playing a halfling, go to 91.

If you're playing a human, go to 92.

89

Dwarf characters speak the Common language that most intelligent races speak, and also know Dwarven. Note these languages on your character sheet.

Languages: Common, Dwarven

You gain a +2 bonus to your Dungeoneering and Endurance skills.

You have low-light vision. This lets you see in dim light just as well as in normal light, but it doesn't help you in total darkness.

You have an ability called **cast-iron stomach**, which gives you a +5 bonus to saving throws against poison. You roll a **saving throw** when you're suffering from an ongoing effect or condition, so this bonus helps you shake off lingering poison effects.

You have an ability called **dwarven resilience**, which lets you use your **second wind** as a minor action instead of a standard action. Second wind is one way of spending healing surges in combat.

You have an ability called **stand your ground** which makes you resistant to forced movement. Whenever an effect forces you to move, you can move 1 square less than the effect specifies. In addition, when an attack would knock you prone, you can immediately make a saving throw to avoid falling prone. Roll a d20, and if the result is 10 or higher, you remain standing.

Go to 93.

90

Elf characters speak the Common language that most intelligent races speak, and also know Elven. Note these languages on your character sheet.

You gain a +2 bonus to your Nature and Perception skills.

Languages: Common, Elven

You have low-light vision. This lets you see in dim light just as well as in normal light, but it doesn't help you in total darkness.

You have an ability called **wild step**, which lets you ignore difficult terrain when you shift.

You have an ability called **group awareness**, which lets you share your perceptive nature with your allies. Non-elf allies within 5 squares of you get a +1 bonus to Perception checks.

You have a racial power called *elfen accuracy*, which lets you reroll a failed attack roll. Note this power on your character sheet, and find the card for it on the sheets of power cards in this box.

Go to 93.

91

Halfling characters speak Common and one other language. Roll a d6 to see which extra language you know.

Roll	Language
1	Deep Speech (the language of horrible monsters of the deep earth)
2	Draconic (the language of dragons)
3	Dwarven
4	Elven
5	Goblin
6	Primordial (the language of elemental creatures)

Note these languages on your character sheet.

Languages: Common, Elven

You gain a +2 bonus to your Acrobatics and Thievery skills.

You have an ability called **bold**, which gives you a +5 bonus to saving throws against fear. You roll a **saving throw** when you're suffering from an ongoing effect or condition, so this bonus helps you shake off lingering fear effects.

You have an ability called **nimble reaction**, which gives you a +2 bonus to your AC against opportunity attacks.

You have a racial power called *second chance*, which lets you force an enemy to reroll an attack roll against you. Note this power on your character sheet, and find the card for it on the sheets of power cards in this box.

Go to 93.

92

Human characters speak Common and one other language. Roll a d6 to see which extra language you know.

Roll	Language
1	Deep Speech (the language of horrible monsters of the deep earth)
2	Draconic (the language of dragons)
3	Dwarven
4	Elven
5	Goblin
6	Giant

Note these languages on your character sheet.

Languages: Common, Elven

You have a racial power called *human versatility*, which lets you add a bonus to an attack roll, skill check, ability check, or saving throw. Note this power on your character sheet, and find the card for it on the sheets of power cards in this box.

Being human also gives you one extra trained skill and a bonus feat, which you should have selected already.

Go to 93.



93

Find the poster map in this box. Fold it so only the map labeled "Monster Lair" is visible and spread it out in front of you. Choose a token to represent your character from the sheet of cardboard tokens. Place that token anywhere outside the caves on the map. Now find four goblin tokens, like the one shown here.

If you approached the cave without alerting the goblins, place one goblin token next to each campfire in the caverns on the map. If the goblins attacked you outside the caves, put two goblins in each cave entrance.



Here are the important statistics for the goblins:

- ◆ Initiative +3
- ◆ Armor Class 15, Fortitude 13, Reflex 15, Will 13
- ◆ Hit Points 1 (but a missed attack never damages a minion)
- ◆ Speed 6
- ◆ Melee attack (short sword): +6 vs. AC. If this attack hits, it deals 4 damage.
- ◆ Ranged attack (shortbow): +6 vs. AC. If this attack hits, it deals 4 damage.
- ◆ Goblin Tactics: When you miss a goblin with a melee attack, the goblin shifts 1 square as an immediate reaction (see "Move Actions" below for more information on shifting).

Roll initiative for your character: Roll a d20 and add your initiative modifier. Now roll initiative for the goblins: Roll a d20 and add +3. Whoever rolled higher gets to act first, and after that you and the goblins take turns.

Remember that on each turn you can take a standard action, a move action, and a minor action. The goblins have the same allotment of actions on their turns. If you have any powers that are immediate



actions or opportunity actions, you can sometimes use those powers on the goblins' turn. Likewise, the goblins use their *goblin tactics* on your turn, any time you miss them with a melee attack.

Standard Actions Most of the time, when you take a standard action, it'll be to attack, whether it's swinging your sword or axe, stabbing with your dagger, or using a prayer or spell. Follow these steps to make an attack:

1. Choose the attack you'll use.
2. Choose targets for the attack. Targets have to be within range (usually 1 square—right next to you—for a melee attack, or a specified range for other kinds of attacks). A power's "Target" entry specifies how many creatures it affects. The goblins can shoot their bows at you from as far away as 15 squares, as long as there are no walls blocking their view.
3. Make one attack roll for each target of the attack: Roll a d20 and add your attack bonus for that power or weapon. Compare the result to your target's defense (usually AC for a weapon attack, or the defense specified on your power card).
4. Deal damage and apply other effects specified on the power card.

One other important standard action you can use is **second wind**. You can only use your second wind once per encounter. When you do, you can spend a healing surge (so you regain hit points equal to your healing surge value), and you get a +2 bonus to all your defenses until the start of your next turn. It's a good way to catch your breath in combat. (If you're a dwarf, using your second wind is a minor action, not a standard action.)

Remember that you can also use a move action or a minor action instead of a standard action, if you want to.

Move Actions You can move your speed as a move action. If you leave a square that's adjacent to a goblin, though, the goblin can make an opportunity attack against you, using its melee attack (short sword). If a goblin leaves a square that's adjacent to you, you can attack it, too, using a basic melee attack. If you're a fighter or a rogue, that's the weapon attack you have on your character sheet. If you're a cleric, it's a Strength attack: Roll a d20 and add your Strength modifier +2. Your damage if you hit is 1d8 + your Strength modifier. If you're a wizard, you can't make effective opportunity attacks.

You (or the goblins) can avoid opportunity attacks by **shifting**. You can shift 1 square as a move action. The *goblin tactics* power lets the goblins shift as an immediate reaction on your turn.

You can **run** as a move action as well, moving up to your speed + 2 squares. When you run, though, you grant combat advantage (which gives the goblins a +2 bonus to attack rolls against you), and you take a -5 penalty to your attacks until the end of your turn.

If you knock a goblin prone, it can stand up as a move action.

Remember that you can also use a minor action instead of a move action, if you want to.

Minor Actions You might have some powers that are minor actions, such as the cleric's *healing word* or the fighter's stances. Drawing or sheathing a weapon is a minor action. If you want to fall prone, that's a minor action as well. Opening a door, picking up an item on the ground, or pulling something from your pouch (or putting something in your pouch) is also a minor action.

Minor actions aren't usually very exciting, but they're not meant to be.

Try playing through this simple encounter until the goblins are all dead or you either fall unconscious or decide to run away. If you run away, the goblins don't chase after you.

If you run into questions about the rules, check out pages 8–19 of the *Dungeon Master's Book* included in the box.

If you defeat all the goblins, go to 94.

If you decide to run away, go to 95.

If you fall unconscious, go to 96.

94

Congratulations! You've won a small victory in what promises to be a much larger fight against these goblins.

You gain 100 experience points (XP). You also find 10 gp (10 gold pieces), which you can write down under "Wealth" on your character sheet.

However, it quickly becomes apparent to you that you can't take on this whole goblin lair by yourself. You need help, preferably in the form of other brave adventurers. You retreat from the goblins' caves and make your way back toward civilization. In Fallcrest, maybe you can find a few companions to lend their might to your quests.

Go to 97.

95

Don't worry—the goblins had you outnumbered. It's clear now that you bit off more than you can chew. You can't possibly take on this whole goblin lair by yourself! You need help, preferably in the form of other brave adventurers. You retreat from the goblins' caves and make your way back toward civilization. In Fallcrest, maybe you can find a few companions to lend their might to your quests.

Go to 96.

96

Oh no! The goblins defeated you. However, something strange happens: You wake up in a nice warm bed and soon discover that you're in the Nentir Inn in the town of Fallcrest. The innkeeper says that a mysterious traveler brought you in, paid for your room, and left instructions that you were to be cared for until you recovered.

It's clear now that you bit off more than you can chew. You can't possibly take on this whole goblin lair by yourself! You need help, preferably in the form of other brave adventurers. Now that you're back in town, maybe you can find a few companions to lend their might to your quests.

Go to 97.

97

You've completed the solo adventure in this book, but your adventures in the DUNGEONS & DRAGONS world are just beginning! Gather some friends and have them create their own characters by reading through this adventure like you did. Choose one player to be the Dungeon Master (DM), who will run the rest of you through the next stage of your adventure. In the next part, you'll get to find the merchant's stolen box and learn the identity of the mysterious rider. A group of five people is best—one DM and four players.

The DM for your group should become familiar with the *Dungeon Master's Book* while the rest of the players make their characters. Once everyone has a character ready, you can return to the goblin lair and pick up your quests where you left off.

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

EUROPEAN HEADQUARTERS
Hasbro UK Ltd
Caswell Way
Newport, Gwent NP9 0YH
GREAT BRITAIN
Please keep this address for your records

Wizards of the Coast, Belgium
Industrialaan 1
1702 Groot-Bijgaarden
Belgium
+32.070.233.277

HOW TO READ A POWER CARD

The power cards that describe your powers are designed to be easily referenced during play. Each card spells out the effect of the power in as clear a fashion as possible.

The order of information in a power description is a general guide to the sequence in which the power's various effects occur. For example, an "Effect" entry might appear above attack information in a power description to indicate that something happens before you make the attack.

Power Name: Each power has a unique name.

Level: A power's level is the level you must be to use it. You can't use 2nd-level powers until you reach 2nd level.

Colored Seal: A colored seal appears near the name of each power. The color of this seal indicates how often you can use the power; green means the power is an at-will power, red means it's an encounter power, and black means it's a daily power. This information is repeated in the first word on the next line of the power.

Keywords: The power's keywords appear next. See the next column for more about power keywords.

Action Type: The next line begins with the type of action required to use the power: standard, move, minor, free, immediate reaction, immediate interrupt, or opportunity. Some powers require no action to use. See pages 8-9 in the *Dungeon Master's Book* for more about action types.

Trigger: Powers that are immediate actions (interrupts or reactions) or opportunity actions have a trigger, which defines when you're allowed to use the power. Some powers that are free actions, or that require no action to use, have a trigger as well.

Attack Type and Range: The power's attack type and range appear on the same line as its action type. The attack types are melee, ranged, area, and close.

Each attack type has rules for range and targeting, detailed on pages 12-13 in the *Dungeon Master's Book*.

Target: If a power directly affects one or more creatures or objects, it has a "Target" entry, specifying whom and what the power affects.

Attack: A power's attack entry specifies the ability score you use to make the attack, any special modifiers that apply to the attack roll, and which of the target's defenses you check against.

Hit: This entry describes what happens to each target that you hit with the power's attack.

Miss: This entry describes what happens to each target that you miss with the power's attack. "Half damage" in this entry refers to rolled damage. Roll the damage specified in the "Hit" entry and deal half of that damage to each target you miss. "Half damage" does not apply to ongoing damage or any other damaging effects in the "Hit" entry.

Effect: Anything that appears in the "Effect" entry occurs when you use this power. For an attack power, this is true whether or not you hit with it.

Sustain: If a power has a "Sustain" entry, you can keep that power active by taking a specified action during your turn. See "Durations," page 17 in the *Dungeon Master's Book*, for more information.

Special: Any unusual information about the use of a power appears in this entry. For example, some powers can be used as basic attacks, which is noted in a "Special" entry.

Flavor Text: The italicized text at the bottom of the card briefly explains what the power does, from the perspective of your character in the world. The rest of the power description is rules text, but this material is intended to help you understand and narrate what your character is doing.

KEYWORDS

Here is a list of keywords that appear in powers in this box. Following the list are keywords that have special rules.

Power Sources: Arcane (for wizard spells), Divine (for cleric prayers), or Martial (for fighter and rogue powers). This simply indicates where the power comes from.

Damage Types: Acid, Cold, Fire, Force, Lightning, Necrotic, Poison, Psychic, Radiant, Thunder. A power that deals damage of a certain type always has the keyword corresponding to that type.

Accessories: Weapon or Implement. Implements are items wielded by certain characters to channel their powers. Clerics use holy symbols as implements, and wizards use orbs, wands, or staves. The implement keyword identifies a power that can be used through

an implement. The weapon keyword identifies a power that is used with a weapon. The range and the damage of a weapon power is usually determined by the weapon you use with it. A [W] in a power's damage expression stands for your weapon's damage dice (1d12 for a greataxe, 1d10 for a greatsword, 1d8 for a mace, or 1d4 for a dagger, for example).

Effect Type: Effect type keywords signify the presence of particular effects in powers, and many of these keywords have special rules that govern how their powers are used. Whether or not an effect type keyword has special rules, other effects in the game refer to that keyword. For example, the charm keyword has no special rules, but some creatures gain a bonus to saving throws against charm powers.