

Advanced Dungeons & Dragons[®]

2nd Edition

PREVIEW



A preview of the most eagerly awaited event in roleplaying history!
Why the revision? What's being changed? What's been added?
How will the changes affect your campaign?
Where is the ADVANCED DUNGEONS & DRAGONS[®] game headed in the future?



FREE!

Advanced Dungeons & Dragons[®]

2nd Edition

Preview

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INTRODUCTION

TSR is proud and pleased to present this advance look at the first major revision of the best roleplaying game ever created. Comparing the **ADVANCED DUNGEONS & DRAGONS®** 2nd Edition game to the first edition (now over 15 years old!) is like comparing a Porsche 959 to a Model T Ford. Both are great cars for their times, but which would you want to drive in the 1990s?

The new AD&D® 2nd Edition is a giant stride forward from the first game. Experienced players will find all the rules they've grown accustomed to. New players will discover a more complete and easier to understand set of rules.

TSR took the time to revise the world's most popular roleplaying game, because the fans wanted us to. The AD&D game has been around in various forms since 1977, and from the first day there have been loyal fans writing in with questions—questions the rules didn't answer. All of those major questions have been taken into consideration in the new rules set. Also, we'll be the first to admit that roleplaying has grown tremendously in the last decade-and-a-half, and there are many new concepts and details that should be, and have been, added to the AD&D game system.

So what happens in the planning stages when a game like this is revised? First of all, we had to be careful. TSR put its best people on the project and then assigned other good people to watch the development. And even the watchers had watchers.

One of the things we tried to do in the revision was to streamline things wherever possible. But, at the same time, the AD&D game has a reputation as the game with an answer for everything. Of course, even with eleven hardback books full of rules this isn't true, but it's a pretty widely held opinion. We couldn't, and didn't want to, change that. So, throughout the project, we had to balance our desire to simplify things with the need to maintain the level of detail of the original AD&D rules. The final result is a careful balance of detail without complexity.

In the 2nd Edition, rather than try to come up with a rule for everything, we tried to show players and DMs how to handle every situation using their own judgment as well as the rules. This doesn't mean the DM is constantly told to wing it—the rules of the game provide the same, solid foundation as in the first edition. But now, building on this foundation of core rules, the DM should have no trouble coming up with answers to any questions that might arise during play.

This leads to another important shift in attitude that isn't immediately obvious: The first edition AD&D rules assumed that every AD&D game everywhere had to be played according to the rules exactly as written. You could never change or add anything to a campaign without TSR's approval.

The attitude was that all of the AD&D rules were official and absolute, which resulted in a lot of "unofficial" games being played out there.

It's pretty clear that the AD&D game becomes most exciting when players and DMs get involved in the creative process. But, at the same time, there has to be consistency among different campaigns and tournaments. When you join a new AD&D game or play in a tournament at a convention, you don't want to feel like you're learning a whole new set of rules! What we did in 2nd Edition is sort through the different layers of play to find that core set of rules that make the AD&D game what it is. These rules form the unchanging basis of the game, the part that remains no matter how off-the-wall your campaign may be.

But we know you are going to make changes in the rules—we *want* you to make changes in the rules—so what we did was to provide optional rules. We've shown you places where changes can best be made and how you might go about making them. (Again, years of answering questions and fixing people's broken campaigns have shown us what sorts of changes work and don't work.) By sharing that with you, we can maybe prevent your game from blowing up while helping you make it the game you want.

The bottom line is that TSR wants the 2nd Edition of the AD&D game system to maintain the game's status as the very best in fantasy roleplaying. Everyone working on 2nd Edition kept the fans and the fun of the game in mind when they worked on the project.

Does TSR have all the bugs worked out of 2nd Edition? The answer is we hope so, but probably not. What we have in this new edition is a better version than the first one. It is a new version that can provide even more fun and excitement. It is also a smoother flowing game that can work to stimulate the player's own imagination in even more new and exciting ways. But it isn't a dead end.

The AD&D game must always grow and change because the fans grow and change. Game design and game designers grow and change. From our experience in gaming, if you liked the AD&D system before, you will like it even more after reading the 2nd Edition. If you are new to the game you will have an easier time learning how to play from 2nd Edition.

WHAT WE'VE BEEN DOING

No doubt about it, producing the **ADVANCED DUNGEONS & DRAGONS®** 2nd Edition rules has been a big project for everyone involved at TSR—a big commitment of time and effort. Because it meant so much, to us and to you, we couldn't enter into it blindly. A good deal of time and planning have gone into the whole process.

Why do a 2nd Edition?

Because, in truth, the AD&D rules are not perfect. They are and always have been very good, but how many times have you thought, "This rule could be better," or "They need a rule to cover this situation," or "Where is that rule? (flip, flip, flip) I can't find it anywhere!"

Furthermore, the AD&D game, like roleplaying in general, has grown since the game was designed back in the seventies. TSR and those companies that followed it have discovered different and exciting ways to roleplay, ways nobody thought of when roleplaying was born. So now it's time to enrich our rules with the experience and knowledge those years have brought.

Who decided there should be a 2nd Edition of the AD&D game?

If anything, the decision to do a 2nd Edition came from you, our players. Over the years, TSR has received continual requests for new material, rules clarifications, corrections, and interpretations of vague areas. All these requests pushed us to the realization that the AD&D game needed revision. We talked about the idea for years and, finally, there came a time when it felt like the right thing to do.

Just when did work on the 2nd Edition begin? Has it been a rush job?

To answer the second question first, certainly not! Even before *Unearthed Arcana* was released in 1985, there was talk of an AD&D revision. At that time, however, we talked about a very different kind of 2nd Edition than the one we're releasing.

At most, people thought we should clean up and reorganize the rules a little, put a new cover on things, and presto—2nd Edition. Following the release of *Unearthed Arcana*, though, things began to happen very quickly for the AD&D game. First came the release of *Oriental Adventures*, where whole new game systems such as non-weapon proficiencies were introduced. Ideas like these proved popular, leading to still more new rules and concepts in the *Dungeoneer's Survival Guide* and *Wilderness Survival Guide*. With each new AD&D rulebook, the need to do the 2nd Edition continued to grow.

In 1986, serious planning on the 2nd Edition began. By then, it was clear that the scope of the project had changed. Later rulebooks, like *OA*, added new rules to the AD&D system and often went into great detail about a variety of new topics. We wanted to incorporate the best of the new into the original rules. It was no longer practical just to reorganize and edit the rules.



What about playtesting?

When we originally began the project, we aimed for a release in the spring of 1988. We thought that would be enough time to get everything done. After a few months, we realized that if we wanted to have the changes properly tested, we had to push the release date back. The decision to delay 2nd Edition until 1989 was almost entirely to allow enough time for playtesting.

Playtesting was a big job. Working through the ROLE PLAYING GAMERS ASSOCIATION™ (RPGA™), we organized more than 25 playtest groups around the nation.

Playtesting began as soon as the first sections of the rules were ready in 1986. Throughout 1987 playtesting continued as more sections were finished. Finally, for six months in 1988, after the entire project had been through at least one editing pass, the project went one, final round of intensive playtesting.

At the end of that testing time, we collected and compiled all the playtester comments. These comments were turned over to the designers and editors and each comment was checked and considered for the final manuscript. In-house checking was also going on. Every member of the TSR creative staff reviewed and commented on the important areas of character class and race. Outside readers added their own comments, all to ensure the best possible product for you.

So who decided everything? Who said what should be the same and what should be different?

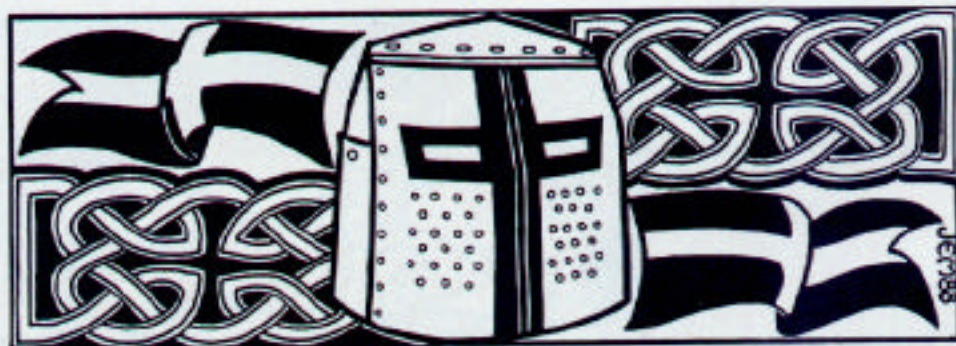
You did. Ten years of playing, questioning, fixing and improving on your part gave us a clear picture of what needed to be done. But just to be sure we had a handle on what you wanted, we ran several columns in DRAGON® Magazine, where we sketched out what we might do. We tried to keep you informed of our plans for everything from which character classes to keep, to how the books would be organized, to whether they should be hardcover or softcover.

As we expected, your responses came in droves. We read every one of those responses and considered each point before making any changes to the AD&D rules.

We also published an 8-page questionnaire in which we asked what you liked about the AD&D rules, what you wanted changed, and how you wanted it changed. We received over ten thousand responses to that questionnaire. When the responses were compiled, we had an even better idea of what you wanted in a revision than we'd had before.

In the end, of course, the revision wasn't a completely democratic project. When it came down to playtester disagreements and differences of opinion among players and TSR staffers, someone had to make the tough decisions.

Design questions were ultimately answered by TSR's design and editing team. Experience isn't everything, but it counts for a lot, and the designer and editors assigned to the AD&D 2nd Edition have over 50 years total roleplaying experience. We're confident the combination of their experience and your advice will make the AD&D 2nd Edition the best roleplaying game possible.



THE NEW *PLAYER'S HANDBOOK* AND *DUNGEON MASTER'S GUIDE*



Are you changing the organization of the *Player's Handbook* or the *Dungeon Master's Guide*?

Yes, we are. In fact, reorganizing may be the most important thing we're doing in 2nd Edition. The first edition game books were organized in a stream-of-consciousness fashion. The rules leaped from the dungeon to the tavern to the throne room and back to the dungeon again in the space of a page. The books contradict each other, omit material, and sometimes devote pages of type to topics that no one understands or uses.

We had four goals in mind when we thought about the final presentation of the 2nd Edition *PHB* and *DMG*. First, the books should be restructured for easy reference. Second, all of the information on one topic should be in one place. Third, a player shouldn't have to pay for information he doesn't need when he buys the new *Player's Handbook*, and the DM shouldn't have to pay for redundant information when he buys the new *Dungeon Master's Guide*. Fourth, everyone who currently owns the *PHB* and *DMG* should feel that their money has been well spent when they buy the second editions of these books.

Okay, so you're restructuring the books. How are you restructuring them?

The biggest question we had to answer was whether the rulebooks should be structured as reference works for people who are familiar with the AD&D game or as an instruction manual for people who aren't. In the best of all possible worlds, a rule book would serve both functions equally—but, unfortunately, the two are mutually exclusive. An instruction manual makes a lousy reference source and an encyclopedia is a poor textbook. Rule books that try to be both usually wind up as

confusing, incomplete, and full of wasted pages.

We chose to make the AD&D 2nd Edition rulebooks reference manuals for several reasons. You only learn to play the game once. That process takes about four hours—the average length of one game session. Once you've made it through that first session, you know everything you need to know about roleplaying. The best way to spend that first session is, was, and always will be with a group of people who already know what they're doing. We always urge newcomers to learn from experienced players. There's no better teacher than a journeyman at work.

This is not to say you won't be able to learn the AD&D game by reading the 2nd Edition rulebooks. The *Player's Handbook* contains an introductory chapter on what roleplaying is all about, but it's a short one. If you know the game, you can skip it entirely. The *Dungeon Master's Guide*, of course, contains extensive articles on how to conduct a game (2nd Edition is a major improvement over the first edition in this regard), but that information is as valuable to experienced DMs as it is to rookies.

The second reason we decided to use a reference structure is that we didn't want to scare experienced gamers away. Yes, part of the reason for a second edition is to attract new players to the game, but it's also to make the game better for everyone who's playing it right now. That means the 2nd Edition has to be just as sophisticated as the first. If the first thing you see upon picking up the *Player's Handbook* is "See Spot run," we've just lost a customer and possibly a player.

So what does this all mean for me? What's the most important part of the restructuring?

Well, we think they're all important, but let's start with the index. In keeping with the reference book approach, both the *PHB* and the *DMG* will be thoroughly and accurately indexed. Anyone who has ever looked up "Doors" in the first edition index knows why one of our primary goals was to gather all of the information on a topic into one place. Unfortunately, this goal conflicts with another—avoiding redundancy. There is certain information that only the DM needs. Putting that information in the *Player's Handbook* gives players more information than they should have if the game is going to be challenging and fun. Extraneous information also ups the size (and cost) of the rulebook. Such information belongs only in the *Dungeon Master's Guide*. But unless the *DMG* repeats everything from the *Player's Handbook*, the DM has to check two books to get all the facts. As in the case of the *PHB*, duplicating information ups the size and cost.

Our solution is to present information in complete subsets. For example, consider the chapter on NPC hirelings and henchmen. Players need to know what sorts of NPCs are available and what conditions are attached to their employment. This information is presented in the *Player's Handbook*. The DM needs to know where and how NPCs can be hired, how much they earn, and how much abuse they'll put up with before they quit. Most of the chapter in the *Dungeon Master's Guide* is devoted to these details, with just a summary of the information from the *Player's Handbook* to refresh the DM's memory.

In all cases, we've tried to keep the structures of the two core AD&D rulebooks identical to one another. Major subjects are treated in the same order in both books and, with a few exceptions, the same topics are covered in both as well. The difference is in the kinds of information about those subjects and the level of detail in which information is presented. The bottom line is this: If you know where to find something in the 2nd Edition *Player's Handbook*, you'll know where to find it in the 2nd Edition *Dungeon Master's Guide*.

The fourth goal—assuring that owners of first edition books get their money's worth from the 2nd Edition—will take care of itself as long as we meet the first three goals.



THE MONSTROUS COMPENDIUMS



The Monstrous What?...

The old *Monster Manuals* are no more. In 2nd Edition, they're being replaced by a series of monster packs, called *Monstrous Compendiums*. These compendiums will provide DMs and players with more information than ever before about the creatures of the AD&D® game.

How will the new AD&D® 2nd Edition *Monstrous Compendiums* be organized?

The pages of these new "monster packs" will be five-hole drilled so that they can be placed in a binder and organized as the DM wishes. Each major creature or creature type will have its own page, and the monsters will be arranged alphabetically. Oh, and the first *Monstrous Compendium* comes complete with an oversized D-ring binder designed expressly to hold your collection of monsters.

How many of these *Compendiums* will TSR be doing and when will they come out?

Following the publication of the 2nd Edition *Dungeon Master's Guide*, we will put out three *Compendiums* in 1989, at roughly two-month intervals. The first two will have 144 pages each. These will concentrate on creatures found on the Prime Material Plane, plus some extra-planar creatures like invisible stalkers, elementals, and geniekind. The third pack will have 64 pages, featuring monsters of the FORGOTTEN REALMS™ setting and some others we didn't have room for in the first two packs, such as dinosaurs. Each pack will have an index and monster tables.

How did you pick which monsters to use?

Monsters were selected on the basis of usefulness, general popularity, and format restrictions. We also wanted to delay the inclusion of extra-planar creatures and settings. This is an area we plan to explore in the future—we don't want to lock ourselves in at this point.

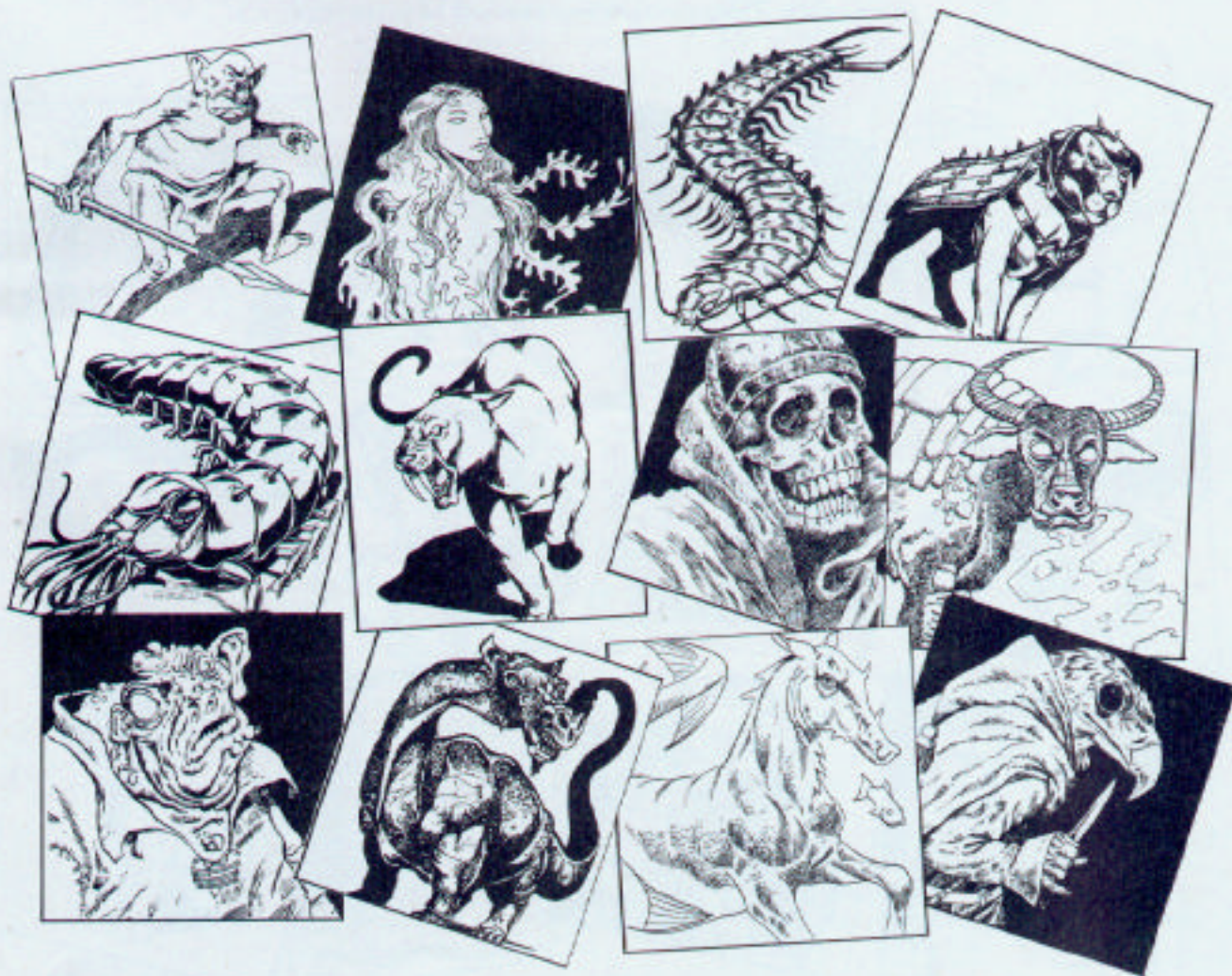
Naturally, many of the *Monstrous Compendium* entries are drawn from the original *Monster Manual*, although the most popular ones from other AD&D rulebooks also make an appearance.

What are the “format restrictions” you talked about—the ones that helped determine which monsters were included?

Since most monster descriptions run a page or less, we will usually have a monster description on each side of a page. Because the monsters are arranged alphabetically, sometimes the most useful or popular monsters will squeeze out some of the less interesting ones. In later packs, we'll provide replacement pages that put these monsters into their proper order, but for now we wanted to get the most important monsters covered.

Tough choices?

Sometimes. For example, if we had a long gap in the “Bs,” only one monster space, and our choice was to include the beholder or the boggart (knowing the one we didn't take would be out of print at least a year, possibly more), which one should we take? We made a number of decisions like that.



What did you do with short descriptions?

We made them longer and more comprehensive. Because each monster gets its own page, this allows us to add more significant detail to the descriptions; especially cultural, ecological, and behavioral notes. There's no padding here, just good, solid information you'll need to make the monsters in your game memorable.

Will there be any new monsters?

There are already over 800 monsters in the AD&D system, and we wanted to cover the classics first. New monsters are most likely where we have an extra page due to the alphabetical breaks. We would prefer to fill such pages rather than leave a blank, but at the same time we don't want to throw in "junk" monsters just to fill up space.

Will any monsters get more than a page?

Certainly, if they need it. Vampires and sahuagin, for example, both get two pages. On the other hand, we will be reorganizing some descriptions. The lizard king, which had its own entry in the FIEND FOLIO, will appear in the lizard man entry, and ghosts will appear as a sub-type of ghouls.

So what's going to be in the first pack?

Dragons, of course. Giants and related humanoids. A full range of undead. Sylvan woodland types. Basic elementals. Lycanthropes. Low level dungeon monsters. As many classic monsters as we can fit. Most of the waterborne types will be in the second pack. The prehistoric monsters will be in the third pack.



THE BIG CHANGES

Now you know a little bit about why we did things, how we did things, and how it's all put together—but you're probably curious about just what we did.

Starting from the beginning, then, what have you done to characters in the 2nd Edition rules?

Some character classes *did* change, but where changes were necessary, we tried to make your changeover as easy as we could.

We kept the 3 to 18 range for basic ability scores (although the tables are now complete out to 25), but we got rid of the Comeliness score, and some new columns were added to the tables, like the Maximum Press on the revised Strength Table below:

| STRENGTH | | | | | | | Notes |
|---------------|-----------|-------------|---------------|------------|------------|----------------------|-------------|
| Ability Score | Hit Prob. | Damage Adj. | Weight Allow. | Max. Press | Open Doors | Bend Bars/Lift Gates | |
| 1 | -5 | -4 | 1 | 3 | 1 | 0% | |
| 2 | -3 | -2 | 1 | 5 | 1 | 0% | |
| 3 | -3 | -1 | 5 | 10 | 2 | 0% | |
| 4-5 | -2 | -1 | 10 | 25 | 3 | 0% | |
| 6-7 | -1 | none | 20 | 55 | 4 | 0% | |
| 8-9 | normal | none | 35 | 90 | 5 | 1% | |
| 10-11 | normal | none | 40 | 115 | 6 | 2% | |
| 12-13 | normal | none | 45 | 140 | 7 | 4% | |
| 14-15 | normal | none | 55 | 170 | 8 | 7% | |
| 16 | normal | +1 | 70 | 195 | 9 | 10% | |
| 17 | +1 | +1 | 85 | 220 | 10 | 13% | |
| 18 | +1 | +2 | 110 | 255 | 11 | 16% | |
| 18/01-50 | +1 | +3 | 135 | 280 | 12 | 20% | |
| 18/51-75 | +2 | +3 | 160 | 305 | 13 | 25% | |
| 18/76-90 | +2 | +4 | 185 | 330 | 14 | 30% | |
| 18/91-99 | +2 | +5 | 235 | 380 | 15(3) | 35% | |
| 18/00 | +3 | +6 | 335 | 480 | 16(6) | 40% | |
| 19 | 3 | +7 | 485 | 640 | 16(8) | 50% | Hill Giant |
| 20 | +3 | +8 | 535 | 700 | 17(10) | 60% | Stone Giant |
| 21 | +4 | +9 | 635 | 810 | 17(12) | 70% | Frost Giant |
| 22 | +4 | +10 | 785 | 970 | 18(14) | 80% | Fire Giant |
| 23 | +5 | +11 | 935 | 1,130 | 18(16) | 90% | Cloud Giant |
| 24 | +6 | +12 | 1,235 | 1,440 | 19(17) | 95% | Storm Giant |
| 25 | +7 | +14 | 1,535 | 1,750 | 19(18) | 99% | Titan |

What's the biggest change you made?

The biggest change we made in the character creation system was putting a limit on the proliferation of character classes. Under the new rules, the old, familiar classes are organized into four major groups:

Warrior: There are three different classes in the warrior group—fighter, paladin, and ranger. All are well-trained in the use of weapons and skilled in the martial arts.

The fighter is a champion, swordsman, soldier, and brawler. He lives or dies by his knowledge of weapons and tactics. Fighters can be found at the front of any battle, pressing hand-to-hand with monsters and villains. A good fighter needs to be strong and healthy if he hopes to survive.

The paladin is a warrior bold and true, the upright exemplar of everything good and right. Like the fighter, the paladin is a man of combat. However, the paladin lives for the ideals of righteousness, justice, honesty, piety, and chivalry. He strives to be a living example of these virtues so that others might learn from him as well as gain by his actions.

The ranger is a warrior and a woodsman. He is skilled with weapons and is knowledgeable in tracking and woodcraft. The ranger often protects and guides lost travelers and honest peasant-folk. A ranger needs to be strong, thoughtful, and healthy to live a full life.

Wizard: The wizard strives to be a master of magical energies, shaping them and casting them as spells. To do so, he studies strange tongues and obscure facts and devotes much of his time to magical research.

The mage (called magic-user in the first edition) studies all types of magic and learns a wide variety of spells. His broad range makes him well suited to the demands of adventuring.

Because there are different types (or schools) of magic, there are different types of wizards. The illusionist is an example of a wizard who specializes in a particular school of magic (in this case, illusions). Other kinds of specialists exist, too.

Wizards must rely on knowledge and wits to survive. They are rarely seen adventuring without a retinue of fighters and men-at-arms.

Priest: A priest sees to the spiritual needs of his or her people. Two types of priests—clerics and druids—are described in the *Player's Handbook*. Other types can be created by the DM to suit specific campaigns.

The cleric is a generic priest of any mythos who tends to the needs of a community. He is both protector and healer, but he isn't purely defensive. When danger threatens, the cleric is well-suited to seek it out on its own ground and put an end to it.

The druid, an optional class in 2nd Edition, is an example of how the priest can be adapted to a certain type of setting. The druid serves the cause of nature and neutrality. The wilderness is his community. He uses his special powers to protect it and to preserve balance in the world.

Rogue: The rogue can be found throughout the world, wherever people gather and money changes hands. While many rogues are motivated only by a desire to amass a fortune in the easiest way possible, they are not the rule. Some rogues have noble aims, and use their skills to correct injustice, spread good will, or simply contribute to the success of an adventuring group. There are two types of rogues: the thief and the bard.

To accomplish his goals, for good or ill, the thief is a skilled pilferer. Cunning, nimbleness, and stealth are his hallmarks. Whether he turns his talent against innocent passers-by and wealthy merchants or oppressors and monsters is a choice for the thief to make.

The bard is also a rogue, but he is very different from the thief. His strength is his pleasant personality. He makes his way in the world through his wits and his charm. A bard is a talented musician and a walking storehouse of gossip, tall tales, and lore. A jack of all trades but master of none, he learns a little bit about everything that crosses his path. While many bards are scoundrels, their stories and songs are welcome almost everywhere.

What happened to the assassin, barbarian, cavalier, monk, and thief-acrobat character classes?

These character classes don't appear in the core 2nd Edition rules. That doesn't mean they can't or won't appear in future AD&D rules supplements or world books. And if these classes are important to your current campaign, continue to use them. In fact, anything you like from the first edition can appear in your game. (Call this our Grandfather Clause.)

But there are reasons why these classes don't appear—it wasn't all arbitrary. Take the monk, for example. The AD&D rules provide for a general European setting. The fighting monk is very much an oriental character. For that reason, the monk belongs in *Oriental Adventures* and that's where he is going to stay.

The thief-acrobat can be created by giving any thief character appropriate proficiencies (more on proficiencies later).

The cavalier and the barbarian can both be created using the paladin and ranger and roleplaying them in a particular way. Birth, either high or barbaric, does not give special abilities.

The assassin is a special case. As a class, it just didn't work very well (which

doesn't mean people didn't make it work). Assassins are very difficult to DM properly and can easily ruin everyone's enjoyment of a game. The Assassination Table stole from roleplaying—isn't it better to make plans, play out the infiltration, and roleplay the entire scheme than to rely on a table? If your plan is good, you will succeed; if the plan isn't good, it shouldn't and won't. Finally, why can't any character class be an assassin? Any character who kills for money can rightly be called an assassin. As in the case of cavaliers and barbarians, being an assassin is more an (unpleasant) outlook on life than a group of special talents.

But all the other classes remain the same in 2nd Edition?

Yes and no. Most of them—the fighter, paladin (as presented in the *Player's Handbook*), and mage (formerly the magic-user) haven't changed very much at all. The cleric and druid have slightly different spell selections, and there are some new rules on how to create specialized clerical types. The biggest changes have occurred in the ranger, illusionist, thief, and bard.

The ranger has gained more skills dealing with animals and woodlands and abilities that encourage him to wear less armor. While still a warrior, he is no longer a walking tank who can track. The illusionist is now one of many specialists in the different schools of magic. Other types can be found on the table below:

SPECIALIST REQUIREMENTS

| Specialist | School | Race | Ability | Opposition School |
|-------------|--------------------|-------------|---------|---------------------------------|
| Conjurer | Conjuration/Summ. | H, 1/2 E | 15 Con | Greater Divination & Invocation |
| Enchanter | Enchant/Charm | H, 1/2 E, E | 16 Ch | Invocation/Evocation & Necro. |
| Diviner | Greater Divination | Any | 16 Wis | Conjur./Summon. |
| Invoker | Invocation/Evoca. | H | 16 Con | Enchant/Charm & Conjur/Summ. |
| Necromancer | Necromancy | H | 16 Wis | Illusion & Enchant/Charm |
| Illusionist | Illusion | H, G | 16 Dex | Necromancy, Invoc/Evoc, Abjur. |
| Transmuter | Alteration | H, 1/2 E | 15 Dex | Abjuration & Necromancy |
| Abjurer | Abjuration | H | 15 Wis | Alteration & Illusion |

The illusionist's selection of spells has been increased and he gains additional spells in his specialty along with an increased chance to learn those spells. At the same time, his chance to learn spells outside his school is restricted.

Thieves retain all their old abilities, but now players have more choice about how thieves advance. In 2nd Edition, each player gets to assign points to his thieving scores, allowing for a wide variety of thieves and talents.

Of all the classes, the bard has undergone the most change. No longer are bards considered members of three different classes. Now they start and progress as bards only. They have a wide variety of talents which enhance their ability to deal with other characters and creatures. These talents include magic spells, knowledge of ancient history, and the ability to influence NPC and monster reactions.



And character races, what about them?

The plethora of sub-races has been cut back. The half-orc is no longer included in the core rules, but extensive rules and guidelines for creating your own races now appear. This is part of our goal of increasing player choices and encouraging you to make the game your own.

Do you still have multi-class and dual-class characters?

This has always been one of those hobgoblins of the AD&D rules. In 2nd Edition, we've written clearer explanations about how to handle things like hit dice and experience for multi-class characters. Here's an overview of how they combine abilities from various classes:

Multi-class characters can combine abilities from their different classes with the following restrictions.

Fighter: A multi-class character can use all of his fighter abilities without restriction. The fighter abilities form the base for other character classes.

Priest: Regardless of his other classes, the multi-class priest must abide by the weapon restrictions of his mythos. Thus, a fighter/cleric can use only bludgeoning weapons (but he uses the Fighter Combat Table). Otherwise he retains all his normal priest abilities.

Wizard: The character can freely combine the powers of the wizard with any other class allowed, although the wearing of armor is restricted. Elves wearing elven chain can cast spells in armor—that's just part of the nature of elves. However, elven chain is extremely rare and can never be purchased. It must be given, found, or won.

Rogue: The multi-class rogue cannot use any thieving abilities other than Pick Locks or Detect Noise if he is wearing armor that is not allowed to thieves. He must remove his gauntlets to pick locks and his helmet to detect noise.

Are there any other changes to character classes?

Yes, there are many small changes, but these don't affect play much. Maximum ability scores on female characters are gone; the types of die rolled for dwarven and gnomish detection abilities are different; the level limits for various classes are changed (almost always upwards). None of these changes introduce huge surprises or force major alterations in existing campaigns.

In addition, there is more emphasis in 2nd Edition on making your own decisions and alterations to suit your campaign.

What about the next major section—combat? Any big changes there?

By far and away, the biggest change in combat is simply a different way of describing something you've been doing for years. The change is the use of THAC0—To Hit Armor Class 0— numbers to determine what you need to roll to hit an opponent. The THAC0 number takes the place of five different combat tables. How you figure it is explained below:

To make an attack roll, you have to know your character's THAC0. This depends on the character's class and level (if the attacker is a player character or NPC) or the hit dice if the attacker is a monster or animal. Subtract your target's armor class from your THAC0 to determine your to-hit number. (Obviously, the lower your THAC0, the better.)

All 1st level characters have a THAC0 of 20, regardless of class. For higher level characters, find the Improvement Rate of the character's group on the THAC0 Advancement table below. The table tells you how many levels the character must advance to reduce his THAC0 by one or more points. A priest, for example, improves by two every three levels he advances—a 5th level cleric would have a THAC0 of 18. A rogue (a thief or bard) improves one point every two levels—a 17th level rogue would have a THAC0 of 12. The Calculated THAC0s table lists the THAC0 number of each group at each level.

Monsters do not have character classes and levels, so they calculate THAC0s

differently, basing it on the hit dice of the creature. The CREATURE THAC0 table lists the THAC0 number for monsters having various numbers of hit dice. When a creature has three or more points added to its hit dice, count another die when consulting the table.

THAC0 ADVANCEMENT

| Group | Improvement Rate |
|---------|------------------|
| | Points/Level |
| Priest | 2/3 |
| Rogue | 1/2 |
| Warrior | 1/1 |
| Wizard | 1/3 |

CALCULATED THAC0

| Group | Level | | | | | | | | | | | | | | | | | | | |
|---------|-------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| Priest | 20 | 20 | 20 | 18 | 18 | 18 | 16 | 16 | 16 | 14 | 14 | 14 | 12 | 12 | 12 | 10 | 10 | 10 | 8 | 8 |
| Rogue | 20 | 20 | 19 | 19 | 18 | 18 | 17 | 17 | 16 | 16 | 15 | 15 | 14 | 14 | 13 | 13 | 12 | 12 | 10 | 10 |
| Warrior | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| Wizard | 20 | 20 | 20 | 19 | 19 | 19 | 18 | 18 | 18 | 17 | 17 | 17 | 16 | 16 | 16 | 15 | 15 | 15 | 14 | 14 |

CREATURE THAC0

Hit Dice

| THAC0 | Hit Dice | | | | | | | | | | | | | | | | | | |
|-------|-------------|-----|----|----|----|----|----|----|----|----|----|-----|-----|-----|-----|-----|-----|-----|---|
| | 1/2 or less | 1-1 | 1+ | 2+ | 3+ | 4+ | 5+ | 6+ | 7+ | 8+ | 9+ | 10+ | 11+ | 12+ | 13+ | 14+ | 15+ | 16+ | |
| | | 20 | 20 | 19 | 19 | 17 | 17 | 15 | 15 | 13 | 13 | 11 | 11 | 9 | 9 | 7 | 7 | 5 | 5 |



What about surprise and initiative?

Both surprise and initiative have been better explained and integrated into the rules. A ten-sided die is now used for these rolls, and all modifiers are given as adjustments to the die roll. No longer are there creatures who surprise others 33% of the time or monsters who are themselves surprised only 25% of the time or on a 1 in 8 chance. In 2nd Edition, everything involving surprise and initiative works as a modifier of a basic d10 die roll.

Using a ten-sided die for initiative allows a greater range of modifiers. Among the factors used to modify a die roll are weapon speeds, spell casting times, and creature sizes. The tables below list the various initiative modifiers:

STANDARD MODIFIERS TO INITIATIVE

| Specific Situation | Modifier |
|------------------------------|----------|
| Hasted | -2 |
| Slowed | +4 |
| On higher ground | -1 |
| Receiving a charge | -2 |
| Wading or slippery footing | +2 |
| Wading in deep water | +4 |
| Foreign environment* | +6 |
| Hindered (tangled, climbing) | +3 |

OPTIONAL MODIFIERS TO INITIATIVE

| <i>Specific Situation</i> | <i>Modifier</i> |
|---------------------------|-----------------------|
| Attacking with weapon | Weapon speed |
| Breath weapon | +1 |
| Casting a spell | Casting time |
| Creature size ** | |
| Tiny | 0 |
| Small | +3 |
| Medium | +3 |
| Large | +6 |
| Huge | +9 |
| Gargantuan | +12 |
| Innate spell ability | +3 |
| Magical Items** | |
| Miscellaneous Magic | +3 |
| Potion | +4 |
| Ring | +3 |
| Rods | +1 |
| Scroll | Casting time of spell |
| Stave | +2 |
| Wand | +3 |

** Creatures attacking with natural weapons.

Are there any optional rules in the combat section?

There sure are—the combat section makes more use of optional rules than any other part of the 2nd Edition rules. As we all know, not all first edition players use weapon speed, casting times, or weapon vs. armor class modifiers. These rules are now clearly marked as optional. Using these and any of your favorite house rules, you can adjust and customize the AD&D combat rules to any level of complexity you want. Here's just one new optional rule, the one dealing with weapon speed:

Weapon speed factors slow the speed of a character's attack. The higher the weapon speed factor, the heavier, clumsier, or more limited the weapon is. For the most part, weapon speed factors apply to all creatures using manufactured weapons. Thus, giants, orcs, centaurs, and the like are affected by the same weapon speed factors as PCs—anything else wouldn't be fair to the players.

Creatures with natural weapons are not affected by weapon speed. Their attacks are natural extensions of their bodies so they recover and react much more quickly than characters or monsters using manufactured weapons.

Magic weapons, being magical, are also quicker and easier to use in combat. It may be that such weapons are lighter or better balanced than ordinary ones. It may be that they just pull characters into perfect attack or defensive positions of their own volition.

Whatever the cause, magic lowers the speed factor of a weapon: A +1 weapon has its speed factor reduced by 1; a +2 weapon is reduced by 2; and so on. (When a weapon has two bonuses, the lesser one is used.) Under no circumstances can a weapon have a speed factor of less than zero.



Are these the only changes in combat?

No. There's a lot more to combat. Other sections you'll want to check out include optional group and individual initiatives, polearm use, called shots, optional critical hits, optional parrying rules, mounted combat, detailed rules on turning undead, monster and NPC morale, charmed creatures, energy drain, gaze attacks, breath weapons, aerial combat, underwater combat, and poison categories.

There is even a new way to deal with unkillable "super" characters—the sudden death rule:

In addition to dying when hit points reach 0, a character also has a chance of dying abruptly when he suffers massive amounts of damage all at once. A character who suffers 50 or more hit points of damage from a single attack must make a saving throw vs. death. This applies only to a single attack, not multiple attacks totalling 50 points in a single round.

For example, a character would be required to make a check if a dragon breathed on him for 72 points of damage, but would not have to do so if 8 orcs hit him for a total of 53 points of damage in that round.

If the saving throw is successful, the character remains alive (unless of course the 50 hit point loss reduced his hit points to 0 or below!). If the saving throw fails, the character immediately dies from the intense shock his body has taken. His hit points are immediately reduced to 0. The character may still be raised in the normal manners, however.

No more will high hit point characters knowingly step off cliffs confident they cannot die from the fall! (This used to lead to some pretty ridiculous situations!) Furthermore, this will go a long way toward making dragons the fearful monsters they should be.

Has magic changed? How about the spell system?

Changes were kept to a minimum in the magic and spell casting section because, of all the areas of the AD&D® game, magic users and the magic system in general are the most emotionally charged aspects of the game. If we'd changed these rules heavily, you would have let us know very clearly that we had gone too far—we learned this well enough through your responses to DRAGON® Magazine articles and our questionnaire.

Knowing this, we worked to make the magic system better and more exciting without making it too different. The major changes are the addition of optional rules for magic schools and clerical spheres. Each allows characters to specialize and players to customize the magic in their games.

In one sense, schools of magic have always existed in the AD&D game—each spell listing included a type of magic, following the spell name (Necromantic, Conjunction/Summoning, Alteration, etc.). In 2nd Edition, we have simply expanded on this. In part, this expansion of the magic system was inspired by ideas first presented in *Manual of the Planes* and elsewhere. What we're doing in 2nd Edition is carrying forward ideas you've seen developing over the years.

Spells are divided into nine different categories, or schools, according to the types of magical energy they utilize. Each school has its own special methods and practices.

Although they are called schools, "schools of magic" are not organized places where people go to study. The word school simply identifies a magical discipline, an approach to magic and spell casting which emphasizes a particular sort of spell. Practitioners of a school of magic may set up a magical university to teach their methods to beginners, but this is not necessary—many powerful wizards learned their craft studying under reclusive masters in distant lands.



That stated, the nine schools of magic are:



Of these schools, eight are greater schools while the ninth, lesser divination, is a minor school. The minor school of lesser divination includes all divination spells of the 4th spell level or less. Greater divinations are those divination spells of 5th spell level or higher.

Clerical spells are organized in a manner similar to mage spells. Here, however, spells are divided into spheres that reflect what parts of life a deity affects, and which spells the deity can grant. This allows players to create unique, customized clerics that reflect the mythos of specific campaign worlds.

The spheres are divided into major and minor categories. A major sphere is one in which a deity has a great deal of influence—a war god would certainly have Combat spells as one of his or her major spheres. The same god might have a minor sphere in Healing and probably wouldn't have any influence at all in the sphere of Plants.

A priest can choose any spells from his deity's major sphere (provided he is high enough in level to cast it). That priest is limited to spells of 3rd level or lower in his deity's minor spheres, and, under ordinary circumstances, can't select any spells at all from spheres in which his deity has no influence at all. Deities (and the priests who worship them) can have a combination of major and minor spheres, resulting in a broad selection of spells.

The **Animal** sphere includes spells that affect or alter creatures. It does not include spells that charm or affect people. Deities of nature and husbandry typically operate in this sphere.

Astral spells allow movement or communication between different planes of existence. This is a small sphere, often embraced by the masters of the various planes of existence and by particularly meddling deities.

Charm spells are those that affect the attitudes and actions of people. Deities of love, beauty, trickery, and art often have access to this sphere.

Combat spells are those that can be used to directly attack or harm enemies. While a clever player may find uses for any spell in battle, combat spells are useful for little else. These are often granted by deities of war or death.

Creation spells allow the priest to produce something from nothing, often to benefit his followers. Spells of this sphere are granted—and used—by providers but, sometimes, by tricksters as well.

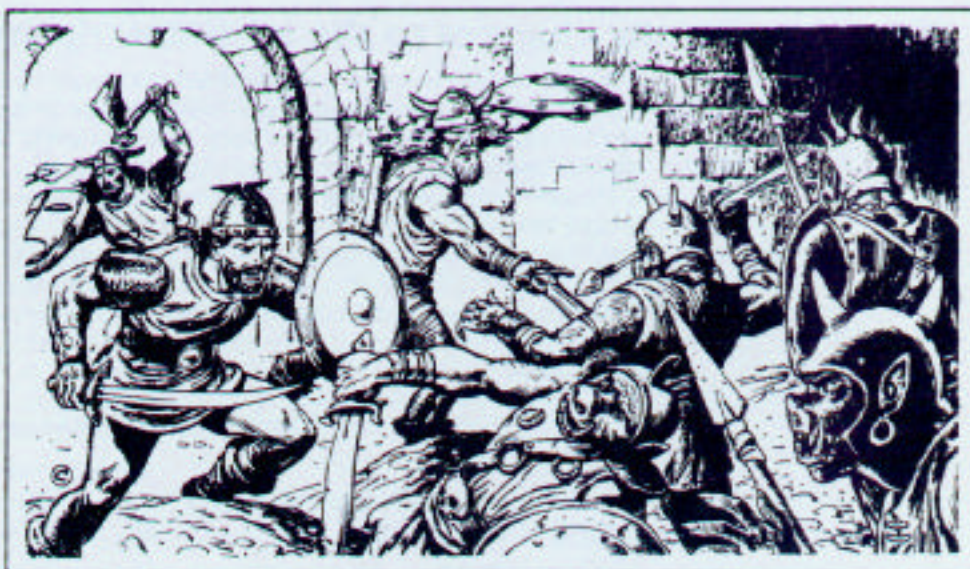
Divination allows the priest to learn the safest course of action in a particular situation, the location of a hidden item, or the nature of long-forgotten information. Deities of wisdom and knowledge typically have access to this sphere.

Elemental spells are those which can affect the four basic elements of creation—earth, air, fire, and water. Nature deities, elemental deities, those representing or protecting various crafts, and the deities of sailors would all draw spells from this sphere.

Guardian sphere spells place magical sentries over an item or person. These spells are more active than protection spells because they create an actual guardian creature of some type. Protective, healing, and trickster deities may all grant spells of this sphere.

Healing spells are those which cure diseases, remove afflictions, or heal wounds. These spells cannot restore life or regrow lost limbs. Healing spells can be reversed to cause injury, but such use is restricted to evil priests. Protective and merciful deities are most likely to grant these spells, while nature deities may have lesser access to them.

Necromantic spells are those which restore to a creature which has been totally



destroyed some element of its life-force. These spells can restore life, a limb, or an experience level. Necromantic spells are powerfully destructive when reversed, something that would only be done by extremely evil priests. Deities of life or death are most likely to act in this sphere.

Plant spells affect plants, and can be used for a variety of purposes—from improving crops to communicating with plant-like creatures. Agricultural and nature deities will grant spells in this sphere.

Protection spells create mystical shields to defend the priest or his charges from evil attacks. War and protective deities are most likely to use these spells, although one devoted to mercy and kindness might also bestow them.

Summoning spells serve to call creatures from other places or even other dimensions to the service of the priest. Such service is often against the will of the creature, so casting these spells can involve great risk. Since creatures summoned often cause great harm and destruction, these spells are sometimes bestowed by war or death powers.

Sun spells are those dealing in the basic powers of the solar universe—the purity of light and its counterpart, darkness. Sun spells are very common among nature, agricultural, or life-giving powers.

Weather spells allow the priest to manipulate the forces of weather. Such manipulation can be as simple as providing rain to parched fields, or as awe-inspiring as unbridling the power of a raging tempest. Not surprisingly, these tend to be the province of nature and agricultural deities but may appear in the repertoire of sea and ocean powers.

Additional spheres can be created by the DM. The listed spheres are typical of the areas where deities concentrate their interest and power and each gives suggestions of deities that might act within that sphere. Numerous combinations are, however, possible. Spells outside a deity's major and minor areas of influence are not available to its priests.

Did you make any changes to the spell descriptions themselves?

One important choice we made was not to change the level of any existing, first edition spell. Instead, if a spell was inappropriate to its level, we adjusted its power accordingly. We felt it would be difficult if, suddenly, all your mages forgot spells in their spellbooks because we had changed the levels!

Another important thing we did was to limit the power of some low-level spells. Magic missile is no longer a machine gun at high levels! If you want it to be a machine gun, you have to research a higher level spell.

We've also combined the spells of the old *Players Handbook* with those in *Unearthed Arcana*, removing duplications and unnecessary spells. And to top things all off, we've added a few new spells to round out the different schools, spells like:

Chilling Touch (Necromantic)

Range: 0

Duration: 3 rounds + 1 round/level

Area of Effect: The caster

Components: V, S

Casting Time: 1

Saving Throw: Neg.

When the caster completes this spell, a blue glow encompasses his hand. This energy attacks the lifeforce of any living creature upon which the mage makes a successful melee attack, and has a special effect on undead creatures. The creature touched must make a successful saving throw versus spells or take 1-4 hit points of damage and lose 1 point of strength. If the save is successful, the creature remains unharmed. Creatures not rated for strength suffer a -1 "to hit" penalty for every second successful touch. Lost strength returns at the rate of 1 point per hour, and damage must be cured magically or healed naturally. Undead touched by the caster suffer no damage or strength loss, but must save versus spells or flee for 1-4 rounds plus 1 round per level of the caster.



What about experience points?

The basic concepts behind experience points and levels are not changing, but the things characters do to earn them is going through a change. Here's how the 2nd Edition handles experience:

Experience points are earned through the activities of the characters, which generally relate to their adventuring goals. Thus, all characters receive some experience points for overcoming their enemies or obstacles. Since group cooperation is important, experience points for defeating foes are given to all members of the group, regardless of their actions. Who is to say that the mage, standing ready with a spell just in case things got ugly, might not have been necessary? Or that the bard who covered the party's escape route wasn't doing something important? A character who never hefts a sword may still have good advice or important suggestions on better tactics. Furthermore, the mage or the bard can also learn from the actions of others.

However, characters also earn experience points for individual deeds, as determined by the character's class. Generally each character earns points for performing actions appropriate to his group.

Warriors earn additional experience points for defeating creatures. The more difficult the battle, the greater the number of experience points.

Wizards can earn experience points for using their spells for specific purposes. The mage who walks into the woods and casts his spells for no reason doesn't gain experience points; the mage who casts a *lightning bolt* at a beholder has used his spell for a purpose. He earns experience. Wizards also earn experience for researching new spells and creating magical items.

Priests can earn experience for spreading their beliefs and using their powers in service of their deity.

Rogues, who tend to have a larcenous streak, earn experience for using their special abilities and finding (or, heaven forbid, earning!) gold.

Players can also earn experience points for their characters by playing the game well. When a player does a good job creating and pretending to be his character, the DM may give the player experience points for good roleplaying; if the player is really involved and takes a major part in the game, the DM can give the player's character extra experience points; if the player uses his noodle to come up with a really good idea, the DM can give the character experience points for being smart.

Finally, a character can earn experience for successfully completing an adventure or achieving some goal the DM has set. Although a player may have a pretty good idea what his character is supposed to accomplish, he won't know if he'll get experience for achieving the goal until the DM actually awards the points—there is no rule that the DM be consistent in these awards, or even that he must give a character anything at all.



WHAT'S NEW?

Is there anything to the AD&D rules revision besides updates and modifications?

Yes, there's much more. In ten years of playing and development (and in the general growth of roleplaying) a lot of new ideas have appeared. We wanted to incorporate some of them into the 2nd Edition.

The biggest and, maybe, most important, addition to the game is the nonweapon proficiency system. Based on the same concept as weapon proficiencies, this allows your character to learn skills other than those related to specific character classes. The range of choice can be seen in the tables below:

NONWEAPON PROFICIENCY GROUPS

GENERAL

| Proficiency | Cost | Ability | Modifier |
|--------------------|------|--------------|----------|
| Agriculture | 1 | Intelligence | 0 |
| Animal Handling | 1 | Wisdom | -1 |
| Animal Trainer | 1 | Wisdom | 0 |
| Artistic Ability | 1 | Wisdom | 0 |
| Blacksmith | 1 | Strength | 0 |
| Brewer | 1 | Intelligence | 0 |
| Carpenter | 1 | Strength | 0 |
| Cobbler | 1 | Dexterity | 0 |
| Cooking | 1 | Intelligence | 0 |
| Dance | 1 | Dexterity | 0 |
| Direction Sense | 1 | Wisdom | +1 |
| Etiquette | 1 | Charisma | 0 |
| Fire-building | 1 | Wisdom | -1 |
| Fishing | 1 | Wisdom | -1 |
| Heraldry | 1 | Intelligence | 0 |
| Language, Modern | 1 | Intelligence | 0 |
| Leatherworker | 1 | Intelligence | 0 |
| Miner | 2 | Wisdom | -3 |
| Potter | 1 | Dexterity | -2 |
| Riding, Airborne | 2 | Wisdom | -2 |
| Riding, Land-based | 1 | Wisdom | +3 |
| Rope Use | 1 | Dexterity | 0 |
| Seamanship | 1 | Dexterity | +1 |
| Seamstress/Tailor | 1 | Dexterity | -1 |
| Singing | 1 | Charisma | 0 |
| Stonemason | 1 | Strength | -2 |
| Swimming | 1 | Strength | 0 |
| Weather Sense | 1 | Wisdom | -1 |
| Weaver | 1 | Intelligence | -1 |



PRIEST

| Proficiency | Cost | Ability | Modifier |
|--------------------|------|--------------|----------|
| Ancient History | 1 | Intelligence | -1 |
| Astrology | 2 | Intelligence | 0 |
| Engineer | 2 | Intelligence | -3 |
| Healing | 2 | Wisdom | -2 |
| Herbalist | 2 | Intelligence | -2 |
| Language, Ancient | 1 | Intelligence | 0 |
| Local History | 1 | Charisma | 0 |
| Musical Instrument | 1 | Dexterity | -1 |
| Navigator | 1 | Intelligence | -2 |
| Read/Write | 1 | Intelligence | +1 |
| Religion | 1 | Wisdom | 0 |
| Spellcraft | 1 | Intelligence | -2 |

ROGUE

| Proficiency | Cost | Ability | Modifier |
|--------------------|------|--------------|----------|
| Ancient History | 1 | Intelligence | -1 |
| Appraisal | 1 | Intelligence | 0 |
| Blind-fighting | 2 | NA | NA |
| Disguise | 1 | Charisma | -1 |
| Forgery | 1 | Dexterity | -1 |
| Gaming | 1 | Charisma | 0 |
| Gem Cutter | 2 | Dexterity | -2 |
| Juggling | 1 | Dexterity | -1 |
| Jumping | 1 | Strength | 0 |
| Local History | 1 | Charisma | 0 |
| Musical Instrument | 1 | Dexterity | -1 |
| Read Lips | 2 | Intelligence | -2 |
| Set Snares | 1 | Dexterity | -1 |
| Tightrope walking | 1 | Dexterity | 0 |
| Tumbling | 1 | Dexterity | 0 |
| Ventriloquism | 1 | Intelligence | -2 |

WIZARD

| Proficiency | Cost | Ability | Modifier |
|-------------------|------|--------------|----------|
| Ancient History | 1 | Intelligence | -1 |
| Astrology | 2 | Intelligence | 0 |
| Engineer | 2 | Intelligence | -3 |
| Gem Cutter | 2 | Dexterity | -2 |
| Herbalist | 2 | Intelligence | -2 |
| Language, Ancient | 1 | Intelligence | 0 |
| Navigator | 1 | Intelligence | -2 |
| Read/Write | 1 | Intelligence | +1 |
| Religion | 1 | Wisdom | 0 |
| Spellcraft | 1 | Intelligence | -2 |



WARRIOR

| Proficiency | Cost | Ability | Modifier |
|-----------------|------|--------------|----------|
| Animal Lore | 1 | Intelligence | 0 |
| Armorer | 2 | Intelligence | -2 |
| Blind-fighting | 2 | NA | NA |
| Bowyer/Fletcher | 1 | Dexterity | -1 |
| Charioteering | 1 | Dexterity | +2 |
| Endurance | 2 | Constitution | 0 |
| Gaming | 1 | Charisma | 0 |
| Hunting | 1 | Wisdom | -1 |
| Mountaineering | 1 | NA | NA |
| Navigator | 1 | Intelligence | -2 |
| Running | 1 | Constitution | -6 |
| Set Snares | 1 | Intelligence | -1 |
| Survival | 2 | Intelligence | 0 |
| Tracking | 2 | Wisdom | 0 |
| Weaponsmith | 3 | Intelligence | -3 |

NONWEAPON PROFICIENCY GROUP CROSSOVERS

| Character Class | Proficiency Groups |
|-----------------|---------------------------------|
| Fighter | Warrior, General |
| Paladin | Warrior, Priest, General |
| Ranger | Warrior, Wizard, General |
| Cleric | Priest, General |
| Druid | Priest, Warrior, General |
| Mage | Wizard, General |
| Illusionist | Wizard, General |
| Thief | Rogue, General |
| Bard | Rogue, Warrior, Wizard, General |

Each and every one of these proficiencies is available to the player characters. Furthermore, each is described in the detail needed for the game. This doesn't always mean a lot of detail—only what you really need to know. Compare the entries for pottery and tracking:

Pottery Manufacturing: A character with this proficiency can create any type of clay vessel or container commonly used in the campaign world. The character requires a wheel and a kiln, as well as a supply of clay and glaze. The character can generally create two items of small or medium size, or one item of large size, per day. The pieces of pottery must be dried for several days and can then be fired in the kiln for an additional day.

The raw materials cost is three cp for a small item, five cp for a medium-size item, and one sp to make a large item.

Tracking: Characters with tracking are able to follow the trail of creatures and characters across most types of terrain. Characters who are not rangers make a Proficiency check with a -6 to their ability score; rangers have no modifier to their ability score. In addition, other modifiers are applied to the attempt, according to the table below.



TRACKING MODIFIERS

| Terrain: | Modifier |
|---|----------|
| Soft or muddy ground | +4 |
| Thick brush, vines, or reeds | +3 |
| Occasional signs of passage, dust | +2 |
| Normal ground, wood floor | 0 |
| Rocky ground or shallow water | -10 |
| Every two creatures in the group tracked beyond the first | +1 |
| For every 12 hours since the trail was made | -1 |
| Every hour of rain, snow, or sleet | -5 |
| Poor lighting (moon or starlight) | -6 |
| Tracked party attempts to hide its trail | -5 |

To track a creature, the character must first find the trail. Indoors, the tracker must have seen the creature in the last 30 minutes and must begin tracking from the place last seen. Outdoors, the tracker must either have seen the creature, have eyewitness reports of its recent movement ("Yup, we saw them orcs just high-tail it up that trail there not but yesterday"), or must have obvious evidence that creatures would be in the area (such as a well-used game trail). If these conditions are met, a Proficiency check is made. Success means a trail has been found. Failure means no trail is found. Another attempt cannot be made until the above conditions are met again.

Once the trail is found, additional Proficiency checks are made for the following situations:

- The chance to track decreases (terrain, rain, creatures leaving the group, darkness, etc.)
- A second track crosses the first.
- The party resumes tracking after a halt (to rest, eat, fight, etc.).

Once the tracker fails a Proficiency check, another check can be made after spending at least one hour searching the area for new signs. If this check is failed, no further attempts can be made. If several trackers are following a trail, +1 is added to the ability score of the most adept tracker. Once he loses the trail, it is lost to all.

If the total modifiers result in a negative chance to track (e.g., the modifiers are -11 and the character's wisdom is 10), the trail is totally lost to that character and further tracking is impossible (even if the chance later improves). Other characters may be able to continue tracking, but that character cannot.

A tracking character can also attempt to identify the type of creature being followed and the approximate number of them by making a Proficiency check. All the normal tracking modifiers apply. One check can be made each time a check is made to follow the trail. A successful check will identify the creatures (provided the character has some knowledge of the creature) and a rough estimate of their numbers. The DM determines just how accurate this estimate is.

When following a trail, the character (and those with him) must slow down, the speed depending on the character's chance to track as shown on the table below.

TRACKING MOVEMENT MODIFIER

| Chance to Track | Movement Rate |
|-----------------|---------------------|
| 1-6 | 1/4 normal movement |
| 7-14 | 1/2 normal movement |
| 14 or greater | 3/4 normal movement |

For tracking to succeed, the creature tracked must leave some type of trail. Thus, it is virtually impossible to track flying or non-corporeal creatures. The DM may allow this in rare instances, but he should also assign substantial penalties to the attempt.

But what if I don't use proficiencies in the first place?

Not everyone uses weapon proficiencies and not everyone wants the additional complication of nonweapon proficiencies. Therefore, the entire system is optional. Rules and guidelines are also given for secondary skills (as presented in the DMG) and just winging it on your own. The AD&D game is, and should be, about choices, so we are trying to give choices to make.

Have you added any new kinds of equipment?

The equipment section has been greatly expanded, both new items and descriptions and rules for special situations. Equipment lists include Clothing, Daily Food and Lodging, Household Provisioning, Tack and Harness, Transport, Miscellaneous Equipment, Animals, Services, Weapons, and Armor. You can recreate nearly any setting from the Ancient World to the early Renaissance. A small sample of the Miscellaneous Equipment list shows the variety of goods available to characters:

| | | |
|---------------------------------|----------|-------|
| Chalk | 1 cp | * |
| Common tool | 5 sp | 1-3# |
| Crampons | 4 gp | 2# |
| Fishhook | 1 sp | ** |
| Fishing net, 10' | 4 gp | 5# |
| Flint and steel | 5 sp | * |
| Glass bottle | 10 gp | * |
| Glass/sq. ft. | 4 gp | 1# |
| Grappling hook | 8 sp | 4# |
| Holy item (symbol, water, etc.) | — | * |
| Hourglass | 25 gp | 1# |
| Iron pot | 5 sp | 2# |
| Iron spike | 3 cp | 1/2 |
| Ladder, 10 ft. | 5 cp | 20# |
| Lantern | — | — |
| Beacon | 150 gp | 50# |
| Bullseye | 12 gp | 3# |
| Hooded | 7 gp | 2# |
| Lock | — | — |
| Good | 100 gp | 1# |
| Poor | 20 gp | 1# |
| Magnifying glass | 100 gp | * |
| Map or scroll case | 8 sp | 1/2 |
| Merchant's scale | 2 gp | 1# |
| Musical instrument | 5-100 gp | 1/2-3 |
| Oil/flask | — | — |
| Greek fire | 10 gp | 2# |
| Lamp | 6 cp | 1# |
| Paper (per sheet) | 2 gp | ** |
| Papyrus (per sheet) | 8 sp | ** |
| Parchment (per sheet) | 1 gp | ** |
| Perfume or fragrance/small vial | 5 gp | * |
| Quiver | 8 sp | 1# |
| Rope/50 | — | — |
| Hemp | 1 gp | 20# |
| Silk | 10 gp | 8# |
| Sack | — | — |
| Large | 2 sp | 1/2 |
| Small | 5 cp | * |
| Sealing and candle wax/lb. | 1 gp | 1# |
| Sewing needle | 5 sp | ** |

* These items are of minor weight individually. Every ten * items equals one pound.

** These items have no appreciable weight and should not be considered for encumbrance unless hundreds are carried.

Descriptions of unusual or special items have been added, to reduce confusion and frustration. These descriptions range from ships to swords (with lots of stops in-between!):

Caravel: This type of ship was sailed in late Medieval/early Renaissance times and was the type of ship Columbus used to reach the New World. (It should be used only in late medieval settings.) It normally had two or three masts and square sails. No oars were used. The typical caravel was 70 feet long and 20 feet wide. The normal crew was from 30 to 40 men. The average cargo displacement was 150-200 tons.

Bastard Sword: This sword is similar to a longsword in size and weight, but has a longer hilt. It can be used one- or two-handed. Use the speed factor and damage appropriate to the grip. If it is used two-handed, your character cannot use a shield.

Other, minor changes have been made in the Equipment section. Prices have been adjusted and the basic monetary system has been changed so ten copper pieces equal a silver and ten silver equal a gold. Encumbrance is no longer figured in gold pieces but uses real weights and measures.

In addition, the Armor Classes have been filled out and brought up to date:

ARMOR CLASS RATINGS

| Type of Armor | AC Rating |
|---|-----------|
| None | 10 |
| Shield only | 9 |
| Leather or padded armor | 8 |
| Leather or padded armor + shield, studded leather or ring mail armor | 7 |
| Studded leather or ring mail + shield, brigandine, scale mail or hide armor | 6 |
| Scale mail or hide + shield, chain mail | 5 |
| Chain mail + shield, splint mail, banded mail, bronze plate mail | 4 |
| Splint mail, banded mail, or bronze plate mail + shield, plate mail | 3 |
| Plate mail + shield, field plate armor | 2 |
| Field plate armor + shield, full plate armor | 1 |
| Full plate armor + shield | 0 |

With the exception of bronze plate mail, it is assumed that all metal armors are made from a fairly common yet sturdy form of steel. However, this need not always be the case. Since this is a fantasy campaign, there is nothing to prevent armor being made from rare and fantastic metals. However, different metals have different properties and these must be taken into account when such armor is used. The table below lists several types of metals and the effects they have on armor class, encumbrance, and cost.

UNUSUAL METAL ARMORS

| Metal | AC Adj. | Weight Adj. | Cost Mul. |
|-------------|---------|-------------|------------------|
| Adamantite | +1 | -25% | x500 |
| Bronze | -1 | 0 | x ^{2/3} |
| Elfin steel | 0 | -50% | ** |
| Fine steel | 0 | -10% | x2 |
| Gold | -4 | +100% | Weight + x3* |
| Iron | 0 | +25% | 0 |
| Silver | -2 | 0 | Weight + x2* |

*Weight + x# means the character must provide the amount of metal needed to make the suit (determined by weight). In addition, the character must multiply the normal cost of the armor by the multiplier listed and pay this as fabrication cost.

**Elfin armors cannot normally be purchased, being given as presents to those the elves deem worthy.

What about movement?

Many players had trouble figuring out how far a character should be able to move through mountains in a single day.

In 2nd Edition, complete rules are given to handle all the basic types of movement—walking, running, searching, tracking, overland, forcemarches, swimming, climbing, and even riding in wagons. Movements are no longer given in inches, but as movement factors that can represent feet, yards or miles, depending on the type of movement. For example, the table below lists the movement factor cost for different types of terrain in overland movement.

TERRAIN COSTS FOR OVERLAND MOVEMENT

| Terrain Type | MF Cost |
|--------------------------|---------|
| Barren, wasteland | 2 |
| Clear, farmland | 1 |
| Desert, rocky | 2 |
| Desert, sand | 3 |
| Forest, heavy | 4 |
| Forest, light | 2 |
| Forest, medium | 3 |
| Glacier, level | 2 |
| Hills, rolling | 2 |
| Hills, steep (foothills) | 4 |
| Jungle, heavy | 8 |
| Jungle, medium | 6 |
| Marsh, swamp | 8 |
| Moor | 4 |
| Mountains, high | 8 |
| Mountains, low | 4 |
| Mountains, medium | 6 |
| Plains, grassland, heath | 1 |
| Scrub, brushland | 2 |
| Tundra | 3 |

Anything else new and different?

There are also rules about visibility and light. Once again these are areas that never really were addressed in the first edition. How far can a character see? What can he see at what distance? The tables below provide the answers (all ranges are given in yards):

VISIBILITY RANGES

| Condition | Movement | Spotted | Type | ID | Detail |
|------------------------|----------|---------|------|-----|--------|
| Clear sky | 1500 | 1000 | 500 | 100 | 10 |
| Fog, dense or blizzard | 10 | 10 | 5 | 5 | 3 |
| Fog, light or snow | 500 | 200 | 100 | 30 | 10 |
| Fog, moderate | 100 | 50 | 25 | 15 | 10 |
| Mist or light rain | 1000 | 500 | 250 | 30 | 10 |
| Night, full moon | 100 | 50 | 30 | 10 | 5 |
| Night, no moon | 50 | 20 | 10 | 5 | 3 |
| Twilight | 500 | 300 | 150 | 30 | 10 |

Movement indicates the distance at which a moving figure can be seen. *Spotted* is the distance a moving or non-moving figure can be seen. *Type* means the general details of a figure can be seen—species or race, weapons, etc. *ID* allows exact (or reasonably exact) identification. *Detail* range means individuals and small actions can be seen clearly.

LIGHT SOURCES

| Item | Radius | Burning time |
|------------------|----------|------------------|
| Beacon lantern | 240 ft.* | 30 minutes/pint |
| Bonfire | 50 ft. | 1/2 hour/armload |
| Bullseye lantern | 60 ft.* | 2 hours/pint |
| Campfire | 35 ft. | 1 hour/armload |
| Candle | 5 ft. | 10 minutes/inch |
| Continual light | 60 ft. | Indefinite |
| Hooded lantern | 30 ft. | 2 hours/pint |
| Light spell | 20 ft. | Variable |
| Magic weapon** | 5 ft. | As desired |
| Torch | 15 ft. | 30 minutes |

* Light from these is cast in a cone-shaped beam. At its end, the light from a beacon lantern is 90 feet wide. A bullseye lantern has a beam 20 feet wide at its end.

** Magical weapons shed light if this optional rule is used.



SHIFTING GEARS

So far, we've shown some of what the 2nd Edition is going to include and what the material is going to look like. Still, there are many of you who have questions that haven't been answered—big questions.

What is the 2nd Edition going to do to my campaign?

Nothing except make it better. We know that everyone playing the AD&D game has put a lot of time and effort into their games. Face it, we all know that's the way roleplaying games are. What would happen if we said you had to scrap everything and start from scratch? We know. You'd kill us (and we'd deserve it).

So we have intentionally tried to keep campaign changes to a minimum. This doesn't mean you won't have to make some adjustments, but the changes you do need to make can be incorporated gradually and they won't be disruptive.

What about assassins? You got rid of assassins, so what am I supposed to do with my Assassin's Guild?

The solution here is simple. The Guild opens its membership to all like-minded characters. Of course, the Guild has its standards and reputation to maintain, but wouldn't a mage, evil cleric, or fighter make a marvelous paid killer? Victims would never know what to expect next.

Some of my players have characters with classes that have changed or disappeared. What am I supposed to do?

First, allow your players to decide if they want to continue playing their characters as is or make the necessary adjustments to bring them in line with 2nd Edition (if the character class is still present). If they don't want to change their old characters, no problem. Allow them to continue playing their characters as they were. Gradually, as characters retire or die off you can introduce full-fledged 2nd Edition characters. You don't have to be in a hurry to do it all at once (although you can if you want to).

All this sounds like a lot of work.

Actually, playtesting has shown that integrating the new with the old isn't a very difficult task. When we wanted to make a change that playtesters thought messed up their campaign, guess who won? Playtesters, of course. That's why things like prices, armor class numbers, saving throws, and movement ratings haven't changed. In general, we've also tried to avoid changing the monsters too much, so that the statistics will be the same. And no playtester ever quit because it was too hard to adjust to 2nd Edition.

What about all my old rulebooks? Do I have to throw them out?

No. This project wasn't designed to force you to throw everything away. The 2nd Edition came about because you told us the game needed improvement and updating. First and foremost, only a few books are directly affected—the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*.

We actually used very little from the other AD&D rulebooks, especially the books that describe particular places and settings (books like *Oriental Adventures*, *DRAGONLANCE® Adventures*, *Greyhawk Adventures*, or *Manual of the Planes*). These books can be used as they are, no modifications, with the 2nd Edition rules.

Some material from the *Dungeoneer's Survival Guide* and *Wilderness Survival Guide* appears in 2nd Edition, but the *Survival Guides* go into more detail—those who want or need that level of detail should consult the original books. They're still perfectly usable.

A fair amount of material, particularly spells and magic items, from *Unearthed Arcana* is used in 2nd Edition, but the sections describing races and classes aren't

repeated in the new rules. These may still be useful in your campaign. Finally, there are many monsters in the FIEND FOLIO® tome and *Monster Manual II* that do not appear in the initial *Monstrous Compendium* sets. So, you see, we haven't made the old books obsolete; we've just taken the core rules from all the books and put them where they belong—in the *Player's Handbook* and the *Dungeon Master's Guide*.

What about modules and accessories?

Right from the start, we've worked to make sure existing AD&D modules and accessories remain compatible with the 2nd Edition. So, in a sense, a library of 2nd Edition modules and accessories already exists.

And the conversion works both ways. Of course, new modules and accessories will take advantage of rules and information in 2nd Edition—rules and information you may not have as a first edition player. You may come across references to things you just don't have. But using first edition, you've had to make up rules to cover all sorts of situations in the past, so not having all the rules now won't be very different.

Still, using first edition modules and accessories with 2nd Edition rules will be easier than using 2nd Edition modules and accessories with first edition rules. Nothing we can do about that, and there's nothing you can't get around with a little bit of effort. Obviously, though, we think you're better off switching to the 2nd Edition rules.

I'm just starting the AD&D game and I've been told the best way to learn is to play the game. How can I do this if everyone is learning a new game?

You can still learn by playing. Get into an AD&D game, first or 2nd Edition, and get the idea of what roleplaying is all about. Playing the game, whatever the rules, allows you to learn the basic concepts. Once you do this, learning the rules will be easy.

Suppose I get the 2nd Edition *Player's Handbook*? What do I do until the *Dungeon Master's Guide* comes out two months later?

The *Player's Handbook* is big—256 pages big. It is going to take you time to go through it and get familiar with everything in it. Probably, you'll just be finishing it when the *DMG* becomes available. Even if you digest all the material in the *PHB* at record speed, you can still start using it right away. Most of the changes are self-explanatory and shouldn't give you any trouble at all. Certainly you can use it with existing first edition material.

For example, you can begin using the 2nd Edition *Player's Handbook* and *Dungeon Master's Guide* with the first edition *Monster Manual*. When the *Monstrous Compendium* is released, it will have even more detail on the monsters you already know.





Advanced Dungeons & Dragons® 2nd Edition

PREVIEW

In the Spring of 1989, the roleplaying world will be forever changed. The AD&D® game system, the first, and still most popular, roleplaying game in history is about to be released in a new, updated, improved edition.

In the pages of this free booklet you'll learn the inside story on the changes, additions, reasons, and methods of the revision; you'll hear from designers, editors, and playtesters just what they were thinking as they took part in the 2nd Edition project; you'll find the answers to all of your questions inside.

