

The Introduction to Role-Playing Games

1105

# First Quest™

Advanced Dungeons & Dragons®  
2<sup>nd</sup> Edition

Audio CD Game



AUDIO CD GAME

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## Rules Book



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## Rules Book

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**Design:** Bruce Nesmith  
**Editing:** Julia Martin  
**Cover Art:** Jeff Easley  
**Interior Art:** Jeff Butler  
**Typesetting:** Angela Lokotz  
**Graphic Design:** Dee Barnett  
**Production:** Paul Hanchette

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TSR, Inc.  
POB 756  
Lake Geneva  
WI 53147  
USA



TSR Ltd.  
120 Church End  
Cherry Hinton  
Cambridge CB1 3LB  
United Kingdom



# Introduction



You have just entered a world of adventure and excitement! You have entered the world of fantasy role-playing games. This is the FIRST QUEST™ game. It is the simplest version of the world's most popular role-playing game, the ADVANCED DUNGEONS & DRAGONS® game. If you have always wanted to know more about "that DUNGEONS & DRAGONS® game," this is the perfect place to start.

Speaking of perfect places to start, have you listened to the CD yet? If not, put it in and play the introduction, starting with track 1. It will last for several tracks. Stop the CD when the narrator tells you to stop the CD player and read the Basic Rules in the *Rules Book*.

## Contents of the Game Box

This box contains:

- This *Rules Book*
- The *Monsters & Treasures Book*
- The *Adventure Book* (for the Dungeon Master only!)
- The *Cleric's Spell Book*
- The *Wizard's Spell Book*
- One double-sided color map sheet
- The CD in its case
- The Dungeon Master's screen
- 6 player character cards, 1 player aid/character sheet card, and 1 town map card
- 6 plastic player character figures
- 7 dice
- A poster

## What Kind of a Game is the AD&D® Game?

The ADVANCED DUNGEONS & DRAGONS game (usually called the AD&D game, for short) is about noble knights and crafty wizards. It is a game about brave heroes fighting dragons and rescuing kingdoms. You get to fight powerful monsters and defeat the mad plots of evil wizards. It is about the times of Merlin and King Arthur, when swords and magic ruled.

Most of all, the AD&D game is about imagination. You get to be the knight in shining armor or the noble, good wizard. The better you are at pretending, the more fun you will have with the game.

## What is a Role-Playing Game?

There are all kinds of games: card games, board games, sports games, word games, and others. They all have sev-

eral things in common. Games have rules that the players have to follow. Games end when a player or a team of players wins by the rules. Usually this means the winner or winning side has the most money or the most points.

Role-playing games are different. They are like no other type of game you have ever played. Role-playing games have rules, but not like other games. The rules can be changed or made up on the spot.

The best way to understand role-playing games is to watch one being played. We've given you a CD that lets you do that. You cannot see the players, but you can hear them.

## How Do I Win?

A role-playing game does not end like other games. Nobody keeps score. Each adventure tells how the players can win it. Sometimes the players know right away how to win. Sometimes part of the adventure is figuring out what they have to do to win.

Unlike regular games, winning a role-playing game adventure does not mean the game is over. The brave heroes who won the first adventure go on to play another one. Anything that happened to them in that first adventure will affect what happens in the next one. For example, if a knight found a magical sword in the first adventure, he gets to keep it and use it in the next one.

## How Do I Play?

Most board games have a playing piece that stands for you in the game. Usually it is a piece of plastic you move around on the board.

In a role-playing game, your playing piece is the character. There is a plastic pawn for the character, and a big card with his picture on one side. The game comes with six ready-made characters on cards. Take them out and look at them now.

Some of the numbers will not make sense just yet. When you get further into the rules, you will learn how to use the numbers. For now, do not worry about it.

In a role-playing game you are not limited to doing only certain things. Since you are pretending to be a person, not just a hunk of plastic, you can try to do anything a real person can do. However, just because you try to do it does not mean it will work.

The AD&D game can be played by 2 to 7 players. One of the players must be the Dungeon Master. He does not get a character card. We will talk more about what the Dungeon Master does later. The other players should all pick out character cards. The person who is going to be the Dungeon Master should read over some of the character cards too, to get used to what characters can do and what equipment they start with.



# Player Characters



As you move around on the board, you will be moving your plastic playing piece. When you want to do something other than move, your character card tells you how to do it. Unlike in most games, in the AD&D game characters are supposed to be pretend people, not just pieces of plastic. Your character is not you. A character is somebody you pretend to be, kind of like a part in a play.

One of the most interesting and exciting things about characters is that they keep growing! Things that happened to a character the last time you played make a difference the next time you play. Each time you play, your character gets better and better.

To get ready to play, you only need to do three things.

- Choose a Dungeon Master (a DM).
- Have everyone else pick a character card.
- Get some scratch paper and pencils.

Sounds pretty simple, huh? This game comes with six character cards. On the front of each card is a picture of the character and his game attributes. On the back is a description of what the character can do besides move. The description also covers what happens when the character advances in ability. Pick out a character card to look at while reading the rest of these rules. Don't worry about the back of the card for now. Just pick one with a picture that you like. You can change your mind about what character to play later.

After you have picked out a card, find the card called "Reading a Character Card." It tells you what all the numbers on the cards' fronts mean. Next, before you play your first adventure, the players and the DM only need to read the Basic Rules chapter. After the first adventure the DM should read the Expanded Rules. The players will also need to learn most of the Expanded Rules. The DM may explain the Expanded Rules to them, or they may read the chapter themselves.

Players will each need an extra sheet of paper to write down things that change frequently about their characters. A sheet can be found on the back of the "Reading a Character Card" card that you can photocopy. You can also just use a sheet of blank paper.

## Character Class

The most important difference between characters in the AD&D game is character class. There is at least one card for each of the four character classes. Each class is good at something special. You should decide what character to

play by looking at the things the character can do. Pick the one that is the most exciting to you.

**Fighters:** Fighters are big and strong. They are the best with a sword. They tend to fight first and think later.

**Wizards:** Wizards are smart but not very strong. They get to cast powerful and clever spells. They think before they fight.

**Thieves:** Thieves are fast and nimble. They are good at being sneaky. They can find traps and open locks.

**Clerics:** Clerics are tough and brave. They heal and protect with their spells. They are the second best in battle, next to fighters.

## Humans, Elves, and Dwarves

All player characters have a class and a race. Characters' classes are sort of like their jobs. They are fighters or wizards because that is what they learned to do. Player characters are *born* to different races. The character is either born a human, an elf, or a dwarf.

Most characters in the AD&D game are human. If this is the first time you are creating a character, we recommend you do not use the elf or dwarf character cards.

There are some advantages to being an elf or a dwarf. There are also some problems. The character cards for the dwarf fighter and the elf fighter/wizard cover what is different when dwarves play fighter-class characters and elves play fighter/wizard multiclass characters. The *Player's Handbook* to the AD&D game describes other classes dwarves and elves can be, and even other races a player character can be.

**Elves:** Elves live in forest cities and protect nature. They appreciate beauty and harmony, and get along well with the animals of the forest. They are often fascinated by magic.

**Dwarves:** Dwarves live in underground cities carved in precise detail from stone. They like gold and gems. They are powerful warriors and resistant to magic.

## What's Next?

You need to read more of the rules before playing the AD&D game. The next chapter (the Basic Rules chapter) explains the basic rules of the game. In most cases, you can learn the rules as you play.

The player who is the DM will have to learn most of the rules *before* playing the game. Since the DM is in charge, the Dungeon Master must at least understand the basics of the rules.



# The Dungeon Master

**O**ne of the things that makes the AD&D game different and exciting is the Dungeon Master, who is sometimes just called the DM. In most games, everyone is doing the same thing. In other words, all players are equal. That's not true in the AD&D game. The Dungeon Master has a special role completely different from the other players.

In the AD&D game, each player is pretending to be one of the characters on the character cards. Instead of just moving a plastic piece around on a board, the players are told what the place their characters are in looks, sounds, and smells like. The players pretend that they are their characters and that they are in the place described. Players can try to do anything that real people might do if they were there. *Anything!* Of course, trying something does not mean it will work.

That is where the Dungeon Master comes in. DMs know what the place looks, sounds, and smells like. DMs know what is hidden and what is in plain sight. The adventure book tells them. The DM is the one who tells the players what their characters see and hear.

When the monsters show up, the DM gets to play them. Most types of monsters are only interested in try-

ing to eat the characters. Other monsters can think and talk. Playing those monsters can be a lot more fun. The DM talks for all of them, just as the other players talk for their characters. DMs decide what intelligent monsters do and what they say.

The Dungeon Master is also in charge of the rules. Dungeon Masters decide what happens each time the characters try something. DMs decide if an action works or fails, or if something weird happens. The rules in this book are there to help the DM.

Finally, the Dungeon Master gives out experience points to the characters at the end of an adventure. Characters use experience points to help them become more powerful. The Dungeon Master figures out how many points characters get for killing, defeating, or running from the monsters in an adventure and whether they deserve any experience point bonuses. The DM then tells the players what they each have earned.

Being a Dungeon Master is very exciting. It also takes more work than just being one of the players. Dungeon Masters have to know the rules. They do not have to have the rules memorized, but they should read through this *Rules Book*. DMs also have to read an adventure before sitting down to play it.

Before you can play the AD&D game, you have to pick somebody to be the Dungeon Master. The Dungeon





Master does not have to always be the same person. The people in your playing group can take turns. The best person to choose for the DM first is the person who owns the game. However, everyone should take a turn sooner or later.

## How Does the DM Win?

The Dungeon Master does not play to win. The other players are all trying to win the adventure. It is the Dungeon Master's job to help them do it, but still make it a challenge—otherwise the game is not fun. The DM is not trying to beat the other players.

More than anything else, DMs have to be fair. They are more like umpires or referees than players. When the other players say what they want their characters to do, a DM must decide what happens. Even if the DM does not like what a player is doing, if it should work, he has to let it work. When a DM is not sure, there are rules and die rolls in this book to help him.

## Being a Good Dungeon Master

Being the Dungeon Master is a lot of fun, but it is also more work than just being a player. That is why we recommend that you and your friends take turns being the Dungeon Master. It gives everyone a chance to see what it is like, and gives you a chance to just be a player. Whoever is the DM, here are some tips that can help.

**Be Prepared:** The most important tip is to be prepared. Always read the adventure before inviting your friends over to play. It is a good idea to read the monster descriptions for all the monsters used in the adventure and all the magical item descriptions for magical items that show up in the adventure. This may sound like a lot of work, but most adventures do not have that many monsters or magical items in them. It should only take a few minutes to do the reading.

**Fairness:** Being fair is also important. Do not ever play favorites with the players. Just because you like one of the players a lot does not mean her ideas and actions are always right. She will make mistakes just like the other players, and should have to deal with the results. On the other hand, just because you do not like a player does not mean that all of her ideas are stupid. She will do some smart and fun things too. You have to let them work when she does.

**Acting:** Everybody in an AD&D game should do some acting. Pretending to be a character means talking and acting like him or her. The players should try to do what they think their characters would do, not necessarily what they would do.

Dungeon Masters have to do even more acting. They do not have just one person to pretend to be, but lots of them. As the DM, you should change your voice for each character. It does not have to be an award-winning performance. Just making your voice deeper or higher will do the trick most times. Think about cartoon voices you have heard on television and try to imitate one or two.

You can also change the way you talk. This works even better than changing the tone of your voice. For instance one monster might talk really slowly, while another talks quickly. One monster might say "yep" a lot, while another uses the word "great!" all the time. These tricks tell the players that each person you are pretending to be is different and will act differently. Don't be afraid to ham it up—the other players will love it!

**Props:** If you have the time, getting together some props always helps. For example, bring a piece of uncooked spaghetti to the game. When you have to play a farmer, put the spaghetti in your mouth as if it were a piece of grass that he is chewing on. Hats are another good prop to help make each character seem special. The best rule about props is to keep them *safe and simple*. You do not want to light real fires or do anything that makes a big mess. You also do not want to have your players waiting around for a long time while you change costumes or set up a complex prop.

**Winging It:** Sometimes an adventure gets off track. The players have their characters do something that is not covered in the adventure material. Rather than tell the players "you can't do that," go ahead and let them play it out. You just make up what happens.

Do not be afraid to call for a time out to think things over. It is better to break for a minute and let everyone get a drink or whatever, than it is to make a bad decision.

Always be ready to put the adventure back on track. Somehow, the DM has to find a way to get the players back into the regular adventure. This may mean changing something about the adventure. If the players had their characters go into the swamp, rather than up the mountain where the adventure site was waiting for them, move the location of the adventure site to the swamp. You may have to make up a new entrance, but the rest of the dungeon should work just fine.





# Basic Rules



There are very few basic rules for the AD&D game. The main reason for this is that the Dungeon Master is in charge of the game and its rules. If something comes up while playing that is not covered by the rules, the Dungeon Master decides what to do. She might make up a die roll to decide what happens, or she might just decide what happens based on what would be fair or what would work best this time to make the adventure fun. Since one of the players is in charge of the rules, that means the rules can be fewer and simpler.

The basic rules include moving, fighting, casting spells, and getting experience (character levels). Everything else is extra. The first adventure can be played with just these rules. This chapter covers these basic rules. You need to read the rules in the next chapter (the Expanded Rules chapter) to play the other adventures.

## Dice

This game comes with some funny-shaped dice. There are 4-, 6-, 8-, 10-, 12- and 20-sided dice. Take a moment to look at them. There is an extra 10-sided die that is marked with 10, 20, 30, etc. This die is used to roll numbers from 1 to 100. Pick up the regular 10-sided die and this special die. Roll the two dice at the same time. The two dice together give you a percent score. For example, if the special die reads 20 and the regular die reads 4, the percent score is 24. Pretty easy, huh? If the special die comes up 00, then the score is only what is on the regular die. If the special die comes up 00, and the 10-sided die comes up 0, that is a percent score of 100.

When we write about the dice, they are shown as d4, d6, d8, d10, d12, d20, d100. It is shorter to write them that way. If you need to roll more than one of them, an extra number is put in front. For example, 2d6 means roll two 6-sided dice and add them together.

One last note on dice. Sometimes you see numbers added on the end of a die roll, like 2d6+3. That just means to add 3 to whatever the die roll is. In this case, roll two 6-sided dice, add them, then add three.

## Time and the Round

To keep the game simple, time is measured in rounds for fighting and casting spells. *One round is one minute.* A round is one minute for the *characters*. It usually is not a minute for the players. It may take the players more or less time to decide what to do in a round, but in the pretend world of the game, only one minute passes.

What makes a round special is that in one round, player characters can each try to do one thing. That can be making one attack, casting one spell, running, climbing a wall, or whatever players want their characters to do. Characters are allowed to move up to half their movement limit and still attack, cast a spell, or perform some other action in one round. After everyone has tried to do one thing, that round is over and the next one begins. The backs of the character cards list what each character can usually do in a round.

## Moving

As we said above, player characters are more than just hunks of plastic on a game board. They are pretend people moving around in a pretend place. The map sheets used in the *FIRST QUEST* game have a scale of 1 inch for every 10 feet. So, if players want their characters to move 60 feet, they move their figures 6 inches on the map sheet.

### Time and Movement

- 1 round = 1 minute.
- Characters move up to 120 feet per round (12 inches on the map sheet).
- Dwarf characters move up to 60 feet (6 inches on the map sheet).
- Characters can move half their total allowed movement and still make an attack in the same round.

The maps have squares marked on them, just like a regular game board. However, the characters (or the monsters) do not have to be "in" a square. The squares are only there to help measure how far away things are.

Each square is 1 inch wide. So if a character moves a male wizard 60 feet, the player just moves the wizard figure six squares on the map sheet. The wizard does not have to end up completely in a square. He can be on the lines, in a corner, or anywhere in the place shown on the map that a person could stand—wherever the player wants him.

Real people can only walk or run so far in one minute. Since the character is a pretend person, it makes sense that the character should not be allowed to move any farther in a single round. In one round, a character can move up to 120 feet, which is shown as 12 inches on the map sheet. This is written as just a 12 on the character card. Some things can slow a character down. Dwarves are slower because they have short legs. Also, the DM may decide at some point that some characters must move slower because they are carrying a lot of weight or are hurt. Eventually, you may play adventures without a map, just by imagining what is going on in your head.



## Fighting

Fighting monsters is a big part of the AD&D game. Whenever a fight starts, there is a simple list of things to do each round. They must be done in order.

### Order of Fighting

- (1) DM secretly decides what the monsters will do.
- (2) Players take turns each saying out loud what their characters are going to try to do.
- (3) Roll for initiative.
- (4) Whichever side won initiative rolls all of its attacks.
- (5) Whichever side lost initiative rolls all of its attacks.

**Deciding What To Do:** After the players decide what their characters are going to do, they cannot change their minds later. When it comes time to actually do the action, it might not be possible, or it might be just dumb to do it. In that case players can always choose to have their characters do nothing instead of what they declared. They cannot have their characters do something different.

For example, a player says her female fighter will attack an ogre this round. However, the ogre wins ini-

tiative and surrenders before the character can attack. The character has only two options. She can attack, or she can do nothing. She cannot attack a different monster this round.

**Initiative:** Each side of a battle rolls for initiative. *Initiative* is just a fancy word for attacking first in a round. Each round initiative is rolled again to see which side attacks first that round.

Initiative is rolled on a 10-sided die. The DM rolls for the monsters. One of the players rolls for the heroes. The side that rolls the *lowest number* goes first. If there is a tie, reroll it.

### How to Attack

- (1) Roll a 20-sided die.
- (2) Subtract the die roll from the character's THACO number.
- (3) If the result is less than or equal to the monster's AC, the attack hits.

### If the Attack Hits...

- (1) Roll damage.
- (2) Subtract the damage from the monster's hit points.
- (3) Monsters die when they run out of hit points.





**THAC0:** If you look on a character card, you will see a line for THAC0 followed by a number (probably a 20). Some characters have different THAC0s depending on what weapon they are using or if they are attacking in a special way (like the thief's backstabbing ability). THAC0 stands for "To Hit Armor Class 0," but don't worry about that. All you need to know is that the THAC0 measures how good your character is at attacking. The lower the number, the better. Every character has a THAC0 of 20, except the fighter. Some characters get better THAC0 scores as they go up in level. Fighters always have the best THAC0.

**Armor Class:** The fronts of the character cards also have a line for *Armor Class*. Often Armor Class is abbreviated to just AC. Armor Class measures how hard it is for a monster to hit your character. Just like THAC0, lower numbers are better. A human being without any kind of armor has an AC of 10. An AC of 1 is fantastic!

**Attack Roll:** When it is time to attack, a player subtracts the die roll of a d20 from his or her player character's THAC0. If the result is less than or equal to the monster's AC, the attack hits. Let's go through an example:

	Male Fighter	Monster
THAC0	19	17
Armor Class	4	7

The fighter rolls a 20-side die, and gets a 15. The fighter's THAC0 of 19 - 15 (the die roll) = 4. The fighter hits Armor Class 4 or worse (numbers higher than 4). He hit!

In fact, any attack roll of 12 or higher would have hit the monster. Using the example THAC0s and ACs above, roll some attacks and practice figuring out the attack roll. Make sure to have the monster attack the fighter, too!

When monsters attack, they do exactly the same thing. The DM rolls a 20-sided die and subtracts the result from the monster's THAC0. If the result is equal to or less than the character's AC, the monster hits.

If monsters or player characters get more than one attack in a round, they roll a separate 20-sided die for each attack.

**Damage:** Once you figure out that an attack hits, you get to roll damage. This is how badly the monster was hurt by the attack. Each weapon has a die roll used to figure out the damage it does.

For example, a sword does 1d8 points of damage. That means that if a monster is hit by a sword, the player gets to roll an 8-sided die to see how much damage his or her character does. If a player's female cleric hit with her mace, it would do 1d6+1 points of damage, so the player would roll a 6-sided die and add 1 to the result to see how much damage her character did.

**Hit Points:** Player characters and monsters have hit points. This is how many points of damage they can take before dying. It does not take many blows from a sword or many bites from a monster to kill. When a monster has no hit points left, it is dead.

Player characters are not dead when they reach 0 (zero) hit points. Instead they fall unconscious. They do not die until they lose 10 more hit points. When characters reach -10 hit points, they are dead. Their players must start new characters.

## Casting Spells

Wizards and clerics have the option to cast magical spells. Casting a spell is an action. This means that characters casting a spell cannot move more than half their maximum distance in the same round. They also cannot attack with a weapon or try anything hard, like climbing walls, in the same round.

Spells ignore THAC0 and Armor Class. Most of the time, the spell works automatically. Some spells give characters a chance to avoid their effects. Characters and monsters avoid spells in a completely different way than they avoid weapons. When a spell is cast, the target of the spell rolls a saving throw. In most cases, if the roll is high enough, the spell does not affect the target.

Third-level spells are included in the *Cleric's Spell Book* and the *Wizard's Spell Book*, even though the players' characters cannot use them. Some of the higher level wizard and cleric villains *can* use them. The players' characters can get 3rd level and even higher spells if they reach 5th level. Many more spells and the rules for how player characters can reach 5th level are contained in the *AD&D Player's Handbook*. The *FIRST QUEST* game, which provides an introduction the AD&D game, only covers up to 3rd level character growth.

**Saving Throws:** The saving throw number for each character is found on the front of each of the character cards. The saving throw number for monsters is found in the adventure text or in the description of the monster in the *Monsters & Treasures Book*.

A saving throw is made by rolling a 20-sided die. If the number on the die roll is equal to or greater than the number on the card, the saving throw is successful. A successful saving throw can mean that a spell did not work at all, the character only took half damage, or sometimes something special. Read the spell descriptions carefully.

Some spells do not allow a saving throw. They work automatically. When this is true, the spell description in the *Cleric's Spell Book* or the *Wizard's Spell Book* will say "Saving Throw: None."

When characters or monsters fail a saving throw, the spell being cast on them always works.



### Saving Throws

- Roll a 20-sided die.
- If the number is the same or larger than the saving throw number, the saving throw is successful.
- Look at the spell description to see what happens if the saving throw succeeds.

For example, a monster has a saving throw of 16. A wizard casts *charm person* on the monster. The DM rolls a 17 on a 20-sided die. Since 17 is larger than 16 the spell does not work. If the DM had rolled a 15, the monster would have been charmed.

## Finding and Removing Traps

Several thieves' skills have a percent chance of working, depending upon the thief's level. Most of these are discussed in the Expanded Rules chapter. The most common thing thieves do is find and remove traps.

Thieves have a chance to find traps on doors, in halls, and on treasure chests, among other places. When a thief wants to search for traps, the DM rolls percentile dice secretly and sees if the number rolled is equal to or less than the thief's find/remove traps number (found on the front of the character card). It is important that the player not see the die roll. That way the player does not know if there is no trap there, or if his or her character just did not find it.

Once a trap is found, a thief can try to remove it. The same find/remove traps number is used to attempt to remove a trap. Thieves can make this roll themselves. If it works, the trap is gone. If not, the trap is still there. The thief was not able to get rid of it, but did not set it off either.

Thieves can only check for traps in one area or on one object once. After that check they cannot check the same area until they have gotten more experience by going up a level. The same thing goes for removing traps.

## Money, Treasure, and Magical Items

Characters begin the game with no money. They have to go on an adventure to get some. In fact, one of the reasons characters adventure is to get treasures: gold, gems, and magical items to make them stronger, give them new magical abilities, heal their wounds, or protect them from being hit by monsters.

Since this is a fantasy world of knights and dragons, it uses gold pieces for money instead of dollars, pounds, yen, or any type of paper money. In their adventures characters will find copper and silver pieces as well as gold pieces. It takes 10 silver coins or 100 copper coins

to equal one gold coin. To keep things simple, all buying and selling is done with gold pieces.

### Exchanging Money

1 gold = 10 silver = 100 copper

The *Monsters & Treasures Book* talks about the many magical treasures characters can find. Many more can be found in the AD&D game *DUNGEON MASTER Guide*. The *Adventure Book* also tells Dungeon Masters how to figure out a gem's value. The information in the *Adventure Book* is for the Dungeon Master to know and the player characters to find out slowly in their adventures. It would spoil your fun to know everything about all the treasure ahead of time, so wait until your character finds a magical item to find out about it.

## Equipment

Characters carry a bunch of stuff around with them. Think of it like going on a camping trip. Instead of loading up on things useful for camping, the characters take things useful for exploring and adventuring. Your character already has some things that you will not need to buy for him.

A complete list of nonmagical equipment to use in the *FIRST QUEST* game can be found on the back cover of this book. As you buy equipment, write it down on a piece of paper that is kept with your character. Either use a photocopy of the AD&D Game Character Record Sheet on the back of the "Reading a Character Card" card or use a plain sheet of notebook paper. It is a good idea to write the player's and the character's names on the top of the sheet. This equipment is only a small part of all the different things a character can buy in the AD&D game. The AD&D game *Player's Handbook* has a much larger list of items.

## Character Levels & Experience Points

Characters have levels. The higher the level, the better the character. All characters start out at 1st level. This *FIRST QUEST* game introduction to the AD&D game only takes characters up to 3rd level. The AD&D game *Player's Handbook* takes characters from 1st level up to 20th level and above!

Every adventure that characters go on earns them experience points. Defeating monsters and doing smart things earn experience points. When characters get enough experience points, they gain a new level. The abilities characters get when they gain levels are shown on the backs of their character cards. Every character gets more hit points. Warriors get better at fighting, wizards and clerics can cast more spells, and thieves improve their skills.



# Expanded Rules



In real life, people can do a lot more than just fight. Because the characters of an AD&D game are supposed to be pretend people, they can also do a lot more things than just fight. This chapter has rules for some of the more common and exciting things that players' characters can try.

It is impossible to make a complete set of rules for everything a person could do. The AD&D game does not even try. Instead, it has easy-to-use rules for the most common things a character might try to do while on an adventure.

You will not find rules for making chairs here. Adventurers are probably not going to do that in an AD&D game. Nor will you find rules for sharpening swords. While real knights needed to sharpen their swords all the time, it is not very exciting. Therefore we do not bother to have rules for doing it in the AD&D game.

## The Rule of the DM

Whenever players try to have their characters do something weird, use the DM's rule. This just means that the Dungeon Master decides what kind of chance characters have of succeeding. It is completely up to the DM to figure out the percent chance of success.

The DM does not tell the players what she or he has decided on as the chance of success. The Dungeon Master rolls the d100 percentile dice secretly to see if the action worked or not. If the die roll is less than or equal to the number the DM picked, the action worked.

Whatever the result or whatever odds the DM decides on are right. Remember, this is only a game. It is not worth arguing about what the real chances of success of some different or strange action are.

DMs can change the odds even for those things that do have rules. DMs should only do this if they think there is a good reason. For example, the normal chance for being surprised is a 3 or less on a 10-sided die. However, if the characters are in an area that is noisy and full of shadows, the DM might decide that in *this* case they are surprised on a 5 or less.

Basically, if the game does not have a rule for something, a player's character can still try it. The DM has to figure out if it has a chance of succeeding, decide on what that chance would be, and then roll the dice to see if the action worked. The DM is always allowed to decide that a character's action automatically does or does not work.

Dungeon Masters should always be fair. They should make their decisions by thinking about what might really happen, not by what they want to happen.

## Dungeon Master Rules

- DMs decide what happens. If necessary, they just make it up.
- DMs decide what percent chance an action not covered in the rules has of working. If a Dungeon Master's d100 roll is less than or equal to that number, the action worked.
- DMs are always allowed to decide that a character's action automatically does or does not work. DMs are always allowed to change a die roll if they think there is a good reason.
- Dungeon Masters should always be fair.

**Example One:** There are no rules for climbing out of windows. However, this is such a simple action the DM might decide it works automatically.

**Example Two:** Dale's fighter, Beldar the Brave, tries to find a window while blindfolded. There is no rule for finding things while blindfolded. Sarah, the DM, decides Beldar has a 20% chance this round to find the window. If she gets a 20 or less on the percentile dice, Beldar finds the window.

**Example Three:** Trent says his thief, Slinker, is going to try to jump through a very small window 20 feet away while blindfolded. The DM decides this is an impossible action and tells Trent that Slinker lands on the floor, completely missing the window.

## Ability Checks

Any time a character tries something unusual, the DM can have the player roll an ability check to see if she or he succeeds. The character's abilities are those six numbers for Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. The DM decides which ability makes sense. For example, lifting and pushing would use Strength; dodging and aiming would use Dexterity.

Making an ability check is very easy. The player rolls a 20-sided die. If the number rolled is less than or equal to the ability score, the check succeeded and the action worked.

For example, Beldar the Brave is trying to knock down a locked door. He has a strength of 17. If he rolls a 17 or less on the 20-sided die, the door flies off its hinges with a huge crash.

The Dungeon Master can always give out bonuses or penalties to the ability check. In the example above, if the door were made of iron, the DM might say that Beldar has a -4 penalty. This means the door is really hard to knock down. Beldar now has to roll a 13 or less on a 20-sided die to knock the door down.



## Ability Checks

- (1) The DM chooses which ability makes the most sense.
- (2) The player rolls a 20-sided die.
- (3) If the number rolled is less than or equal to the ability score, the check succeeds.

## Finding Secret Doors

Some doors are cleverly hidden and cannot be seen unless they are specially searched for. These are referred to as secret doors, because they are a secret known only by the DM until a character finds them.

Characters have to say that they are searching for secret doors in order to find them. (They do not *accidentally* find secret doors.) When the players say that their characters are searching for secret doors in a particular place, the DM rolls a 6-sided die secretly. If the die comes up a 1, the door has been found. Roll once for each character searching.

Elves are twice as good as humans at finding secret doors. If the d6 roll is a 1 or 2, the elf found it.

Each 20-foot-long section of wall takes 10 rounds for one character to search. Each character can only search a 20-foot-long section of wall once. Secret doors can be located in other things besides walls (like bookcases or wardrobes), but about the same size space takes the same amount of time (10 rounds) to search.

Of course if there are not any secret doors in the area, the characters cannot find any! DMs should roll anyway, even if they know there is nothing to find. That way the players do not know for sure whether there are secret doors they did not find.

## Moving

Characters can move in many ways other than walking or running around. The three most common are described here.

**Swimming:** Characters can swim at half their normal speed. This is 60 feet a round for most characters (30 feet for dwarven characters). Characters in leather armor swim at one-third of their normal rate, which is usually 40 feet a round (20 feet for dwarven characters). Characters in metal armor sink; they cannot swim.

**Climbing:** Characters first have to roll to see if they are able to climb a wall. Thieves have the climb walls thieves' ability. This ability lets them make hard climbs without ropes. *Everyone else has to have a rope.*

With a rope, a thief can *always* make the climb. Other characters have an 80% chance of climbing successfully with a rope. If they fail this roll (they roll 81% or higher

on percentile dice), they cannot make the climb. They never leave the floor.

All characters move 20 feet each round while climbing.

**Riding on Horses:** A character on a horse can move up to 180 feet each round.

## Movement

Type of Movement	Feet per Round
Swimming	60
(half of normal speed)	30 (dwarves)
Climbing, not a thief	20 (if successful)
(must have a rope)	80% chance of success
Riding (on horses)	180

## Surprise

If the monsters set an ambush, they may possibly surprise the player characters. Of course, the characters can set ambushes too. If the characters are surprised, they do not get to attack for the first round. After that, the players' characters can attack and act normally. It works the same way when characters try to surprise or ambush the monsters.

To see if the characters are successfully surprised when the monsters try to surprise them, roll a 10-sided die. If the roll is a 3 or less, the characters are surprised.

Some monsters are better at surprising player characters than others and get a bonus to the surprise roll. (They are quieter or sneakier.) For example, duergar dwarves get a two-point bonus. So in a duergar dwarf ambush, the players' characters are surprised on a 5 or less. Some monsters are also hard to surprise, getting bonuses when the characters try to sneak up on them.

## Dangers

Characters can get hurt many ways without getting into a fight with a monster. The two most common are described here.

**Falling:** Characters take 1d6 points of damage for every 10 feet they fall.

**Poison:** Many monsters have poison. Poison can be carried by a monster's fangs or stinger. Poison can be drunk or eaten. Poison can even be put on the weapons of evil monsters. When characters are poisoned, they must each make a saving throw. If their saving throws succeed, nothing happens. If their saving throws fail, the DM rolls 1d20+10 for each of them to see how many rounds go by before the poison hurts them. When the time is up, a poisoned character takes 15 points of damage.



## Dangers

Type of Danger	Damage
Falling	1d6 per 10 feet
Poison	15 points of damage (Poison takes 1d20+10 rounds to take effect.)

## Death

Characters do not die when they run out of hit points—at least not until they have lost 10 more hit points below 0 (zero). Until then, characters are unconscious. Clerics can cure characters back up above 0 hit points, but they remain unconscious for the rest of the day (while on an adventure). Back in town in between adventures, characters always spend the necessary time to heal up completely before their next adventure.

For example, Slinker is wounded to -7 hit points. He is unconscious. His cleric friend, Lordan the Pure, cures him back to 2 hit points, but Slinker is still unconscious the rest of the day. If the whole group of characters has come to the end of the adventure, its members can carry Slinker back to town. When they go on their next adventure, Slinker is automatically healed completely. If the group chooses to continue this adventure carrying the unconscious Slinker, he will wake up the next morning



with 2 hit points, and Lordan will have to use a *cure light wounds* spell to help him out more.

Sometimes a character dies. When heroes face dangerous monsters and cruel traps, things like that can happen.

A player with a dead character has two choices. The player's first option is to start a new character. The player's second option is to persuade the other players to have their characters take his or her character's body back to town. The temple will use magic to bring back the character for 1,000 gold pieces. The character loses 1 point of Constitution.

Characters can be raised from the dead until their Constitution reaches 0 (zero). Characters raised from the dead so many times that their Constitution is 6 or lower lose 1 hit point permanently each time they are raised. For example, Beldar the Brave has a Constitution of 7 (because he has been raised from the dead many times) and 10 hit points. He dies again. If the temple brings him back again, his Constitution will be 6, and he will have 9 hit points. His hit points will not go above 9 until he gains another level.

## Death

Character Hit Points	Effect
0 or below	Unconscious
-10 or below	Dead

## Clerics' Powers

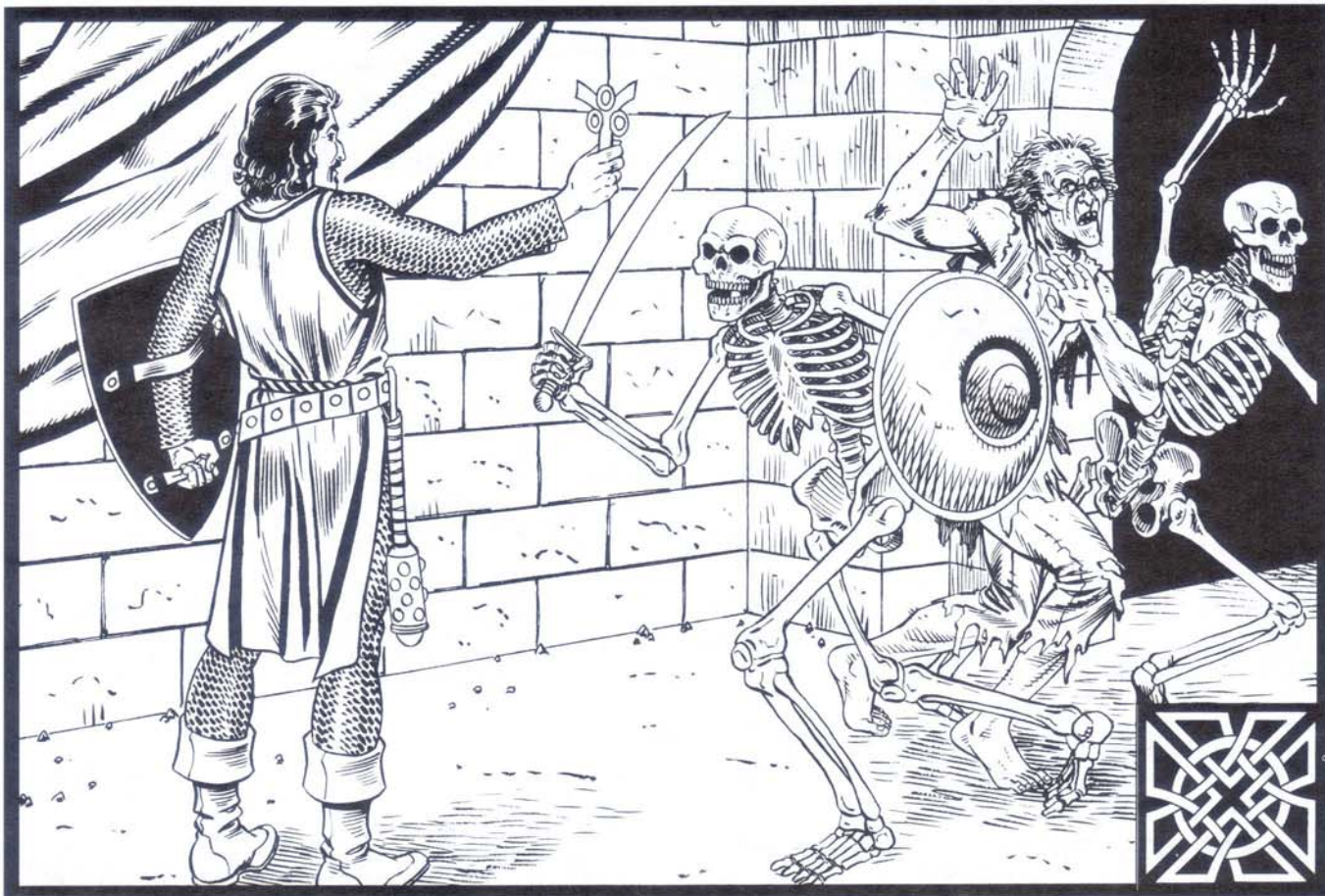
Clerics have the power to turn undead. This means that they tell an undead monster (or group of monsters) to go away, and it does. The monster can come back and attack again, but has to wait at least an hour. A cleric can try to turn a certain undead monster (or group of monsters) no more than once each hour. Turning undead monsters takes an action, just like fighting or casting a spell.

To turn undead, the player rolls a 20-sided die and looks up the number on the table below. The table is also on the cleric's character card. If the die roll is equal to or greater than the number on the table, the undead monsters are turned. If there is more than one type of undead present, look up the one roll for both monsters.

## Turning Undead

Monster	Level of the Cleric		
	1st	2nd	3rd
Skeleton	10	7	4
Zombie	13	10	7
Ghoul	16	13	10
Shadow	19	16	13
Wight	20	19	16





**Example:** Tamara the True, a 2nd-level cleric, meets some ghouls. After fighting them for two rounds, she decides to try turning them. She rolls the 20-sided die and gets a 14. The ghouls all run away, since the die roll was higher than 13. If the roll had been less than 13, Tamara would not have turned the ghouls. Two hours later she runs into the ghouls again. Since it's been more than an hour since she first turned them, she can try to turn them again. If she had run away from the ghouls because she failed to turn them the first time, she could also try again now.

## Thieves' Powers

Thieves can take lots of special actions. One of them is backstabbing. If a monster is shaped like a person, a thief gets surprise, and the thief is behind the monster, the thief can try to backstab. Thieves can surprise a monster by successfully hiding in shadows or sneaking up on it. Thieves trying to backstab add 4 to their attack rolls and roll twice their normal damage. A thief can only backstab with a dagger or short sword.



### Backstabbing

- Monster must be shaped like a person
- Thief must:
  - Attack from behind
  - Get surprise
  - Use a dagger or short sword
- Thief gets:
  - +4 bonus on attack roll
  - ×2 normal damage

Several other thieves' skills have a percent chance of working, depending upon the thief's level. Whenever a player with a thief character tries to use one of these skills, the DM rolls percentile dice secretly and sees if the number rolled is equal to or less than the number on the table below.

If DMs want to, they can let thief characters roll to open locks, remove traps, and climb walls, as it will be obvious to thieves if they succeed or not. It is important that DMs roll if thieves try to pick pockets, find traps, move silently, or hide in shadows. That way the players do not know if they fail or succeed. This prevents players from knowing if, for instance, their characters are hiding in shadows or if they failed hide and the monsters are pretending not to see them so that they can trick the characters.



## Thieves' Skills

Thieves' Skill	Level of the Thief		
	1st	2nd	3rd
Pick Pockets	30%	35%	40%
Open Locks	25%	29%	33%
Find/Remove Traps	20%	25%	30%
Move Silently	15%	21%	27%
Hide in Shadows	10%	15%	20%
Climb Walls	85%	86%	87%

**Pick Pockets:** This skill lets thieves take something from someone's pocket or backpack.

**Open Locks:** Opening locks lets a thief pick any type of lock (unlock a lock without its key).

**Find/Remove Traps:** The find/remove traps skill is discussed in the Basic Rules.

**Move Silently:** Thieves can only move 40 feet per round if they are trying to be quiet. Thieves may find out right away that they have been heard, or they may not find out until it is too late.

**Hide in Shadows:** When hidden the thief can't be seen by normal vision. Thieves can't move or attack and stay hidden.

**Climb Walls:** Only a thief can climb walls without a rope. All other characters must have a rope. Thieves climb at 20 feet a round.



## Alignment

Alignment is just a fancy word for what kind of person a character or monster is. Alignments give the DM an idea of how nonplayer characters and monsters will behave. Non-player characters are characters that the DM plays who are fighters, clerics, thieves, or wizards, like the player characters. The monsters are described in the *Monsters & Treasures Book*.

Players can also pick an alignment for their characters to be after reading through these descriptions. (Or the DM can describe the alignments to them.) However, since they are heroes, they cannot be evil. All the evil alignments are reserved for monsters and nonplayer characters. In addition, thieves can never be lawful good.

There are two parts to alignment: lawfulness and goodness. A character or monster has one of each.

Lawfulness tells whether monsters or characters are organized and make plans, or if they do things on the spur of the moment, not worrying about plans. There are three options for lawfulness: lawful, neutral, or chaotic.

Goodness tells whether monsters or characters are selfish or care about other people. There are three options for goodness: good, neutral, or evil.

In the AD&D game *Player's Handbook*, alignments are discussed in more detail than here. They can affect many things about a character.

### Alignments

**Lawful Good:** These characters follow laws, make plans, and care about everyone else. This is the alignment of true heroes.

**Neutral Good:** Taking care of people and doing what is right are more important than obeying laws or following rules. These characters or monsters follow good laws, but are willing to break others.

**Chaotic Good:** These basically good people do not like to be told what to do. They dislike rules, laws, or making any plans.

**Lawful Neutral:** Rules and laws are more important to these people than the consequences. They always plan ahead.

**Neutral:** These people believe that everything must be balanced: good and evil, law and chaos. This is the alignment of animals since they don't care about these things.

**Chaotic Neutral:** Chaotic neutral people make no plans in life. They do what they feel like, sometimes helping others, sometimes being selfish. They ignore rules and plans.

**Lawful Evil:** These nonplayer characters or monsters follow rules and laws, but use them to help themselves and hurt others. They tend to make long-range plans to rule the world, or at least their corner of it.

**Neutral Evil:** These nonplayer characters or monsters care only about themselves. They can work with others or by themselves. Plans and rules are only useful as long as they help these people.

**Chaotic Evil:** Chaotic evil nonplayer characters or monsters are very selfish. They do whatever they feel like doing even if it hurts somebody else. They rarely make plans.





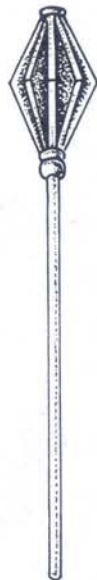


# Normal Equipment

Armor	Gold Pieces	Armor Class
Robes (no armor)	1	10
Shield	7	+1 bonus
Leather	5	8
Chain mail	75	5
Plate mail	600	3

Weapons	Gold Pieces	Damage
Arrows, 24	1	1d8
Battle axe	5	1d8
Bow	100	—
Club	0	1d6
Dagger	2	1d4
Mace	8	1d6+1
Hand/throwing axe	1	1d6
Quarterstaff	0	1d6
Spear	1	1d6
Sword, long	15	1d8
Sword, short	10	1d6
Sword, two-handed	50	1d10

Other	Gold Pieces
Horse	75
Saddle bags	4
Backpack	2
Chain, per foot	3
Chest, wooden	2
Candles	0
Fishing net	4
Fire starting kit	1
Food & water	0
Glass bottle	10
Grappling hook	1
Ladder, 10-foot-high	1
Lantern	7
Mirror	10
Bottle of oil	10
Paper & ink	9
Rope (50 feet)	1
Sacks (5)	1
Small telescope	1,000
Torch	0



All of the things on this equipment list were available in medieval times when knights in armor were common. Things like gunpowder and electricity had



not been invented or discovered yet. The prices of the items show that, too. For example, the small telescope (also called a spyglass) is very expensive. They were hard to build back then.

Some things are so cheap that it is not even worth counting them. Candles, food and water, and torches all have a cost of 0 gold pieces. If players try to have their characters buy too much of these sorts of things, DMs can give them a cost.

**Oil:** Oil can burn. It is a favorite tactic of player characters to throw oil into a place and then light it on fire. As the DM, you do not have to suggest this idea. Let the players figure it out for themselves.

One bottle of oil covers an area about 10 feet across (usually on the floor). Any monsters in that area of the floor when the oil is lit take 1d3 points of damage each. Oil on the floor burns for 1d6 rounds.

If the oil actually covers a monster and is lit, it does 2d6 points of damage the first round, 1d6 points of damage the second round, and then goes out. Oil can only cover a monster if the oil is thrown or poured onto it. Throwing oil onto a monster requires a successful attack. DMs will have to judge the situation carefully to see if the attack should have a penalty to hit, as most characters do not train to throw oil like they train to swing a sword.

**Small Telescope:** This lets the character using it see things as if they were 10 times closer.

**Silver Weapons:** A silver weapon has to be specially made. It costs 10 times the regular cost to make a silver weapon. Silver weapons are easily ruined. The first three times they hit, they are automatically undamaged. After that, there is a 20% chance each time a silver weapon hits that it will bend or break. Silver weapons can be repaired for twice the cost of buying a regular steel one.





# Normal Equipment

Armor	Gold Pieces	Armor Class	Other	Gold Pieces
Robes (no armor)	1	10	Horse	75
Shield	7	+1 bonus	Saddle bags	4
Leather	5	8	Backpack	2
Chain mail	75	5	Chain, per foot	3
Plate mail	600	3	Chest, wooden	2
			Candles	0
			Fishing net	4
			Fire starting kit	1
			Food and water	0
			Glass bottle	10
			Grappling hook	1
			Ladder, 10-foot-high	1
			Lantern	7
			Mirror	10
			Bottle of oil	10
			Paper & ink	9
			Rope (50 feet)	1
			Sacks (5)	1
			Small telescope	1,000
			Torch	0

Weapons	Gold Pieces	Damage
Arrows, 24	1	1d8
Battle axe	5	1d8
Bow	100	—
Club	0	1d6
Dagger	2	1d4
Mace	8	1d6+1
Hand/throwing axe	1	1d6
Quarterstaff	0	1d6
Spear	1	1d6
Sword, long	15	1d8
Sword, short	10	1d6
Sword, two-handed	50	1d10

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The Introduction to Role-Playing Games™

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## Monsters & Treasures Book



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The Introduction to Role-Playing Games

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## Monsters & Treasures Book

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**Design:** Bruce Nesmith

**Editing:** Julia Martin

**Cover Art:** Jeff Easley

**Interior Art:** Tom Baxa, Jeff Butler, Tony DiTerlizzi, Les Dorsheid, Mark Nelson, Robin Raab, Dave Simons, and Robin Wood

**Typesetting:** Angelika Lokotz

**Graphic Design:** Dee Barnett

**Production:** Paul Hanchette

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TSR, Inc.  
POB 756  
Lake Geneva  
WI 53147  
USA



TSR Ltd.  
120 Church End  
Cherry Hinton  
Cambridge CB1 3LB  
United Kingdom



# Monsters



Monsters are the most common enemy of the characters. In most adventures, the characters will fight horrible monsters and find rich treasures. The AD&D® game *Monstrous Manual* has even more monsters.

For the most part, monsters have the same kinds of statistics as characters. There are a few new attributes that only monsters have.

**Hit Dice:** This number shows how tough a monster is. It represents the same thing as levels for player characters. A 2-Hit Die monster is about the same as a 2nd-level character.

Hit Dice are used to figure out how many hit points the monster has. All monsters use 8-sided dice. For example, a black bear with 3+3 Hit Dice rolls three 8-sided dice, then adds three more points to the total. Black bears have between 6 and 27 hit points.

**No. of Attacks:** Some monsters can attack more than once in the same round. This number shows how many times they can attack in a round.

**Special Attacks and Special Defenses:** These two lines list the special powers the monster has. Exactly how they work is in the description of the monster.

**Intelligence:** Some monsters can be smart or dumb. Below is a list of intelligence ratings for monsters, listed from dumbest to most intelligent. These words are broad categories for a range of numbers. The numbers are given next to the category. If player characters were rated with these categories, they would be anything from low to genius. Most would be average.

Category	Intelligence Range
Nonintelligent	0
Animal intelligence	1
Semi-intelligent	2-4
Low intelligence	5-7
Average intelligence	8-10
Very intelligent	11-12
Highly intelligent	13-14
Exceptional intelligence	15-16
Genius	17-18

**Treasure Type:** This is the row of the Treasure Types table on page 26 that the Dungeon Master (DM) should use to figure out what treasure the monster has.

**Experience Points:** This number is how many experience points the group of characters gets to divide among its members for successfully defeating the monster. Defeating a monster does not have to mean killing it. The DM decides when a monster is defeated,

and what amount of experience points a group gets for partially defeating a monster.

If this entry reads "Experience Points: None," the monster is not meant to be fought or defeated by the characters. The monster is a potential friend, helper, or even someone that the characters should help, rather than someone who should be attacked. If the characters attack such monsters, they get no experience from the encounter.

## Monsters on the Map

The *FIRST QUEST™* game comes with six plastic figures for the heroes. As the heroes are moving around on the map, the players move the plastic figures.

There are no plastic figures for the monsters. Whenever the players run into a monster, the DM should show them the picture from this book. Most of the time the DM does not need to have anything out on the map. The only time it is helpful to have something represent the monsters on the map is in combat. At this time, a DM can use coins, action toys, small plastic toy animals, plastic pawns from other games, or anything else to show where the monsters stand. A handful of dice works very well. Each monster can have a different number face up.

The best thing to use are metal miniatures. You can find metal miniatures for all of the monsters in this game at most hobby shops. The miniatures are the perfect size for the AD&D game. They can even be painted to look right.

## Role-playing Monsters

When the players' characters meet monsters, it is up to the DM to act out the monsters' parts. The monster descriptions include role-playing tips for all monsters that can talk. These tips tell the DM how to act like that monster.

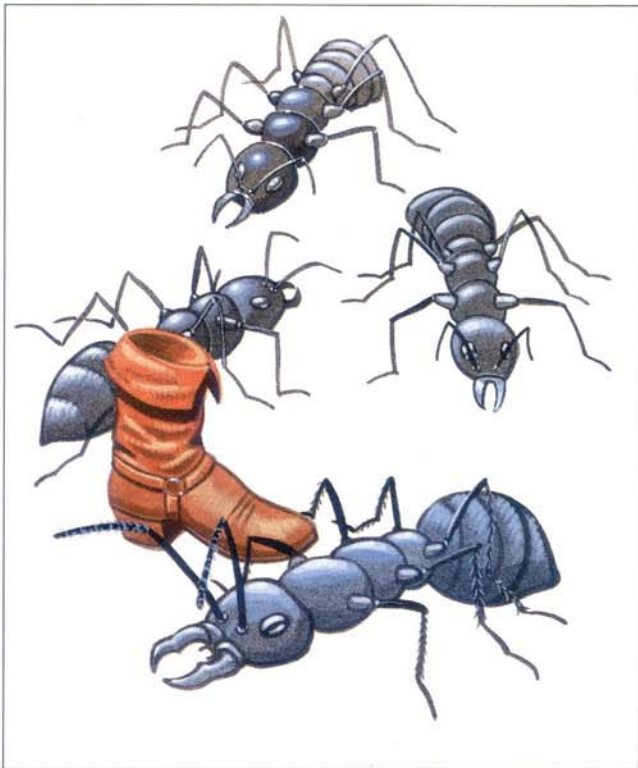
Monsters that are only as smart as animals are the easiest to role-play. They usually want only two things: food and safety. If the monster is not hungry, it probably will not attack. If the monster thinks the players' characters are going to hurt it, it will attack to protect its territory.

Thinking and talking monsters are a little tougher. They usually want something, too, but it is not always food. They may want money, they may be acting on orders, or they may just be bullies. Try to figure out what the monster wants before role-playing it.

In all cases, monsters will try to save their own lives. No living thing *wants* to die. They usually surrender or run away first. They only fight to the death if there does not seem to be any other choice.



## Ant, Giant Warrior and Worker



	Warrior	Worker
Armor Class:	3	3
Hit Dice:	3	2
THAC0:	17	17
No. of Attacks:	1	1
Damage/Attack:	2d4	1d6
Special Attacks:	Sting for 3d4	None
Special Defenses:	None	None
Saving Throw:	17	16
Movement:	18	18
Intelligence:	Animal	Animal
Alignment:	Neutral	Neutral
Treasure Type:	R, V	None
Size:	Tiny, 2 feet long	Tiny, 2 feet long
Experience Points:	175	35

Warrior giant ants are always found with 1d6×5 worker ants. The workers also fight to defend the nest. Whenever warrior giant ants *successfully* attack with their pincers, they also get to try to sting with their stinger. If they hit with their stinger, the target must make a saving throw. If the saving throw is successful, the target takes only 1d4 points of damage.

Wherever giant ants appear, there is always a large hole nearby. Hidden down the hole, at least 10 feet below the ground, is the queen and the treasure. It takes an hour to dig them up. There are dozens more workers scurrying around while the digging is going on. The queen has 45 hit points and cannot attack. She is always guarded by two more warriors.

## Bat, Giant



Armor Class:	8
Hit Dice:	½(1d4)
THAC0:	20
No. of Attacks:	1
Damage/Attack:	1d2
Special Attacks:	None
Special Defenses:	AC 5 vs. missiles
Saving Throw:	19
Movement:	3, Fly 18
Intelligence:	Animal
Alignment:	Neutral
Treasure Type:	None
Size:	Man-sized, 3-foot body, 5-foot wings
Experience Points:	35

Unlike normal bats, giant bats are carnivorous and will attack player characters. Their high-pitched squeaks act like sonar, allowing them to “see” shapes and movement (but not colors) in total darkness.

The giant bat must land, usually on its victim, to attack. On any round that it takes off to fly again, it cannot also attack.

The flight of a giant bat is so erratic that characters with a Dexterity of 13 or less have a hard time hitting these bats with missile weapons. Whenever such characters attack with thrown or fired weapons, the giant bat is considered to have an Armor Class of 5.



## Bear, Black, and Bear, Brown

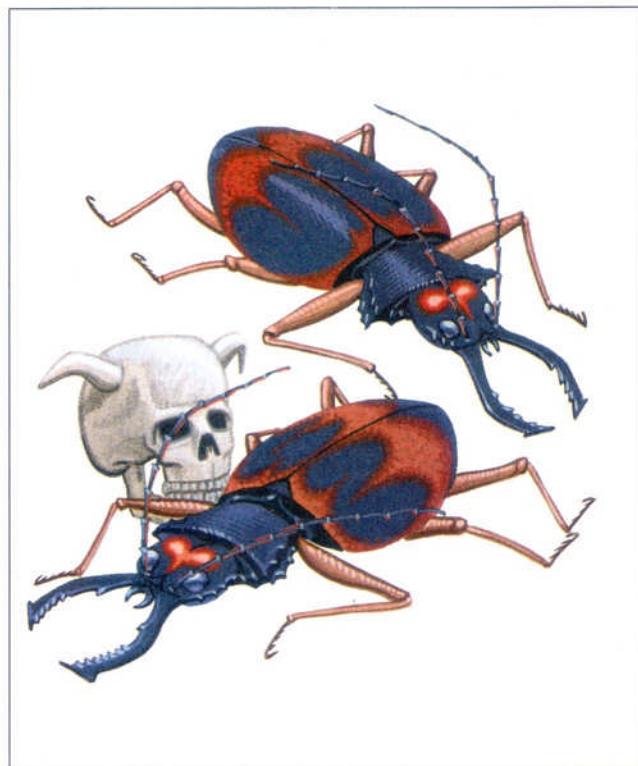


	Black	Brown
Armor Class:	7	6
Hit Dice:	3+3	5+5
THAC0:	17	15
No. of Attacks:	3	3
Damage/Attack:	1d3/1d3/1d6	1d6/1d6/1d8
Special Attacks:	Hug for 2d4	Hug for 2d6
Special Defenses:	None	None
Movement:	12	12
Saving Throw:	16	14
Intelligence:	Semi-	Semi-
Alignment:	Neutral	Neutral
Treasure Type:	None	None
Size:	Man-sized, 6 feet tall	Large, 9 feet tall
Experience Points:	175	420

The black bear is smaller than the brown or grizzly bear. Bears do not attack unless provoked. They can be unknowingly provoked. Any character coming within 20 feet of a bear will provoke it. If there are three bears, the smallest one (the one with the least hit points) is a cub. In that case, anyone coming within 50 feet of the bears will provoke them. Attacking a bear always provokes it. Unprovoked bears wander away and do not attack.

If a bear hits its target with a paw (the first two types of damage listed are paw damage) *and* has rolled an 18 or higher on the attack die, it also hugs the victim. This hug is a bone-crushing squeeze that does extra damage.

## Beetle, Giant Fire



Armor Class:	4
Hit Dice:	1+2
THAC0:	19
No. of Attacks:	1
Damage/Attack:	2d4
Special Attacks:	None
Special Defenses:	None
Movement:	12
Saving Throw:	17
Intelligence:	Non-
Alignment:	Neutral
Treasure Type:	None
Size:	Small 2½ feet long
Experience Points:	35

The fire beetle is the smallest of the giant beetles. Although they are called fire beetles, they have no fire attacks or immunity to fire. They are named fire beetles because of the two bright red spots above their eyes that give off a red glow. There is a third such spot near the backs of their bellies.

This spot can be cut out of a beetle's carapace and used as a light source for 1d6 days. It lights up a circle 20 feet across and gives off no heat. Each spot can be sold for 100 gold pieces, but only on the same day it is cut out.



## Bugbear



<b>Armor Class:</b>	5
<b>Hit Dice:</b>	3+1
<b>THAC0:</b>	17
<b>No. of Attacks:</b>	1
<b>Damage/Attack:</b>	By weapon
<b>Special Attacks:</b>	Surprise, +2 to damage
<b>Special Defenses:</b>	None
<b>Saving Throw:</b>	16
<b>Movement:</b>	9
<b>Intelligence:</b>	Low
<b>Alignment:</b>	Chaotic evil
<b>Treasure Type:</b>	O
<b>Size:</b>	Large, 7 feet tall
<b>Experience Points:</b>	120

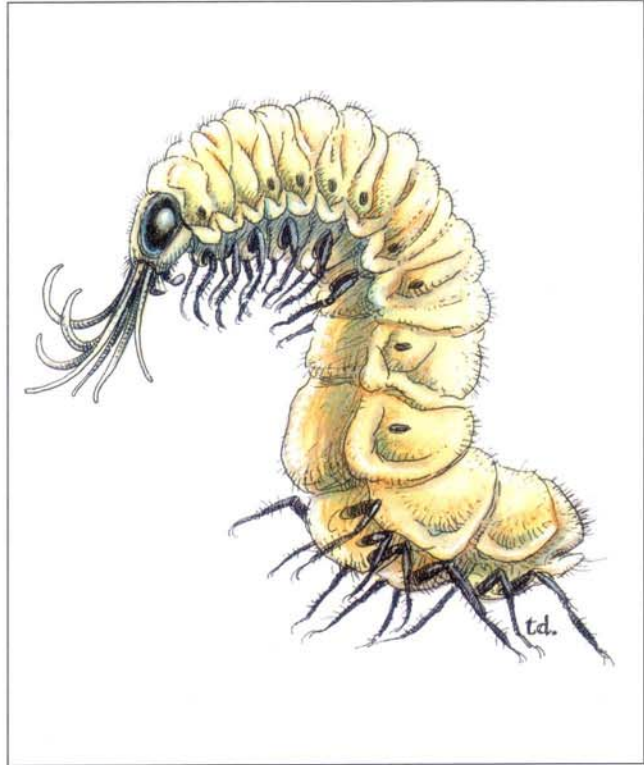
Whenever possible, bugbears prefer to ambush their foes. They are so sneaky that the characters get a -3 penalty for surprise rolls.

Bugbears can use a variety of weapons. They carry small weapons, such as hand axes, hammers, or spears to throw at their victims. Then they draw their larger weapons to attack in close. Bugbears prefer battle axes, maces, and spears.

Bugbears are quite strong. They get a +2 bonus to all damage rolls, except from arrows.

Typical bugbear comments: "Gimme all yer loot." "Let's get 'em." "Boil that dwarf before you eat him."

## Carrion Crawler



<b>Armor Class:</b>	3/7
<b>Hit Dice:</b>	3+1
<b>THAC0:</b>	17
<b>No. of Attacks:</b>	8 or 1
<b>Damage/Attack:</b>	Special or 1d2
<b>Special Attacks:</b>	Paralyzation
<b>Special Defenses:</b>	None
<b>Movement:</b>	9
<b>Saving Throw:</b>	16
<b>Intelligence:</b>	Non-
<b>Alignment:</b>	Neutral
<b>Treasure Type:</b>	B
<b>Size:</b>	Large, 9 feet long
<b>Experience Points:</b>	420

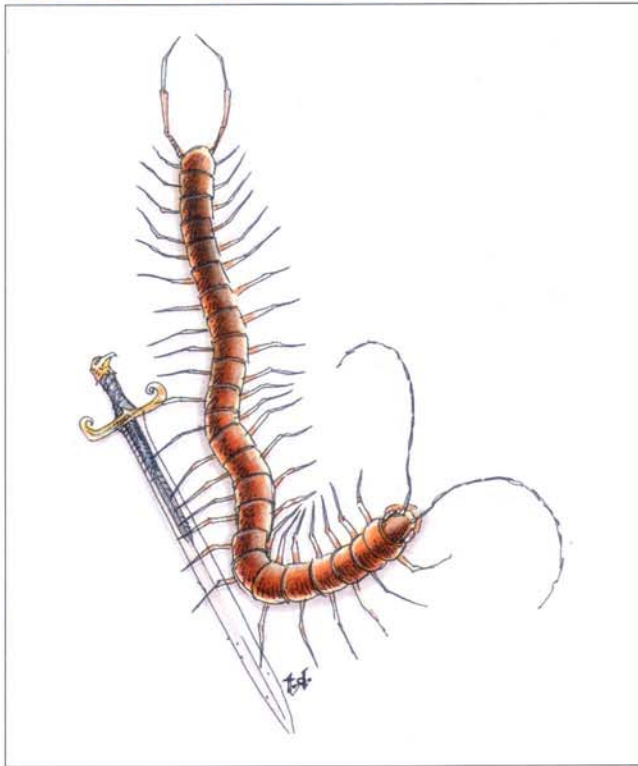
Carrion crawlers are caterpillarlike monsters. They can cling to walls and ceilings with the special claws on their many feet.

Carrion crawlers attack with their short, 2-foot-long tentacles. If any of their eight tentacles hits a victim, that person must make a saving throw or be immediately paralyzed for 2d6×10 rounds. The tentacles do not do any actual damage. Once their victims are paralyzed, carrion crawlers nibble at them, doing 1d2 points of damage per round.

The head of the carrion crawler (where its tentacles are) has an Armor Class of 3. The softer body only has an Armor Class of 7.



## Centipede, Megalo-



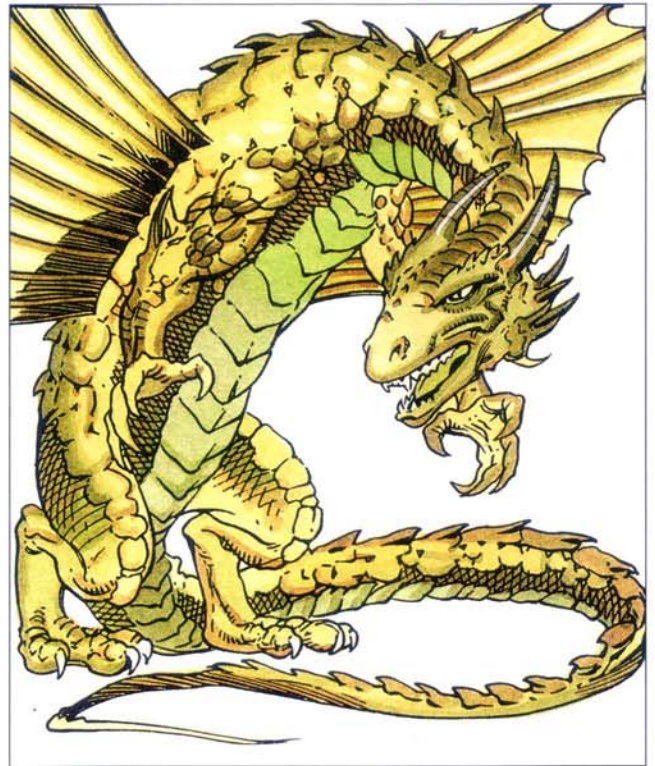
Armor Class:	5
Hit Dice:	3
THAC0:	17
No. of Attacks:	1
Damage/Attack:	1d3
Special Attacks:	Poison
Special Defenses:	None
Saving Throw:	16
Movement:	18
Intelligence:	Animal
Alignment:	Neutral
Treasure Type:	None
Size:	Man-sized, 5 feet long
Experience Points:	175

The megalo-centipede is the largest of all the giant centipedes. They come in colors ranging from brown to reddish brown to grayish tan. These creatures can easily climb along walls and ceilings. Megalo-centipedes attack people on sight.

The pincer jaws of the megalo-centipede are not very fearsome, but they are poisonous. Each bite forces the victim to make a saving throw or take poison damage in addition to the 1d3 from the bite.

An experienced hunter can milk the poison from a centipede. It takes four centipedes to get one dose of poison to work on one manmade weapon.

## Dragon, Ancient Copper



Armor Class:	-8
Hit Dice:	20
THAC0:	2
No. of Attacks:	3 or breathe acid
Damage/Attack:	1d6+11/1d6+11/5d4+11
Special Attacks:	Stream of acid
Special Defenses:	40% magic resistance
Saving Throw:	6
Movement:	9, Fly 30
Intelligence:	Highly
Alignment:	Chaotic good
Treasure Type:	H×10
Size:	Gigantic, 120-foot-long body, 95-foot-long tail
Experience Points:	None

This ancient copper dragon is not meant to be fought or defeated by the characters. The copper dragon is a potential friend. *If* they are nice to him, he might grant them a favor. He might ask them to perform a heroic quest for him. He will never attack the characters unless they completely ignore his attempts to talk to them.

The copper dragon can cast spells as a 5th-level wizard and as a 3rd-level cleric. Forty percent of all spells cast on him fail. He can spray acid from his mouth in a stream 70 feet long and 5 feet wide instead of using his three combat attacks. The acid kills whatever it touches.

Typical comment: "You small folk *do* get into some amusing predicaments."



## Dragon, Hatchling Red



<b>Armor Class:</b>	0
<b>Hit Dice:</b>	9
<b>THAC0:</b>	11
<b>No. of Attacks:</b>	3 or breathe fire
<b>Damage/Attack:</b>	1d10+1/1d10+1/3d10+1
<b>Special Attacks:</b>	Breathe fire for 2d10+1 damage
<b>Special Defenses:</b>	Immune to fire
<b>Saving Throw:</b>	13
<b>Movement:</b>	9, Fly 30
<b>Intelligence:</b>	Exceptional
<b>Alignment:</b>	Chaotic evil
<b>Treasure Type:</b>	A
<b>Size:</b>	Huge, 8-foot-long body, 9-foot-long tail
<b>Experience Points:</b>	7,000

Red dragons are cruel, evil, and greedy. They can talk, and always try to scare characters by describing how tough they are. Hatchlings are the youngest and smallest of the red dragons, but even they are horrible. They are only a few years old. Bigger, older dragons rarely go into these dungeons.

This dragon can breathe fire up to once every 3 rounds. If it breathes fire, it cannot claw or bite that round. Everyone in a cone 90 feet long and 30 feet wide is hit by the fire and gets to make a saving throw. Those that do save only take half normal damage.

Outdoors these dragons can fly, but not in the narrow tunnels of the dungeon.

## Dwarf, Duergar



<b>Armor Class:</b>	4 (chain mail)
<b>Hit Dice:</b>	1+2 or 3+6
<b>THAC0:</b>	19 or 19
<b>No. of Attacks:</b>	1
<b>Damage/Attack:</b>	1d6 (hammer)
<b>Special Attacks:</b>	<i>Invisibility, enlarge</i> (level equal to HD)
<b>Special Defenses:</b>	Saving throw bonus
<b>Saving Throw:</b>	13 or 11
<b>Movement:</b>	6
<b>Intelligence:</b>	Average
<b>Alignment:</b>	Lawful evil
<b>Treasure Type:</b>	F
<b>Size:</b>	Small, 4 feet tall
<b>Experience Points:</b>	420 or 975

The duergar, or gray dwarves, are an evil race that lives deep underground. They hate other types of dwarves and will attack them. They are so sneaky that characters have a -2 penalty to surprise rolls. Duergar can wear other armor and use other weapons. When they do their Armor Classes and weapon damages change.

Duergar can cast *enlarge* and *invisibility* spells as often as they want. There is a 10% chance that any duergar the characters meet are riding giant spiders.

If four or more duergar are encountered, one of them is a 3rd-level cleric able to cast *cause fear*, *curse*, and *silence 15' radius*. He has 3+6 Hit Dice and a THAC0 of 18.

Typical comments: "Humans are soft and weak."  
"The only thing worse than a human is a hill dwarf!"



## Elf, Drow



<b>Armor Class:</b>	4 (chain mail)
<b>Hit Dice:</b>	1, 2, 3, or 4
<b>THAC0:</b>	20, 19, 18, or 17
<b>No. of Attacks:</b>	1
<b>Damage/Attack:</b>	1d6+1 (sword) or 1d3 (dart)
<b>Special Attacks:</b>	Spells
<b>Special Defenses:</b>	50% magic resistance
<b>Saving Throw:</b>	17, 17, 16, or 16
<b>Movement:</b>	12
<b>Intelligence:</b>	Highly
<b>Alignment:</b>	Lawful evil
<b>Treasure Type:</b>	O, R
<b>Size:</b>	Man-sized, 5 feet tall
<b>Experience Points:</b>	420, 650, 975, or 1,400

Once normal elves, these evil creatures were driven underground. They hate other elves and will attack them.

Drow use small, handheld crossbows that fire poison-coated darts. The darts do 1d3 points of damage. The poison does no damage, but makes characters fall unconscious for 2d4 hours if they fail their saving throws.

Drow can cast *darkness 15' radius*, *levitate*, and *detect magic* each once a day. Any spell cast at them has a 50% chance of failing.

In bright light, drow have a -2 penalty on initiative and attack rolls. Characters get a +2 saving throw bonus against the sleep poison if the attacking drow is in light.

## Gargoyle



<b>Armor Class:</b>	5
<b>Hit Dice:</b>	4+4
<b>THAC0:</b>	17
<b>No. of Attacks:</b>	4
<b>Damage/Attack:</b>	1d3/1d3/1d6/1d4
<b>Special Attacks:</b>	None
<b>Special Defenses:</b>	Only hurt by magical weapons
<b>Saving Throw:</b>	14
<b>Movement:</b>	9, Fly 15
<b>Intelligence:</b>	Low
<b>Alignment:</b>	Chaotic evil
<b>Treasure Type:</b>	C
<b>Size:</b>	Man-sized, 5 feet tall
<b>Experience Points:</b>	420

Gargoyles can pretend to be statues because their skin looks just like stone and they are able to stand perfectly still for a long time. They try to surprise their victims by swooping down on them unexpectedly. When they swoop they get three attacks. They have to land to get their horn attack (1d4).

Each round, a gargoyle can attack with both claws, try to bite, and try to stab with its horn. Only magical spells or magical weapons can harm a gargoyle.

A gargoyle's treasure is usually hidden under a stone or in a small hole in a cavern wall. A wizard will pay 250 gold pieces for a gargoyle's horn.

Typical comments: "Humans are so soft and squishy." "Let's hurt them."



## Gelatinous Cube



<b>Armor Class:</b>	8
<b>Hit Dice:</b>	4
<b>THAC0:</b>	17
<b>No. of Attacks:</b>	1
<b>Damage/Attack:</b>	2d4
<b>Special Attacks:</b>	Paralyzation
<b>Special Defenses:</b>	Surprise, spell immunity
<b>Saving Throw:</b>	16
<b>Movement:</b>	6
<b>Intelligence:</b>	Non-
<b>Alignment:</b>	Neutral
<b>Treasure Type:</b>	O, V
<b>Size:</b>	Large, 10×10×10-foot cube
<b>Experience Points:</b>	650

This slimy monster travels slowly down dungeon halls. It fills a 10-foot-wide tunnel completely. A gelatinous cube is transparent, and characters get a -3 penalty on surprise rolls when it attacks, because they often do not see it.

The cube attacks by lunging forward to touch its victim. If hit, the character must make a saving throw or be paralyzed for 5d4 rounds. The cube sucks a paralyzed character in the next round. Anyone sucked into the cube automatically takes 2d4 damage every round.

Gelatinous cubes are immune to *lightning bolt*, *fear*, *hold* and *sleep* spells, and to paralyzation.

There is only a 30% chance of each treasure type (O or V) being inside the cube.

## Genie



<b>Armor Class:</b>	4
<b>Hit Dice:</b>	7+3
<b>THAC0:</b>	13
<b>No. of Attacks:</b>	1
<b>Damage/Attack:</b>	2d8
<b>Special Attacks:</b>	Whirlwind
<b>Special Defenses:</b>	Spells
<b>Saving Throw:</b>	13
<b>Movement:</b>	9, Fly 24
<b>Intelligence:</b>	Highly
<b>Alignment:</b>	Chaotic good
<b>Treasure Type:</b>	None
<b>Size:</b>	Large, 11 feet tall
<b>Experience Points:</b>	None

A genie is always found in a sealed bottle. A freed genie will perform one service (not a wish) for the characters.

The genie can create things out of thin air. Things made of cloth or wood last forever. Metals like steel or gold only last an hour.

Genies can turn into a whirlwind (a small tornado) in 10 rounds. The whirlwind only lasts one round and does 2d6 points of damage to everything it touches. Genies can also turn *invisible*, turn into air, and make illusions as often as they want.

Genies act friendly and do as they are told, but will always try to trick the characters if possible.



## Ghoul



Armor Class:	6
Hit Dice:	2
THAC0:	19
No. of Attacks:	3
Damage/Attack:	1d3/1d3/1d6
Special Attacks:	Paralyzation
Special Defenses:	Spell immunity
Saving Throw:	17
Movement:	9
Intelligence:	Low
Alignment:	Chaotic evil
Treasure Type:	B
Size:	Man-sized, 5 feet tall
Experience Points:	175

These disgusting undead monsters eat dead bodies. They hate living things and will attack them. Anyone killed by a ghoul becomes a ghoul the next day.

Ghouls attack with their claws and teeth. A successful hit means the character must make a saving throw or be paralyzed for 1d6+2 rounds. Elves are immune to a ghoul's paralyzing touch.

Ghouls are immune to *sleep*, *hold*, *fear*, and *charm* spells. They can be turned by clerics. For this reason, ghouls attack clerics first.

Typical comments: "Fresh meat!" "Kill the living!" "Rot their flesh."

## Giff



Armor Class:	6 (3 in plate mail)
Hit Dice:	4
THAC0:	17 (14 with sword)
No. of Attacks:	1
Damage/Attack:	1d6+7 (fist), or 1d10+7 (2-handed sword)
Special Attacks:	Head butt (2d6 damage)
Special Defenses:	10% magic resistant
Saving Throw:	16
Movement:	6
Intelligence:	Low
Alignment:	Lawful neutral
Treasure Type:	None
Size:	Large, 9 feet tall
Experience Points:	420

Giff are very strong hippopotamus people that love a fight. They are only found in wildspace. They are usually hired as soldiers by anyone that can afford them. Giff are not very smart, but are very brave and tough in a fight. Giff are generally good guys, but will work for evil villains if the money is good enough.

Whatever weapons giffs use, they get a +3 attack roll bonus and a +7 damage bonus for their tremendous Strength of 19 (except for arrows). Giff like big weapons, such as two-handed swords. A giff can charge a character with its head for 2d6 points of damage.

Typical giff comments: "When do I get to fight?" "I love a good fight to the death!"



## Gnoll



<b>Armor Class:</b>	5 (chain mail)
<b>Hit Dice:</b>	2
<b>THAC0:</b>	19
<b>No. of Attacks:</b>	1
<b>Damage/Attack:</b>	By weapon
<b>Special Attacks:</b>	None
<b>Special Defenses:</b>	None
<b>Saving Throw:</b>	17
<b>Movement:</b>	9
<b>Intelligence:</b>	Low
<b>Alignment:</b>	Chaotic evil
<b>Treasure Type:</b>	D
<b>Size:</b>	Large, 7½ feet tall
<b>Experience Points:</b>	35

These evil hyenamen hate humans and elves. They work with orcs, hobgoblins, bugbears and ogres.

Gnolls are bullies and not particularly brave. They continue to attack only if they are winning. If the battle turns against them, they flee.

Gnolls can be armed with long swords (1d8 damage), battle axes (1d8 damage), or morning stars (2d4 damage). There is a 15% chance they have long bows and arrows.

Typical comments: "Roast human for dinner!" "Hey shorty, put down that sword before you hurt yourself!" "I dare ya to fight me barehanded."

## Gnome



<b>Armor Class:</b>	7 (leather armor)
<b>Hit Dice:</b>	1, 2, 3, or 4
<b>THAC0:</b>	20, 19, 18, or 17
<b>No. of Attacks:</b>	1
<b>Damage/Attack:</b>	By weapon
<b>Special Attacks:</b>	None
<b>Special Defenses:</b>	Saving throw bonus
<b>Saving Throw:</b>	14, 14, 13, or 13
<b>Movement:</b>	6
<b>Intelligence:</b>	Very
<b>Alignment:</b>	Neutral good
<b>Treasure Type:</b>	C
<b>Size:</b>	Small, 3 feet tall
<b>Experience Points:</b>	None

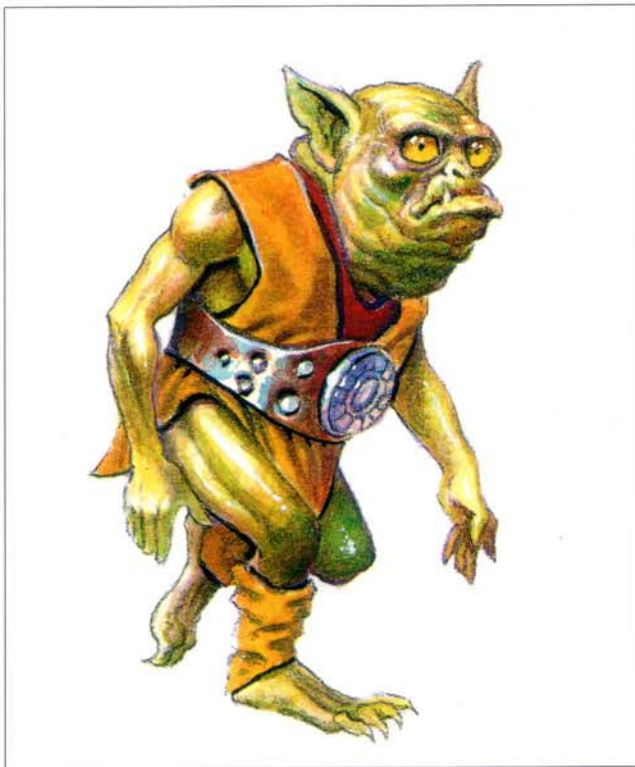
Gnomes are shy, friendly, strange creatures. When encountered, they are most likely hard at work on some strange project, or they may be celebrating merrily. Gnomes are loved by all burrowing animals, like badgers, rabbits, and hedgehogs. They hate kobolds and goblins, and get a +1 attack bonus against them.

Gnomes use short swords (1d6 damage), war hammers (1d4+1 damage), and short bows and arrows (1d6 damage) in combat. Large-sized creatures have a -4 attack roll penalty to hit them. If there are 10 or more gnomes in a group, one is a 3rd-level wizard with spells.

Typical comments: "Why would you want to do that?" "Humans are weird." "Let's dance!"



## Goblin



<b>Armor Class:</b>	7 (leather armor and shield)
<b>Hit Dice:</b>	1-1
<b>THAC0:</b>	20
<b>No. of Attacks:</b>	1
<b>Damage/Attack:</b>	By weapon
<b>Special Attacks:</b>	None
<b>Special Defenses:</b>	None
<b>Saving Throw:</b>	19
<b>Movement:</b>	6
<b>Intelligence:</b>	Low
<b>Alignment:</b>	Lawful evil
<b>Treasure Type:</b>	C
<b>Size:</b>	Small, 4 feet tall
<b>Experience Points:</b>	15

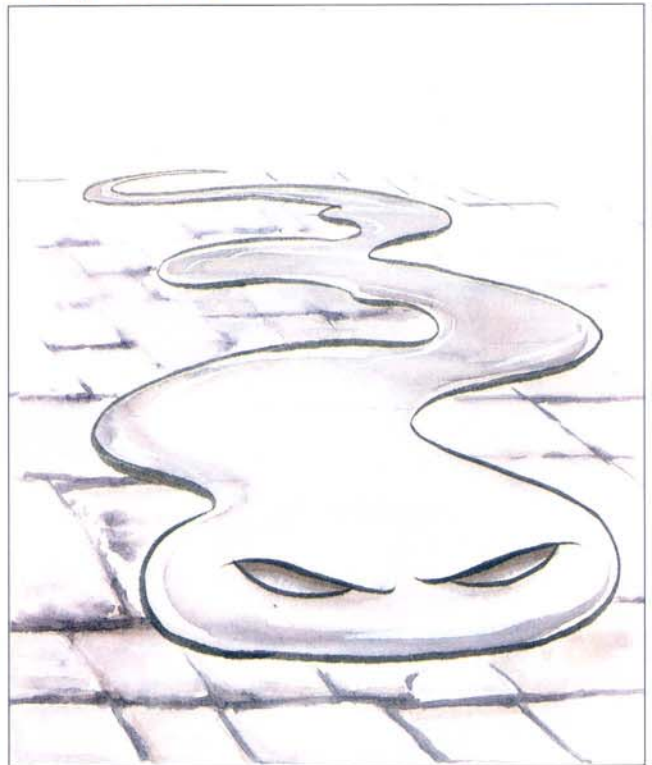
These evil little creatures are cowards. They hate gnomes and dwarves. They attack only from ambush or if they outnumber their opponents.

Goblins hate bright sunlight and have a -1 penalty to their attack rolls in it. They are most fond of maces (1d6+1 damage), spears (1d6 damage), and short swords (1d6 damage). They have been known to use hand axes and short bows and arrows (1d6 damage).

There is a 25% chance that 1d3 goblins are riding on worgs (see the wolf description). Ten or more goblins will have a hobgoblin leader (see the hobgoblin description).

Typical comments: "Run away," "Clumsy human oaf!" "You dwarf friend!"

## Gray Ooze



<b>Armor Class:</b>	8
<b>Hit Dice:</b>	3+3
<b>THAC0:</b>	17
<b>No. of Attacks:</b>	1
<b>Damage/Attack:</b>	2d8
<b>Special Attacks:</b>	Eats metal
<b>Special Defenses:</b>	Immune to fire, cold, and spells
<b>Saving Throw:</b>	16
<b>Movement:</b>	1
<b>Intelligence:</b>	Animal
<b>Alignment:</b>	Neutral
<b>Treasure Type:</b>	None
<b>Size:</b>	Large, 8 feet wide
<b>Experience Points:</b>	270

This slimy horror looks just like wet stone or rock. It cannot climb walls or ceilings, so it slides, drips, and oozes along the ground.

The gray ooze strikes like a snake and eats metal. It can devour a weapon in one round. Chain mail is ruined in one round, but plate mail takes two rounds. Each magical plus of magical armor adds a round to how long it takes to eat it. The ooze can be scraped off in one round to save the metal, but anyone scraping cannot attack.

Weapons do normal damage to gray oozes, but metal ones are dissolved in one round. Electricity and lightning bolt spells do normal damage.



## Hobgoblin



<b>Armor Class:</b>	5 (chain mail)
<b>Hit Dice:</b>	1+1
<b>THAC0:</b>	19
<b>No. of Attacks:</b>	1
<b>Damage/Attack:</b>	By weapon
<b>Special Attacks:</b>	None
<b>Special Defenses:</b>	None
<b>Saving Throw:</b>	17
<b>Movement:</b>	9
<b>Intelligence:</b>	Average
<b>Alignment:</b>	Lawful evil
<b>Treasure Type:</b>	D
<b>Size:</b>	Man-sized, 6½ feet tall
<b>Experience Points:</b>	35

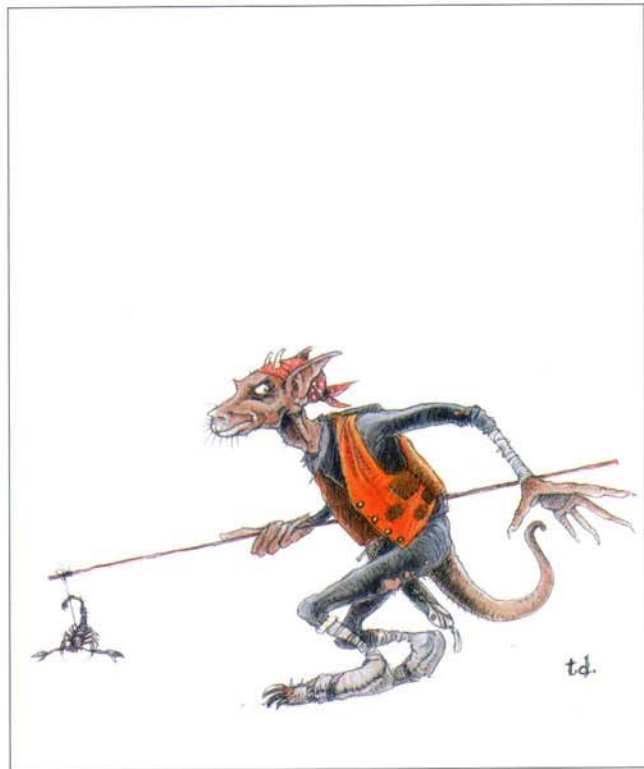
Hobgoblins are constantly at war with other races, such as humans and dwarves. They especially hate elves and always attack them first. They are sometimes found leading goblins or orcs.

Hobgoblins use halberds (1d10 damage), morning stars (2d4 damage), or long swords (1d8 damage). There is a 20% chance that they also have long bows and arrows.

If there are 10 or more hobgoblins, one is a leader, with an Armor Class of 3 and 16 hit points. The leader gets +2 to his damage rolls (except on arrows). If the leader is killed, there is a 50% chance the rest will flee.

Typical comments: "Elven boot licker!" "I'll rearrange your face!" "Human worm!"

## Kobold



<b>Armor Class:</b>	7 (leather armor and shield)
<b>Hit Dice:</b>	½ (1d4)
<b>THAC0:</b>	20
<b>No. of Attacks:</b>	1
<b>Damage/Attack:</b>	1d6 (short sword)
<b>Special Attacks:</b>	None
<b>Special Defenses:</b>	None
<b>Saving Throw:</b>	19
<b>Movement:</b>	6
<b>Intelligence:</b>	Average
<b>Alignment:</b>	Lawful evil
<b>Treasure Type:</b>	O
<b>Size:</b>	Small, 3 feet tall
<b>Experience Points:</b>	7

Kobolds are cruel and cowardly. They especially dislike gnomes and will attack them first. They can usually be bribed fairly easily.

Kobolds always use traps and ambushes. They never start an attack by risking themselves. Only after the trap or ambush has been sprung do they get close enough to the characters to be attacked. As soon as the kobolds no longer outnumber the characters, they flee.

Kobolds use hand axes, javelins, and short swords, all of which do 1d6 damage. These small weapons are quite large to the kobolds.

Typical comments: "I'll gnaw your kneecaps!" "Run away!"



## Lammasu



<b>Armor Class:</b>	5
<b>Hit Dice:</b>	7+7
<b>THAC0:</b>	12
<b>No. of Attacks:</b>	2
<b>Damage/Attack:</b>	1d6/1d6
<b>Special Attacks:</b>	Spells
<b>Special Defenses:</b>	30% magic resistance
<b>Saving Throw:</b>	13
<b>Movement:</b>	12, Fly 24
<b>Intelligence:</b>	Genius
<b>Alignment:</b>	Lawful good
<b>Treasure Type:</b>	R, V
<b>Size:</b>	Large, 4½ feet at shoulder
<b>Experience Points:</b>	None

These flying man-lions help and protect all lawful good creatures. They are generally kind and friendly to all creatures, unless the creatures have attacked them first.

Lammasu will always enter a fight to protect good creatures or anyone that is weak and innocent. They can become *invisible* at any time and teleport to anywhere they can see. All evil creatures within 10 feet of a lammasu have a -2 penalty to their attack rolls and saving throws, and all good creatures within 10 feet have a +2 bonus to their saving throws. Lammasu can cast four 1st level, three 2nd level, and two 3rd level cleric spells a day. Any magical spell cast on them has a 30% chance of failing.

Typical comments: "Let's all be friends." "You have my solemn word."

## Lizard Man



<b>Armor Class:</b>	5
<b>Hit Dice:</b>	2+1
<b>THAC0:</b>	19
<b>No. of Attacks:</b>	3 or 1
<b>Damage/Attack:</b>	1d2/1d2/1d6 or by weapon
<b>Special Attacks:</b>	None
<b>Special Defenses:</b>	None
<b>Saving Throw:</b>	17
<b>Movement:</b>	6, Swim 12
<b>Intelligence:</b>	Low
<b>Alignment:</b>	Neutral evil
<b>Treasure Type:</b>	D
<b>Size:</b>	Man-sized, 7 feet tall
<b>Experience Points:</b>	65

Lizard men like the taste of humans, although they eat almost anything, including plants. They will attack most people unless they are outnumbered.

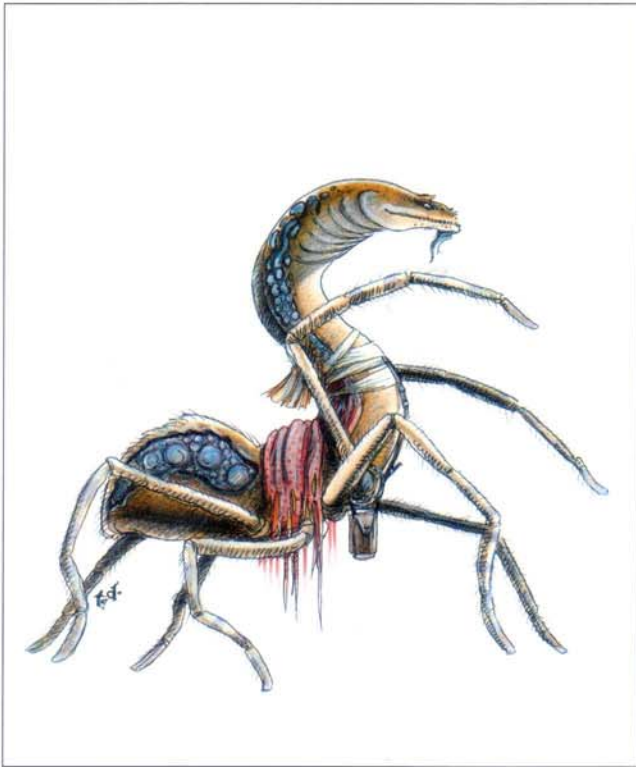
Lizard men normally attack with both claws and a bite. However, they can use weapons. They prefer bastard swords (2d4 damage), spears (1d6 damage), and tridents (1d6+1 damage). When using a weapon, they cannot use their claws or bite.

If 10 or more lizard men are encountered, there is a leader with maximum hit points with them (17 hp).

Typical comments: "Kill them first; then eat them." "Soft-bellied land walker!"



## Neogi



<b>Armor Class:</b>	3
<b>Hit Dice:</b>	5
<b>THAC0:</b>	15
<b>No. of Attacks:</b>	3
<b>Damage/Attack:</b>	1d3/1d3/1d6
<b>Special Attacks:</b>	Slowing poison
<b>Special Defenses:</b>	Spells
<b>Saving Throw:</b>	14
<b>Movement:</b>	6
<b>Intelligence:</b>	Highly
<b>Alignment:</b>	Lawful evil
<b>Treasure Type:</b>	R
<b>Size:</b>	Small, 3 feet tall
<b>Experience Points:</b>	650 (1,400 with spells)

Neogi are evil monsters only found in wildspace. They look like a cross between a mean, furry eel and a spider. They fly ships that look like giant spiders. They hate all people who are not neogi and try to make slaves or dinner out of them.

The bite of a neogi causes 1d6 points of damage and is poisonous. The poison does not do any damage, but acts like a *slow* spell for 1d8 rounds. Some neogi are 3rd-level wizards with the appropriate number of wizard spells, and are worth more experience points.

Typical comments: "You can be my slave or my dinner—it doesn't make much difference to me." "Whatever that is, it's mine, and I want it now."

## Ogre



<b>Armor Class:</b>	5
<b>Hit Dice:</b>	4+1
<b>THAC0:</b>	17
<b>No. of Attacks:</b>	1
<b>Damage/Attack:</b>	1d10 or 1d8+2 (club)
<b>Special Attacks:</b>	None
<b>Special Defenses:</b>	None
<b>Saving Throw:</b>	16
<b>Movement:</b>	9
<b>Intelligence:</b>	Low
<b>Alignment:</b>	Lawful evil
<b>Treasure Type:</b>	B
<b>Size:</b>	Large, 9 feet tall
<b>Experience Points:</b>	270

Ogres are big, ugly, and greedy. They consider elf and dwarf flesh to be particularly tasty.

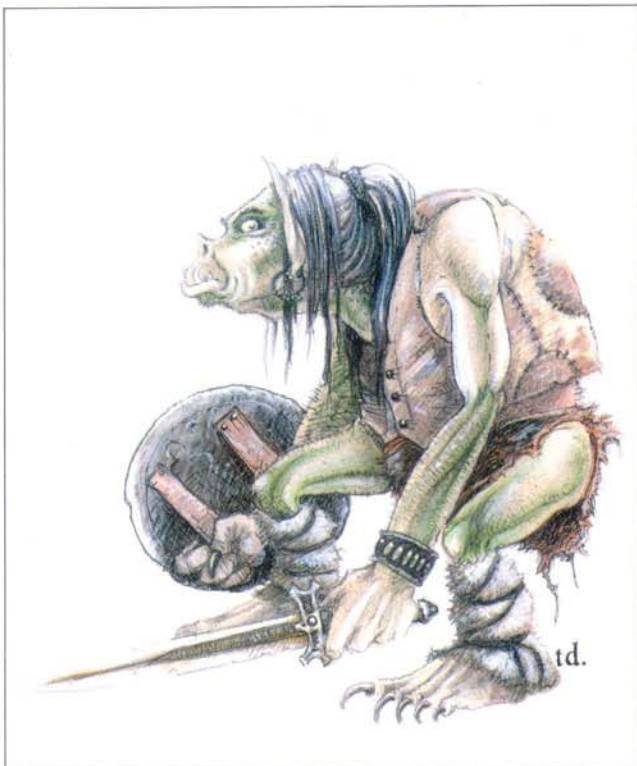
Ogres normally attack with huge clubs made from large tree branches that do 1d8+2 points of damage. Those that are unarmed strike out with their meaty fists doing 1d10 points of damage.

Ogres are not very smart. They are commonly used as soldiers and guards by powerful evil creatures. If armed with other weapons than clubs or their fists, they gain a +2 bonus to their damage rolls (except to arrows).

Typical comments: "Whut's that?" "Smash it, then search it." "I'll squash you like an orc."



## Orc



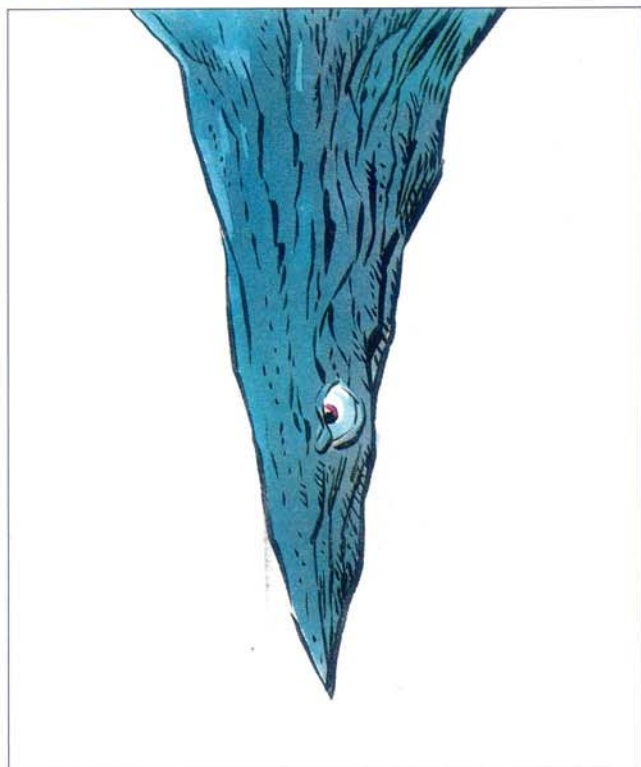
<b>Armor Class:</b>	7 (leather armor and shield)
<b>Hit Dice:</b>	1
<b>THAC0:</b>	19
<b>No. of Attacks:</b>	1
<b>Damage/Attack:</b>	By weapon
<b>Special Attacks:</b>	None
<b>Special Defenses:</b>	None
<b>Saving Throw:</b>	17
<b>Movement:</b>	9
<b>Intelligence:</b>	Average
<b>Alignment:</b>	Lawful evil
<b>Treasure Type:</b>	C
<b>Size:</b>	Man-sized, 6 feet tall
<b>Experience Points:</b>	15

Orcs are constantly at war with humans, dwarves, elves, goblins, and even other orcs. They occasionally have hobgoblin leaders. Typical clan names for groups of orcs are Vile Rune, Broken Bone, Evil Eye, and Bloody Blade.

In combat, orcs prefer battle axes (1d8 damage), hand axes (1d6 damage), and pikes (1d6 damage). Those with pikes will have short swords or hand axes for close-in defense (1d6 damage each). There is a 20% chance that the orcs also have short bows and arrows (1d6 damage).

Typical comments: "I'll cut yer heart out!" "They scream more if ya pops their arms off first."

## Piercer



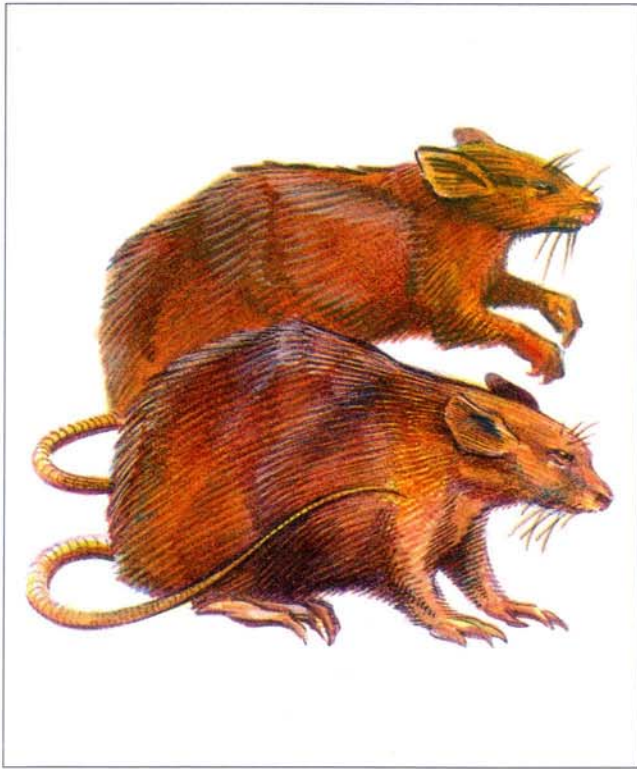
<b>Armor Class:</b>	3
<b>Hit Dice:</b>	1
<b>THAC0:</b>	19
<b>No. of Attacks:</b>	1
<b>Damage/Attack:</b>	1d6
<b>Special Attacks:</b>	Surprise
<b>Special Defenses:</b>	None
<b>Saving Throw:</b>	17
<b>Movement:</b>	1
<b>Intelligence:</b>	Non-
<b>Alignment:</b>	Neutral
<b>Treasure Type:</b>	None
<b>Size:</b>	Tiny, 2 feet tall
<b>Experience Points:</b>	35

Piercers cling to the ceilings of natural caves, looking just like small stalactites. If the characters are not actively looking for piercers or traps on the ceiling, they will not find this monster. Even if they are specifically looking for piercers or traps, they only have a 25% chance to spot them.

Piercers attack by falling on their victims. The characters get a -7 penalty on their surprise roll for the attack. (Because of the way they attack, piercers almost always attack from ambush.) If the piercer misses, it is completely vulnerable and can be killed without an attack roll. If the piercer hits, it begins to eat its victim. It does 1 point of damage a round until it is removed from the character.



## Rat, Giant

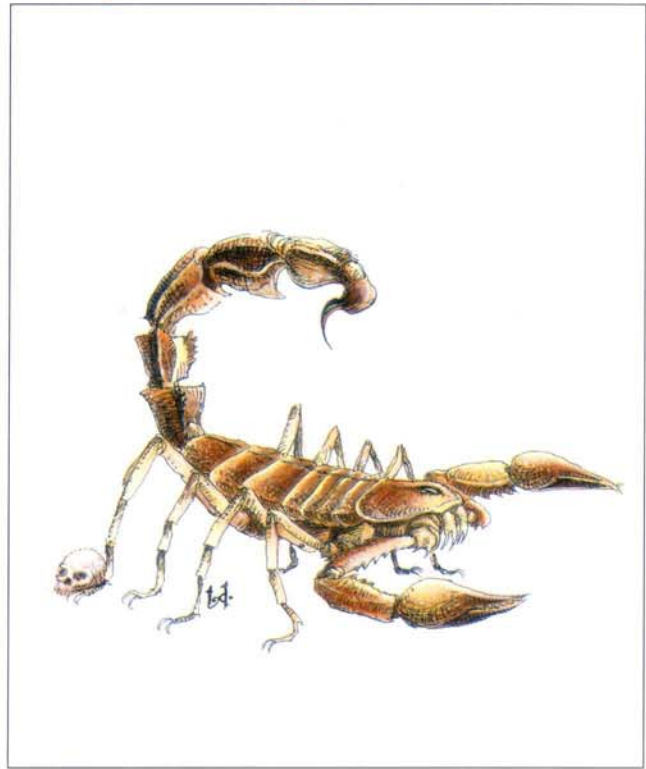


<b>Armor Class:</b>	7
<b>Hit Dice:</b>	½ (1d4)
<b>THAC0:</b>	20
<b>No. of Attacks:</b>	1
<b>Damage/Attack:</b>	1d3
<b>Special Attacks:</b>	Disease
<b>Special Defenses:</b>	None
<b>Saving Throw:</b>	19
<b>Movement:</b>	12, Swim 6
<b>Intelligence:</b>	Semi-
<b>Alignment:</b>	Neutral evil
<b>Treasure Type:</b>	C
<b>Size:</b>	Tiny, 2 feet tall
<b>Experience Points:</b>	15

Giant rats travel and attack in packs. They do not attack people unless they outnumber them by more than two to one. Even then, there is a 50% chance that the giant rat pack will go away to find an easier meal.

Each rat bite has a 1 in 20 chance (5%) of infecting its victim with a serious disease. The victim is allowed a saving throw to fight off the infection. If the victim fails the saving throw, infection sets in. The disease will not affect characters until after they are out of the dungeon. Infected characters cannot heal or go on further adventures until they are cured. The temple charges 500 gold pieces to cure this disease.

## Scorpion, Large



<b>Armor Class:</b>	5
<b>Hit Dice:</b>	2+2
<b>THAC0:</b>	19
<b>No. of Attacks:</b>	3
<b>Damage/Attack:</b>	1d4/1d4/1
<b>Special Attacks:</b>	Poison stinger
<b>Special Defenses:</b>	None
<b>Saving Throw:</b>	17
<b>Movement:</b>	9
<b>Intelligence:</b>	Non-
<b>Alignment:</b>	Neutral
<b>Treasure Type:</b>	D
<b>Size:</b>	Small, 2 feet long
<b>Experience Points:</b>	175

These vicious hunters are large versions of the normal scorpion. The air in places they have stayed in for a long time smells bitter. There are other known breeds of scorpions that get as big as 6 feet long.

A scorpion attacks any creature that comes within 30 feet of it—even other scorpions. It attacks with its two claws and its stinger. If a claw hits, the character is trapped. On future rounds the claw automatically does 1d4 points of damage, and the stinger automatically hits. It takes a successful Strength check to get out of the claw. If a target is not trapped in a claw, the stinger has to make a successful attack roll to hit.

The stinger does only a single point of damage, but it injects poison into the scorpion's victim.



## Shadow



<b>Armor Class:</b>	7
<b>Hit Dice:</b>	3+3
<b>THAC0:</b>	17
<b>No. of Attacks:</b>	1
<b>Damage/Attack:</b>	1d4+1
<b>Special Attacks:</b>	Drain Strength
<b>Special Defenses:</b>	Hurt only by +1 or better magical items or spells
<b>Saving Throw:</b>	16
<b>Movement:</b>	12
<b>Intelligence:</b>	Low
<b>Alignment:</b>	Chaotic evil
<b>Treasure Type:</b>	F
<b>Size:</b>	Man-sized, 6 feet tall
<b>Experience Points:</b>	420

A shadow is an undead spirit that exists only in an area of darkness, looking just like a normal shadow. They are 90% undetectable in anything except extremely bright light, like a *continual light* spell. They can be clearly seen if a *continual light* spell is cast in the area they are in.

In addition to the chilling damage (1d4), the touch of a shadow drains 1 point of Strength. The drained character's Strength returns in 2d4×10 minutes. Characters reduced to 0 Strength instantly become shadows themselves. Such characters are lost forever.

Shadows are immune to *sleep*, *charm*, and *hold* spells. They are also immune to cold. They can be turned by clerics.

## Skeleton



<b>Armor Class:</b>	7
<b>Hit Dice:</b>	1
<b>THAC0:</b>	19
<b>No. of Attacks:</b>	1
<b>Damage/Attack:</b>	1d6
<b>Special Attacks:</b>	None
<b>Special Defenses:</b>	See below
<b>Saving Throw:</b>	17
<b>Movement:</b>	12
<b>Intelligence:</b>	Non-
<b>Alignment:</b>	Neutral
<b>Treasure Type:</b>	None
<b>Size:</b>	Man-sized, 6 feet tall
<b>Experience Points:</b>	65

Evil wizards and clerics make skeletons to guard treasures and to be their undead soldiers.

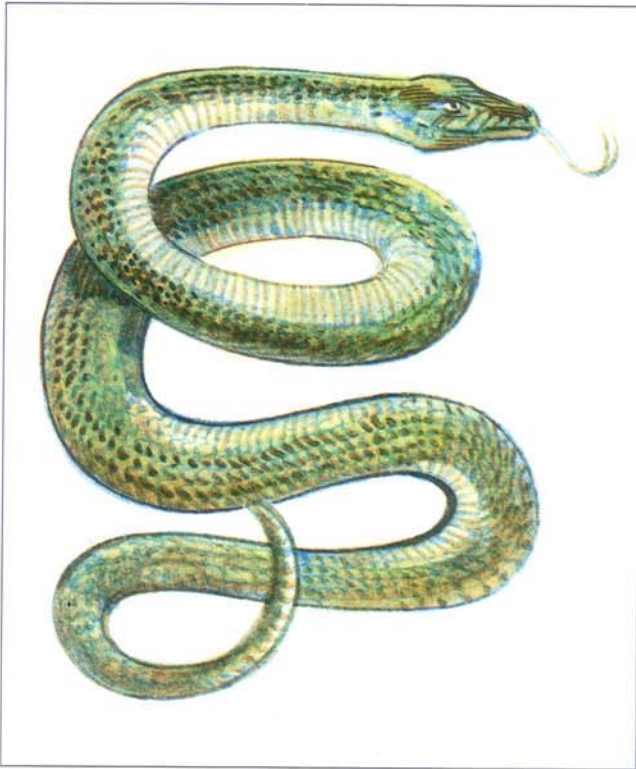
Skeletons always attack with rusty weapons, such as swords or spears. However, they always do 1d6 points of damage, no matter what weapon they carry.

Edged and piercing weapons, such as swords, axes, and spears, only do half damage to skeletons. Blunt weapons, such as maces and staves, do normal damage.

Skeletons are immune to *sleep*, *charm*, *hold*, and *fear* spells. They take no damage from cold, but can be burnt by fire. Skeletons can be turned by clerics.



## Snake, Constrictor

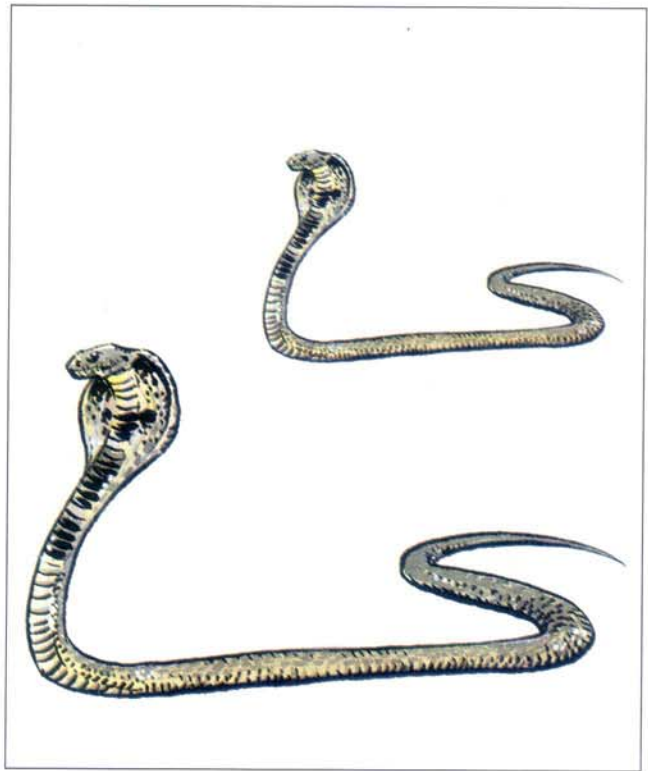


<b>Armor Class:</b>	6
<b>Hit Dice:</b>	3+2
<b>THAC0:</b>	17
<b>No. of Attacks:</b>	1
<b>Damage/Attack:</b>	1d3 or 1
<b>Special Attacks:</b>	Squeeze
<b>Special Defenses:</b>	None
<b>Saving Throw:</b>	16
<b>Movement:</b>	9
<b>Intelligence:</b>	Animal
<b>Alignment:</b>	Neutral
<b>Treasure Type:</b>	None
<b>Size:</b>	Man-sized, 15 feet long
<b>Experience Points:</b>	175

Constrictor snakes hide in tree branches or other concealed places up high. They drop down on their victims suddenly and silently. If this first attack succeeds, the character is wrapped up in the snake's coils. Every round after that the character takes 1d3 points of damage. The snake also can bite for 1 point of damage, but only does so if it cannot wrap up its victim.

A trapped person can escape with a successful Strength check, but has a -2 penalty to the roll. Anyone attacking the snake has a 20% chance of hitting the wrapped up character instead of the snake. (Roll percentile dice after the attack roll succeeds to see who was hit.)

## Snake, Poisonous



<b>Armor Class:</b>	6
<b>Hit Dice:</b>	2+1
<b>THAC0:</b>	19
<b>No. of Attacks:</b>	1
<b>Damage/Attack:</b>	1
<b>Special Attacks:</b>	Poison
<b>Special Defenses:</b>	None
<b>Saving Throw:</b>	17
<b>Movement:</b>	15
<b>Intelligence:</b>	Animal
<b>Alignment:</b>	Neutral
<b>Treasure Type:</b>	None
<b>Size:</b>	Small, 5 feet long
<b>Experience Points:</b>	175

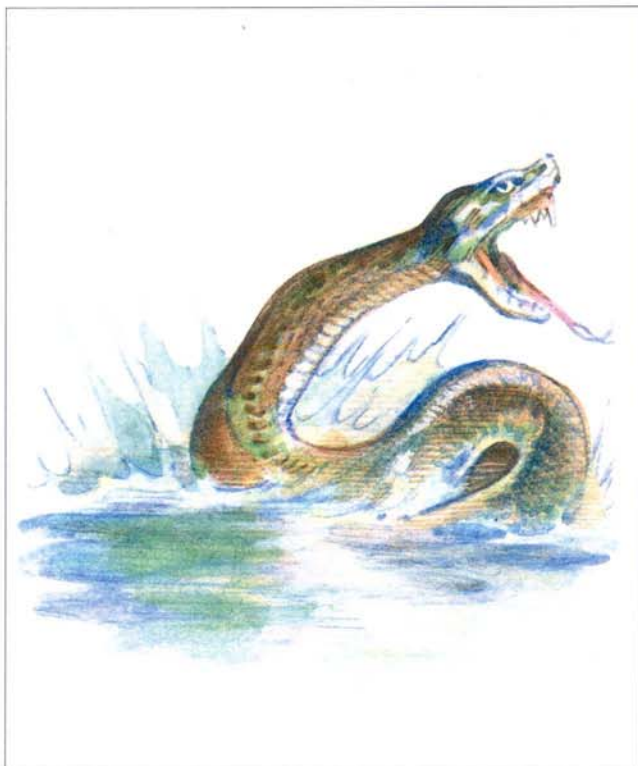
Poisonous snakes hide in small crevices and holes, usually down low. Early in the morning, they sometimes lie on sunny rocks or other warm places to make themselves warmer. When hunting, these snakes slither about looking for their prey. Otherwise, they stay in their dens.

The snake only attacks if it is disturbed or cornered. Unfortunately, characters sticking their hands into a snake's hole disturb it. Sometimes a character just walks too close to a poisonous snake, triggering an attack as well.

While the bite of the snake only does 1 point of damage, the victim must make a saving throw or take damage from the snake's deadly venom.



## Snake, Giant Poisonous



Armor Class:	5
Hit Dice:	4+2
THAC0:	17
No. of Attacks:	1
Damage/Attack:	1d3
Special Attacks:	Poison
Special Defenses:	None
Saving Throw:	16
Movement:	15
Intelligence:	Animal
Alignment:	Neutral
Treasure Type:	None
Size:	Man-sized, 12 feet long
Experience Points:	420

These snakes are larger versions of the poisonous snake. They are more aggressive and attack anything that comes near them. Unlike smaller snakes, when they are hunting they will make unprovoked attacks on smaller humanoids, like dwarves and gnomes. Unfortunately, these snakes do not realize they cannot swallow such characters until after they have already bitten them.

While the bite of the snake only does 1d3 points of damage, the victim must make a saving throw or take damage from the snake's deadly venom.

## Spider, Large



Armor Class:	8
Hit Dice:	1+1
THAC0:	19
No. of Attacks:	1
Damage/Attack:	1
Special Attacks:	Poison
Special Defenses:	None
Saving Throw:	17
Movement:	6, Web 15
Intelligence:	Animal
Alignment:	Neutral
Treasure Type:	O, V
Size:	Small, 2-foot body
Experience Points:	175

All spiders are extremely aggressive hunters. Large spiders build strong, sticky webs. They lurk in nearby holes, out of sight, until something wanders into the web. Anyone stuck in a web can get out with time. It takes one round for anyone with a Strength of 18/01 or above. It takes two rounds for a person with a normal 18 Strength, and an extra round for each point of Strength below 18.

These spiders attack any entangled characters with a +4 attack roll bonus. The entangled characters cannot attack at all. The bite of the spider only does 1 point of damage, but bitten characters must make successful saving throws or suffer poison damage.



## Spider, Giant Trap Door



<b>Armor Class:</b>	4
<b>Hit Dice:</b>	4+4
<b>THAC0:</b>	15
<b>No. of Attacks:</b>	1
<b>Damage/Attack:</b>	1d8
<b>Special Attacks:</b>	Poison
<b>Special Defenses:</b>	None
<b>Saving Throw:</b>	14
<b>Movement:</b>	15
<b>Intelligence:</b>	Low
<b>Alignment:</b>	Chaotic evil
<b>Treasure Type:</b>	C
<b>Size:</b>	Large, 12-foot body
<b>Experience Points:</b>	975

Giant trap door spiders do not build webs. They hide in camouflaged tunnels and holes. They wait to leap out at their victims, who get a -6 penalty to their surprise roll. They can leap as much as 30 feet through the air at their victims.

Giant trap door spiders usually hunt alone, although they have been known to hunt in small packs. The evil duergar dwarves sometimes ride these spiders as mounts. The spiders will not tolerate a saddle, but do allow them to use reins.

The bite of the giant spider is a vicious wound. Even worse is the poison they inject into it. Bitten characters must make a successful saving throw to not get hurt by the poison.

## Sprite



<b>Armor Class:</b>	6
<b>Hit Dice:</b>	1
<b>THAC0:</b>	19
<b>No. of Attacks:</b>	1
<b>Damage/Attack:</b>	1d4 (sword) or 1d3 (arrow)
<b>Special Attacks:</b>	Sleep poison
<b>Special Defenses:</b>	Invisibility
<b>Saving Throw:</b>	17
<b>Movement:</b>	9, Fly 18
<b>Intelligence:</b>	Very
<b>Alignment:</b>	Neutral good
<b>Treasure Type:</b>	C
<b>Size:</b>	Small, 2 feet tall
<b>Experience Points:</b>	None

Sprites hate all evil and ugliness. They are very willing to fight for their principles. Sprites will befriend the characters if they are treated nicely. They are hard to bargain with. They rarely keep their promises, simply because they forget about them. Sprites love to play practical jokes.

Anyone struck by a sprite's arrow must save vs. poison or fall asleep for 1d6 hours. The sprites move sleeping victims far away and take away all of their weapons.

Sprites can become *invisible* and *detect good/detect evil* at any time. While invisible they get a +2 attack roll bonus and a +4 Armor Class bonus. When they attack, they become visible. They must use the next round to become invisible again.



## Toad, Giant



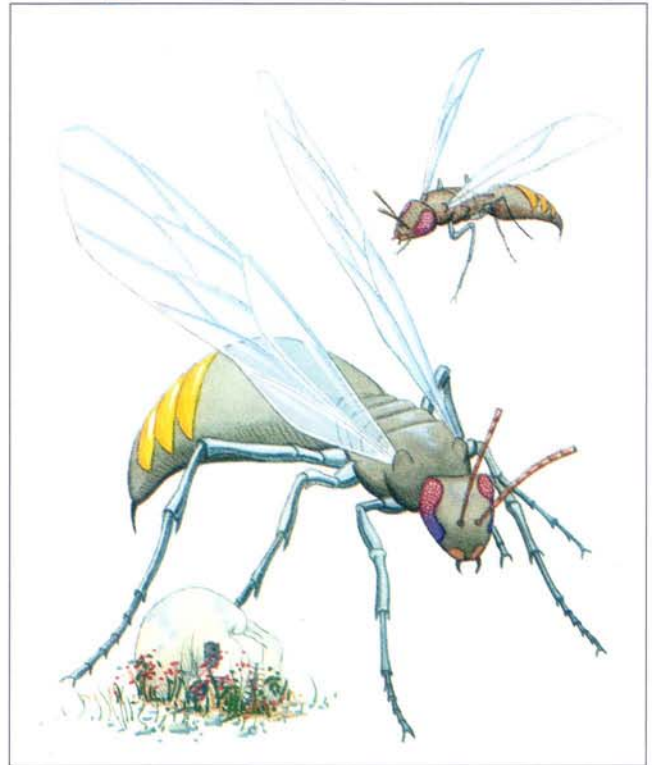
Armor Class:	6
Hit Dice:	2+4
THAC0:	19
No. of Attacks:	1
Damage/Attack:	2d4
Special Attacks:	Leap
Special Defenses:	None
Saving Throw:	16
Movement:	6, Hop 6
Intelligence:	Animal
Alignment:	Neutral
Treasure Type:	None
Size:	Man-sized, 5 feet long
Experience Points:	120

When hunting, giant toads remain motionless in some concealed place until they see something to attack. Characters get a -3 penalty to their surprise rolls because of these surprise tactics. Giant toads will attack almost anything man-sized or smaller, preferring dwarves, gnomes, and the like.

These toads can jump up to 60 feet. The height of the jump is a third of the distance. On a 60-foot jump the toad rises 20 feet. It can attack flying creatures in mid-air or anything on the ground next to where it lands.

The skin of a giant toad can be made into hide armor. Hide armor provides an Armor Class of 6. A leather worker can do this for 10 gold pieces.

## Wasp, Giant



Armor Class:	4
Hit Dice:	4
THAC0:	17
No. of Attacks:	2
Damage/Attack:	2d4 (bite)/1d4 (stinger)
Special Attacks:	Poison
Special Defenses:	None
Saving Throw:	16
Movement:	6, Fly 21
Intelligence:	Non-
Alignment:	Neutral
Treasure Type:	R
Size:	Man-sized, 5 feet long
Experience Points:	420

These giant insects live in immense hives. Their hives are made of thick, gray, paperlike stuff. One hive usually fills an entire room of a cave.

Giant wasps bite and sting when they attack. The sting forces the victim to make a saving throw. If the saving throw fails, the poison will do its damage after the normal onset time. However, the poison also immediately paralyzes the victim. As soon as a wasp has paralyzed a person, it will carry that person off to the hive to become food for the newly hatched eggs.

Smoke and flame drive away wasps. Wasp wings burn easily, making wasps unable to fly. Giant wasps never get surprise, since their buzzing wings can be heard far away.



## Werebear



<b>Armor Class:</b>	2
<b>Hit Dice:</b>	7+3
<b>THAC0:</b>	13
<b>No. of Attacks:</b>	3
<b>Damage/Attack:</b>	1d3/1d3/2d4
<b>Special Attacks:</b>	Hug for 2d8
<b>Special Defenses:</b>	Only hurt by silver or +1 or better magical weapons or spells
<b>Saving Throw:</b>	13
<b>Movement:</b>	9
<b>Intelligence:</b>	Exceptional
<b>Alignment:</b>	Chaotic good
<b>Treasure Type:</b>	R, V
<b>Size:</b>	Large, 9 feet tall
<b>Experience Points:</b>	None

Werebears are good creatures that will befriend the characters if treated nicely. A werebear has two different shapes it can choose between. It can be a human or a black bear. It takes a full round to change shape.

In human form, werebears use battle axes (1d8+2 damage) or spears (1d6+2 damage). In bear form, if both paws hit in the same round, a werebear can try to hug for 2d8 more points of damage. On all future rounds it can automatically squeeze and do hug damage.

Werebears can summon 1d6 brown bears, which arrive in 2d6×10 minutes (see the bear description, earlier). A werebear has the power to *cure disease*.

## Werewolf



<b>Armor Class:</b>	5
<b>Hit Dice:</b>	4+3
<b>THAC0:</b>	15
<b>No. of Attacks:</b>	1
<b>Damage/Attack:</b>	2d4
<b>Special Attacks:</b>	None
<b>Special Defenses:</b>	Hurt only by silver or +1 or better magical weapons or spells
<b>Saving Throw:</b>	16
<b>Movement:</b>	15
<b>Intelligence:</b>	Average
<b>Alignment:</b>	Chaotic evil
<b>Treasure Type:</b>	B
<b>Size:</b>	Man-sized, 6 feet tall
<b>Experience Points:</b>	420

Werewolves have three different shapes: wolf, wolfman, and normal-looking human. See the wolf description later for that shape. It takes a full round to change shape.

Anyone bitten by a werewolf has a 1% chance per point of damage done of becoming a werewolf. Roll this after the adventure. The temple in town will cure the character for 5,000 gold pieces. If left uncured, there is a 25% chance per adventure of the character turning into a werewolf and attacking the party.

Werewolves can use weapons in human form. They almost never use weapons in wolfman form. Werewolves and werebears hate each other.



## Wight

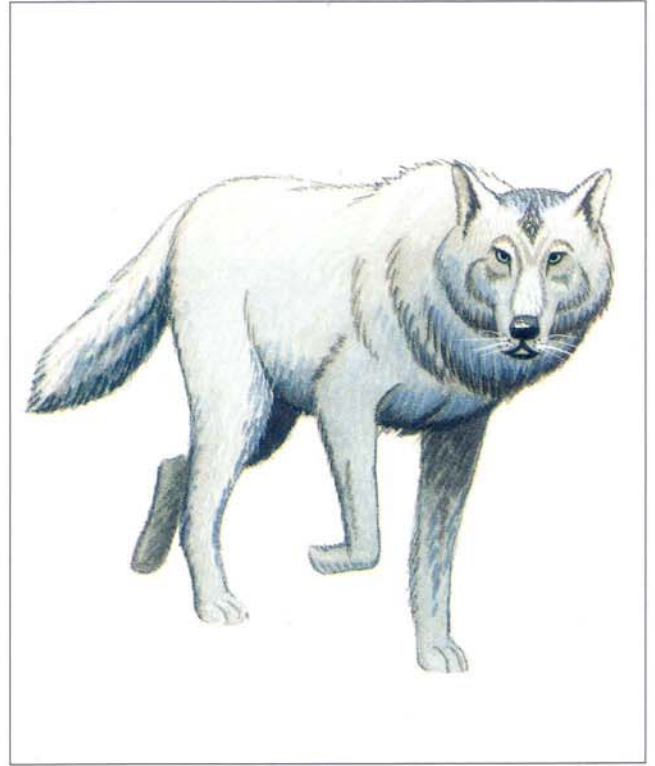


Armor Class:	5
Hit Dice:	4+3
THAC0:	15
No. of Attacks:	1
Damage/Attack:	1d4
Special Attacks:	Energy drain
Special Defenses:	Hurt only by silver or +1 or better magical weapons or spells
Saving Throw:	16
Movement:	12
Intelligence:	Average
Alignment:	Lawful evil
Treasure Type:	B
Size:	Man-sized, 6 feet tall
Experience Points:	1,400

Wights are perhaps the most fearsome of all undead creatures currently known. A successful attack by a wight automatically drains a level of experience. The character's experience points are lowered so that they are halfway between his current level and the previous one. He must then roll his Hit Die to see how many hit points are lost. All other abilities based on the character's level are changed immediately. Lost levels are gone forever. Anyone killed by a wight becomes a wight immediately.

Wights are immune to *sleep*, *charm*, *hold* and *fear* spells. They cannot be hurt by cold, poison, or paralysis. They can be turned by clerics.

## Wolf



	Wolf	Worg
Armor Class:	7	6
Hit Dice:	2+2	3+3
THAC0:	19	17
No. of Attacks:	1	1
Damage/Attack:	1d4+1	2d4
Special Attacks:	None	None
Special Defenses:	None	None
Saving Throw:	17	17
Movement:	18	18
Intelligence:	Low	Low
Alignment:	Neutral	Neutral evil
Treasure Type:	None	None
Size:	Small, 3 feet tall	Man-sized, 5 feet tall
Experience Points:	65	120

Wolves travel in packs. There is a 25% chance that the pack has recently fed and will not attack. Wolves will continue to attack so long as there are more of them than there are of whatever they are hunting. Wolves do not often attack people unless they are charmed or diseased.

Giant wolves, called worgs, are often used as mounts by goblins, but are sometimes encountered in packs of their own. These horrible wolves are smart and evil. Worgs even have a primitive, barking language of their own. They attack people without provocation and relish the taste of human and humanoid flesh.



## Zombie



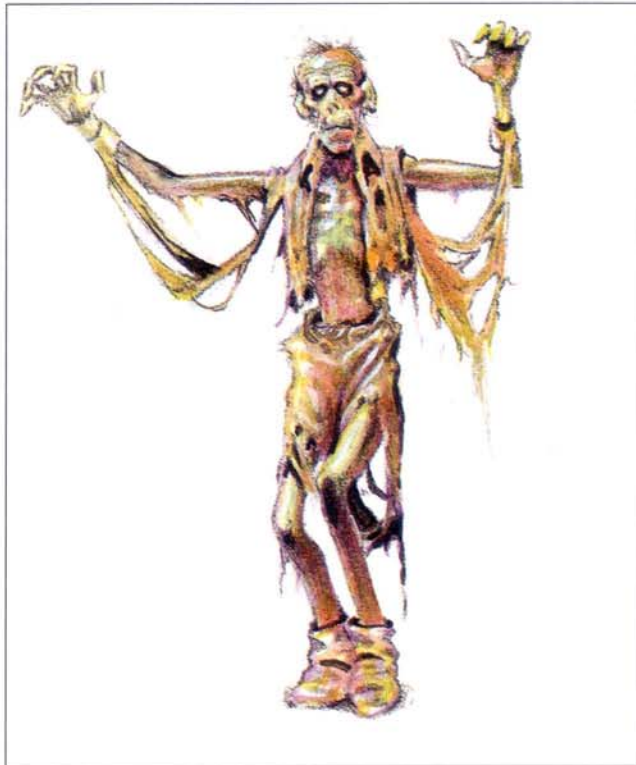
<b>Armor Class:</b>	8
<b>Hit Dice:</b>	2
<b>THAC0:</b>	19
<b>No. of Attacks:</b>	1
<b>Damage/Attack:</b>	1d8
<b>Special Attacks:</b>	None
<b>Special Defenses:</b>	See below
<b>Saving Throw:</b>	17
<b>Movement:</b>	6
<b>Intelligence:</b>	Non-
<b>Alignment:</b>	Neutral
<b>Treasure Type:</b>	None
<b>Size:</b>	Man-sized, 6 feet tall
<b>Experience Points:</b>	65

These mindless, moving corpses take orders from the evil wizards or clerics who made them. These undead monsters are like robots and cannot think for themselves, which makes them very slow. The rotting stench of zombies can be smelled up to 100 feet away.

In a fight, a zombie always loses initiative and acts last. Zombies cannot use weapons. They attack with their fists. Zombies keep attacking until they are destroyed or told to stop by their masters.

Zombies are immune to *sleep*, *charm*, *hold* and *fear* spells. Cold, poison, and paralysis cannot hurt them either. A cleric can turn a zombie.

## Zombie, Ju-Ju



<b>Armor Class:</b>	6
<b>Hit Dice:</b>	3+12
<b>THAC0:</b>	15
<b>No. of Attacks:</b>	1
<b>Damage/Attack:</b>	1d10+2
<b>Special Attacks:</b>	None
<b>Special Defenses:</b>	Hurt by only +1 or better magical weapons or spells
<b>Saving Throw:</b>	14
<b>Movement:</b>	9
<b>Intelligence:</b>	Low
<b>Alignment:</b>	Neutral evil
<b>Treasure Type:</b>	None
<b>Size:</b>	Man-sized, 6 feet tall
<b>Experience Points:</b>	975

These living corpses take orders from the evil wizards or clerics who made them using special, extremely evil and difficult processes. They have simple minds, full of hate and anger. The rotting stench of ju-ju zombies can be smelled up to 100 feet away.

Ju-ju zombies *can* use weapons, even bows and arrows. They can climb walls like thieves, with a 92% chance of success. They are immune to *sleep*, *charm*, *hold*, *fear* and *magic missile* spells. Cold, electricity, poison, and paralysis cannot hurt them. Blunt and piercing weapons, like maces and spears, do half damage to them. Edged weapons, like swords and axes, do normal damage. A cleric *cannot* turn ju-ju zombies.



# Treasure Types

Treasure Type	Copper Pieces	Silver Pieces	Gold Pieces	Gems	Magical Items
A	25% 1d3×1,000	30% 2d10×100	40% 1d6×1,000	60% 1d4×10	30% Any 3
B	50% 1d6×1,000	25% 1d3×1,000	25% 2d10×100	30% 1d8	10% Armor or weapon
C	20% 1d10×1,000	30% 1d6×1,000	None	25% 1d6	10% Any 2
D	10% 1d6×1,000	15% 1d10×1,000	50% 1d3×1,000	30% 1d10	15% Any 2, and 1 potion
E	5% 1d6×1,000	25% 1d10×1,000	25% 1d4×1,000	15% 1d12	25% Any 3, and 1 scroll
F	None	10% 3d6×1,000	40% 1d6×1,000	20% 2d10	30% Any 5, but no weapons
G	None	None	50% 2d10×1,000	30% 3d6	35% Any 5
H	25% 3d6×1,000	40% 2d10×1,000	55% 2d10×1,000	50% 3d10	15% Any 6
I	None	None	None	55% 2d6	15% Any 1

## Individual and Small Lair Treasures

Treasure Type	Copper Pieces	Silver Pieces	Gold Pieces	Gems	Magical Items
O	1d4×10	1d3×10	None	None	None
R	None	None	2d10	2d4	None
V	None	None	None	None	Any 2

## Treasure Types



The Treasure Type table is used to find out what kind of treasure a particular monster has. To use it, first find the treasure type for the monster. These are given in the descriptions of monsters earlier in this book. Then look the treasure type up in the first column of the Treasure Types table above.

The rest of the columns in the table list what different kinds of items a monster's treasure can be made of: copper pieces, silver pieces, gold pieces, gems, and magical items. Under each of these columns is a percentage chance that that kind of item is in a monster's treasure.

Roll the percentage chance for each kind of item. If the roll is less than or equal to the percent, that kind of item is in the treasure. The die roll below the percentage chance shows how many of the items are there.

For example, werewolves have treasure type B. There is a 50% chance that there are copper coins in the werewolves' treasure. If so, there are 1d6 times 1,000

copper pieces present.

It is possible for a monster to have no treasure if all of the percentage die rolls come out too high. The next time this type of monster is fought by the player characters the monster's treasure will be different because the Treasure Types table gives different results each time it is used.

The individual and small lair treasures don't have a percentage score for the kinds of items. The kinds of items with die rolls listed under them are automatically there. Just roll to see how many of each kind there are. In the complete AD&D game, there are more treasure types, one for each letter of the alphabet.



Ring of Protection



# Treasure Generation

## 1d100 Type of Magical item

- 1–20 Potion
- 21–35 Scroll
- 36–40 Ring
- 41–45 Staff or wand
- 46–60 Miscellaneous magical item
- 61–75 Armor
- 76–85 Weapon
- 86–100 Unusual weapon

## 1d8 Potion

- 1 Elixir of health
- 2 Fire resistance
- 3 Flying
- 4 Giant strength
- 5 Healing
- 6 Invisibility
- 7 Poison
- 8 Speed

## 1d8 Scroll

- 1 One wizard spell
- 2 Two wizard spells
- 3 Three wizard spells
- 4 Four wizard spells
- 5 One cleric spell
- 6 Two cleric spells
- 7 Three cleric spells
- 8 Cursed

## 1d8 Ring

- 1 Clumsiness
- 2 Feather falling
- 3 Fire resistance
- 4 Free action
- 5 Invisibility
- 6 Protection
- 7 Shocking grasp
- 8 Weakness

## 1d8 Staff or Wand

- 1 Fear
- 2 Fire
- 3 Illumination
- 4 Lightning
- 5 Magic missiles
- 6 Paralyzation
- 7 Staff of curing
- 8 Staff of the serpent

## 1d20 Miscellaneous Magical Item

- 1 Boots of dancing
- 2 Boots of elvenkind
- 3 Bracers of archery
- 4 Bracers of defenselessness
- 5 Carpet of flying
- 6 Cloak of elvenkind
- 7 Cloak of protection
- 8 Crystal ball
- 9 Dust of appearance
- 10 Gauntlets of fumbling
- 11 Gauntlets of ogre strength
- 12 Gloves of missile snaring
- 13 Horn of fog
- 14 Ioun stone
- 15 Necklace of adaptation
- 16 Portable hole
- 17 Rope of climbing
- 18 Rope of constriction
- 19 Stone of good luck (Luckstone)
- 20 Stone of weight (Loadstone)

## 1d6 Type of Armor

- 1–3 Shield
- 4 Leather
- 5 Chain mail
- 6 Plate mail

## 1d8 Type of Weapon

- 1 Arrows (2d6)
- 2 Battle axe
- 3 Bow
- 4 Mace
- 5 Hand axe
- 6–7 Long sword
- 8 Spear

## 1d8 Combat Bonus or Penalty

- 1–2 –1
- 3–5 +1
- 6–7 +2
- 8 +3

## 1d8 Unusual Weapon

- 1 Axe of hurling
- 2 Mace of disruption
- 3 Short sword of quickness
- 4 Sword of berserking, cursed
- 5 Sword +1, flame tongue
- 6 Sword +1, luck blade
- 7 Sword +4, defender
- 8 Sword of wounding





# Treasures List



The magical items listed in the Treasure Generation tables are explained here. DMs should feel free to make up their own magical items using these as examples. The AD&D game *DUNGEON MASTER™ Guide* describes hundreds more magical items.

## Potions

A potion comes in a glass bottle. The liquid inside can be any color or thickness the DM wants to make it. For the potion to work, the character has to drink the whole thing. Unless it says otherwise, the potion lasts for 1d4+4 rounds.

**Elixir of Health:** This elixir cures blindness, deafness, disease, insanity, mental weaknesses, infection, and rot. It also gets rid of parasites and cures poison if the poison has not caused any points of damage yet. It does not get back hit points lost for any reason.



Elixir of Health

**Fire Resistance:** Characters drinking this become immune to normal fires. They get a +4 saving throw bonus against damage caused by magical fire, like *fireball* spells, and all damage caused by magical fire is reduced by 2 points on each die of damage rolled.

**Flying:** This works the same as the wizard's *fly* spell.

**Giant Strength:** This potion only works on warriors. The warrior gets a Strength of 19! He gets a +3 bonus to attack rolls and a +7 bonus to damage rolls.



Potion of Giant Strength

**Healing:** Drinking this potion heals 2d4+2 hit points of damage immediately.

**Invisibility:** This works the same as the wizard's *invisibility* spell.

**Poison:** Drinking this forces characters to make a saving throw or lose 15 hit points. Characters know immediately that they have drunk poison, but do not have to make the saving throw (or take the damage) for 1d20+10 rounds. The poison can be smeared on a sharp weapon to do the same thing to a monster.

**Speed:** This works the same way as the wizard's *haste* spell, but only on the person drinking it. It lasts 5d4 rounds.

## Scrolls

Scrolls are found in fancy tubes called scroll cases. Most scrolls have wizard or cleric spells on them. Only wizards



Magical Scroll

can read wizard scrolls, and only clerics can read cleric scrolls. Roll 1d3 for each spell on a scroll to see what level it is. To see which spell of that level is present, roll 1d12 for wizard spells or 1d10 for cleric spells. If the spell has a reverse form, there is a 50% chance the reverse form is substituted for it on the scroll.

A *read magic* is needed to identify the spells on a wizard scroll. If *read magic* is used by a wizard on a cleric scroll, it tells the wizard that the spells are cleric spells. Clerics can always identify the spells on a cleric scroll by scanning through it. Once identified, spells can be read at any time from a scroll to cast them. Once the spell is cast from the scroll, it is gone forever.

**Cursed Scroll:** The curse on the scroll happens as soon as it is read, even if it is with a *read magic* spell. Roll on the table below to see what kind of curse is on the scroll. A *remove curse* spell will undo the scroll's effects. The temple in town also removes curses for 500 gold pieces each.

### 1d6 Curse

- 1 Bad luck, a -1 penalty on all die rolls.
- 2 Reader's Strength score is cut in half.
- 3 Reader becomes blind.
- 4 Reader must make a successful saving throw every time she or he sees a monster, or else flee in terror.
- 5 Reader loses all memorized spells.
- 6 Reader is turned into a mouse.

## Rings

Rings must be worn on fingers. A hand can have no more than one magical ring on it.

**Clumsiness:** This ring has the power of another type of ring as well (roll



Ring of Fire Resistance

again to see which one). However, anytime it is used in combat against an enemy, its curse takes over. The wearer's Dexterity is cut in half. Thieves' skills are cut in half. Spells can only be cast if the wearer makes a successful saving throw first. Only a *dispel magic* lets the wearer take off the ring. The *dispel magic* spell makes it a normal, unmagical ring forever.



**Feather Falling:** Any time the wearer falls more than 5 feet, the ring instantly casts a *feather fall* spell (same as the wizard spell).

**Fire Resistance:** The character becomes immune to normal fires. The wearer gets a +4 saving throw bonus against damage caused by magical fire, like *fireball* spells, and all damage caused by magical fire is reduced by 2 points on each die of damage rolled.

**Free Action:** The wearer is immune to *hold person* and *slow* spells. She or he can move at full speed in mud, snow, webs and underwater.

**Invisibility:** The wearer can become invisible any time she or he wants, just like the wizard *invisibility* spell.

**Protection:** The wearer gets a +3 bonus to Armor Class (AC 5 would become AC 2) and to all saving throws.



Ring of Shocking Grasp

**Shocking Grasp:** If the wearer touches a monster as an attack, it takes 1d8+6 points of damage. After three successful attacks, the ring must rest and recharge for 10 rounds before it can cause damage again.

## Staves and Wands

A staff is a thick, wooden stick about 5 or 6 feet long. A wand is a thin, wooden stick about 1 foot long. Both have charges. Staves have 1d20+5 charges. Roll 1d100 for the charges of a wand. (A wand always has at least 20 charges, so increase the number to 20 if you roll less than that.) It costs one charge to use a staff or wand once. Some things that staves and wands can do cost extra charges.

**Wand of Fear:** It shoots out a cone of yellow light that is 60 feet long and 20 feet wide at the far end. Anyone in the area of the light must make a successful saving throw or run away in fear. Clerics or wizards can use this wand.



Wand of Fire

**Wand of Fire:** This wand can shoot out a fireball up to 160 feet away. It costs two charges to do this, instead of the normal one charge. The fireball acts just like the wizard *fireball* spell, but it does 6d6 points of damage. Only wizards can use this wand.

**Wand of Illumination:** This wand can cast *light* or *continual light* spells. The *light* spell is the wizard version and is cast as if by a 6th-level wizard. The *continual light* spell is the same as the cleric *continual light* spell. Casting *continual light* takes two charges. Anyone can use this wand.

**Wand of Lightning:** A touch of this wand in combat does 1d10 points of damage with an electrical shock. The target gets no saving throw. Ignore the target's armor if it is metal (but count its magical pluses, if it has any). Treat nonmetal armor normally, as well as other magical protections.

For two charges, the wand will cast a *lightning bolt* spell. Only wizards can use this wand.

**Wand of Magic Missiles:** One charge creates one *magic missile* (as the wizard spell). Two charges creates two missiles. No more than two missiles can be fired in a single round. Anyone can use this wand.

**Wand of Paralyzation:** A blue light shoots out up to 60 feet from the wand to strike a creature. The creature gets to make a saving throw to avoid the beam of light. If the saving throw is failed, the target is paralyzed for 5d4 rounds. Only wizards can use this wand.



Wand of Paralyzation

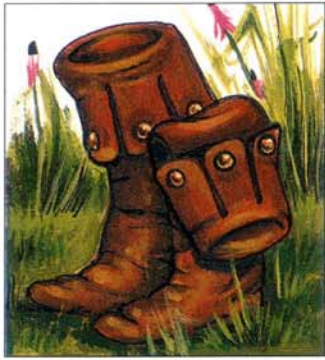
**Staff of Curing:** A charge from this staff can cure blindness, cure insanity, cast a *cure disease* spell, or cast a *cure light wounds*. It can only be used once each day on any particular person. Each function can only be used twice a day total. Only clerics can use this staff.

**Staff of the Serpent:** Only clerics can use this staff. It acts as a *quarterstaff* +2 in combat. If the cleric throws the staff on the ground, it turns into a 15-foot-long constrictor snake (just like the one in the Monsters chapter of this book, but with 26 hit points). The snake has full hit points every time the cleric changes the staff to a snake. The snake becomes a staff whenever the cleric orders it to. This staff *does not* have or use charges. However, if the staff is killed in constrictor snake form, the staff is destroyed.

## Miscellaneous Magic

These unusual items come in all shapes and sizes. Each is unique and unrelated to the others.





Boots of Elvenkind

all saving throws. Only a *remove curse* spell will allow him to take the boots off.

**Boots of Elvenkind:** The wearer never makes any sounds with his feet while he is wearing these.

**Bracers of Archery:** The wearer gets a +2 attack roll bonus with any type of bow and a +1 bonus to his damage roll with arrows fired from a bow.

**Bracers of Defenselessness:** These seem to improve a character's Armor Class by two until the wearer is attacked by a creature that is really trying to kill him. At that time, the character's Armor Class becomes a 10, and all shields and magical items that improve Armor Class are ignored. Only a *remove curse* spell will let the character take the bracers off.

**Carpet of Flying:** This rug is 9 feet long and 6 feet wide. It can hold up to four people and flies with a speed of 24.

**Cloak of Elvenkind:** The wearer is completely invisible when he is in the forest or outdoors. In other dark or dim places, he has a 90% chance of not being seen. Even in brightly lit places he only has a 50% chance of being seen.

**Cloak of Protection:** This cloak gives its wearer a +3 bonus to his Armor Class and saving throws. It works with other magical protection devices and leather armor. It does not work if the wearer has magical leather armor or any kind of magical or nonmagical metal armor.

**Crystal Ball:** Only wizards can use a *crystal ball*. This ball can be used to look at any place or find an object or person. The wizard must know or have seen the person, place, or thing that he is trying to see in the *crystal ball*. If the wizard knows the subject very well, he can call it up without any problems. If he does not know it very well at all, he has only a 50% chance.

The *crystal ball* can be used a lot, but only once a day for each subject. It only shows a picture of where the

**Boots of Dancing:** These cursed boots will magically stretch or shrink to fit anyone. When the wearer gets in a fight (even if he is trying to run away from one), the boots begin to dance. The wearer cannot move or attack. He has a -4 penalty to his Armor Class and a -6 penalty to



Bracers of Archery

person, place, or thing is. It will not show how to get there or tell the wizard the name of the place.

**Dust of Appearance:** This dust cancels *invisibility*, *mirror image*, and any other spell or magical item that hides the true location of an object or creature. This includes the *cloak of elvenkind*. It comes in a tube that can blow dust in a cone 15 feet wide and 20 feet long.

**Gauntlets of Fumbling:** These gauntlets look like *gauntlets of ogre power*. When they are put on, the character's Dexterity goes down by two points. Also, he has a 50% chance each round of dropping something he is holding. It takes a *remove curse* spell to get the gloves off.

**Gauntlets of Ogre Power:** These metal gloves look like normal armor. However, the wearer is super strong, getting a +3 attack bonus and a +6 damage bonus with weapons (except arrows shot from a bow). The wearer can lift almost 500 pounds. However, he can only carry up to 330 pounds.

**Gloves of Missile Snaring:** The wearer can catch anything small that is thrown at him or shot at him. This includes arrows, hand axes, daggers, rocks, and even spears.

**Horn of Fog:** This horn looks like a trumpet made from an animal's horn, capped with a silver mouthpiece. When blown, a thick cloud of fog comes out. Each round of blowing makes a 10x10-foot square of fog. The cloud lasts 2d4 rounds after the horn stops.



Horn of Fog

**Ioun Stone:** These colored stones look just like gems and jewels. The stones come in all sorts of colors. When a character holding a stone opens his hand, the stone flies up and begins circling his head. The stone keeps working until it is grabbed and taken away. If the stone itself is attacked, it has an Armor Class of -4 and 10 hit points. Ioun stones do many things, including improving a character's attributes. Character attributes cannot go any higher than 18.



Ioun Stone



Gloves of Missile Snaring



## 1d12 What the Ioun Stone Does

- 1 Add one point to Strength.
- 2 Add one point to Dexterity.
- 3 Add one point to Constitution.
- 4 Add one point to Intelligence.
- 5 Add one point to Wisdom.
- 6 Add one point to Charisma.
- 7 Creature does not need to breathe.
- 8 Creature heals 1 hp every 10 rounds.
- 9 Gem absorbs 2d6 spells.
- 10 +1 Armor Class bonus.
- 11–12 Dead and useless ioun stone.



Necklace of Adaptation

### Necklace of Adaptation:

Whoever wears this necklace adapts his breathing to any environment. He can breathe water, ignore poisonous gas, and even live without air for up to a week.

**Portable Hole:** This is a circle of black cloth 6 feet across. It is very thin and light, and can be folded up small enough to fit in a pocket. If it is laid against a

solid surface, it makes a magical hole 10 feet deep. It does not make a hole through a door or wall. Characters cannot put it on a door and walk through to the room on the other side. The hole goes away when it is picked up. Anything in the hole when it is picked up is trapped until the hole is spread open again. The air in the hole runs out after 10 rounds.

**Rope of Climbing:** This 60-foot-long rope only weighs three pounds, but is strong enough to support 3,000 pounds. It will move in whatever direction the user tells it to. It moves 10 feet each round. It can be told to tie itself to an object, and then later told to untie itself. It can even be told to make climbing knots every foot. Climbing knots shorten the rope to 50 feet. It cannot be used to attack a creature.



Rope of Climbing

**Rope of Constriction:** This rope looks like a *rope of climbing*. However, when commanded to act, it loops around the neck of the user and up to 1d4 other creatures within 10 feet. Each person must make a saving throw or be strangled for 2d6 points of damage. This

damage keeps happening each round until all the creatures are dead, the rope is hacked to pieces, or until a *dispel magic* spell is cast on the rope.

Anyone caught in the rope cannot attack or cast spells. Other people can attack the rope. The rope is Armor Class -2 and has 22 hit points. Only sharp weapons can cause damage to the rope.

**Stone of Good Luck:** This looks like a cheap gemstone. The owner gets a +1 bonus to all die rolls and saving throws (+5% bonus for thieves' skill checks), except attack rolls and damage rolls.

**Stone of Weight:** This stone looks like a *stone of good luck*. While carrying it, the user moves at half his normal rate and feels like he is carrying a heavy pack. It can only be gotten rid of by the clerics at the temple. They charge 500 gold pieces to get rid of it.

## Armor and Weapons

First, roll on either the Type of Armor table or the Type of Weapon table to see what kind of armor or weapon has been found. Then roll on the Combat Bonus or Penalty table to see what the combat bonus or penalty is. Armor always has an Armor Class bonus. For example, a suit of chain mail normally



Shield +2

gives its wearer an Armor Class of 5. If it gets a magical +2 bonus, it now gives its wearer an Armor Class of 3.

Weapon combat bonuses are for both attack roll and damage. For example, Melissa's fighter, Beldar the Brave, is using a *spear* +2. Normally she would roll 1d20 for an attack roll. Since the spear has a +2 bonus, she rolls 1d20+2, and then subtracts the total from her THAC0 to see what Armor Class she hit. She hits her target, an orc. Spears normally do 1d6 points of damage. However, Beldar's +2 version does 1d6+2 points of damage to the orc.

Any weapon or armor that has a -1 penalty is a cursed item. It actually makes the attack roll, damage, or Armor Class worse. When tested in nonlife-threatening situations, the armor or weapon seems to have a +1 bonus. Only when it is used for real does the -1 penalty happen.

It takes a *remove curse* spell to get rid of cursed armor or weapons once they are used in real combat. Until then, the armor or weapon can be dropped at any time.



## Unusual Weapons



Axe of Hurling

Most of these weapons do not use the Combat Bonus or Penalty table. All of their abilities are covered below. The combat bonuses are added to both attack rolls and damage rolls, just like ordinary magical weapons.

**Axe of Hurling:** Roll for the combat bonus of the weapon normally. If a -1 penalty is rolled, it becomes

a 0. This means the axe gets no bonus for attack rolls or damage rolls, but no penalty either.

The axe can be thrown up to 180 feet away. It automatically returns to the thrower right away, whether or not it hits. It can be thrown again next round. When it hits, it does 2d6 damage, plus the combat bonus. If it is not thrown, it only does 1d6 plus the combat bonus.



Short Sword of Quickness

**Mace of Disruption:** This is a *mace* +1 with an extra power to hurt undead creatures. Skeletons, zombies, ghouls, shadows, and wights are instantly destroyed if hit by a *mace of disruption*. This mace is so good that any evil creature trying to pick up or use the mace takes 5d4 points of damage.

**Short Sword of Quickness:** This blade has a +2 combat bonus. Whoever uses it always goes first each round, no matter which side wins the initiative roll.



Long Sword +1, Luck Blade

**Sword of Berserking, Cursed:**

This seems to be a regular *long sword* +2. However, when the user gets into a real fight, he goes berserk. He automatically attacks the nearest creature to him. He keeps attacking until nothing is left to fight

within 60 feet of him. He will even attack his friends. The owner can only get rid of this sword with a *remove curse* spell. If he tries to use another weapon, he drops his other weapon and draws this sword after the first round of combat.

**Sword +1, Flame Tongue:** Whoever uses the sword can turn it on or off. When it is "on," flames surround the blade. The flames can set fire to webs, paper, wood, or anything else that burns easily. It has several combat bonuses for different types of creatures.

Bonus	Type of Creature
+4	Undead creatures
+3	Cold-using or easily burned creatures
+2	Creatures that can regenerate
+1	Any other type of creature

**Sword +1, Luck Blade:** In addition to its combat bonus, this sword gives the user a +1 bonus to all saving throws.

**Sword +4, Defender:** Each round the user can divide up the four combat bonus points this sword has any way he wants. He can have some or all of them used as bonuses to his Armor Class, and the rest used as bonuses to his attack rolls and damage. For example, a fighter might choose to use +1 for attack and damage rolls, and +3 for Armor Class. Next round he could change it to +4 all on attack rolls and damage.



Long Sword +4, Defender

**Sword of Wounding:** This blade has a +1 combat bonus. However, any wound made by this sword cannot be healed by magic or be regenerated. The victim must wait and heal normally at 1 point per full day of rest.

Also, any wound made by the sword gets bigger each round, for up to 10 rounds. The victim takes 1 extra point of damage each round from each wound. If a wound is bandaged, it stops growing and the extra damage stops.



Long Sword of Wounding



# Treasure Types

Treasure Type	Copper Pieces	Silver Pieces	Gold Pieces	Gems	Magical Items
A	25% 1d3×1000	30% 2d10×100	40% 1d6×1000	60% 1d4×10	30% Any 3
B	50% 1d6×1000	25% 1d3×1000	25% 2d10×100	30% 1d8	10% Armor or weapon
C	20% 1d10×1000	30% 1d6×1000	None	25% 1d6	10% Any 2
D	10% 1d6×1000	15% 1d10×1000	50% 1d3×1000	30% 1d10	15% Any 2, and 1 potion
E	5% 1d6×1000	25% 1d10×1000	25% 1d4×1000	15% 1d12	25% Any 3, and 1 scroll
F	None	10% 3d6×1000	40% 1d6×1000	20% 2d10	30% Any 5, but no weapons
G	None	None	50% 2d10×1000	30% 3d6	35% Any 5
H	25% 3d6×1000	40% 2d10×1000	55% 2d10×1000	50% 3d10	15% Any 6
I	None	None	None	55% 2d6	15% Any 1

## Individual and Small Lair Treasures

Treasure Type	Copper Pieces	Silver Pieces	Gold Pieces	Gems	Magical Items
O	1d4×10	1d3×10	None	None	None
R	None	None	2d10	2d4	None
V	None	None	None	None	Any 2

## Treasure Types

The Treasure Types table is used to find out what kind of treasure a particular monster has. To use it, first find the treasure type for the monster. These are given in the descriptions of monsters earlier in this book. Then look the treasure type up in the first column of the Treasure Types table above. The rest of the columns in the table list what different kinds of items a monster's treasure can be made of. Under each of these columns is a percentage chance that that kind of item is in a monster's treasure.

Roll the percentage chance for each kind of item. If the roll is less than or equal to the percent, that kind of item is in the treasure. The die roll below the percentage chance shows how many of the items are there. For example, werewolves have treasure type B.



There is a 50% chance that there are copper coins in the werewolves' treasure. If so, there are 1d6 times 1,000 copper pieces present.

It is possible for a monster to have no treasure if all of the percentage die rolls come out too high. The next time this type of monster is fought by the player characters the monster's treasure will be different because the Treasure Types table gives different results each time it is used.

The individual and small lair treasures don't have a percentage score for the kinds of items. The kinds of items with die rolls listed under them are automatically there. Just roll to see how many of each kind there are. In the complete AD&D® game, there are more treasure types, one for each letter of the alphabet.





The Introduction to Role-Playing Games

# First Quest™

Advanced Dungeons & Dragons®  
2nd Edition

Audio CD Game

## Adventure Book



AUDIO CD GAME



The Introduction to Role-Playing Games

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Advanced Dungeons & Dragons  
2nd Edition

Audio CD Game

## Adventure Book

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**Design:** L. Richard Baker III, David "Zeb" Cook, and Bruce Nesmith

**Editing:** Julia Martin

**Cover Art:** Jeff Easley

**Interior Art:** James Crabtree

**Icons:** Paul Hanchette

**Cartography:** Diesel

**Typesetting:** Angelika Lokotz

**Graphic Design:** Dee Barnett

**Production:** Dawn Murin

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Distributed to the toy and hobby trade by regional distributors.

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1105XXX1903

TSR, Inc.  
POB 756  
Lake Geneva  
WI 53147  
USA



TSR Ltd.  
120 Church End  
Cherry Hinton  
Cambridge CB1 3LB  
United Kingdom



# About Adventures



his book contains adventures—the heart of the AD&D® game. The FIRST QUEST™ game *Rules Book* tells you how characters do things in the game. This *Adventure Book* tells you why the characters want to do anything.

In the FIRST QUEST game *Rules Book* you learned that role-playing games are not like board games. Instead of moving pieces around a board, a FIRST QUEST game adventure is like a story where the players get to control the actions of the main characters. Will the brave knight charge into battle? That is something you must decide for your character. What is the knight fighting? What happens if he wins—and what happens if he loses? These answers are part of the story. In role-playing games, each story is called an *adventure*.

When you and your friends sit down to play a FIRST QUEST game, you are playing an adventure. One of you, the player who is the Dungeon Master (the DM), knows what might happen in the adventure. The DM knows the goal of the story, what dangers the characters might face, and what rewards they might gain. It is a DM's job to build the story the characters are in. The DM does not tell the other players what to do—the DM tells them what their characters see and gives them choices.

Adventures are divided into *encounters*—the places, people, and monsters that make up the story. Every encounter has a description in the adventure. Some of the information the players learn when their characters begin the encounter. The characters enter a room (beginning the encounter), and the DM describes what the characters see, hear, and maybe even smell.

However, some information in an encounter is secret from the players and their characters. The DM tells the players, "Your characters see a goblin." Will the goblin attack, run away, or talk to the characters? How tough is he? The answers are given in the encounter the DM has read to himself, but the players don't get to find out until their characters do something.

## I'm the DM, What Do I Do?

For the DM, playing a game is called *running an adventure*. That is because the DM is in charge of the story. Before the players sit down to play a game, the DM reads the adventure. A DM knows what could happen—the other players do not. It's the DM's job to make the story come to life, but what does she or he actually do when it comes time to play? The steps below will help you be a DM.

1. At the start of the game, read the introduction to the other players. This gives an event or problem the characters must explore or solve. The CD introduces the first two adventures in this book.
2. When the characters have an encounter, read the description to the players. Descriptions that are to be read to players are in boxes in this *Adventure Book*. Do not reveal any secret information to them! Here the CD will help you through the first two adventures.
3. After you describe the encounter, ask the players what their characters will do. Now is the chance for the players to make decisions for their characters.
4. Use the rules and the secret information in the encounter to decide what happens.
5. Act the part of any monsters or people in the encounter. The descriptions say how these people will act, but you must bring them to life. If the monsters talk, you decide what they say. If they fight, decide things like who they will attack. You may even have them run away or surrender. The CD will help you do these things at first.

"You see a goblin sitting in the middle of a dusty room. He smiles.

"So, what are you going to do? Talk to him? Close the door? Attack?"

"You rush forward! He falls to his knees, screaming, 'Don't hit me!'"



## Setting Up

When it comes time to play, take the DM's screen and set it at one end or side of the table. This is where the DM sits. The DM keeps the *Adventure Book*, the *Monsters & Treasures Book*, a pencil, and some blank paper behind this, so the other players won't know what is about to happen. The inside of the screen has most of the game rules on it, so the DM doesn't have to always look at the *Rules Book*.

Next lay the map used in the adventure in the center of the table where all players can reach it. Set the dice out on the table. (Both the players and the DM will need to use the dice, so be ready to pass them around.) Everything else you need to play is in this *Adventure Book*. Go ahead and have some fun!

## Using the Adventures

There are four adventures in this booklet. The first two use the CD, and the last two do not. The adventures should be played in order, starting with "The Tomb of Demara" and ending with "Under Mount Dread." Playing them in order is important! The adventures are meant to take 1st-level characters and advance them to 3rd level by the end of the last adventure. If you start playing with the second adventure, "The Ghost of Harrow Hill," or the third, "Across Wildspace," the monsters and problems are too tough for new characters.

The adventures also help new players and DMs in the same way. "The Tomb of Demara" and "The Ghost of Harrow Hill" have many notes and tips to help new DMs run the adventures. For players things are kept simple at first, until they learn the ropes. The later adventures give the DM more responsibility, since by then the DM knows now what she or he is supposed to do.

## Using the CD

This box includes a special aid to help you learn and run your first role-playing adventures—the *FIRST QUEST* game CD. This CD begins with an introduction to role-playing. It also contains tracks of adventure dialogue combined with special sound effects to help you run the beginning adventures in this book.

Just like music, the CD is organized into tracks. From time to time you'll see a special track number symbol like the one to the right. This symbol tells you the encounter uses the CD. The number is the CD track used. You should use the CD controls or remote to cue up the right track (have the numbered track ready).

When you reach the spot in the encounter where you should play the track, you will see a play symbol like the one at right. The play symbol is usually combined with the track number symbol. When track is finished, you will hear a bell-like tone to remind you to *stop the CD*.

Sometimes you will be asked to pause the CD while your players react to what they've heard. This is marked by a pause symbol, like the one at right. The text will tell you exactly which words to pause after. Push the pause button again when you are told to resume the CD.

To help you remember what is heard, each CD encounter includes notes about its track in the adventure text. What monsters and other important characters say is written out completely, in case you need to check what was said. These notes are placed in the narrow column at the edge of the page.

**IMPORTANT:** After you play a track, remember to *stop the CD* so that it doesn't continue on to the next track.

Track  
12







**Campaign** — A series of adventures with the same characters and Dungeon Master.

## Symbols

To help find things in the adventures quickly, there are symbols in the margins that alert you to important facts and things to do in the adventure.

*Read this section out loud* to the players.

The *monster talks* to the characters and says what is listed here.

The players have to *make a decision* here. The DM should stop and ask the question given.

This is an *important point* that the DM should not overlook.

There is something hidden here. If the characters *search*, they might find it.

There is a *trap* here.

## Monster Summaries

Throughout the adventures, each area includes monster descriptions that contains all the numbers you will need for each monster. They may look crowded, but all they are is a short way to include the information about each monster provided in the *Monsters & Treasures Book* so that it's always right in front of the DM. Below these numbers are the hit points for each monster. It's okay to write in this book when the characters hit the monsters. Use a pencil (so it can be erased) and write the hit points of damage done to each monster next to its hit point total.

## The Story of the Adventures

The four adventures in this booklet are more than separate stories. The four adventures can also be connected to each other to form a *campaign*. The campaign takes place in the magical world of Mystara. What joins all the adventures together doesn't have to be fancy or complicated, it just has to explain how the player characters get from one adventure to the next.

### The Tomb of Demara

In the first story the characters are new and eager to prove their strength as adventurers. Their chance comes when the High Wizard Nethril wants them to enter an old ruin and search it for his missing apprentice. The ruin is not empty, though! Horrible things have moved in, so the search will be dangerous.

Exploring ancient ruins for treasures and rescuing prisoners from evil monsters are two common stories in many role-playing settings. The characters are heroes protecting the weak and recovering treasures stolen by the forces of evil.

After their first adventure, the characters have a chance to rest and heal, until...

### The Ghost of Harrow Hill

Now the group feels confident! After all, they have risked death and still succeeded. So when they hear rumors of a haunted house, it seems like just the challenge for them. Little do they know the dangers that await once they are trapped inside the spooky manor house on Harrow Hill.



The second adventure is another type of story common to role-playing. In this one, the characters have a problem. If it is not solved, they could lose their lives! They are not searching for great treasures, but battling monsters to save their own skins. The player characters must be brave and clever if they want to see daylight again.

### **Across Wildspace!**

After the group escapes that terrible house, a strange ship arrives in town. It is from wildspace, the outer space of the AD&D game. After boarding the ship, the characters are taken on an adventure through space aboard flying sailing ships built like giant sharks and dragons. Because this is fantasy, characters don't have to worry about air, gravity, or all the problems of real outer space! Now they have a chance to explore strange worlds and discover amazing wonders.

Wildspace shows that adventures don't have to be "normal." Almost anything you can imagine can become an adventure in the AD&D game.

### **Under Mount Dread**

Tired of battles in the strange world of wildspace, the characters return to their town. The town is in the grip of fear! New bands of monsters are coming out of nearby ruins and threatening the townsfolk. It is time for the characters to be heroes once more.

By now, the DM is ready to go it on his or her own, so "Under Mount Dread" is presented as a standard adventure, like one DMs often create themselves. It does not have the special notes and playing hints of the other adventures, so the DM is free to create whatever answers and details are needed.

## **Leaving and Coming Back**

One great thing about role-playing games is that the *characters do not have to finish the adventure all at once*. Suppose the player characters are badly hurt early on. Unless there's a reason—like in "The Ghost of Harrow Hill"—the group can leave the adventure and go back to town. There they automatically heal and get new spells. Back at full strength, they can go back to the adventure location and try again.

Of course, monsters get to rest too. Any monsters that were injured heal while the characters are in town, but dead monsters don't come back to life.

Sometimes it takes three or four tries at an adventure, clearing out a couple of rooms with each trip, before everything is finished. When the player characters look like they're really beat up, the DM might suggest a timely retreat to the players.

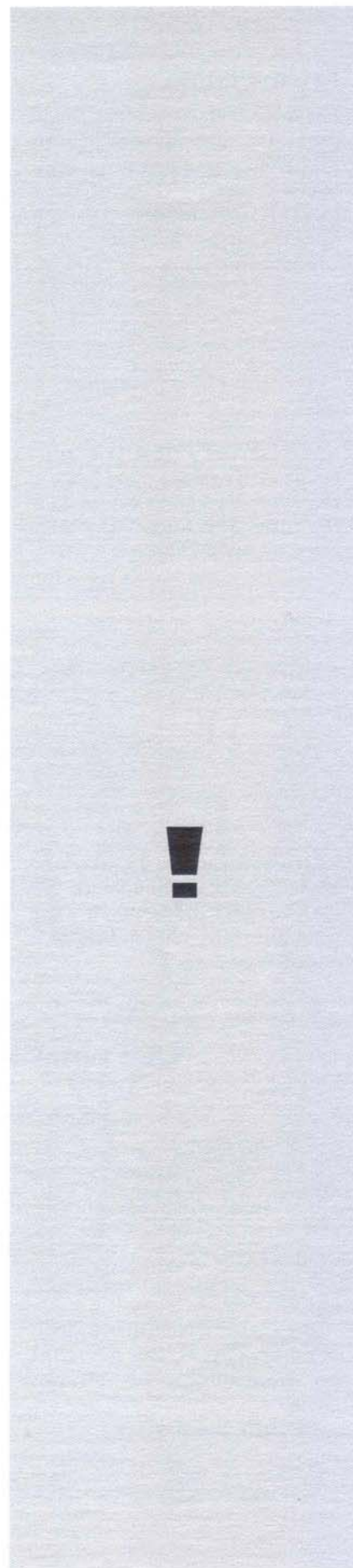
## **Experience Points**

Every time the characters defeat a monster they earn experience points. When they get enough experience points, the characters go up one level. With each level the characters get new powers and become tougher.

The experience points for the monsters are shown in the adventure. They can also be found in the *Monsters & Treasures Book*.

When the characters go back to town, add up the experience points for all the monsters they defeated. Give each character the total experience points.

In the AD&D game *Player's Handbook* and *DUNGEON MASTER® Guide*, the total experience points are divided evenly between the characters at the end of the adventure. However, the characters also frequently get bonus experience points for other things they do in the adventure. This does not happen in the *FIRST QUEST* game.





## Townspeople

The three characters below can be used for more role-playing in town. Player characters could haggle over a price with Gart, for example. This is not necessary, though, since the town is not really part of any adventure.

**Farrish the Priest** is a quiet young man who is a good judge of character. He knows everyone in the town and knows the most about the town's history.

**Gart Stonenose** is a grumpy adventurer, now blind in one eye. He loves gold and gems. He never sells anything cheap, but he is always honest.

**High Wizard Nethril** is a kindly old fellow. He is very powerful, but is too old to go adventuring anymore.

He can be heard on track 3.

## The Town

Characters can't adventure all the time. Even though they're just pretend people, they eat, sleep, and do the things many real people do. The only difference is these things are skipped over because they are not exciting.

When characters are not adventuring, they are in the town. The town doesn't have a name (but you can name it) and does not have the same room-by-room descriptions as the adventures. It is just an ordinary little medieval town in the land of Karameikos, which is a country in the world of Mystara.

When the characters are in town, they rest and prepare for new adventures. The rest heals wounds. Characters can buy new weapons, armor, and gear. They can also learn what newly found magical items do. These services are available at three special places in town: the temple, the store, and the wizard's tower.

### The Temple

The temple is run by Farrish, a powerful cleric. Farrish can heal wounds, cure diseases and poison, and even bring a character (except an elf) back from death. However, he does require a donation for any service. He takes either gold or any magical item.

Temple Service	Donation
Heal hit points	100 gold pieces
Cure poison	100 gold pieces
Cure disease	250 gold pieces
Remove a curse	500 gold pieces
Raise a dead character*	1,000 gold pieces

\*Elves cannot be raised. Being raised from death lowers the character's Constitution by 1 point.

### The Store

The store is run by Gart Stonenose, a dwarf. Weapons, armor, and general equipment can all be bought and sold here. The selling price for equipment is on the table in the back of the *Rules Book*. Gart will buy an item for half the same price.

**Money-Changing:** The store can exchange copper and silver coins for gold coins. Gart will also buy gems the characters bring him. The DM has to roll for each gem to figure what it is worth. Use the table below for that.

1d100	Gem	Value
01-25	Agate	10 gold pieces
26-50	Quartz	50 gold pieces
51-70	Garnet	100 gold pieces
71-90	Topaz	500 gold pieces
91-99	Emerald	1,000 gold pieces
00	Diamond	5,000 gold pieces

### The Wizard's Tower

The tower is the home, library, and lab of the High Wizard Nethril. The players can go to Nethril to have the archmage figure out how a magical item works. It costs 1,000 gold pieces to have him identify a magical item. If the characters don't have 1,000 gold pieces, they can give him a magical item instead. The archmage is always interested in magical items and will gladly take things the characters don't want.

The characters cannot buy or sell magical items here. Nethril never sells items, even the ones he gets from the characters. Magical items are too rare to sell, nor does the archmage have enough money to buy items from the characters.



# The Tomb of Demara



Do your heroes seek adventure and glory? Are they ready to fight evil with swords, spells, and wits? Are they brave enough to face unknown terrors? If so, then welcome to the "The Tomb of Demara," the beginning adventure in the FIRST QUEST game *Adventure Book*. In this adventure, the heroes get to explore an old ruined castle while searching for a fabled magical item.

## Preparing for Play

Before you can play your FIRST QUEST game adventure, there are some things you, the DM, need to do to get ready. Follow the steps below:

### Before You Play:

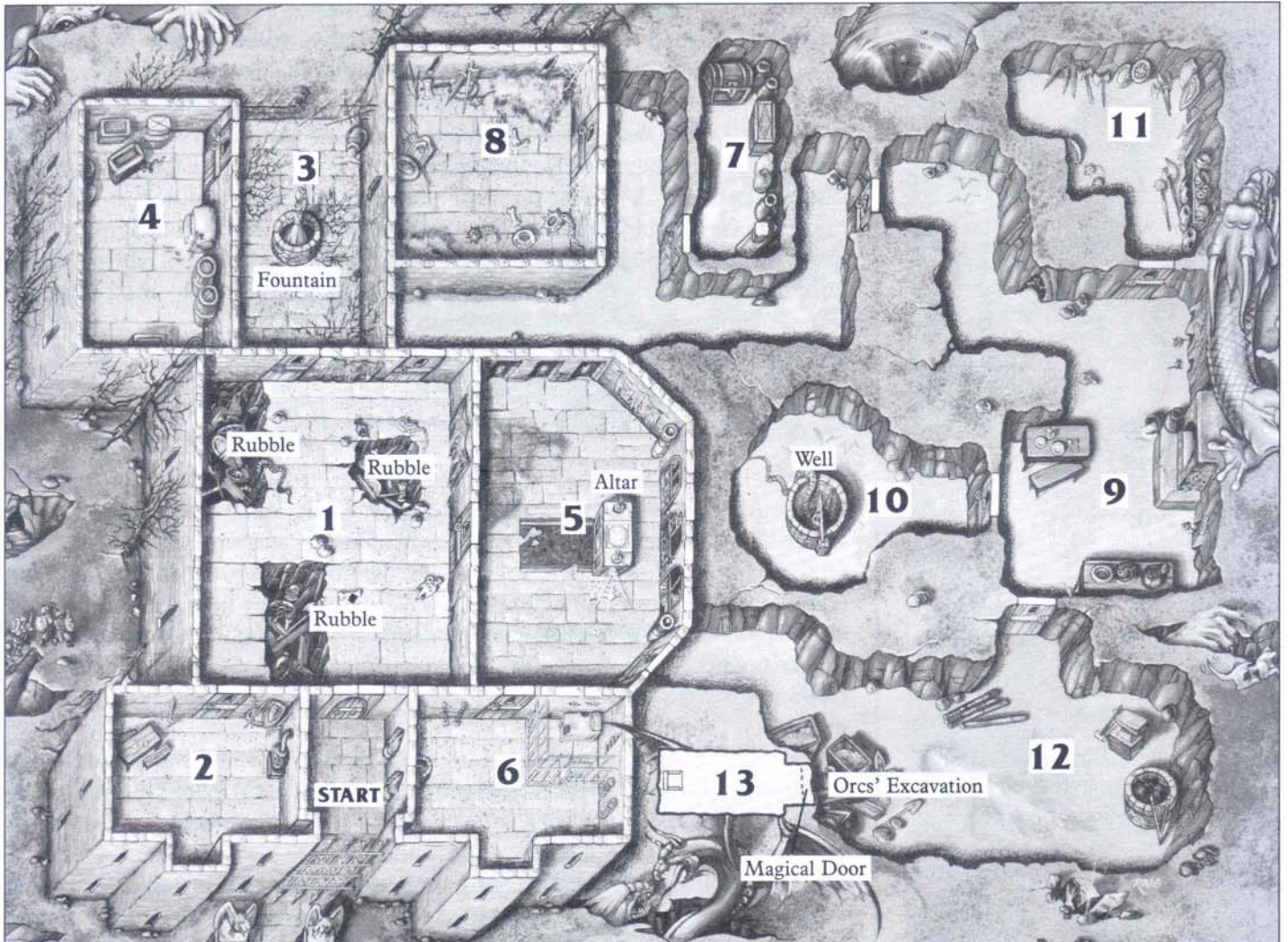
- Read the Basic Rules in the *Rules Book*. "The Tomb of Demara" adventure uses only the Basic Rules. Do not worry about the Expanded Rules for now.
- Listen to the introductory tracks on the FIRST QUEST game CD (beginning with track 1) if you have not already.
- Skim through this adventure. You do not need to read it all at this time, but you should be familiar with the general plot of the adventure.

## Stop!

Are you the DM? This book is for the DM only.

### What You Need

- The Basic Rules
- A CD player
- The CD
- The Tomb of Demara Map
- The character cards
- The DM™ Screen
- The dice
- Paper and pencils







### Town Crier

"Hear ye, hear ye, hear ye! A terrible tragedy has bestruck this fair city. The High Wizard Nethril needs stout heroes to undertake a dangerous quest. If there be a thief, warrior, and wizard brave enough to match his words with deeds, let them follow me to the high wizard's tower!"



## At the Start of Play:

- Set up the DUNGEON MASTER® screen at one end of the table, close to the CD player.
- Lay the Tomb of Demara map in the center of the table.
- Put the FIRST QUEST game CD in the player.
- Pass out the character cards and let the other players choose their characters if they haven't already.

## Reading the Map

As DM, your job is to guide the players through the adventure, telling them what their characters see as they move from place to place on the map. But how do you know where they are?

Look at the map shown at the bottom of page 7. It is a copy of the Tomb of Demara map that sits in front of the players. Your map has a big difference from theirs—every room has a number in it. These numbers make up a *key* that tells you where the characters are in the adventure.

On the players' map, you can see an irregular room with a well in it. On your map on this page, you can see that room is Area 10. Turn to page 21, and you'll find an entry for *Area 10. Well*. This tells you what that room looks like, what's in it, and what will happen when the characters check it out.

Every numbered room on the map is explained in the adventure. As you play, keep track of where the characters are and follow the instructions given in the numbered entries. This is how you know what happens where in the adventure.

There's another thing you'll see in every room—a musical key symbol with a track number or the note "No Response." This symbol is special for this adventure only. It doesn't appear on most adventure maps. The number is the CD track that you should play if the heroes blow the musical key in that room. The key is a thing the heroes have to find in the adventure, so don't play these tracks until they find and use it! If the heroes are so far from the orb that it does not respond, you will see the "No Response" symbol. In this case, do not play any track on the CD.

## Start

Play track 3. This is an introduction to the adventure. Before the players can start begin, they need some basic information—what they are supposed to do, where they are, and what challenges they might face. You could just say, "The High Wizard Nethril hires your characters to go find his apprentice, Taran, an elven lord. He's lost somewhere in Demara's castle." You *could*—but it's not very interesting. This is a role-playing game, so you want the players to act out the parts of their characters. So, instead of just telling the players what their characters will do, the introduction creates a little scene to get them in the mood.

The story begins with the heroes in the Red Dragon Tavern in the town. It is a busy place, filled with drinkers and musicians. A few local folk play darts in one corner. Things in the town have been quiet—so quiet, in fact, that the heroes have not had a single chance for an adventure.

Just when it seems that making fun of bragging peasants is the most exciting thing to do, a trumpet blares in the street. It is the town crier, and he has important news! Pause the CD player after the town crier finishes his announcement. His last words are: "[L]et him follow me to the high wizard's tower!"





Pause the CD player now!

Ask the players: "Are you going to follow the town crier?"

- **Yes:** Resume the CD, and continue with the rest of track 3.
- **No:** Tell them they go back to the tavern and do nothing for several hours. Then ask them if they want to go to Nethril's tower. Keep doing this until they realize that nothing else is going to happen until they follow the town crier.

The town crier takes the characters to Nethril's tower. Nethril is a powerful wizard who lives in the town. Most of the time he likes to be left alone to do his experiments, so if he is calling heroes to his tower it must be for something important.

Nethril's tower is made of gray stone with a few big rooms to each floor. Most rooms contain many tables covered with scrolls, books, bubbling beakers, and strange, stuffed creatures. The guards outside the wizard's tower step aside and let the characters enter. A servant tells Nethril some adventurers have come. The old wizard rises, strokes his beard as he looks at the characters, and then says:



Now the players can talk to Nethril. You play the part of the high wizard. You've already heard his voice—he's a pretty serious fellow who doesn't have a lot of time for chitchat. What he says and how he responds to common questions the characters might ask is explained below.

- **If the characters want more money.** That's okay—haggling over prices is a part of character role-playing. Nethril is willing to pay up to 200 gold pieces each—but no more! Let the players name a price for their characters. If it is more than 200 gold pieces, you, as Nethril, must argue them down. When a price is chosen, play track 4.

If the players don't agree on the price, Nethril gets mad and sends the characters away. Play track 5. Then tell the players their characters are back in the tavern, bored as ever. Things will stay this way until the characters accept Nethril's offer. When they do, play track 4 and continue the adventure.

- **What does Taran look like?** "Taran is a cheerful elf with golden hair and blue eyes. He was wearing brown robes the morning he left."
- **What do you know about the orb?** "The orb of dragonkind was a powerful mag-



### High Wizard Nethril

"I'll be brief and to the point. Two days ago, the elven lord, Taran, set off on a secret mission to the ruins of Demara's castle, well, he's not returned. I fear he has come to a foul end.

"Before he left, he said something about an ogre and an orb, a singing orb.

"If the orb falls into evil hands it will be death or slavery for everybody in the realm.

"For all this I'll pay you 100 gold coins, not a penny more."

▶ Track 4 or ▶ Track 5  
PLAY

### High Wizard Nethril

"You drive a hard bargain. Good luck to you!"

or

"Your demands are ridiculous! Begone, adventurers! Major domo, find me adventurers that won't attempt to bankrupt me! Worthless little..."





ical item that could change a person into a dragon once its magical secrets were unlocked. It was lost a long time ago. I have a scroll here that tells more about it. Your wizard can read it on the way.”

- **What is Demara’s castle?** “Demara was an ancient wizard who fought for good. At his castle, he guarded the *orb of dragonkind* to make sure it would not fall into evil hands. After he died, many heroes tried to find the *orb*, but no one ever found it. The castle is now in ruins and filled with danger.”
- **Any other questions.** Nethril says “There isn’t time for this. You must hurry to save Taran.”

After the players have asked all their questions, read the following aloud.

The servant shows you out and points you on the road to the ruined castle. A few villagers wave as you leave, but you think most of them will be surprised to ever see you again.

## At the Ruined Castle

After the characters are done in the town, they go to Demara’s old castle. It is somewhere several miles from town. How the characters get to the ruined castle is not important, so the adventure just skips over it. If the players ask, you can tell them that they walked and that nothing interesting at all happened.

The action begins again with the characters standing outside the ruins. Before the heroes go in, play CD track 6. After listening to the track, let the players ask questions and make plans.

- Use the description below to answer questions the players have about what they see outside.

It is late in the day by the time the heroes reach the castle. A cold wind blows through the dead trees around the ruin. Dark clouds make everything seem gray and lonely. The castle sits on top of a hill and can be seen from far away. Once it had strong walls and tall towers. Now the towers are fallen and the walls have collapsed in many places. There is a heavy door in the gate, but it looks like it could be opened.

- In the adventure, the wizard’s information comes from the scroll Nethril gave the players. The scroll tells how 20 years ago the evil ogre Bonegnasher attacked the castle with his orcs. Bonegnasher wanted the *orb*. His orcs killed Demara’s soldiers, but legend says the wizard hid the *orb of dragonkind* somewhere in the castle. Nobody has ever found it since.
- If the heroes look at the orc tracks mentioned on the CD, read this to them:

It looks like there was a fight here. There are tracks of something dragged to the castle gate. Near these you find a small scrap of tattered brown cloth.

- If the heroes don’t want to go in through the gate, tell the players there are no other entrances. If they still won’t, tell them they have come a long way for nothing.

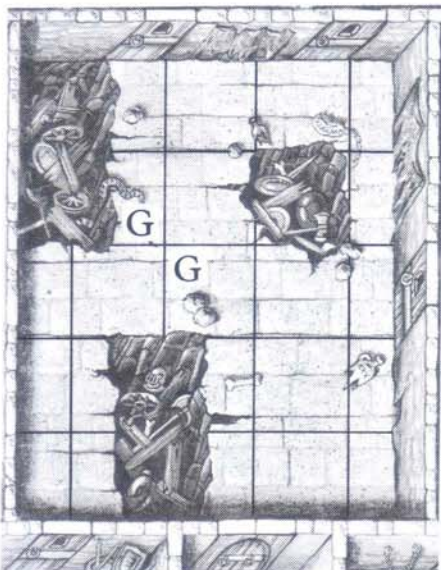


## Area 1. Central Room

Play track 7 when the heroes enter this room. When the track is over, show the players the picture of the gnoll on page 11 of the *Monsters & Treasures Book*. Use the following description to answer player questions about what they see.

This is a big room, once the main room of the castle. Now the plaster has fallen from the ceiling and the floor is littered with junk. In the center of the room stand two big gnolls with their weapons ready.

### Area 1 Central Room



G = Gnoll  
Rubble areas are trapped

are on page 7 of the *Rules Book* and the information on the gnolls is below. Remember to ask the players what their heroes will do, and then roll initiative.

Look at the map of the room above. The starting locations of the gnolls are marked with the letter "G." You'll also see that some of the squares in this room are marked with an "X." These squares match the ones filled with rubble on the players' map. These spaces aren't safe, but don't tell the players that! These spaces are like traps—the rubble hides holes in the floor. If the thief spends a round to search any of these squares for traps, his character automatically notices the weak floor in all the marked squares. He can warn the other heroes. The gnolls know where the danger spots are and always avoid them.

If a hero enters a marked space, the floor gives out with a crash. Play track 8 when this happens then have the player roll a saving throw. If the saving throw succeeds, the hero leaps to safety just in time. If the saving throw fails, the hero slips in the rubble and takes 1d4 points of damage.

**Gnolls (2):** Intelligence: Low; Alignment: Chaotic evil; Armor Class: 5 (chain mail); Movement: 9; THAC0: 19; No. of Attacks: 1; Damage: 2d4 (morning stars); Saving Throw: 17; Special Attacks: None; Special Defenses: None; Size: Large (7½ feet tall); Experience Points: 35 each.

Hit Points: (1) 9 (2) 8

Tell the players: "The gnolls demand you surrender. What will you do?"

- **Surrender.** The gnolls take the player characters' weapons, tie them up, knock them out, and throw them out of the castle onto a garbage heap. Play track 32. The players have failed this time. When they come back in their next adventure, they'll know not to surrender!
- **Retreat.** The gnolls won't chase the characters if they leave the castle, but they'll be waiting here for the heroes to come back!
- **Talk.** The gnolls don't want to talk. If the heroes try, the gnolls growl and keep demanding the heroes give up. If the characters don't the gnolls attack. Go to Fight below.
- **Fight.** If the heroes attack, the gnolls fight back. Before the fight begins, play track 9 on the CD. The rules for combat



#### Gnoll 1

"Get back, humans. This is Bonegnasher's domain!"

#### Gnoll 2

"Surrender, or we will flay you for a tasty dinner!"







No Response



Track 10

then



### Kobold 1

"You better give up, humans, or we're gonna' cut you to pieces, yeah! If you don't surrender right now!"

### Kobold 2

"Yeah, surrender right now! We'll cut ya! That's telling them!"

### Kobold 1

"Sorry, sorry. We're more scared of Bonegnasher than we are of you. Beat it! Beat it, or we'll get him, and he'll pound ya into bloody lumps!"

### Kobold 2

"Yeah, he'll pound ya into bloody lumps!"



Track 32



then



Track 11

### Kobolds

"Give us the money, then—just all in coins. Loyalty's kind of stupid if there's money involved! You promise you won't tell anybody that we told you? The hobgoblins have got the elf in the other tower room just across the entranceway from us."

If the heroes defeat the gnolls, they can search the belongings of the monsters for treasure. The larger gnoll (the one with 9 hit points) has a pouch of gold on his belt with 16 gold pieces in it. The weapons and armor of the gnolls are rusty and useless to the heroes.

## Area 2. Kobold Guards

Play track 10 when the heroes enter this room. When the track ends, show the players the kobold picture on page 13 of the *Monsters & Treasures Book*. Use the description below to answer questions about what the heroes see in the room.

The room is small and filled with junk. Most of it is pushed close to the walls, leaving a clear space in the center of the room. Squatting in the clear space are six little creatures holding drinking horns almost bigger than they are. They look very surprised to see you. Trying to be brave, the creatures threaten you.



**Tell the players:** Tell your players their heroes have caught the kobolds unprepared. Ask them, "Will you surrender, retreat, attack, or talk to the kobolds?"

- **Surrender.** Suggest to the players that it is not very heroic to give up to puny kobolds. If they insist, the kobolds take their weapons, tie the heroes up, knock them out, and throw them out of the castle onto a garbage pile. Play track 32 for the players.
- **Retreat.** The kobolds are not brave and are happy to let the heroes escape. They will shout and jeer at the heroes as they leave, however.
- **Attack.** If the heroes attack, the kobolds fight. Information on the kobolds is listed below. If four kobolds are killed, the rest surrender, telling the characters the information they want to know. This information is found under the Talk option, below.
- **Talk.** If the heroes talk to the kobolds, play the part of the leader and say, "W-w-we got nothing to say to ya, unless ya make it worth our time. Whatcha g-g-got to make a deal with?"

The kobolds want a bribe of either 10 gold pieces (total) or more ale. (The ale can be found in Area 4.) If the players meet the kobolds' price, play track 11 on the CD.

The kobolds know the hobgoblins have an elf prisoner in the other tower room across the way. That's all they know.



**Kobolds (6):** Intelligence: Average; Alignment: Lawful evil; Armor Class: 7 (leather armor and shield); Movement: 6; THAC0: 20; No. of Attacks: 1; Damage: 1d6 (short sword); Saving Throw: 19; Special Attacks: None; Special Defenses: None; Size: Small (3 feet tall); Experience Points: 7 each.

*Hit Points:* (1) 4      (2) 4      (3) 3      (4) 2      (5) 1      (6) 1

If the heroes search the kobolds, they find a pouch with 25 silver pieces and 10 gold pieces in it on one kobold's belt. Hidden in a bundle on the floor is a *potion of healing*. If the heroes made a deal before searching, the kobolds will howl about being robbed. The *potion of healing* is described on page 28 of the *Monsters & Treasures Book*.

## Area 3. Castle Garden

Play track 12 when the heroes enter the garden. The garden is full of dead plants. A giant toad lives in the fountain. It will attack as soon as the heroes step into the garden. Show the players the illustration on page 22 of the *Monsters & Treasures Book*. Do not let your players ask questions about the garden until the monster is defeated.

The garden is small and tiled with flagstones. The plants that grew here are all dead. In the center is an old fountain filled with green, scummy water. The

**Giant Toad (1):** Intelligence: Animal; Alignment: Neutral; Armor Class: 6; Movement: 6, Hop 6; THAC0: 19; No. of Attacks: 1; Damage: 2d4; Saving Throw: 16; Special Attacks: Can jump up to 60 feet, and can attack flying creatures in mid-air when doing so; Special Defenses: None; Size: Man-sized (5 feet long); Experience Points: 120.  
*Hit Points:* 14

If the heroes search the garden they find a necklace worth 100 gold pieces and a magical *ring of protection +1* lying in the muck of the fountain.

## Area 4. Storeroom

When the heroes enter the storeroom, read the following aloud.

This is a small, dusty room filled with shelves. Barrels, bags, pots, and jars line every shelf and are stacked on the floor. There is a quick scamper of little feet

**Ask the players.** "Do your heroes enter the room?"

- **No.** They close the door and nothing happens.
- **Yes.** Play track 13 for the players. Their characters are attacked by six giant rats! Show the players the illustration of giant rats on page 17 of the *Monsters & Treasures Book*. The rats are very cowardly and flee if three or more are killed.

**Giant Rats (6):** Intelligence: Semi-; Alignment: Neutral evil; Armor Class: 7 Movement: 12, Swim 6; THAC0: 20; No. of Attacks: 1; Damage: 1d3 (1d6÷2); Saving Throw: 19; Special Attacks: Each bite has a 1 in 20 chance of causing a serious disease; Special Defenses: None; Size: Tiny (2 feet tall); Experience Points: 15 each.  
*Hit Points:* (1) 4      (2) 3      (3) 3      (4) 2      (5) 2      (6) 1



No Response



Track  
12



No Response



Track  
13





## Lizard Man

"Sssso you have come to sssurrender your livesss. How ssssad!"



If the rats are driven off, the heroes can search the storeroom. They find two 50-foot coils of rope, two pickaxes, a shovel, a small hammer, two kegs of ale worth 10 gold pieces each, and a small barrel of brandy worth 30 gold pieces.

## Area 5. Chapel

If the heroes listen at the door outside the room, tell them they hear a hissing sound on the other side. Do not tell them anything else yet—that's all they can hear. Let your players decide what the noise means.

If the heroes open the door, play track 14 and show the illustration of the lizard man on page 14 of the *Monsters & Treasures Book*. The lizard man attacks immediately. Do not answer questions about the chapel until the lizard man is defeated. If the heroes run away, the lizard man will not chase them.

The lizard man is a shaman, a kind of evil priest. This means he is smarter than other lizard men and can cast cleric spells. *In the fight, the shaman uses his spells against the heroes before attacking with his sword.* The lizard man knows two spells. He uses them in the following order:

1. **Cause fear.** The shaman points at the toughest-looking hero, the warrior (or the dwarf, or the cleric, in that order, if no one is playing the warrior), and casts his spell. Tell the player to make a saving throw. If the roll succeeds, nothing happens to the hero. If the roll fails, say, "You are filled with terror and run in panic!" The character runs out the door he came through and cowers there until the fight is over.

2. **Cause light wounds.** The shaman casts the spell and tries to touch the hero with the least armor—probably the wizard (or the elf, or the thief, in that order, if no one is playing the wizard). To do this, he makes an attack roll. If the lizard man's attack roll hits, the spell does 1d8 points of damage to the character.

**Lizard Man (1):** Intelligence: Low; Alignment: Neutral evil; Armor Class: 5; Movement: 6, Swim 12; THAC0: 19; No. of Attacks: 1; Damage: 2d4 (bastard sword); Saving Throw: 17; Special Attacks: Spells—*Cause fear, cause light wounds*; Special Defenses: None; Size: Man-sized (7 feet tall); Experience Points: 65.  
*Hit Points:* 12

Once the lizard man shaman is defeated, use the following description to answer player questions.

Though dirty, this room is still in good condition. Carved stone pillars support the arching roof. This was clearly the castle's chapel. At the back wall is a stone block, once the altar. The fine carvings on its base are nothing but chipped scars now. Even so, the altar still seems like it is a thing of peace and strength.

*The altar is still a holy place; if a wounded hero touches it, all his wounds are instantly healed.* The power of the altar can only be used once—only the first wounded character is healed!

The lizard man hid his treasure in a small chest behind the altar. The chest is trapped with a poison needle that will prick the finger of anyone opening the box. Unless the players say otherwise, assume they are not being careful or looking for traps when they open it. Two common ways to avoid the trap are:

- **The thief can make a find traps check.** You roll the dice secretly. If the roll succeeds, tell the thief player, "You find a little needle." He can then try to remove the trap by making a remove traps roll. This roll he can do himself.



If the find traps roll fails, don't tell the thief player! Instead say, "You don't find anything." That way the player doesn't know if the chest was never trapped or if the roll failed.

- **Any hero can bash the chest open with a sword, axe, or mace.** This won't work on every chest, such as those made of iron or stone, and it won't help against all traps, like those that release gas or shoot darts. Hint to the players that brute force might break something inside. It won't in this case, but now they have been warned for the future!

In the chest are 18 silver pieces and a scroll with the wizard spells *magic missile* and *knock* on it.

## Area 6. Taran's Cell

**Tell the players:** Before the heroes enter this room, tell the players, "You think you hear voices on the other side of this door. What do you do?"

- **Rush in.** If they rush in without waiting, go immediately to the Fight! heading, below.
- **Listen.** If they listen closely at the door—the thief is the best at this—play track 15. Then ask them again what they do. If they open the door, go to the Fight! heading, below. If they leave and go someplace else, nothing happens.



### Fight!

When the heroes open the door, read the following to the players.

This small room looks like a torture chamber. There are horrible-looking tools on the walls. A bucket filled with hot coals sits on the floor. In one corner is a cell, and huddled in it is an elf. However, between you and him are three ugly creatures. One is holding a wicked-looking set of tongs, another has a whip, and the third has a red-hot poker.

Show the players the hobgoblin illustration on page 13 of the *Monsters & Treasures Book* and then play track 16 on the CD for them to listen to.

The hobgoblins immediately attack! Normally they would fight with long swords, but the characters have burst in too quickly. The hobgoblins' torture implements only do 1d4 points of damage each.



### Hobgoblin 1

"Tell us where the *orb* is, or we'll teach you what suffering is!"

### Taran

"Never! Do with me as you like. I'll tell you nothing! AAAGGGHHH!"

### Hobgoblin 2

"He doesn't know anything."

### Hobgoblin 1

"Well, I suspect you're right, but you don't have to spoil my fun."

### Taran

"Do what you like, vile creatures! I'll say nothing!"



then



### First Hobgoblin

"Proud words, warrior. Now back them with steel!"

### Taran

"Oh, go back, adventurers! Don't add your deaths atop mine."





## Taran

"Thank you, my friends. Bless Nethril for sending you. I would lead you to the *orb*, but my strength has deserted me. All I know is that the *orb* rests behind a magic wall, but I know not where the wall itself is.

"Be quick, but beware—Bonegnasher has two wolves for his pets, and many orcs and goblins serve him."

The bucket on the floor is full of hot coals. A hero or monster can use these burning coals as a weapon by kicking the bucket over. Any one square of the map—except for the cell—is filled with hot coals. If a hero knocks the pail over, the player can choose the square the coals fall into. If a hobgoblin kicks the bucket over, you get to pick. For the rest of the fight, anyone standing in that coal-filled square suffers 1 point of damage each round they are in the square as the hot coals burn their feet.

The chained elf is Taran, but he is too weak to do anything in the battle but shout warnings.

**Hobgoblins (3):** Intelligence: Average; Alignment: Lawful evil; Armor Class: 5 (chain mail); Movement: 9; THAC0: 19; No. of Attacks: 1; Damage: 1d4 (torture implements); Saving Throw: 17; Special Attacks: None; Special Defenses: None; Size: Man-sized (6½ feet tall); Experience Points: 35 each.  
*Hit Points:* (1) 7 (2) 6 (3) 5

## Rescuing Taran

When the heroes defeat the hobgoblins, they can free Taran. His cell is shut with a heavy chain wound into a knot. If the heroes release Taran, play track 17.

Taran wants the heroes to find the *orb* for the safety of all good folk. If the heroes have already found the *orb*, Taran congratulates them and says, "Let's get out of here quick!" Otherwise, *encourage the players to have their characters ask questions and use the information below to give the elf's answers.* You want the heroes to continue the search.

- **Why are you here?** "I have studied the mystery of the *orb* for many years. From what I learned in my studies, I grew to fear Bonegnasher may be close to finding the *orb*. I came to stop him—it must not happen. Bonegnasher must be stopped."
- **What happened to you?** "I was attacked by the gnolls just outside the castle. They knocked me out and dragged me in here. I've been a prisoner ever since. There is another prisoner, a villager who brought me food, but I haven't seen anyone else. I'm too weak to continue the search, now."
- **What's so terrible about the *orb*?** "It can change you into a dragon. Think of it—Bonegnasher as a dragon! What horrible things would he do to all of us?"
- **What must be done?** "Somebody has to find the *orb* before Bonegnasher. It's too dangerous to stay lost. If Bonegnasher doesn't find it, some other evil creature might. You must find the *orb* and take it to Nethril. That's the only way the town can be safe."
- **Why can't somebody else do it?** "Who? I am too weak and Nethril is too old. There is no time to wait for others. You are brave heroes, you can succeed in this quest."
- **What do we get paid?** "Money? Well, I hear Bonegnasher has a large treasure room, and King Demara probably hid other treasures with the *orb*."

**Taran Goldenstar (2nd-level Elf Fighter/1st-level Wizard):** Intelligence: High; Alignment: Chaotic good; Armor Class: 8; Movement: 12; THAC0: 19; No. of Attacks: 1; Damage: 1d2 (fist); Saving Throw: 12; Special Attacks: Spells (but none memorized now); Special Defenses: None; Size: Man-sized (5 feet tall); Experience Points: None (the heroes earn no reward for killing Taran).  
*Hit Points:* 2 (normally 6)

Taran knows no spells right now. If the heroes offer to heal him, he says, "Save your healing for yourselves. You will may need it in your search for the *orb*."



## What Do I Do if the Heroes Don't Go?

Taran is too badly hurt to search by himself. If the heroes leave for town, Taran comes with them. Back in the town he meets secretly with Nethril. The next day, the heroes are “invited” to the wizard’s tower. Nethril speaks to the group:

“Taran has evil news—Bonegnasher may be close to finding the *orb of dragonkind*. If he does, he will become a dragon and destroy us all. You’ve shown that you are brave adventurers, so I ask you to once again risk your lives, this time to save us all. I have no more money to pay you, so I can only appeal to your sense of good and justice.”

If the heroes still refuse, Nethril shakes his head sadly and lets them leave. Tell the players that later in the day they see the high wizard and the elf ride out of town toward the ruin. Then, that night, while the heroes are sleeping, there is a roaring noise mixed with screams and panic. The heroes smell smoke, and suddenly flames fill the room as the roof crashes down around them. In the night sky, the final thing they see before they die is the huge form of a great red dragon, just before the burning inn collapses on top of them.

## Area 7. Treasure Room

The door to this room is locked. To get in, the heroes must either bash the door open or use a *knock* spell. In this adventure, breaking the lock is automatically successful.

In other adventures the heroes *cannot* automatically open a locked door. A die roll for success would be made. Heroes also have other ways of opening doors, including letting the thief pick the lock. That’s explained in the Expanded Rules.

Once the heroes open the door, play track 18 to the players. When the players ask what their characters see, show them the illustration of the carrion crawler on page 5 of the *Monsters & Treasures Book*. You can also use the following description to answer their questions.

This is a small windowless room, lit only by your torches. The light gleams and glitters on chests and treasures tumbled in a heap. In this room are bags of coins, pieces of armor, and potion bottles, along with bones, bits of stale bread, and moldy cheese. All that stands between you and the treasure is a horrible worm-thing with a tentacled mouth!

**Tell the players:** Say to the players, “It looks hungry. What are you going to do?”

- **Talk to the creature.** It does not respond.
- **Feed the creature.** The carrion crawler is trapped here to guard Bonegnasher’s treasure. *It is hungry and only wants food.* If any hero throws rations to it, the carrion crawler ignores the player characters to eat the rations. Tell your players they have earned 50 experience points each for being clever.
- **Attack the creature.** If the heroes attack the carrion crawler, the monster attacks one character until the victim is paralyzed. Remember—heroes hit by a carrion crawler must make a saving roll to avoid being paralyzed for 2d6×10 rounds. Once a hero is frozen, the crawler keeps attacking him. Since the character can’t run away, the creature automatically hits, doing 1d2 points of damage each round.







## Bonegnasher

"Silence! Who dares disturb Bonegnasher the ogre's den of death and destruction—a bunch of puny humans? Destroy them, Predator! Devour them, Crusher! Rip 'em to pieces! It's chow time!"



If the carrion crawler is reduced to 8 hit points or fewer, it turns and attacks the other heroes, trying to protect itself.

**Carrion Crawler (1):** Intelligence: Non-; Alignment: Neutral; Armor Class: 3 (head)/7 (body); Movement: 9; THAC0: 17; No. of Attacks: 8 or 1; Damage: Special (paralyzation) or 1d2; Saving Throw: 16; Special Attacks: Paralyzation with tentacles; Special Defenses: None; Size: Large (9 feet long); Experience Points: 420.  
*Hit Points:* 17

If the carrion crawler is eating rations or is defeated, the heroes can gather the treasure. There are two small chests with 300 gold pieces total in them, three small sacks with 500 silver pieces, and several magical items. There is also a small spell book in here, with the name "Taran Goldenstar" written on the front cover. If the heroes give this to Taran, he will reward them with 50 gold pieces when they get back to town.

*Do not tell the players what the magical items do or even that they are magical!*

Instead, tell the players, "In the pile are a fine sword, shield, and suit of chain mail, along with two bottles of strangely colored liquids." Ask who takes which of these items and then write a note to yourself telling which character is carrying which items. The magical items are a *long sword +1*, a suit of *chain mail +2*, a *shield +1*, a *potion of healing*, and a *potion of invisibility*. If a hero uses one of these items, especially the sword, shield, or armor, you can tell them, "This sword (or whatever) seems much better than a normal one. It might be magical." Remember to secretly give the hero the bonus of the item used!

When the heroes return to the town, High Wizard Nethril can identify their magical items, and you can tell the players exactly what they have found.

## Area 8. Bonegnasher's Den

This is the chamber of Bonegnasher the ogre. When the heroes open the door, play track 19 and show the players the illustration at the top of page 19. The picture is your description of the room.

Bonegnasher's wolves automatically attack. The heroes cannot talk to Bonegnasher or reason with him. If the heroes run away, the wolves chase them until they leave the castle.

Bonegnasher does not attack unless the heroes defeat his wolves. He wants to watch his pets shred the heroes. If the heroes are getting beaten badly by the wolves, remind them that they can run out of the castle and come back when they are healed.

If the wolves are defeated, play the part of Bonegnasher. He is angry and roars at the heroes, "MY PETS! You killed my pets. You must pay!" Make sure your voice is big and booming because you're playing the part of an ogre. Ogres are not the quiet types.

After making that announcement, tell the players:

Bonegnasher stomps forward, whirling his club. He has an evil look in his eyes.

Bonegnasher then attacks. His first target is the character who looks like he could cause the most damage—probably the warrior. The ogre ignores the others until the warrior is dead—unless another hero is about to kill the ogre. Bonegnasher is not very bright, but he is a crafty fighter.

A smart plan for the heroes is to surround the ogre while the wizard stands back and uses his spells. If the group tries this, Bonegnasher will try to move so his back



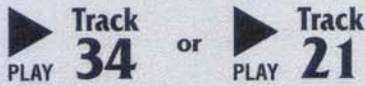


is to a wall. He does not want anyone sneaking up behind him.

Bonegnasher is a very tough monster, and so you should be careful using him. *Make sure your players know that he is dangerous and that they can run away if they need to.* Once you tell them, though, it is their choice. If they choose to have their heroes stay and fight, then Bonegnasher tries to kill the group, showing no mercy.



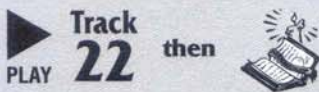




### Taran

"Oh, well done. We can thank our lucky stars that Bonegnasher was too stupid to try blowing on it. Listen."

"It is the song of the orb. The key called it, and it answered. The orb is quite near, quite near. Go to the nearby rooms and blow this key, and a magic door will open."



### Goblin

"You, there! Get to work, or you'll be the ogre's next meal!"

**Wolves (2):** Intelligence: Low; Alignment: Neutral; Armor Class: 7; Movement: 18; THAC0: 19; No. of Attacks: 1; Damage: 1d4+1; Saving Throw: 17; Special Attacks: None; Special Defenses: None; Size: Small (3 feet tall); Experience Points: 65 each.  
*Hit Points:* (Predator) 11 (Crusher) 10

**Bonegnasher the Ogre (1):** Intelligence: Low; Alignment: Lawful evil; Armor Class: 5; Movement: 9; THAC0: 17; No. of Attacks: 1; Damage: 1d8+2 (club) or 1d10 (fist); Saving Throw: 16; Special Attacks: None; Special Defenses: None; Size: Large (9 feet tall); Experience Points: 270.  
*Hit Points:* 23

There is some treasure in this room, although Bonegnasher keeps most of his gold in Area 7 (the treasure room). If the heroes search the pile of furs that is the ogre's bed, they find a small sack with 6 gems worth 25 gold pieces each. Pressed up against the wall at the back of the heap is a little chest. In it are a magical *dagger +1*, a *short sword +2*, a *potion of healing*, and a scroll with the wizard spells *magic missile* and *charm person* on it.

Most importantly, there is an oddly shaped golden key tucked in Bonegnasher's big belt. The heroes need this key to find the *orb of dragonkind!* When they find it, read the description below, and then play track 20.

On the ogre's belt is a strange key of golden metal. It is shaped like a miniature flute or pipe of some kind. When you hold it, you hear faint, eerie music in your mind.

This key opens the secret passage into Area 13. If the heroes try to play the key like an instrument while in Bonegnasher's den, play track 34 on the CD. If they take it back to Taran in Area 6, play track 21.

The key is a guide to the *orb of dragonkind*. *Blow the key and the orb responds with music*. Now that the heroes have it, they can blow the key any time they want. When they do, check the musical key symbol for the room they are in (or closest to). The music is like a game of hotter/colder. The closer the heroes are to the *orb*, the louder the music is.

The symbol gives a track number that you should play or the note "No Response." If the heroes are so far from the orb that it does not respond, you will see the "No Response" symbol. In this case, do not play any track on the CD.

## Area 9. The Kitchen

When the heroes enter this area, play track 22. Then show the players the illustration of a goblin on page 12 of the *Monsters & Treasures Book*. This is the kitchen. Here goblins force slaves to cook meals for Bonegnasher's troops. After playing the track, use the description here to answer questions the players ask.

The kitchen is cluttered and smelly. It is furnished with a table, a big fireplace, and shelves loaded with junk. Three ragged humans are working at the table. Standing with their backs to you are five goblins. One has a whip. It is clear the humans are slaves.



**Ask the players:** Now, ask the players, "What will you do?"

- **Leave.** The goblins never notice the heroes, so nobody chases them. The heroes get away.
- **Sneak through the room.** Let the players move their heroes into the room. When they are about halfway across, one of the goblins looks up and says, "Hey—who's that?" At this point the goblins attack.
- **Nothing.** After a little bit, one of the slaves looks toward the heroes. The excited slave blurts out, "You've come to save us!" The goblins turn around and attack the heroes.
- **Charge!** Bold action gives the heroes an advantage. The goblins are caught completely unprepared. No goblins get to make attacks on the first round of combat. They can fight normally in all other rounds.

The goblins fight hard, but if three or more are defeated, the survivors surrender. They fall on their knees begging for mercy. Remind players it would not be heroic to kill prisoners. The goblins can be tied up with rope or old towels found in the kitchen. The goblins are too scared and stupid to know much. All they can tell the characters is: "Orcs digging over there." They point toward Area 12.

**Goblins (5):** Intelligence: Low; Alignment: Lawful evil; Armor Class: 7 (leather armor and shield); Movement: 6; THAC0: 20; No. of Attacks: 1; Damage: 1d6+1 (mace); Saving Throw: 19; Special Attacks: None; Special Defenses: None; Size: Small (4 feet tall); Experience Points: 15 each.

*Hit Points:* (1) 6      (2) 4      (3) 4      (4) 2      (5) 1

During the fight, the slaves hide under the table. If the heroes win, they come out. They are very happy. Play track 23 at this point. Once out of their chains, the enslaved villagers are all too happy to sneak out of the castle and back to their homes.

The leader of the goblins has a ring of keys that unchains all the villagers in here. He also has a small pouch with 17 gold pieces in it.



## Area 10. Well

When the heroes enter this room, note to yourself whether they are carrying a light source, such as a torch, lantern, or even a *light* spell on a stick.

- If the heroes do not have any torches or lanterns lit when they enter this room, read the description here to them.



### Villager 1

"We thought they were going to kill him for certain!"

### Villager 2

"There's another prisoner being held in the tower beside the chapel. He's an elf. I brought him his food, but I didn't find out what his name was or how he was captured."







▶ Track  
PLAY 24



▶ No Response

▶ Track  
PLAY 25



This room is cold and wet, almost like a cave. There is a well at the center. A bucket with a rope attached sits by the well. There is no movement and nothing interesting to see here.

So long as the heroes don't make any light, nothing happens in this room. There is nothing worthwhile to find here.

- If the heroes enter this room with a light, play track 24. The bats that hang from the ceiling fly down to attack! Their wings beat at the heroes, making it hard to fight. The players must subtract one (-1) from their attack rolls.

If the characters run out of the room, the bats will not chase them. If four or more of the bats are killed, the others flap back to the ceiling and hide out of sight. They will not attack again and the heroes can investigate the well.

The surface of the water is 10 feet below the floor and the water is another 10 feet deep. On the bottom lies a rusty *dagger +1*. It is hidden by the dark water and can only be found by someone who dives into the cold water when the room is well lit.

**Giant Bats (8):** Intelligence: Animal; Alignment: Neutral; Armor Class: 8; Movement: 3, Fly 18; THAC0: 20; No. of Attacks: 1; Damage: 1d2; Saving Throw: 19; Special Attacks: None; Special Defenses: AC 5 vs. missiles if attacker's Dexterity is 13 or less; Size: Man-sized (3-foot body, 5-foot wings); Experience Points: 35 each.

Hit Points: (1) 7 (2) 6 (3) 4 (4) 4  
(5) 3 (6) 3 (7) 2 (8) 1

## Area 11. Armory

When the heroes enter this room, play track 25 on the CD. The description below provides details to answer the questions of the players.

This room is crowded with shelves of battered helmets, dented shields, and nicked swords. The walls are lined with racks of spears and axes. In the center the room, many of the weapons seem to be floating in mid-air.

The reason the weapons are floating is that they have been swallowed by a gelatinous cube (see page 8 of the *Monsters & Treasures Book*), a creature like a big square of clear jelly. The weapons are floating inside its body. The creature senses the heroes as they enter, and it immediately moves to attack.

*Because the creature is slow, the heroes can escape unharmed if they leave the room on the first round of combat. If they do not leave immediately, the combat is played normally. Also, the characters can retreat from battle on any round before the creature can attack. Be sure they know this, since they may have to run away from such a dangerous creature. Remember that a gelatinous cube paralyzes creatures it touches who fail their saving throw, and paralyzed heroes cannot run away!*

**Gelatinous Cube (1):** Intelligence: Non-; Alignment: Neutral; Armor Class: 8; Movement: 6; THAC0: 17; No. of Attacks: 1; Damage: 2d4; Saving Throw: 16; Special Attacks: Paralyzation; Special Defenses: Characters get a -3 penalty to their surprise rolls when it attacks; immune to *lightning bolt*, *fear*, *hold*, and *sleep* spells, and to paralyzation; Size: Large (10×10×10-foot cube); Experience Points: 650.

Hit Points: 15

The armory contains 12 spears, six shields, four bows, and cloaks for every character in the party. None of these items are magical. If the heroes make disguises



from this gear to get past the orcs in Area 12, compliment them at the end of the adventure for being clever.

## Area 12. Orc Mines

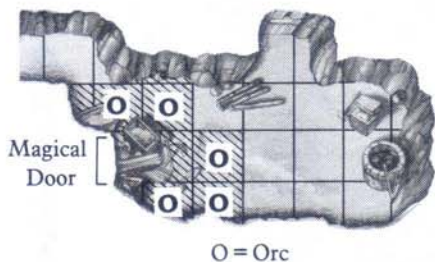
Be careful, Dungeon Master—five orcs may be too much of a fight for the heroes! Encourage the players to use their heads here, or the careers of their characters may be cut short.

When the heroes enter the mine, show them the illustration on page 24 of this book and play track 26 on the CD. Use the description below to help answer any other questions about the mine.

This room is very strange. Once it must have been a cellar dug into the side of the hill, but now it looks more like a mine. The walls and floor are all dug up and wooden beams are wedged into them to keep the ceiling from collapsing. In a dark corner of the room, a group of five orcs is digging pits in the floor. The orcs are busy digging and are not paying any attention to anything else.

**Ask the players:** Before having the heroes enter the room, ask the players, “What are your characters going to do?”

### Area 12 Orc Mine Detail



- **Attack.** The orcs notice the heroes as they close for battle. The orcs will fight normally. Play track 27 for the players. Information on the orcs is listed below.
- **Sneak.** The starting positions of the orcs are marked with the letter “O” on the map at left. The orcs don’t notice the characters unless the heroes enter one of the shaded squares on the map. Then they attack, so read the Attack option, above.
- **Disguise.** If the heroes use the cloaks from the armory or try to cobble together

some disguise to fool the orcs, play track 28. The disguise works! The orcs will not bother the heroes unless the orcs are attacked.



**Orcs (5):** Intelligence: Average; Alignment: Lawful evil; Armor Class: 7 (leather armor and shield); Movement: 9; THAC0: 19; No. of Attacks: 1; Damage: 1d8 (battle axe); Saving Throw: 17; Special Attacks: None; Special Defenses: None; Size: Man-sized (6 feet tall); Experience Points: 15 each.

**Hit Points:** (1) 8 (2) 6 (3) 5 (4) 4 (5) 4

The leader of the orcs carries a pouch with 45 gold pieces and a *potion of healing*. Each of the other orcs has 3 gold pieces.



 **Track 33**

 **Track 26** then 

#### Orc 1

“Ho there! Work harder, ya mangy dogs! Get to it, ya scum!”

#### Orc 2

“Alright, alright! We’re gettin’ to it already!”



 **Track 27**

#### Orc 2

“Hey, what are you guys doin’ over there?”

#### Orc 1

“C’mon, ya lazy curs! Get them!”

 **Track 28**

#### Orc 1

“Hey! What’re ya doin’ over there?”

#### Orc 2

“Aw, leave ‘em be. Bonegnasher usually gets mean when he’s hungry.”

#### Orc 1

“Well, awright. Get about your bus’ness, then.”







If the player characters investigate the area, after either defeating or tricking the orcs, play track 29 on the CD. If the heroes blow on the key, go to Area 13.

## Area 13. Demara's Tomb

*Do not use this entry until the heroes blow the key while in Area 12!* The key is the only way to open the secret door from the orc mine to Demara's tomb. When these conditions are met, play track 30 of the CD and show the players the illustration on page 26 of this book. The description here will help in answering player questions.

A secret door grinds open to reveal a cold, gray stone room, thick with dust. As the door swings open, two torches on the walls mysteriously light. Nothing has disturbed this room for ages, not even spiders. A mummified body sits on a stone throne at the back of the room.

This chamber is enchanted to automatically protect the *orb* from thieves. Since this protection is a magical thing, it is not a trap the thief can find or remove. When the secret door is opened, the torches burst into flame. The shadows created by these torches are actually monsters called *shadows*. Each torch creates one monster.

The shadows attack anyone who enters the tomb. They will not leave the tomb, so heroes can escape by leaving the room. If the heroes leave, the shadows hide in a corner where they cannot be seen. *Remember that shadows can drain Strength with their icy touch. Worse still, shadows can only be hurt by magical weapons or by certain spells.* Normal weapons just pass right through them. If the heroes attack them without magical weapons, be sure to tell the players that their weapons pass right through without doing any harm.

For the heroes to defeat the shadows, they must either use magic on the monsters or put out the torches. Putting out the torches is the easier choice. A hero can put out one torch in a round. If anyone in the group does this, make a note to give the group 100 bonus experience points for quick thinking to split among its members at the end of the adventure.

If the heroes run away and the orcs in Area 12 are still there, the orcs attack. Tell the players the heroes must defeat the orcs or Bonegnasher will win! The group has done the ogre's work for him by finding Demara's tomb.

**Shadows (2):** Intelligence: Low; Alignment: Chaotic evil; Armor Class: 7; Movement: 12; THAC0: 17; No. of Attacks: 1; Damage: 1d4+1 (+1 drain 1 point of Strength per touch); Saving Throw: 16; Special Attacks: Drain Strength; Special Defenses: Hurt only by +1 or better magical weapons, or spells; immune to *sleep*, *charm*, and *hold* spells and cold; Size: Man-sized (6 feet tall); Experience Points: 420 each.

*Hit Points:* (1) 18 (2) 16

Refer to the *Monsters & Treasures Book*, page 18, for more information about shadows. The cleric may be able to turn the shadows, since they are undead.

There are three clay jars at the base of the throne. In these are 450 gold pieces, a magical *ring of protection +1*, and a scroll with the spells *fireball* and *slow*. The mummified body is the remains of King Demara. It is not an undead creature and cannot hurt the party. In his bony lap is a *shield +1* and under it is the *orb of dragonkind*, a *crystal ball*. The *orb* will not work for the heroes because they do not know the secret commands to make it operate.

▶ Track  
PLAY 29



▶ Track  
PLAY 30 then

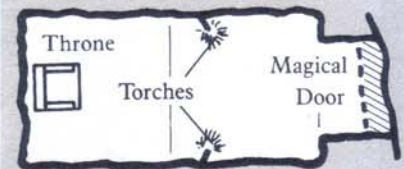


### Undead Voice

"Who dares to disturb the rest of King Demara?"



## Area 13 Demara's Tomb









## Conclusion: The Return to Town

This adventure is over when the heroes find the *orb of dragonkind* and return it to High Wizard Nethril. When the heroes do this, play track 31 on the CD. Smile and congratulate them—they've succeeded! There are still several things that must be done, though.

- **The orb.** When the heroes return, the High Wizard Nethril praises them for their bravery and asks for the *orb of dragonkind*. If the heroes give him the *orb*, he casts a spell that destroys it right before their eyes! "Better to destroy it than let it fall into evil hands," he says.

If the players don't want to give up the *orb*, remind them it is useless to them. Playing the part of Nethril, ask, "You're not turning evil on me, are you? If you are, I might have to use my spells on you." You might also want to point out that Nethril is a very powerful wizard and that there are guards in the room.

- **The reward.** Nethril promised payment, and he keeps his word. He gives the heroes whatever amount of gold pieces they agreed on at the beginning of the adventure. He's so pleased with their work, he adds 50 gold pieces each as a bonus and will give them another 50 pieces each if they rescued Taran. He also offers to use his spells for free to identify up to four magical items the heroes found.
- **Experience points.** Now you must give out experience points. Add up the experience points earned for each monster defeated. This is the number of experience points each hero gets.

Have the players write down their experience points. It's their job to keep track of these! Remind them to check and see if they have earned enough points for their hero to advance to the next level. If any have, have the player roll for additional hit points for his hero and add these to the hero's total.

- **Healing.** Tell the players their heroes get all their hit points back while they are in town. The adventurers stay in town until everyone is fully healed.
- **Magical items.** Make a list for yourself of all the magical items the heroes found. Unless the players have things identified, don't tell them what they have found. This is your secret information that they must learn!

## Congratulations!

You deserve a big hand, too! You've just run your very first adventure and that's quite a feat. Don't worry if you made mistakes—it's all part of learning what to do. The next time you play, you'll make fewer mistakes and everything will be easier. Just like the other players are learning how to handle their heroes, you're learning how to be a DM.

Now, before you go on to the next adventure, "The Ghost of Harrow Hill," read through the *Expanded Rules* in the *FIRST QUEST* game *Rules Book*. You might also want to review any of the *Basic Rules* you want to remind yourself about.



### High Wizard Nethril

"Well done, brave heroes. You have carried out your mission and saved Taran's life. I am proud to reward you with the gold you were promised. You have made the land safe for our townsfolk and travelers again!"

### Taran

"Oh, thank you my friends. You truly have saved my life."





## Stop!

Do not play this adventure until you have played "The Tomb of Demara."

**Balance** — A good adventure must be fair, with even chances that the heroes will succeed or fail. If your adventure is too hard, the players will not have fun, and if it is too easy, they will not feel like they have earned their reward. This is called game balance.



# The Ghost of Harrow Hill



So, are you ready to go on your next FIRST QUEST game adventure? Ever want to spend a night in a haunted house? Want to know what it would be like to meet a ghost? Well, doom creeps closer and closer with each hour your heroes spend in the old house on Harrow Hill! Are they brave enough to make it through the night? Or will the ghost claim some new victims?

## Getting Ready

First, you shouldn't play this adventure until you've read *all* the FIRST QUEST game rules. This adventure takes you a step beyond the Basic Rules you used for "The Tomb of Demara." It's also important to play "The Tomb of Demara" first, even if you already know how to be a Dungeon Master. Not all adventures are the same. While "The Tomb of Demara" is a challenge for 1st-level heroes, "The Ghost of Harrow Hill" is too difficult. The heroes need the extra hit points, spells, and knowledge of how the game plays just to have a good chance of surviving this adventure. It's one of your jobs as Dungeon Master to make sure that adventures are *balanced*.

Like "The Tomb of Demara" this is a CD adventure, so you're going to need a CD player set up like you did before. When it's time to play, gather your friends who played in "The Tomb of Demara" and pass out the character cards. Players should each take the same characters they played the first time. This is important. This is a role-playing game, so that hero is *their* character. In role-playing games, the players use the same heroes for many adventures, gaining experience and levels with each adventure. Players shouldn't trade characters.

The idea of using the same characters is that those heroes don't lose what they earned in their first adventure, either. They start this adventure with all the experience points, gold, and magical items they had at the end of their last adventure. Any hit points lost are healed. Smart heroes don't start another adventure until they're healed, after all!

**One of my players can't make it.** Sometimes a player can't come to a game you planned. If this happens, you might want to change the time of the game so that everyone can play. If that's impossible, then the best thing is to say, "Hero so-and-so has things to do in the town, so he's staying behind for this adventure." Don't let another player control the hero for the adventure—after all, how would you feel if somebody else got *your* character killed while *you* were gone?

Of course, now you're short one hero for the adventure, and the rest of the group may find things too hard. You'll have to be ready to make adjustments in the difficulty of the adventure. You might reduce the hit points of a monster or make the monsters a little more willing to run away. There is no formula for this; just use your judgment. That's your job as the Dungeon Master.

**I've got a new player.** A new player may want to join your game for this adventure, but the new hero will not have the experience or magical items of the other heroes. This doesn't have to be a problem. Just remind all the players that the new hero may need help and protection. The character has fewer hit points and less magic than the rest of the heroes. If the group works as a team, the character can still adventure safely.

Eventually, because of the differing amounts of experience points needed for different classes to gain levels, the heroes will form a spread of levels. It is common in later adventures for heroes of several different levels to work together.

**I've got more players than character cards.** This is no problem at all. Simply divide your players into two groups and run the adventure twice! Remind the first



group not to talk about what happened until after the second plays. After all, they don't want to give the second group of players an unfair advantage.

## The Story Behind the Adventure

Before running "The Ghost of Harrow Hill," it is helpful for you to know the story of the adventure. This lets you answer unexpected questions in a way that makes sense for the adventure.

Harrow Hill is an old mansion far from the town. It has been boarded for many years. If there were any farms nearby, the peasants would say the mansion was haunted, but the land all around is deserted. There is no one to warn the heroes about the dangers of the house.

Once Harrow Hill was the home of Gunter (pronounced GUN-tur) Weiss, a powerful wizard. When Gunter was an old man, he fell in love with a young woman named Erika. She liked him, but did not love him back. The wizard thought this was because he was old. If he could become young again, then he *knew* she would love him.

Gunter became insane trying to find the secret that would restore his youth and give him eternal life. He studied ancient books and performed magical experiments searching for the answer. At first his experiments were harmless, but then he started doing them on his servants, and turned them into undead monsters. All the time he tried to keep his work secret from Erika, who was all but a prisoner in his house. Gunter created powerful spells to seal the house, all for her safety—or so he claimed.

At last Gunter found a solution. He made a magical silver heart that would restore his life and youth. The heart needed time to work, though, during which Gunter had to rest in a near-death sleep. If anything went wrong, Gunter would die. For his own safety, the wizard ordered his undead servants to build a secret chamber where he could lie.

Gunter's work scared Erika. She did not know his full plan, but was afraid of what he might become. When the chamber was finished and Gunter was "sleeping" there, Erika sneaked in and stole the heart. The spell was ruined! Gunter never woke, dying in his hidden chamber. Erika died in the house, too, trapped by Gunter's magic.

Now Gunter's ghost haunts the house. It is waiting for a strong young body it can claim. The ghost hopes to restart the spell by having his servants take a newly killed body to the secret chamber. There they will rejoin the body with the silver heart that Erika took. The house's magical seals still work at Gunter's command.

*In this adventure, the heroes are trapped in the house until they defeat the ghost. No matter what they do, they can't leave. The door slams shut behind them when they come in and shutters block the windows. Doors and windows to the outside can't be opened by force or by magic. If the players don't like this, tell them it's magic and that's the way it works here.*

To escape from the house, the heroes must take the silver heart in the library (Area 2), find the secret crypt (Area 12), and there place the heart on Gunter's tomb. All this must be done before midnight! If the heroes don't beat this deadline, the ghost defeats them.





**Track 35**  
PLAY



## Introduction

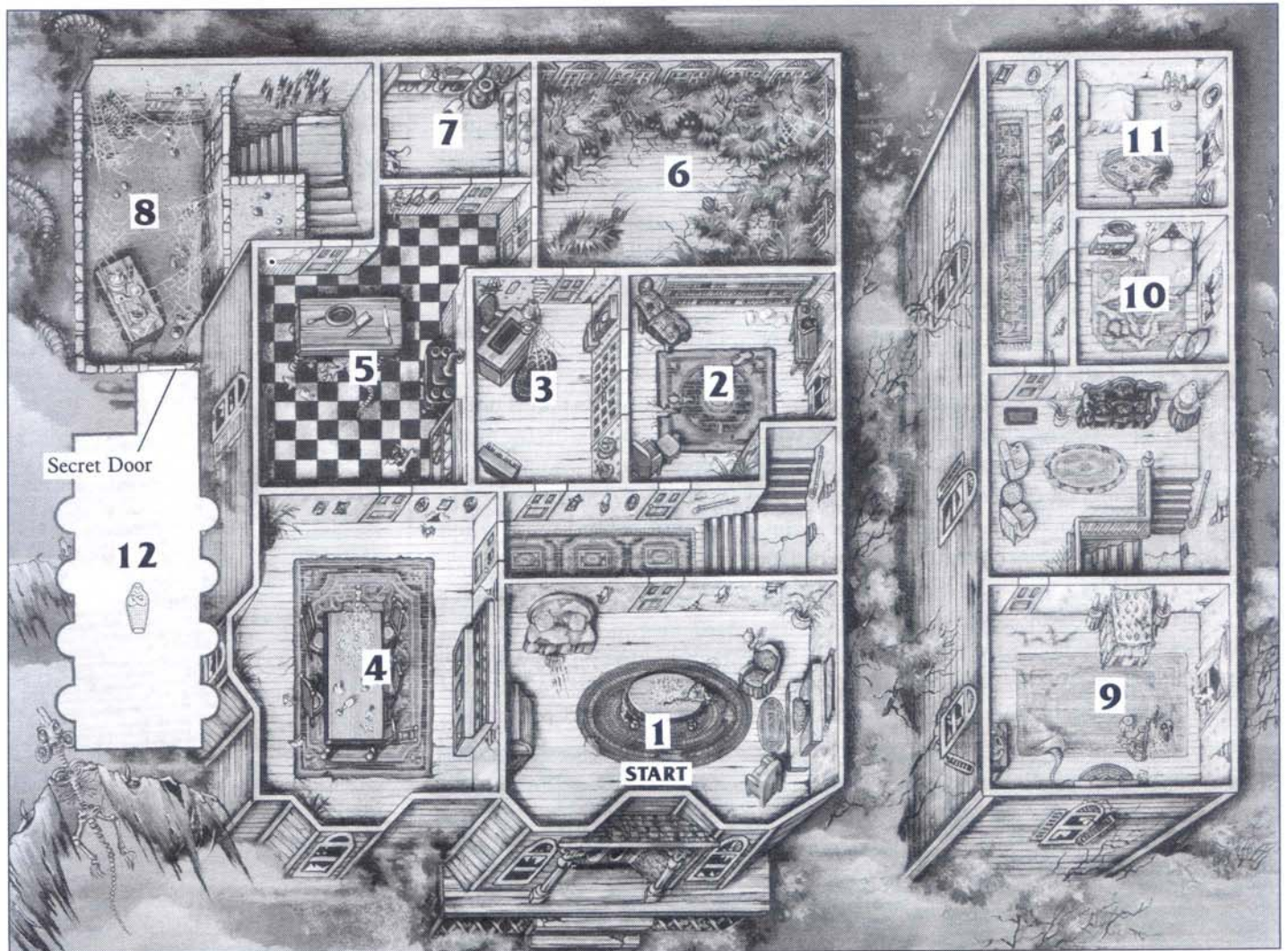
The adventure begins on a lonely road far outside the town. Play track 35 on the CD player. To fill out the details not given on the soundtrack, use the description of Harrow House given here.

The old house is perched at the top of a barren hill. Lightning flashes through the withered trees that line the path to the front door. In the brilliant glare, it is clear the place has been long empty. Moss hangs in the cracks of the wooden siding, shutters slam in the wind, and the boards of the ancient porch are crumbling.

What is really spooky about the house is its strange design. It is not a sturdy stone castle or a simple peasant's hut. It is not even like the large buildings in the town. In fact, it is not a building that even looks like it belongs here. The house looks like it has been transported to this location from another place and time.

**Tell the players:** After playing the track, tell the players, "It's pouring down rain outside. You're standing on the porch, and the front door is open. Are you going inside or heading on?"

- **Go inside.** Continue the adventure at Area 1.



**Harrow Hill — DM's Map**



- **Press on.** First point out that the characters have to walk through the mud and rain, and the road looks like it's getting treacherous. If the players insist on moving on, tell them that their characters head down the trail for a short distance. After awhile, they come to a ravine where the road once was. The way ahead is completely washed out, and the storm is growing worse. The heroes will have to return to the mansion to take shelter.

## Area 1. The Front Parlor

When the heroes enter this room, read out loud the description below. Then play track 36 on the CD player.

Inside the front door is what was once a comfortable sitting room. The moldy scraps of an ancient rug tangle around your feet. Rotten wallpaper hangs in great peels from the walls. Water drips down the chimney of the cold stone fireplace. A portrait hangs over the mantle. Except for a heavy old desk next to one wall, the once-fine furniture is now worm-eaten and cracked.

After reading the description and playing the CD, let the heroes examine the room's contents as long as they want. What they find depends on what they search.

- **The chairs.** Several once-plush couches and chairs are scattered around the room. They have aged badly and will collapse in a tangle of moldy dust and rotten wood if anyone sits in them.
- **The desk.** A search of the desk reveals a locked drawer. The drawer is trapped; anyone trying to open it will be pricked by a poisoned needle unless the trap is disarmed first by the thief making a successful remove traps roll. The poison is old and weak, so victims get a +2 bonus on their saving throws and only suffer 1d6 points of damage if they fail their saving throws. Inside the drawer is a small notebook filled of Gunter's notes. When the heroes find it, play track 37 on the CD player.



then



### Gunter Weiss (Reading Journal)

"At last I have discovered the secret of reanimating the dead! Dear Erika is quite displeased by my servants' appearance, but they obey my every wish exactly. Still, I would not wish to return in their mindless state of undeath. I must continue my search for the secret of surviving past death.

"How bitterly unfair that now as I am old and dying such a fair young creature as Erika should come into my life. But the workings of fate *can* be reversed. I swear by the blood I've spilled, I am close—I know it! I'll set the servants to building me a suitable chamber whilst I continue my studies.

"There is something I'm missing. It lurks in the mist just beyond my grasp. Just beyond that membrane which separates life from death. My preparations are almost complete. I must not let Erika have the least suspicions of what I am planning. If she knew, I think she would try to flee me—so beautiful, so innocent she is.

"The chamber is ready now. It will work. It must work!"



▶ Track  
PLAY 38

### Gunter's Ghost

"Ha! Welcome to my home, mortals! I have been waiting for such as you! I have need of a mortal life, and you shall give me one. Seal my house, dark forces, and hold them here!

"You are my prisoners now. Give me the life of one, and the others are free to leave. Otherwise, I shall claim you all on the stroke of midnight. Enjoy your stay in my humble house."



▶ Track  
PLAY 39



### Gunter's Ghost

"It is easy for you to stop the terror. Just give up one of your bodies, and the other two will go free."

- **The painting.** When any hero first looks at the painting, roll some dice behind your screen. Don't worry about what you roll—you're only trying to make the players nervous! After you do that, play track 38 on the CD player.



At this point, the ghost of Gunter has trapped the heroes. The doors and windows are sealed by a magical shield. No amount of battering will open them. Tell your players that the figure in the painting steps out and stands in front of them. Then, playing the part of Gunter, demand, "Which one of you will give me the life I need?"

- **If the heroes give up one of their group.** First tell the characters that their choice is not a good action and could have serious effects on them all. If they still want to give someone up, have the ghost laugh evilly as he waves his hand toward the door. Tell all but one of the heroes, "You may go. I need you no longer." To the chosen hero, say, "How kind of your friends to leave you!" If that hero tries to escape, the doors instantly seal, trapping the hero—and any who haven't left—inside. Read the following to the heroes who escape:

The path from the house disappears into the same strange mist you went through coming here. A moonlight fills the sky, but it is not soothing. In your hearts you know you have done a terrible evil. Life will never be the same for you again.

By giving up their companion—for whatever reason—the heroes face certain punishments. If the cleric escaped, he can no longer cast spells or turn undead. For all heroes, including the cleric, healing spells, potions, and scrolls no longer work. The gods are angry with the heroes who escaped.

The character who remained behind is lost. Nothing can be done to save that hero's life. It is time for that player to start a new character.

- **If the heroes refuse to give anyone up.** Play track 39 on the CD player. Just to terrorize the heroes, the ghost forms a phantom blade in his hand. It cannot cause the characters any harm, but will scare the players. Pretend this is a normal combat by rolling for initiative and attacks. Gunter automatically hits one of the characters, though.

*Secretly make a saving throw for the hero character.* If the saving throw succeeds, tell the player, "You feel a terrible chill spread from the spot where the ghost stabbed you! Suddenly you are very weak. It is only by great force of will that you shake this feeling off."

If the saving throw fails, tell the player, "A wave of icy cold spreads from the wound. You feel weak and suddenly there is—blackness!" The hero falls to the ground. He looks dead but is only unconscious. Gunter's attack causes no real harm. After Gunter is gone, the heroes can easily awaken their fallen comrade.



Gunter is a ghostly thing. Swords, arrows, and spells pass right through him. He can be turned by a cleric (as if he were a wight), however. After the attack or if he is turned, Gunter fades away with a final threat to get all the characters.

## Area 2. The Library

When the heroes enter this room, play track 40 on the CD player. Be sure to stop the CD when the tone sounds. Use the description below to help answer any questions.

This room is filled with the smell of musty paper. That only makes sense, because the walls are all bookshelves, crammed with books and scrolls of all shapes and sizes. A pair of reading chairs sit in the center of the room. Against one wall there is a large desk, with a huge black book on it. A fist-sized silver lump, maybe a paperweight, sits next to the book. The room has stayed dry over the years, so the papers still look readable once the cobwebs are brushed away.

The books on the walls are not useful to the heroes. The books deal with strange and disturbing magical theories and experiments. If the characters search the desk, they find two items: a silver heart and a thick, black book.

- **The silver heart.** The heart looks like a real human heart, cast in silver. It is magical. It does nothing until held; then the metal softens, and the heart starts to beat. It doesn't do anything else.

The silver heart is an important part of the spell Gunter was trying to cast to restore his youth. It can be used to trap his ghost in Area 12 and defeat him, but don't tell the players that now! Let them figure it out as they go along.

- **The black book.** The book is a thick, leatherbound volume. There are strange runes on the cover. These runes are a trap. If a wizard uses a *read magic* spell on the book, the spell reveals the magical trap and how to avoid it. Although the thief's find traps ability will allow him to detect the trap if he succeeds at a find traps roll, he cannot remove the trap, since it is magical in nature. If the trap is not avoided, shadow monsters spring out of the book when it is opened.

If the shadow monsters are released, start the CD again, and play track 41. The monsters automatically attack the heroes.

**Shadows (2):** Intelligence: Low; Alignment: Chaotic evil; Armor Class: 7; Movement: 12; THAC0: 17; No. of Attacks: 1; Damage: 1d4+1 (+1 drain 1 point of Strength per touch); Saving Throw: 16; Special Attacks: Drain Strength; Special Defenses: Hurt only by +1 or better magical weapons, or spells; immune to *sleep*, *charm*, and *hold* spells and cold; Size: Man-sized (6 feet tall); Experience Points: 420 each.

*Hit Points:* (1) 17 (2) 15

The black book is one of Gunter's workbooks. It contains many scribbled notes and passages. The back pages are loose and are actually scrolls of *magic missile*, *detect magic*, *fireball*, and *clairvoyance*. The notes include the following passage. If the heroes search the book, read the passage to them.

"Not much time left to me ... I think Erika knows. She must be prevented from interfering with the process ... I found the cleric's book in her chambers yesterday ... She may have found a way to stop me."

▶ Track  
PLAY 40



▶ Track  
PLAY 41







▶ **Track**  
PLAY **42**

▶ **Track**  
PLAY **43**

### Gunter's Ghost

"At last, your time is running out. Why not render the thief unto me, eh? What good are thieves, anyway?"



## Area 3. Music Room

When the heroes enter this room, read the description here aloud.

This chamber is a parlor. Comfortable sitting furniture lines the walls, and there is a harpsichord for musical recitals here. In one corner is a huge grandfather clock, still ticking.

Give the heroes time to look around. Then play track 42 on the CD player.

The playing of the harpsichord is not dangerous to the heroes; it's just intended to unnerve them some more. If the heroes investigate the harpsichord or the grandfather clock, they find nothing unusual.

When the heroes are intent on either the harpsichord or the clock and not paying attention to the rest of the room, play track 43 on the CD player. The clock suddenly begins striking the hour. The exact hour depends on what the heroes have done up to now. They were trapped at 9:00 p.m., so the clock tolls some time after this. The clock is meant to remind the players of their deadline.

Before the clock even finishes, the ghost of Gunter appears in the center of the room to challenge the heroes.

**Ask the players:** Stop the CD as soon as Gunter completes his demand, and ask your players, "Will you give him what he wants?"

- **If the heroes give up one of their group.** The heroes escape, leaving one character behind. See page 32, under this same heading, for the consequences of their choice.
- **If the heroes refuse to give anyone up.** Gunter screams with rage, "Then I'll take one now!" The ghost points to the floor, and suddenly it splinters into clutching hands made of jagged wood and wet, filthy earth. One hand appears for each character.

**Clutching Hands:** Intelligence: Non-; Alignment: Neutral; Armor Class: 5; Movement: 0; THAC0: 19; No. of Attacks: 1; Damage: 1d3; Saving Throw: 10; Special Attacks: Drag down on a roll of 20; Special Defenses: None; Size: Tiny (1½ feet long); Experience Points: None (the hands are a magical effect of Gunter's).  
*Hit Points:* 8 each

*If a magical hand hits with a roll of 20, the character must make a saving throw or be dragged under the floor the next round. The other heroes have one round to save their companion by destroying the hand. If a hero is dragged under or dies, this satisfies Gunter's needs, and the hands immediately vanish. Otherwise, the hands vanish after four rounds of combat. The floor is perfectly smooth once more.*

- **If a character is lost under the floor.** Gunter reappears and laughs evilly. He waves his hand in the direction of the front door. In Gunter's voice, tell all the remaining heroes, "You may go. I need you no longer." Read the following to the heroes who escape:

The path from the house disappears into the same strange mist you went through coming here. As you walk through it, the storm gradually ends, and then the mist fades. Soft moonlight fills the sky, but it is not soothing. In your hearts you know you have allowed a terrible evil to happen. Life will never be the same for you again.



For allowing their companion to be used by Gunter, the heroes face certain punishments. If the cleric escaped, he can no longer cast spells or turn undead. For all heroes, including the cleric, healing spells, potions, and scrolls no longer work. The gods are angry with the heroes who escaped. They will have to succeed in a very difficult heroic quest for good to regain these abilities and benefits.

The character who was pulled beneath the floor is lost. Nothing can be done to save that hero's life. It is time for that player to start a new character.

If the heroes search this room before or after the attack, there is nothing valuable found here.

## Area 4. The Dining Hall

As soon as the heroes enter this room, play track 44 on the CD player. Use the description below to fill in the details.

This room was the dining hall. A great table fills the center of the chamber. Broken plates and ruined settings still rest on it. Huddled on the chairs around the table is a group of people with their backs to the door. As a group they rise and shuffle forward, their rotting faces a sign of their long undeath.

The four zombies in this chamber mindlessly attack as soon as the heroes enter. Remember that zombies are lumbering and slow. They will not chase the heroes if the group runs out of the room.

**Zombies (4):** Intelligence: Non-; Alignment: Neutral; Armor Class: 8; Movement: 6; THAC0: 19; No. of Attacks: 1; Damage: 1d8 (fist); Saving Throw: 17; Special Attacks: None; Special Defenses: Zombies always lose initiative and act last in a round; Size: Man-sized (6 feet tall); Experience Points: 65 each.  
*Hit Points:* (1) 12      (2) 11      (3) 10      (4) 9

## Area 5. The Kitchen

There is no CD track and no monsters in this room. This room is a good place for the heroes to pause and take stock of things. Only Gunter will attack the characters in this room, and then only if the heroes fail to defeat him before the deadline (see the Failure! section on page 43).

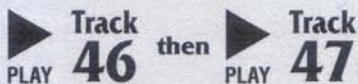
When the heroes enter, read the following description aloud.

This room is the kitchen. Several tall cabinets line the walls, most of them broken open. Shattered dishes and broken glass litter the floor. A large hearth filled with cold ashes takes up most of one wall. There are only a few unbroken jars left, mostly flour, spices, and seasonings.

If the heroes search the kitchen, they find one thing that seems out of place. Hidden beside the cellar door are several builder's tools: a hammer, a pick, a trowel, and a bucket filled with dried mortar. The tools were left here by Gunter's servants after they finished building the secret room off the cellar.







## Area 6. The Sun Room

When the heroes enter this room, read the description below.

This room is colder than all the others, and the sound of the rain is loud here. The room is filled with shadows that twist in the light. It's almost like peering into an evil jungle.

**Ask the players:** At this point, ask, "So, are you exploring the room?"

- **No.** The heroes leave the room, and nothing happens.
- **Yes.** Tell the heroes that the room appears to be an old conservatory (a room like a greenhouse) and is filled with dead and dying plants. There are potted trees hung with thick vines, bushes in tubs, and plants with pricking thorns. When the heroes begin to poke into the bushes, play track 45 on the CD.

The party is attacked by constrictor snakes. Because the serpents were hidden in the vines, the heroes are easier to surprise. Tell the players to subtract one from their surprise die roll when the snakes attack. If the snake hits with its coils, it automatically does 1d3 points of damage every round after that. If the heroes run out of the room, the snakes will not follow.

**Constrictor Snakes (3):** Intelligence: Animal; Alignment: Neutral; Armor Class: 6; Movement: 9; THAC0: 17; No. of Attacks: 1; Damage: 1 (bite) or 1d3 (squeeze); Saving Throw: 16; Special Attacks: Squeeze for automatic 1d3 per round if first attack succeeds; Special Defenses: None; Size: Man-sized (15 feet long); Experience Points: 175 each.

*Hit Points:* (1) 20      (2) 14      (3) 12

Hidden in the foliage there is a small chest with a *potion of healing*, a *dagger +1*, and 80 gold pieces.

## Area 7. Storeroom

Play track 46 when the heroes are outside the door to this room. Be sure to stop the CD when you hear the tone. Don't tell the players what is making the noise. If the heroes open the door, play track 47.

This room is a storeroom. *Hundreds of rats swarm in this pantry*, but only the eight giant rats are dangerous to the heroes. The other rats nip at the heroes' heels and drop on their heads from the shelves. *Because of this distraction, the heroes have a -1 penalty to all attack rolls while the fight continues, and anyone wishing to cast a spell must first roll a Dexterity check to see if they can avoid the wave of rats.*

**Giant Rats (8):** Intelligence: Semi-; Alignment: Neutral evil; Armor Class: 7; Movement: 12, Swim 6; THAC0: 20; No. of Attacks: 1; Damage: 1d3 (1d6÷2); Saving Throw: 19; Special Attacks: Each bite has a 1 in 20 chance of causing a serious disease; Special Defenses: None; Size: Tiny (2 feet tall); Experience Points: 15 each.

*Hit Points:* (1) 4      (5) 3      (2) 4      (6) 3  
(3) 3      (7) 2      (4) 3      (8) 2

The giant rats flee if five or more of them are killed. The pantry is full of various ruined foodstuffs, but there is nothing else interesting in here.

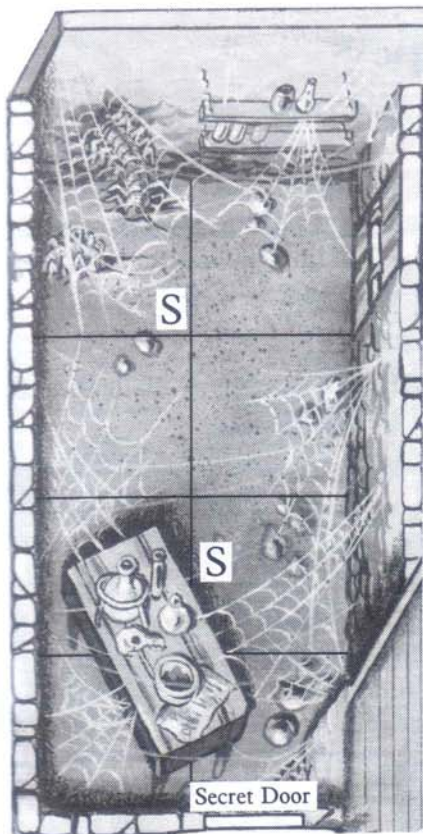


## Area 8. Cellar

As the heroes go down the stairs to Area 8, play track 48 on the CD. Use the description below when the heroes are on the stairs.

The stairs are covered in dust, and the entire passage is choked with cobwebs. It is clear that nothing has come down these stairs in a long time.

### Area 8 Cellar



S = Spider

When the heroes reach the bottom of the stairs, but before they even have a chance to look around, they are attacked by two large spiders. The starting locations of the spiders are marked with "S"s on the map in the narrow column. If the players do not say their characters are staying away from the webs that fill the room, there is a 1 in 4 chance each round that the hero will blunder into a web and get stuck. Roll 1d4 each round for each hero. On a 1, that hero is stuck. Stop rolling if the battle is over or the webs are burned. Stuck heroes can't do anything but try to break free.

Anyone stuck in a web can get out eventually. It takes two rounds for a person with an 18 Strength, and an extra round for each point of Strength below 18. Characters stuck in a web are attacked by the spiders with a +4 bonus to the spiders' attack rolls.

*The spider webs burn quickly and easily, so putting a torch to the webs instantly sets them on fire and frees anyone trapped in the webs in one round.* The fire does 1d4 points of damage to every spider *and* trapped hero. The fire goes out after one round. If a hero lights the webs when nobody is trapped, congratulate the player for coming up with a good idea.

**Large Spiders (2):** Intelligence: Animal; Alignment: Neutral; Armor Class: 8; Movement: 6, Web 15; THAC0: 19; No. of Attacks: 1; Damage: 1+poison; Saving Throw: 17; Special Attacks: Poison; Special Defenses: None; Size: Small (2-foot body); Experience Points: 175 each.

Hit Points: (1) 8      (2) 6

After their characters defeat the spiders, read this description to the players:

The basement is full of old cobwebs. Almost hidden within them is an ancient laboratory. A large wooden table fills the center of the room. On it are a few dirty flasks and rusty knives. A large shelf filled with jars, beakers, candles, and bones hangs on one wall.

If the heroes search this area for treasure, they find two *potions of healing* and two *elixirs of health* on the shelves. Remember that the *elixir* is good for neutralizing poison. Looking for treasure will not reveal the secret door.

▶ Track  
PLAY 48







## Klaus

"Back you foul servants of... Wait, wait! You're not his servants. Who are you? What do you want with me?"



There is a secret door in this room, as shown on the map on the previous page. It is not shown on the players' map, so do not tell them about it. If the heroes found the tools in Area 5, tell them the dirt and mortar of the cellar matches that found on the tools. The heroes must find the door by making a successful check for secret doors. One check is allowed for each hero searching. Of course, the player must say his hero is looking for a secret door.

The secret door is opened by a small keyhole concealed in a stone on the wall. To open it, a thief must make an open locks roll, a wizard must use a *knock* spell, or the party must have the key from Area 10. Go to the section about Area 12 when the heroes open the secret door.

## Area 9. Klaus's Sanctuary

When the heroes enter this room, read the players the following description.

Amazingly, as soon as the door is opened, the hallway is washed in light! There is a candle lit in this room, and at the center of their glow sits a man, obviously exhausted. This was once a bedroom, but from the way the furniture has been moved around, it looks more like a little fort now.

Now play track 49 on the CD. Stop immediately after Klaus challenges the heroes.



**Ask the players:** Ask the players, "What do you tell him?"

- **If the heroes are hostile.** Klaus says, "What are you, servants of Gunter then? If you be good, I will help you. If you are evil, I will fight you with the last of my strength!"

Klaus can help the heroes in many ways and has important clues for them. You should try to convince the heroes to trust Klaus.

If the heroes attack Klaus, remind them they aren't being heroic! If they still want to fight, Klaus will fight to the death, using his mace. Since Klaus is badly wounded, the characters are almost certain to win. If they do, Gunter also wins! See the information below for what to do if this happens.

**Klaus the Cleric (3rd-Level Human Cleric):** Intelligence: Average; Alignment: Chaotic good; Armor Class: 5 (chain mail); Movement: 12; THAC0: 20; No. of Attacks: 1; Damage: 1d6+1 (mace); Saving Throw: 15; Special Attacks: None; Special Defenses: Spells—*cure light wounds* x3, *light*, *slow poison*, *know alignment*; Size: Man-sized (6 feet tall); Experience Points: None (the heroes get no reward for killing Klaus).  
*Hit Points:* 3 (13 normally)

Klaus has a small treasure pouch with 45 gold pieces and 5 gems worth 50 gold pieces each hidden under the pillow on the bed. He is carrying a *stone of*



*good luck*, which adds +1 to his saving throw rolls and his attempts to turn undead creatures while he has it.

- If the heroes are even slightly friendly. Play track 50 on the CD.

This room was once the house's master bedroom. The furniture in here is in good shape, but it is all shoved around to block the windows and make a barricade. The room is inhabited by Klaus Viedermann, a cleric. Klaus was trapped in the house when he sought shelter here a week ago, but Gunter has not been able to defeat the cleric.

Klaus has useful advice for the player characters. After you play the CD track, the heroes may want to talk to and question Klaus. Klaus's responses depend on what the characters say and do.

- **Why don't you come with us and help?** Klaus refuses. First, he is too weak. If the heroes suggest he heal himself, Klaus explains that doing this is against the rules of his temple. His spells are meant to help others. He will gladly cast any



▶ Track  
PLAY 50

### Klaus

"I am Klaus, a cleric from afar. I was traveling along the road with a small party six nights ago when a strange fog suddenly blanketed the land.

"Gunter trapped us here and demanded a life! The others surrendered me to him. I was left alone with only this candle to protect me.

"The high priests of my temple gave me this candle before I left. When it is lit, it casts a magical *circle of protection* to fill the room. Gunter and his evil kind cannot enter then. Even so, I must be vigilant, for if it ever blows out, they will descend upon me.

"I am not about to leave the protection of my candle. I know not what protects you, but I know what happened to the members of my party when they left. Their spirits were taken from them for betraying me. Now they walk the night as lost beings.

"In the night, late in the night, I hear voices. They speak of Gunter's search for immortality, his love for a beautiful woman named Erika, his order to his undead servants to construct a crypt for him in this very house. Find the crypt—find the crypt, and you will find the reason why his ghost still haunts these walls."





## Klaus

"The heart must be important. Of course, of course! Now it makes sense! Gunter's servants must have miscast the spell, leaving him a ghost waiting for a body. That's why he wants one of us. Perhaps if his sorcerous crypt were found and destroyed his ghost would be at rest, and we could depart this unholy place. You must do this. I am too weak. All I can offer is my few remaining healing spells. Do you need them?"



## Gunter's Ghost

"Last chance, foolish ones! Who lives? Who dies? Why don't you and the warrior turn the cleric over to me, hmmm?"

spells he can to help the heroes. Klaus has three *cure light wounds* spells, a *light* spell, *slow poison*, and *know alignment*. He also has a *stone of good luck*. He will give this to the heroes.

- **Why should we help you? This isn't our problem.** Klaus grows grim. He says, "You're fools! You cannot escape from Gunter's house." Because of their choice, Klaus will not use his spells to help the heroes.
- **Can we take the candle with us?** No. Once the candle is lit, it cannot be moved. Besides, that would leave Klaus open to attack and he doesn't like that.
- **Where's the crypt?** Klaus doesn't know. "Tombs are usually found underground."
- **Who was Erika?** He doesn't know more than he has said.
- **What is this heart?** If the heroes show Klaus the heart, he takes it and looks at it closely. Play track 51 on the CD.

If the heroes kill Klaus, the ghost of Gunter appears and laughs evilly as he waves his hand in the direction of the door. In Gunter's voice, tell all the heroes, "You may go. I need you no longer." Read the following to the heroes who escape:

The path from the house disappears into the same strange mist you went through coming here. As you walk through it, the storm gradually ends, and then the mist fades. Soft moonlight fills the sky, but it is not soothing. In your hearts you know you have allowed a terrible evil to happen. Life will never be the same for you again.

For unjustly killing Klaus, an innocent man, and dooming him with Gunter, the heroes face certain punishments. The player character cleric can no longer cast spells or turn undead. For all heroes, including the cleric, healing spells, potions, and scrolls no longer work. The gods are very angry with the heroes.

## Area 10. Erika's Bedroom

Before the heroes open the door to this room the first time, read the following aloud:

Suddenly the air grows freezing cold as a clock somewhere in the house begins to toll. Then sweeping down the hall comes the ghostly form of Gunter!

Now play track 52 on the CD. Be sure to stop the CD when the ghost attacks.

The ghost of Gunter Weiss descends on one of the heroes. Choose one hero randomly. Fight a normal combat. The ghost's attack does no damage, but paralyzes the hero unless a saving throw is successful. If the first hero is paralyzed, Gunter moves on to another hero. The ghost continues attacking for three rounds, after which it fades away with a wild burst of laughter.

The ghost of Gunter can be driven away earlier by a cleric who makes a successful turn undead roll. Treat the ghost as a wight. Finally, it also flees at this time if a cleric casts a *bless* or a *prayer* spell, or if it is struck by a magical weapon of +2 value or better.

You should not allow Gunter to paralyze all the heroes, because then they would all be doomed just because they had the bad luck to all fail their saving throws. That's not much fun, right? If Gunter gets very lucky, then when only one



hero is left unparalyzed, have Gunter fade away, laughing wildly, saying, "Soon you all will meet your doom!"

When the heroes open the door to this room, read the following out loud:

This bedroom once belonged to a lady of taste; the furnishings show a lady's touch. The room seems to have weathered better than the other parts of the house. There is a small writing desk along one wall, a bed, and a nightstand beside it. On the nightstand is a picture.

The picture on the table is haunted by Erika's spirit. When a hero touches it, it seems to come to life and the woman in the painting—Erika—begins to move and talk. Her spirit gives the heroes an important clue. When the heroes investigate the picture, play track 53 on the CD.



Fastened to the back of the picture is a small key made of brass. This will open the secret door in the cellar (Area 8.)

## Area 11. Servant's Room

When the heroes are outside this room, tell the players:

You here a loud thump from the other side of the door.

Then play track 54 on the CD. Be sure to stop the CD at the tone.

**Ask the players:** Once again turn to your players and ask, "What will you do? Open the door or leave?"

- **Leave.** Nothing special happens.
- **Open the door.** Read the following out loud.

This was once the servant's quarters. Unfortunately, the servants are still here. The dark sorcery worked on them by Gunter has changed them into blood-thirsty ghouls!

Now play track 55 on the CD. The ghouls shamble forward to attack the heroes!

**Ghouls (2):** Intelligence: Low; Alignment: Chaotic evil; Armor Class: 6; Movement: 9; THAC0: 19; No. of Attacks: 3; Damage: 1d3 (claw)/1d3 (claw)/1d6 (bite); Saving Throw: 17; Special Attacks: Paralyzation on any hit; Special Defenses: Immune to *sleep*, *hold*, *fear*, and *charm* spells; Size: Man-sized (5 feet tall); Experience Points: 175 each.  
*Hit Points:* (1) 11 (2) 8



▶ **Track**  
PLAY **53**

### Erika

"They say Gunter's dead. But I don't believe it. I can feel him. He is still with us. I must confess a terrible thing. I stole the silver heart from the hands of his corpse which lay in the crypt. I know not what it was for, only that it was vital to his dark plan. Oh no! Somebody is coming!"



▶ **Track**  
PLAY **54**

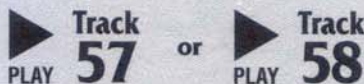


then ▶ **Track**  
PLAY **55**

### Ghouls

"The master is not feeling well. Come back another day! How can we serve you? Would you like some tea?"





### Gunter's Ghost

"Curse you, cleric! Only you could have known that your vow of loyalty would protect you from me! But nothing will spare you from my servants! Rise, my servants, attack and kill!"

"Take the silver heart. Do not let them get near my sarcophagus!"

or

### Gunter's Ghost

"How dare you violate my grave! You shall not leave my final resting place, fools! Rise, my servants! Slay the intruders!"

### Zombies

"We hear, and obey, master! Master!"

Lying on the floor in different corners are a *dagger +1* and a *potion of healing*. There is nothing else of interest in this room.

## Area 12. The Secret Crypt

This area is not on the players' map! This is the secret room that Gunter built for his experiments. It is reached through the secret door from Area 8. The map of the room is shown here for your use. Do not tell the players about this room until their heroes find it.

To get into the secret crypt, the heroes must use the brass key found in Area 10 on the hidden keyhole in Area 8, the thief must make a successful open locks roll, or the wizard must use a *knock* spell on the door. When the characters enter the crypt, play track 56 on the CD. Then read your players the description of the room.

The crypt is a long, narrow room with a plain dirt floor. A stone sarcophagus fills the center of the room. Bronze braziers rest in each corner, and the walls are covered with carvings of various magical symbols. Eight niches in the walls each contain a skeleton, shackled to the walls by rusted iron chains.

Gunter's ghost hovers at the doorway to the crypt, blocking the way to retreat. Make it clear to your players that they cannot leave without facing the ghost.

What happens next depends on whether or not the heroes have the silver heart from Area 2.

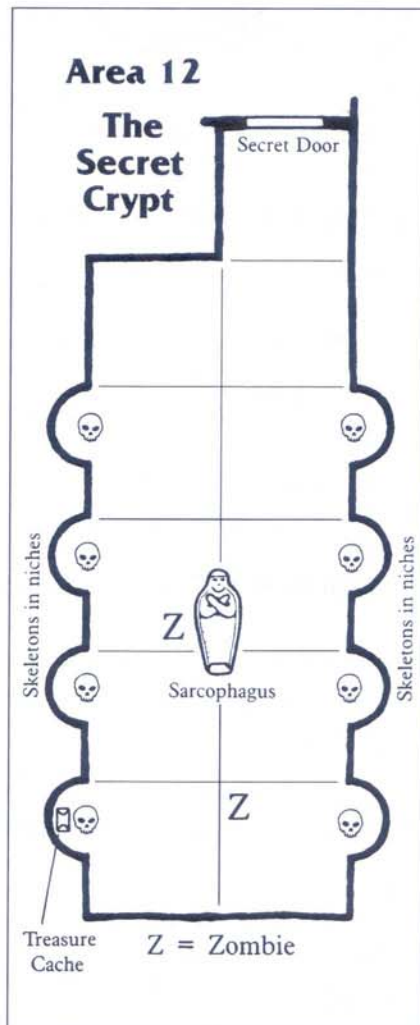
- The players have the heart. Play track 57 on the CD.
- The players don't have the heart. Play track 58 on the CD.

Either way, next two zombies claw out of the dirt floor at Gunter's command. It takes the zombies one round to dig their way free. After this round they can attack the heroes. These zombies are faster and smarter than normal zombies due to the magical methods Gunter used to create his special guardians. They do not act last in a round. Roll normally for initiative. The places where the zombies come out of the floor are marked with the letter "Z."

**Zombies (2):** Intelligence: Low; Alignment: Neutral; Armor Class: 8; Movement: 6; THAC0: 19; No. of Attacks: 1; Damage: 1d8 (fist); Saving Throw: 17; Special Attacks: None; Special Defenses: None; Size: Man-sized (6 feet tall); Experience Points: 120 each.

*Hit Points:* (1) 15 (2) 11

Even if the heroes defeat the ju-ju zombies, they still have to find a way to destroy Gunter. This can only be done with the silver heart. If





the characters do not have the silver heart, they can't leave the crypt now and go get it. Go to the Failure! section at the bottom of this page.

If the heroes have the silver heart, roll some dice—any type, since it does not matter what you roll. Then say, "You notice there's a strange niche on the top of the sarcophagus. It looks kind of heart-shaped." If any hero places the heart in this niche, play track 59 on the CD. When the track is done, read the following to your players:

Suddenly the lid of the sarcophagus trembles and then flings open with a mighty crash. A horrible figure rises out of the tomb and lunges straight toward you!

The magic that was to restore Gunter's youth has drawn the ghost back to its rotting body. It has returned as a ju-ju zombie! Ju-ju zombies are smart, fast, and *tough*. Remember that a ju-ju zombie can only be hurt by magical weapons. Flaming oil is effective against a ju-ju-zombie, too.

Because of the nature of the spell originally cast on it by Gunter in life, Gunter's ju-ju zombie body is also vulnerable to the spell *bless*. If this is used against Gunter, his body is instantly destroyed, and his ghost is dispelled forever. Gunter cannot be turned while he is in the secret crypt.

**Ju-Ju Zombie, Gunter (1):** Intelligence: Low; Alignment: Neutral evil; Armor Class: 6; Movement: 9; THAC0: 15; No. of Attacks: 1; Damage: 1d10+2; Saving Throw: 14; Special Attacks: None; Special Defenses: Hurt by only +1 or better magical items; immune to *sleep, charm, hold, fear, and magic missile* spells, and cold, electricity, poison, and paralyzation; Size: Man-sized (6 feet tall); Experience Points: 975.

*Hit Points:* 24

Hidden behind the skeleton in the last skeleton niche on the right as a person would enter the room is a small cache of treasure, including 355 gold pieces, 575 silver pieces, a *long sword* +2, a *mace* +1, a *potion of speed*, a *ring of invisibility*, and three *potions of healing*.

## Escape

If the heroes defeat Gunter the ju-ju zombie, his ghost is dispelled, and the heroes are free to leave the mansion. The magical forces that prevented them from escaping vanish. With the dawn the storm ends, and the road is clear to return to town.

## Failure!

It is possible for the heroes to fail in this adventure. If they do, they pay with their lives. If the heroes search the entire house, cannot find the secret room, and have no hope of finding it, they have failed. Or, if they find the secret room but do not bring the silver heart into it with them, they have failed. If this happens, the midnight deadline is reached. Play track 60 on the CD. This is the sound of their doom!

At the tolling of the clock, Gunter appears in front of the heroes and attacks. (He may already be there if the heroes are in the crypt with the silver heart. If so, he just waits to attack until midnight.) The characters have no chance of defeating Gunter. At best they can run away. Even if they run away, Gunter reappears in two rounds, no matter where they are in the house.

Gunter can be driven away for 10 rounds if the cleric makes a successful turn undead roll versus wight. This gives them only a brief rest from him. If the charac-



### Gunter's Ghost

"What have you done? It's been too long, too long! Stop! I beg you!"

### Gunter Zombie

"Ohhh! Look what you've done to me! Worms eat my flesh. Maggots eat my veins. This magic was meant to be worked a hundred years ago, not like this—not now! I am old! You'll die for this!"



### Gunter's Ghost

"You've failed, mortals! Your pathetic struggles have amused me, but now I'll claim one of you for myself. None of you shall see the morning in my house!"



ters are in the secret crypt, the ghost of Gunter cannot be turned by the cleric. He is too strong there.

**Gunter (Ghost):** Intelligence: Highly; Alignment: Lawful evil; Armor Class: 0; Movement: 9; THAC0: 11; No. of Attacks: 1; Damage: 1d4; Saving Throw: 11; Special Attacks: *Cause fear* as the cleric spell when desired instead of attack; Special Defenses: Hurt only by silver or magical weapons; immune to spells; Size: Man-sized (5½ feet tall); Experience Points: 5,000.

*Hit Points:* 52

Gunter can only be hit by silver or magical weapons and cannot be harmed by any spells. The heroes have no real chance of defeating Gunter.

## Wrapping It Up

*If all the heroes escape the house, be sure to compliment them on a job well done. This was a hard adventure! Total up the experience points for the monsters the characters defeated and award these to the player characters. Give this total to the players.*

Have the players add their new experience to their old totals. Check to see if any heroes have gone up a level. If any have, tell their players to roll for more hit points. Be sure they use the right die for their character type.

Finally, make notes for yourself, like you did before, about the magical items the heroes found. Again, don't tell them what they are. They have to take the treasures to the wizard for identification.

With that all done, you're ready to prepare for the next adventure session—in wilderness!





# Across Wildspace!

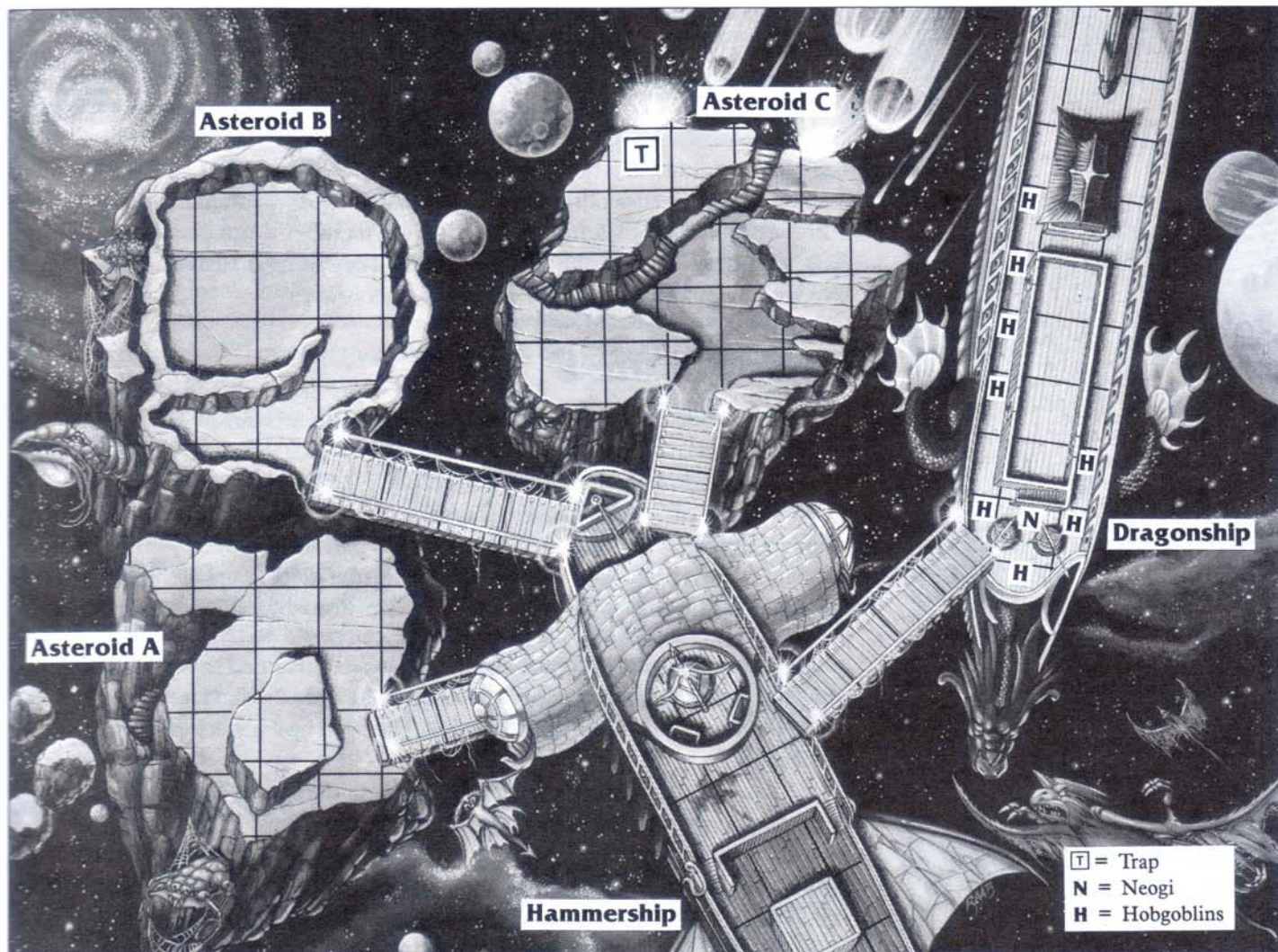
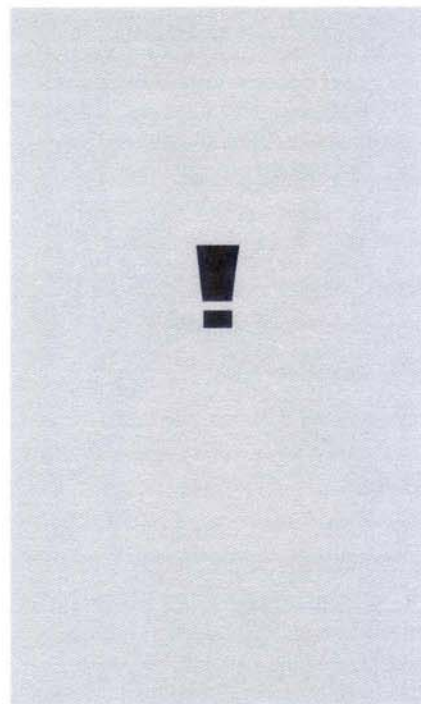


irst, a word of praise. You've already played two adventures, and you're doing well. Sure, maybe you've made mistakes, but don't worry. Everybody makes some mistakes. The good thing is that you can make mistakes and still have fun—and you can learn from them. So don't worry, and have a good time.

This adventure is used after you've finished the first two—"The Tomb of Demara" and "The Ghost of Harrow Hill." *It's important to play those first, since this adventure gives you more to do as the Dungeon Master. There are a number of things here that are different from the first two adventures.*

The first difference is that this adventure doesn't use the CD. That means you'll get to play all the parts of all the people the players' characters run into. You will have to invent voices and decide exactly what to say. The adventure gives suggestions and bits of dialogue, but now you're ready to take control.

It also means your players will get to act the parts of their heroes entirely on their own. That means more than just deciding what their characters will say. Up to now, the players have gotten hints about what they should do from what the heroes on the CD did. Now the players will have to think of what to do and make their decisions all on their own.



**Wildspace — DM's Map**



**Wildspace** — A fantasy version of outer space where sailing ships fly between the planets. In this outer space, there are air and gravity just like on normal land.

**Hammership** — A type of ship that travels through wildspace. A hammership looks like a combination of a sailing ship and a hammerhead shark. Other ships in wildspace include squidships, nautiloids, and dragonships.



The second change is the setting. This adventure takes place in *wildspace*, a place very different from ruined castles and haunted houses. Adventures for your heroes don't have to be normal. After all, this is a fantasy game! That means things can be as weird and different from reality as you want—and wildspace is pretty weird.

Finally, this adventure has a different kind of map. It does not take place in a group of rooms like a castle or house. The "Across Wildspace!" adventure shows several different rocks floating in space and two fantasy spaceships. Each of these is a different place in the adventure, separated from all the others by great distances. Each rock can only be reached by traveling in a spaceship. The players choose which rock to visit and when.

## The Adventure

Since this adventure takes place in wildspace, it's a good idea to know what the adventure is about.

The adventure begins when Captain Blotomus floats from the sky and lands in town—really! He was flying through space on his *hammership* when it was attacked by space pirates. After a brave fight in which his crew was captured, the captain barely escaped with his ship. Too damaged to sail far through space, the captain has been forced to land in the town for repairs and to hire on a new crew.

Captain Blotomus needs more than a crew, though. He wants to rescue his old crewmates, too. The only problem is he doesn't know exactly where the pirates have taken them. The captain knows the pirates were led by Raver, a neogi (see page 15 of the *Monsters & Treasures Book*). Better still, Captain Blotomus has managed to learn of a couple of asteroids in the area where Raver sometimes hides. The captain figures he'll find his crew on one of these asteroids.

To complete the adventure, the heroes must sail with Captain Blotomus to three different asteroids, pick up marooned crew members, and finally track down Raver to rescue the rest of Blotomus's crew. They must do this quickly, because Raver is not going to stay in this part of space forever.

## Getting Started

The adventure begins after the heroes have escaped from Harrow Hill and returned to town. Before laying out the map for the adventure, tell the players their heroes are in town, and then ask what each hero is doing. Answers are likely to be things like: "My warrior is sitting in the tavern sharpening his sword" or "My character's at the temple getting healed." Make note of what each player tells you.

After the players tell you what their characters are doing, Captain Blotomus's ship sails out of the sky and lands in the center of town. Read the following to your players:

A dark shadow drifts over the town like a thick storm cloud. That's odd, because until now the sky has been cloudless all day. Suddenly the shadow stops moving over the town square and starts to shrink. Then you hear a voice calling from out of the sky!

"Ahoy there, I'm Captain Blotomus. Clear your decks for a landing, swabbers!" Looking up, you see a strange, flying ship descending toward the town square.

Now, let your players decide how their heroes will react. Some players may just watch and wait, while others might decide this is an attack on the town. Such mix-ups are entertaining, but don't let a full-scale battle start. Captain Blotomus doesn't want to fight. He's here to find help, but if he is attacked, he'll knock a few



heroes silly to make them see sense (but he won't kill anyone).

Once the ship lands, Captain Blotomus stomps down the gangplank. This is your chance to control a nonplayer character. Captain Blotomus is a giff (see page 10 in the *Monsters & Treasures Book*). The giff are big, loud, good-natured hippomen who love a good fight. The captain is very much a giff.

You must explain to the players what happened and why the ship is here. There is no speech to read here—this is a chance for you to make your own decisions about what to say. Instead of just telling the players though, pretend you are Captain Blotomus. Say things like “I was sailing along when out of the sun comes a pie-rat ship,” or “Arrgh, they got me crew. I need some help rescuing me lads.” Don't be afraid to ham it up—use Captain Blotomus to have some fun. Being a Dungeon Master isn't all serious work!

Eventually the captain offers to hire the heroes. He'll start by offering them each 100 gold pieces and a “share o' the booty.” He can be convinced to pay up to 200 gold pieces each, but he doesn't want to. He'll only raise his offer if the heroes haggle with him. Again, use any arguing over payment to have fun role-playing.

When the heroes agree to join the captain, he tells them to be ready to sail in four hours. By then his repairs will be done. If they don't want to join the captain, make it clear to the heroes that no other opportunity for adventure is going to come along until they join him.

**Captain Blotomus (Giff):** Intelligence: Low; Alignment: Lawful neutral; Armor Class: 6; Movement: 6; THAC0: 17; No. of Attacks: 1; Damage: 1d6+7; Saving Throw: 16; Special Attacks: Head butt (2d6 points of damage); Special Defenses: 10% magic resistant (10% of the time spells do not work on him); Size: Large (9 feet tall); Experience Points: 0 (the heroes earn no experience if they kill the captain!).  
*Hit Points:* 20

Captain Blotomus is in this adventure as a friend to the characters. It's like having another hero in the group. However, *the captain is a nonplayer character, not a player character hero. This means that the players don't get to choose everything the captain does like they do for their heroes.* For this adventure, the players get to control the captain, but you can overrule their choices anytime you think the giff would act differently.

Suppose the group reaches an asteroid with a cave. The players are afraid something horrible inside will hurt their heroes, so they say, “Captain Blotomus will go in and tell us what's inside.” You know the captain is not a fool. The other heroes are afraid to go in, so he knows it must be dangerous. You can tell the players, “No, the captain's not going to do that. He's staying on the ship.”

The captain does like a good fight and will fight bravely beside the heroes. However, remind your players they need to keep him alive! *Without the captain, the group can't sail the ship or find their way back home.* Stress this to your players. (The captain retreats when he has only 1–4 hit points remaining. You should have mercy on the player characters if Captain Blotomus falls dead to a lucky blow. Have him fall unconscious rather than die, and allow healing spells to bring him back to awareness.)

## Setting Sail

After fixing his ship, the captain is ready to take off. Fortunately for the heroes, sailing the giff's flying ship is not hard. All they have to do is follow Captain Blotomus's simple instructions. Describe to your players how the ship lifts off and leaves the earth behind. With them on board, it soars high into the blue sky and then out into the darkness of space. Since this is fantasy space, the heroes don't



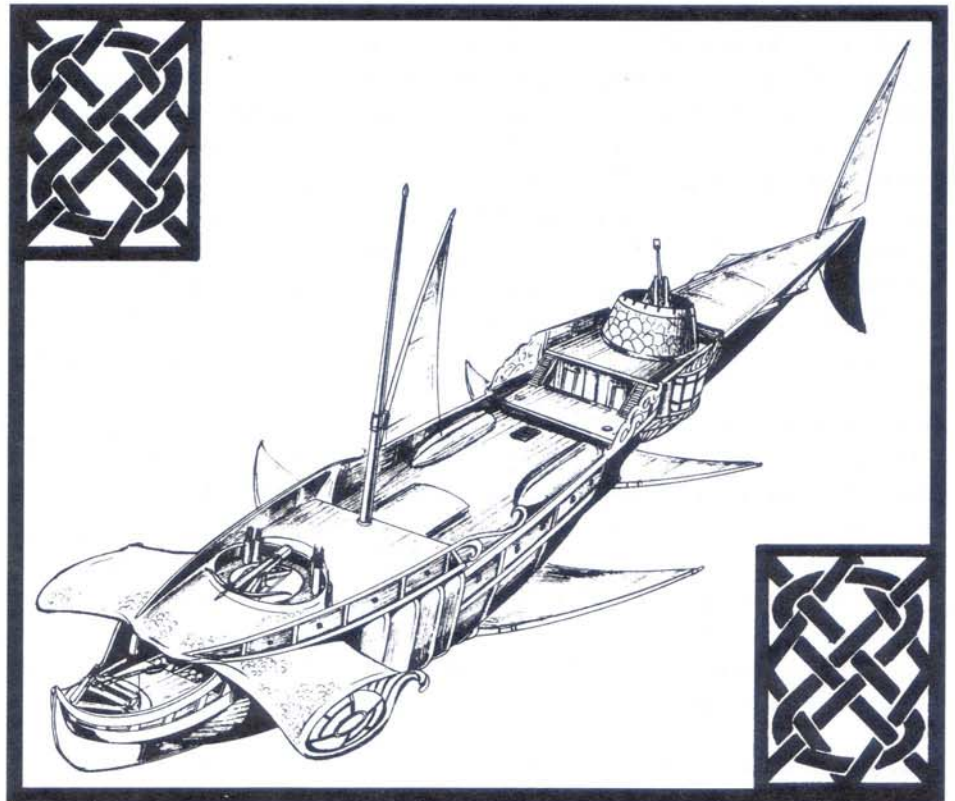
### Captain Blotomus

The captain is a big, blue-gray-skinned hippoman. He wears an old sea captain's uniform of blue trousers, red jacket, lots of gold braid, and medals. (He really likes medals.) He speaks with a booming voice and always says things like “matey,” “lubber,” and “arrgh.”

The only thing Blotomus fears is losing his precious hammership. Otherwise he's ready for any fight.







need to wear space suits or worry about freezing if they sail away from the sun. Those things don't happen here!

Once away from the planet, the captain turns to his new crew and says, "I've always run a fair ship, so I'll put it to you. Where should we be sailing fer, lubbers?"

At this point lay out the Wildspace map. You'll notice that this map is different from the others in this box. Instead of a building filled with rooms, this map shows three asteroids and two ships. One ship is the hammership the heroes are on. The other ship, a dragonship, belongs to the neogi, Raver. The dragonship and all the asteroids are connected to the hammership by gangplanks.

Each encounter of this adventure uses a different part of the map. The encounters always begin with the heroes on the hammership. Captain Blotomus then puts one gangplank out to link the ship to one of the other places, either an asteroid or the dragonship. The two linked places are where the adventure occurs. *All the other places and gangplanks on the map don't exist for that encounter.*

*The players should look at the map and choose which location to set sail for. If they choose the dragonship, ask them, "Where will you find it?" They can't answer that question until they gather the clues on the three asteroids. Therefore they can't go to the dragonship just yet.*

## Moving in Wildspace

Moving in the strange world of wildspace is more difficult than in normal rooms. Things like gravity are different from place to place. *Characters and monsters can only move half as fast as normal on the asteroids and ships.*

## Area 1. Crown Rock Asteroid

Only Asteroid A and its gangplank are in play. The other asteroids can be seen, but only as little dots far away.



Some of Raver's hobgoblin crew mutinied recently, so the neogi stranded the mutineers on Crown Rock. They are a sorry lot with very little food or water. If they do not escape from this rock soon, they will die.

When the hammership approaches the asteroid, have all the players make ability checks against Wisdom. Any hero that succeeds at the check sees a faint wisp of smoke rising from behind the crown of the rock. The crown is the asteroid's highest point.

The hobgoblins have seen the ship coming and are hiding on the asteroid. They attack when the heroes reach the crown. They want to steal the ship, and will try to run on board and pull up the gangplank before the heroes can stop them. If they do this, the heroes will have to bravely leap the gap to get back on board. Those trying must make a successful ability check against Dexterity to reach the deck. Those who fail are floating in the space between the rock and the ship. They can be rescued by anyone who throws them a rope.

If three hobgoblins are killed, the rest surrender. They would rather be rescued from the rock as prisoners than die there.

**Hobgoblins (6):** Intelligence: Average; Alignment: Lawful evil; Armor Class: 5 (chain mail); Movement: 9; THAC0: 19; No. of Attacks: 1; Damage: 2d4 (morning stars), 1d8 (arrows); Saving Throw: 17; Special Attacks: None; Special Defenses: None; Size: Man-sized (6½ feet tall); Experience Points: 35 each (points are earned for hobgoblins killed or who surrender).

*Hit Points:* (1) 9      (2) 7      (3) 6      (4) 5      (5) 5      (6) 4

Any hobgoblins captured can be questioned by the heroes. The hobgoblins lie about the mutiny (since that would make them look bad) but do say that Raver talked about visiting the Rock of Bral after stopping at the Three Sisters. Captain Blotomus has heard of both places and knows how to get to them. However, he needs to know the route Raver is taking to get to the Rock of Bral.

Captain Blotomus will object to leaving the hobgoblins behind or killing helpless prisoners. If the player characters do either in spite of his objections, the captain will take them back home and get new heroes.

## Area 2. Three Sisters

Only Asteroid B and its gangplank are in play. When the hammership gets close, read the following to the players:

After sailing through the blackness for so long, a bright star suddenly appears out of nowhere just off the port bow! At the same time space is filled with the sound of off-key singing and the clatter of pots and pans.

Captain Blotomus steers toward the brightly lit asteroid, and as the ship gets closer the heroes see a glowing cave mouth in the side of the asteroid. Beside the cave mouth is a sign. The asteroid is actually the Three Sisters Way Station, a tavern floating in the middle of space!

The captain drops the gangplank and tells the heroes, "This is a great drinking hole for pirates and other scum, mates. I'm not too well-liked in there, but if you go in, you might learn Raver's whereabouts."

Inside the asteroid is a single, well-lit room. It is furnished with a few old tables and benches, and a big stack of very large barrels lines the back wall. Four mean-looking space sailors sit at tables throughout the tavern.



**The Rock of Bral** — A huge asteroid city that floats in wild-space.







This is a different kind of encounter for the heroes. Up to now, they have mostly fought or tricked monsters to win. *This time the heroes want information. To get it, they are going to have to talk instead of just fighting.* As the Dungeon Master, you speak all the parts of the people they talk to.

As soon as the heroes enter, play the part of a barmaid (or waiter if you want). Ask the heroes if they want a drink or a meal. If the players say “no,” the barmaid instantly doesn’t like them—after all, they’re not spending money. She won’t answer any questions for the heroes.

If the heroes buy food (5 silver pieces per hero) or drink (2 silver pieces per hero), the barmaid thinks they are okay. She’ll answer questions so long as the questions don’t look like they’ll get her in trouble. If the heroes buy anything and give her some extra gold (at least 10 gold pieces), the barmaid decides they are wonderful people. She’ll help them as much as she can.

After this first encounter, ask the players what their heroes do. Including the barmaid, there are four people here the heroes can talk to. Here’s how each one acts and what she or he knows.

- **Barmaid.** Her helpfulness depends on the money she gets. She knows Raver was through here just this morning, but doesn’t know where the neogi was headed. A lot of his crew members were hurt—like they were just in a fight.
- **Out-of-Work Mercenary.** Unless the heroes prove they’re tough, this big guy won’t give them the time of day. He snarls at them and challenges them to a contest—something like arm wrestling or a dagger-throwing contest. You can think of other contests, too. The mercenary only wants a physical contest, and won’t play chess, for instance. Most contests can be resolved with competing ability checks. Whoever rolls the highest at a successful ability check wins. If one of the two in the contest fails the check, she or he automatically loses. If both fail a check, roll again.

The mercenary’s Strength is 15, his Dexterity is 12, and his Constitution is 16. If a hero beats him, the mercenary decides the group of heroes is all right. He’ll tell them what he knows for the cost of a drink. He heard Raver tell his crew they were flying through the Starry Passage toward their next stop.

- **Drunk.** This fellow can hardly sit up. If the heroes try talking to him, he mumbles something and then falls over. Buying him a drink only makes him worse and wastes money. He doesn’t know anything useful, but don’t tell the players that right away.
- **Elf Spy for Raver.** This evil elf is actually a spy for Raver who was left behind to see who’s following the neogi. He’ll tell the heroes to look for Raver at Big Rock (Asteroid C). This is a trap that Raver set.

Captain Blotomus knows where the Starry Passage and Big Rock are. Knowing about the Starry Passage isn’t enough, though. Space is a big place and there are lots of asteroids and moons in the Starry Passage. Any of these could be Raver’s goal. The group needs another clue, the one from Asteroid A (that Raver is flying to the Rock of Bral). If they know both the name (Rock of Bral) and area where the asteroid is found (Starry Passage), they can track Raver down.

If any hero starts a fight, the nonplayer characters in the tavern gang up on him. They punch and kick (1d2 points of damage for either a fist or a foot), but don’t use spells or weapons—unless the heroes do first.

## Area 3. Big Rock

Only asteroid C and its gangplank are in play.

The heroes go to this asteroid if they were tricked by Raver’s spy. The neogi has





left a trap behind on Big Rock. On top of the raised area furthest way from the ship on the asteroid is a golden stand. A huge red ruby is mounted on top of it.

The ruby has six thin wires attached underneath it. If the ruby is lifted off the stand without first cutting the wires, six crossbows hidden in the golden stand pop out and fire. Each character on the raised area with the golden stand can be attacked twice. (A total of six attacks by crossbows can be made.) If there are more than three characters on the plateau, everyone gets attacked once, then those closest to the stand get attacked twice, to a total of six attacks. The crossbows have a THAC0 of 17, and their bolts do 1d6 points of damage. The crossbows cannot be removed from the stand. They are built in.

The trap on the stand can be detected by a thief's successful find traps roll, or by a *find traps* spell. The crossbows can be disarmed by a thief's successful remove traps roll.

The ruby turns out to be a piece of glass. The stand is actually made of iron, painted to look like gold. Neither one is worth anything. Underneath the ruby is a note that reads:

This is just a warning, Blotomus. Next time I'll use poisoned arrows. Stop chasing me, or you'll end up dead.

## Area 4. The Dragonship

After the heroes gather the clues from Areas 1 and 2, they can chase down Raver's dragonship. Knowing that Raver is going to the Rock of Bral by way of the Starry Passage lets Captain Blotomus know where to find the neogi. "Full sail!" Captain Blotomus orders. He wants the ship to move at top speed.

Tell your players the giff seems nervous and tense. If they ask about Raver and his crew, the giff warns them more specifically about the forces he and the heroes are facing. Raver has himself—a neogi—and eight hobgoblin crew members on his side. It will be a tough fight. The heroes may want to prepare before the battle.

After a few hours of flight, the dragonship will be sighted. *Roll to see if the neogi is surprised. This time the heroes can't be surprised.* No matter what the roll is, the two ships move into missile fire range. On the dragonship's deck are eight hobgoblins and their neogi captain. Only three hobgoblins have bows. (All eight of them have morning stars.) The rest cannot make missile attacks.

- **If Raver is surprised.** The heroes get one round of missile fire. The enemy does not get to fire back. The next round both sides can use missiles. On the third round the two ships meet.
- **If Raver is not surprised.** Both sides get two rounds of missile fire. On the third round the ships meet.

Once the ships meet, Captain Blotomus drops his gangplank onto the dragonship. The dragonship's crew members are at the places shown on the Wildspace DM's Map on page 45.

The heroes can board the enemy ship by leaping across the gap between the two vessels or running down the gangplank. Heroes who leap across must make a Dexterity check. If they succeed, they land on the enemy ship and can attack right away. Those who fail must spend the round scrambling over the rail of the enemy ship. They cannot attack. Heroes who run down the gangplank must defeat the hobgoblin at the end before they can reach the deck. Because the gangplank is narrow, only one hero can fight the hobgoblin, and that hero has a -1 penalty on his chance to hit.









If the characters look like they are in trouble in the battle, Captain Blotomus will help. First, he shouts out advice—good tactics the heroes can use. This is a way you can suggest things to the players without telling them what they should do. Good tactics include targeting the neogi with spells, keeping an archer in back to pick off the enemy, and trying to sneak thieves around behind enemies to backstab. If the heroes still need help, the captain joins them in battle.

Raver uses his spells first and then attacks hand-to-hand. In hand-to-hand combat, his bite is poisonous and slows the heroes if they fail their saving throws. The battle ends when Raver is defeated. Any hobgoblins left will instantly surrender. They do not want to be left in space without a captain. So long as Raver is alive, the hobgoblins fight to the death.

**Hobgoblins (8):** Intelligence: Average; Alignment: Lawful evil; Armor Class: 5 (chain mail); Movement: 9; THAC0: 19; No. of Attacks: 1; Damage: 2d4 (morning stars), 1d8 (arrows); Saving Throw: 17; Special Attacks: None; Special Defenses: None; Size: Man-sized (6½ feet tall); Experience Points: 35 each.

**Hit Points:** (1) 9      (2) 7      (3) 7      (4) 5  
(5) 5      (6) 5      (7) 4      (8) 3

**Raver the Neogi (3rd-level Neogi Wizard):** Intelligence: Highly; Alignment: Lawful evil; Armor Class: 3; Movement: 6; THAC0: 15; No. of Attacks: 3 or spell; Damage: 1d3/1d3/1d6; Saving Throw: 14; Special Attacks: *Slow* poison in bite—acts like a *slow* spell for 1d8 rounds if target's saving throw is failed; Special Defenses: Spells—*magic missile* x2, *flaming sphere*; Size: Small (3 feet tall); Experience Points: 1,400.

**Hit Points:** 17

Searching the ship after the battle, the heroes find Captain Blotomus's crew locked below decks. They also find the neogi's plundered treasure. After the captain takes his share, the heroes get 1,000 gold pieces to split among themselves. There is also one magical item for each hero. You get to decide what these items are, but no hero should get weapons or armor greater than +2. Choose treasures that fit the character—a *cloak of elvenkind* for the thief perhaps or a *wand of magic missiles* for the wizard. Or you can roll randomly for these treasures on the Treasure Generation tables on page 27 of the *Monsters & Treasures Book*.

## Conclusion

If the heroes rescue the captain's crew, the giff is very grateful. He pays them the amount he and the heroes agreed on and then takes them back to the town. Remember that Captain Blotomus is a friend—someday he may return!

Total the experience points the player characters earned for defeating any monsters, and award each player this total. As usual, have your players check their sheets to see if any character earns a new level, and then congratulate them on successfully finishing the adventure.





# Under Mount Dread



Congratulations—you've been the Dungeon Master for three adventures now! In those adventures, you've learned the basics of role-playing and of being a Dungeon Master. Now it's time to try something a little more ambitious—a chance for you to go it alone.

You've noticed this adventure is not like the others. First the side column with notes, icons, and dialogue is not there. The areas in this adventure don't have as much detail or instructions either. You don't need the hand-holding anymore.

Another big change in this adventure is that it doesn't have a specific goal for the heroes. In "The Castle of Demara" the heroes had to recover the *orb*. In "The Ghost of Harrow Hill," they had to find the way to escape. In "Across Wildspace!," they had to rescue Captain Blotomus's crew. As soon as the heroes did these things, these adventures were over. There wasn't much reason to go back to the castle or the old house or the asteroids.

"Under Mount Dread" doesn't have a single person or special thing for the heroes to find or do. "Under Mount Dread" is a *dungeon*—an old ruin where monsters dwell. Dungeons and other ruins are traditional places of adventure in the AD&D game. They are places for the heroes to explore, recovering many of the treasures lost within. Unlike the other adventures, "Under Mount Dread" never really has to end.

## The Background

"Under Mount Dread" may not have a specific goal, but it still has a story. Every adventure should have some background to explain how things came to be. This helps the Dungeon Master make choices about what is happening there now.

Centuries ago the evil sorcerer Azazabus built a home for himself under Mount Dread. All kinds of evil monsters came to help Azazabus. He paid some well, and for others there were other—evil—rewards for helping him. For years his monsters raided the farms nearby while the wizard worked on terrible experiments in his underground laboratory.

When the sorcerer finally disappeared, the monsters stayed and made the place their own. The dungeon is a good place for them to live and is easy to defend. Monsters have lived there now for over a hundred years.

Currently, the ruler of Karameikos is expanding his holdings to include the lands around Azazabus's dungeon. He wants all the monsters removed, since they are bad for his kingdom. As a reward, heroes that go into the dungeon and get rid of the monsters can

keep whatever treasure they find inside. The criers of all of Karameikos's towns have announced this to all the kingdom's people.

The heroes probably don't know all the history of Azazabus's dungeon. In fact, they may know very little about the place. All they have heard is that the king wants some monsters tracked down and destroyed. The local farmers can tell them how to find an entrance to the dungeon. Of course, the farmers think the heroes are either very brave—or very foolish.

## Playing the Adventure

This is a long adventure. The characters are not going to be able to go in and defeat all the monsters on their first try. Instead they should plan to go in, kill a few monsters, and then come out before they are too badly hurt to escape. Once outside, they should go back to town where they can heal and memorize new spells. Later, they can go back in and kill some more monsters. It will take several trips for them to completely empty the dungeon—if they ever do!

That is because this dungeon has more than one level dug underground. The topmost level is not too difficult to adventure in, and is a good place for 1st-level characters to explore. The next level down is a little more dangerous. It is suitable for 2nd-level characters. Each layer below the second increases in danger as the heroes rise to greater levels. (We supply only the first two levels here.) Staircases, pits, and old mine shafts link the layers of the dungeon. Of course, the heroes don't have to adventure in them all.

## Setting Up

Before beginning the adventure, the Dungeon Master needs to examine the Mount Dread DM's Map to note where the doors are. They are not shown on the players' Mount Dread map. When the player characters could logically see a door, place a die or a penny on the players' map to mark the door, and tell the players what their characters see. You will also need to decide which three doors on the Mount Dread DM's Map are locked and where to place three secret doors. It is all right for a secret door to go through a lot of stone and dirt. Just write an "L" for locked doors and an "S" for secret doors in pencil in the appropriate places on the map in this book.

When you are ready to play, lay out the players' Mount Dread map on the table. This is the first and easiest level of the dungeon. For this adventure, the players can see the entire map, but they don't know what waits for them. The starting tunnels are marked on the Mount



Dread DM's Map. The heroes can decide to enter the map from either entrance tunnel.

**Monster Summaries:** Each room description has all the numbers you will need for each monster. What's missing from these descriptions are many of the instructions that were in the previous adventures. There are descriptions for what the monsters will do in general, but you will have to decide exactly what they say and how they say it. Most of the choices for the heroes are not given, either. Your job as Dungeon Master is to listen to what the players want their heroes to do and then judge what will happen. Of course, you use the rules whenever these apply, but many times you will have to make your own decisions.

## Level One Dungeon

This level of the dungeon is meant for 1st-level characters. If the characters clean out every room, getting rid of all the monsters, they will get enough experience points to get to 2nd level. Since there isn't a story or plot to go with "Under Mount Dread," there isn't an experience point bonus for completing the adventure.

### Area 1. The Low Room

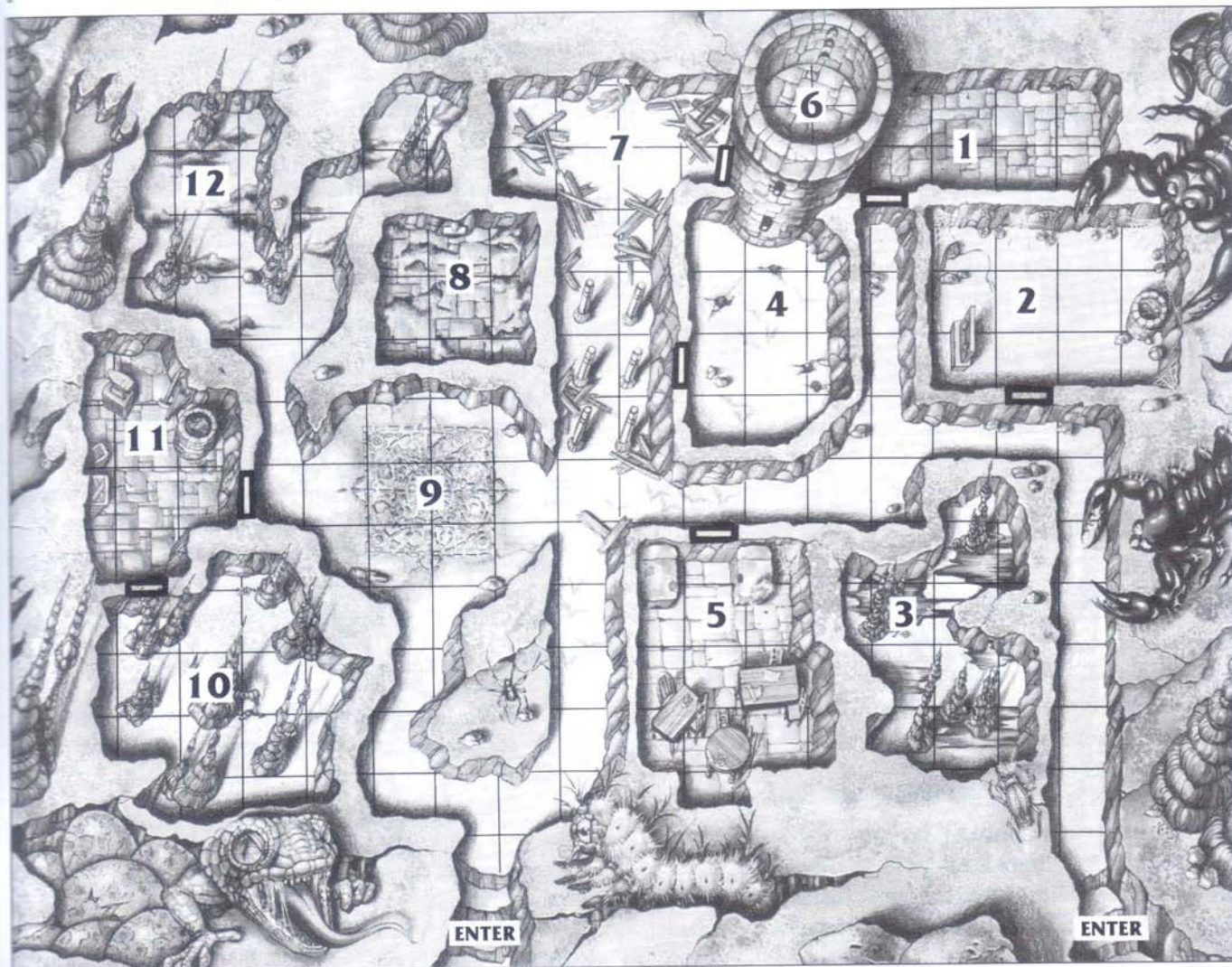
There are five kobolds in this room. They have captured a gnome and are arguing over what to do with him. The gnome is tied up and sitting in a corner. The kobolds attack the characters right away.

The room is made of large, flat stones. The ceiling here is very low, about 5 feet high. It's perfect for kobolds, gnomes, and dwarves, but not for humans or elves. Humans and elves subtract 1 from their die rolls when attacking (-1 attack penalty).

The gnome is named Tinker. He was looking for a special silver spring. He needs it for his secret project. He won't tell the characters what that project is, because, after all, it's a secret.

If the characters rescue Tinker and let him go, they each get an extra 100 experience points for doing a good deed. He won't go with them into the dungeon. He has his spring (it's in his pocket) and just wants to get home.

**Kobolds (5):** Intelligence: Average; Alignment: Lawful evil; Armor Class: 7 (leather armor and shield); Movement: 6; THAC0: 20; No. of Attacks: 1; Damage: 1d6



Mount Dread — DM's Map

 = Door





(short sword); Saving Throw: 19; Special Attacks: None; Special Defenses: None; Size: Small (3 feet tall); Experience Points: 7 each.

*Hit Points:* (1) 3 (2) 2 (3) 2 (4) 1 (5) 3

*Treasure:* 50 copper pieces and 150 silver pieces in the pockets of the kobolds.

**Tinker the Gnome:** Intelligence: Very; Alignment: Neutral good; Armor Class: 7 (leather armor); Movement: 6; THAC0: 20; No. of Attacks: 1; Damage: By weapon (he currently is unarmed); Saving Throw: 14; Special Attacks: None; Special Defenses: Saving throw bonus; Size: Small (3 feet tall); Experience Points: None (the heroes get no experience for killing Tinker).

*Hit Points:* 5 (normally 8)

## Area 2. The Prison

There are four skeletons hanging from iron chains on the walls. When all the characters get into the room, the door magically slams shut behind them. The skeletons rip their chains free from the walls and attack the characters. The door is not locked, only shut.

If a cleric tries to turn the skeletons *before* they attack, nothing happens. They can be turned normally after they attack. If a character attacks the skeletons before they rip their chains out, the door shuts, and the rest of the skeletons attack. This might trap a character outside

the room.

The room is an old prison. It has chains and shackles on the walls and floors. The room is very dusty, and cobwebs festoon the corners and the skeletons (before they attack). In one corner is a small, locked chest.

**Skeletons (4):** Intelligence: Non-; Alignment: Neutral; Armor Class: 7; Movement: 12; THAC0: 19; No. of Attacks: 1; Damage: 1d6; Saving Throw: 17; Special Attacks: None; Special Defenses: Immune to *sleep*, *charm*, *hold*, and *fear* spells, and cold damage; edged and piercing weapons do only half damage to skeletons; Size: Man-sized (6 feet tall); Experience Points: 65 each.

*Hit Points:* (1) 3 (2) 5 (3) 2 (4) 3

*Treasure:* 200 gold pieces in the small locked chest in the corner.

## Area 3. The Water Cave

There are two giant fire beetles in this room. The beetles have been digging in this cave to make it bigger. Since this is their home, they attack the characters right away to drive them off.

The cave has an inch or two of water on the floor. Water is dripping down from the ceiling in several places.

**Giant Fire Beetles (2):** Intelligence: Non-; Alignment: Neutral; Armor Class: 4; Movement: 12; THAC0: 19; No. of Attacks: 1; Damage: 2d4; Saving Throw: 19; Special Attacks: None; Special Defenses: None; Size: Small (2½ feet long); Experience Points: 35 each.

*Hit Points:* (1) 6 (2) 4

*Treasure:* None.

## Area 4. The Alcove Room

There are six giant rats in this room. The rats have made this their lair. They haven't been able to find food in a few days, and they are so hungry that they attack the characters immediately.

The room has stone walls and a stone ceiling, but an uneven dirt floor. There are a few holes in the floor that are just big enough for the rats, but not the characters.

**Giant Rats (5):** Intelligence: Semi-; Alignment: Neutral evil; Armor Class: 7; Movement: 12, Swim 6; THAC0: 20; No. of Attacks: 1; Damage: 1d3 (1d6÷2); Saving Throw: 19; Special Attacks: Each bite has a 1 in 20 chance of causing a serious disease; Special Defenses: None; Size: Tiny (2 feet tall); Experience Points: 15 each.

*Hit Points:* (1) 2 (2) 3 (3) 1 (4) 3 (5) 4

*Treasure:* Five gems worth 210 gold pieces are hidden in the holes. The gems are one agate (worth 10 gold pieces), two pieces of quartz (worth 50 gold pieces each), and two garnets (worth 100 gold pieces each). The characters can only find the gems if they feel around in the holes or dig into them.



## Area 5. The War Room

There are four orcs in this room. They are armed with battle axes and short bows. All but the captain are sleeping. When the characters open the door, the orc captain shouts and wakes up the others, unless, of course, he is surprised.

Only the orc captain can attack on the first round. He has a magical *battle axe +1*. The other three orcs can't attack until the next round since they are gathering their gear. Those three orcs can be hit automatically on the first round. Players don't need to make attack rolls to hit them then.

The room has stone walls, and a stone ceiling and floor. Old and unsafe-looking wooden beds, tables, and chairs are the only furniture. In one corner is a wooden chest.

**Orcs (3):** Intelligence: Average; Alignment: Lawful evil; Armor Class: 7 (leather armor and shield); Movement: 9; THAC0: 19; No. of Attacks: 1; Damage: 1d8 (battle axe), 1d6 (arrows); Saving Throw: 19; Special Attacks: None; Special Defenses: None; Size: Man-sized (6 feet tall); Experience Points: 15 each.  
*Hit Points:* (1) 2      (2) 5      (3) 3

**Orc Captain (1):** Intelligence: Average; Alignment: Lawful evil; Armor Class: 6 (leather armor and shield); Movement: 12; THAC0: 18; No. of Attacks: 1; Damage: 1d8+1 (*battle axe +1*); Saving Throw: 19; Special Attacks: None; Special Defenses: None; Size: Man-sized (6 feet tall); Experience Points: 35.  
*Hit Points:* 7

*Treasure:* The orc captain has a *battle axe +1*. The locked chest contains 6,000 copper coins. (This is equal to 60 gold coins.) There is a trap on the chest as well. Anyone opening it without removing the trap gets acid squirted on them. It does 1d4+1 points of damage.

## Area 6. The Tower

A 2nd-level wizard named Kordak and his zombie slave have set up a temporary place to sleep and study in this room. The wizard is trying to set up a secret headquarters in Azazabus's old home. He first tries to trick the characters into helping him. He wants the black bear in Area 7 chased away. Once the heroes do that, he attacks them when they are unprepared. If they refuse, Kordak attacks the characters right away. When he attacks, Kordak orders his zombie from the shadows and then uses his *charm person* spell on the cleric character.

This small room is made of stone. There is a small bed and a tiny table here. There are holes cut into the wall that were once used like a ladder to go to an upstairs room. A huge boulder blocks the hole in the ceiling. If it is moved, a pile of rubble falls on anyone below the hole, doing 1d6 points of damage.

**Kordak the Evil (2nd-level Human Wizard):** Intelligence: Exceptional; Alignment: Neutral evil; Armor Class: 9; Movement: 12; THAC0: 20; No. of Attacks: 1; Damage: 1d4 (dagger); Saving Throw: 12; Special Attacks: Spells—*charm person, magic missile*; Special Defenses: None; Size: Man-sized (6 feet tall); Experience Points: 120.

*Hit Points:* 6

*Treasure:* An *ioun stone* (+1 AC bonus) and 1,500 silver pieces in a sack under the table. A small poisonous snake is also in the sack. It is Kordak's pet. It takes a find traps roll to discover the snake, or a character can notice it if she or he prods the sack before opening it. Otherwise, the first character to reach a hand in is bitten. The bite is automatic—don't make an attack roll.

**Zombie (1):** Intelligence: Non-; Alignment: Neutral; Armor Class: 8; Movement: 6; THAC0: 19; No. of Attacks: 1; Damage: 1d8 (fist); Saving Throw: 17; Special Attacks: None; Special Defenses: Zombies always lose initiative and act last in a round; Size: Man-sized (6 feet tall); Experience Points: 65.

*Hit Points:* 4

**Small Poisonous Snake (1):** Intelligence: Animal; Alignment: Neutral; Armor Class: 6; Movement: 15; THAC0: 19; No. of Attacks: 1; Damage: 1+poison; Saving Throw: 17; Special Attacks: Poison; Special Defenses: None; Size: Small (2 feet long); Experience Points: 175.

*Hit Points:* 1

## Area 7. The Great Hall

A black bear has set up its home in the great hall. If the characters don't threaten it or attack it, and don't go past the pillars, it won't attack them. Tucked away in the round alcove at the end of the columns is the body of a lizard man. A sack lies next to him, with a few gold coins scattered around it.

The room is made of stone. There are broken bits of wood everywhere that used to be furniture.

**Black Bear (1):** Intelligence: Semi-; Alignment: Neutral; Armor Class: 7; Movement: 12; THAC0: 17; No. of Attacks: 3; Damage: 1d3 (paw)/1d3 (paw)/1d6 (bite); Saving Throw: 16; Special Attacks: Hug for 2d4 points extra damage when paw hits with an 18 or higher; Special Defenses: None; Size: Man-sized (6 feet tall); Experience Points: 175.

*Hit Points:* 17

*Treasure:* 250 gold pieces in the sack.

## Area 8. The Side Room

This room doesn't have any monsters in it. On the back wall is a small stone ledge. On the ledge is a golden statue. The statue is trapped. Anyone lifting the statue triggers a dart trap. Darts come shooting out of the walls,







hitting everyone in the room. Each person is attacked by three darts. Make attack rolls for each dart. When a dart hits, it does 1d2 points of damage.

The room is made of stone. The stones are covered with moss and glowing slime.

**Darts (3 per character):** THAC0: 15; Damage: 2 points.  
*Treasure:* Golden statue worth 500 gold pieces.

## Area 9. The Snake Chamber

This room has five snakes slithering through its shadows. So long as the characters don't go into the room, the snakes leave them alone, even if the door is open. If the characters go in, the snakes attack.

The walls of this round room are painted with colorful pictures of mighty wizards casting spells at each other. Strange, magical beasts are shown hiding behind trees and rocks.

**Poisonous Snakes (5):** Intelligence: Animal; Alignment: Neutral; Armor Class: 6; Movement: 15; THAC0: 19; No. of Attacks: 1; Damage: 1+poison; Saving Throw: 17; Special Attacks: Poison; Special Defenses: None; Size: Small (5 feet long); Experience Points: 175 each.  
*Hit Points:* (1) 10 (2) 16 (3) 6 (4) 5  
(5) 10  
*Treasure:* None.

## Area 10. The Stalactite Cave

There are two piercers in this cave, clinging to the ceiling. They are hidden among the stalactites and are hard to see. The characters can only find them by poking every stalactite with a spear or by walking underneath one. The piercers drop down on the characters while they are exploring the room.

This cave has all kinds of stalactites and stalagmites in it. There are enough of them that anyone using a weapon longer than a short sword gets a -2 penalty to all attack and damage rolls because it is both difficult to avoid the rock formations and impossible to get a forceful-enough swing in while avoiding them.

**Piercers (2):** Intelligence: Non-; Alignment: Neutral; Armor Class: 3; Movement: 1; THAC0: 19; No. of Attacks: 1; Damage: 1d6; Saving Throw: 17; Special Attacks: Characters have a -7 penalty to their surprise rolls against a piercer attack; Special Defenses: None; Size: Tiny (2 feet tall); Experience Points: 35 each.  
*Hit Points:* (1) (2)  
*Treasure:* None.

## Area 11. The Smithy

There are 10 gnomes in here. Five of them are armed and look fairly tough. The other five are working on a

strange device made of steel. These gnomes do not want to fight. They gladly talk to anyone who does not immediately attack. The five armed gnomes fight if attacked, but will not leave the room.

The gnomes are here to make a magical catapult for their king. They need a special moss that grows only in Azazabus's dungeon to make part of the catapult. As soon as they finish this piece, they are leaving.

The moss can be found in Area 8, growing on the stone walls, floor, and ceiling. If the characters bring some of the moss to the gnomes, they will pay 100 gold pieces for it.

**Gnomes (5):** Intelligence: Very; Alignment: Neutral good; Armor Class: 7 (leather armor); Movement: 6; THAC0: 19; No. of Attacks: 1; Damage: 1d6 (short swords); Saving Throw: 14; Special Attacks: None; Special Defenses: Saving throw bonus; Size: Small (3 feet tall); Experience Points: None (the heroes get no experience for killing these gnomes).  
*Hit Points:* (1) 9 (2) 11 (3) 5 (4) 7  
(5) 10  
*Treasure:* 150 gold pieces, 100 of which they offer as a reward for the moss.

## Area 12. The Bat Cave

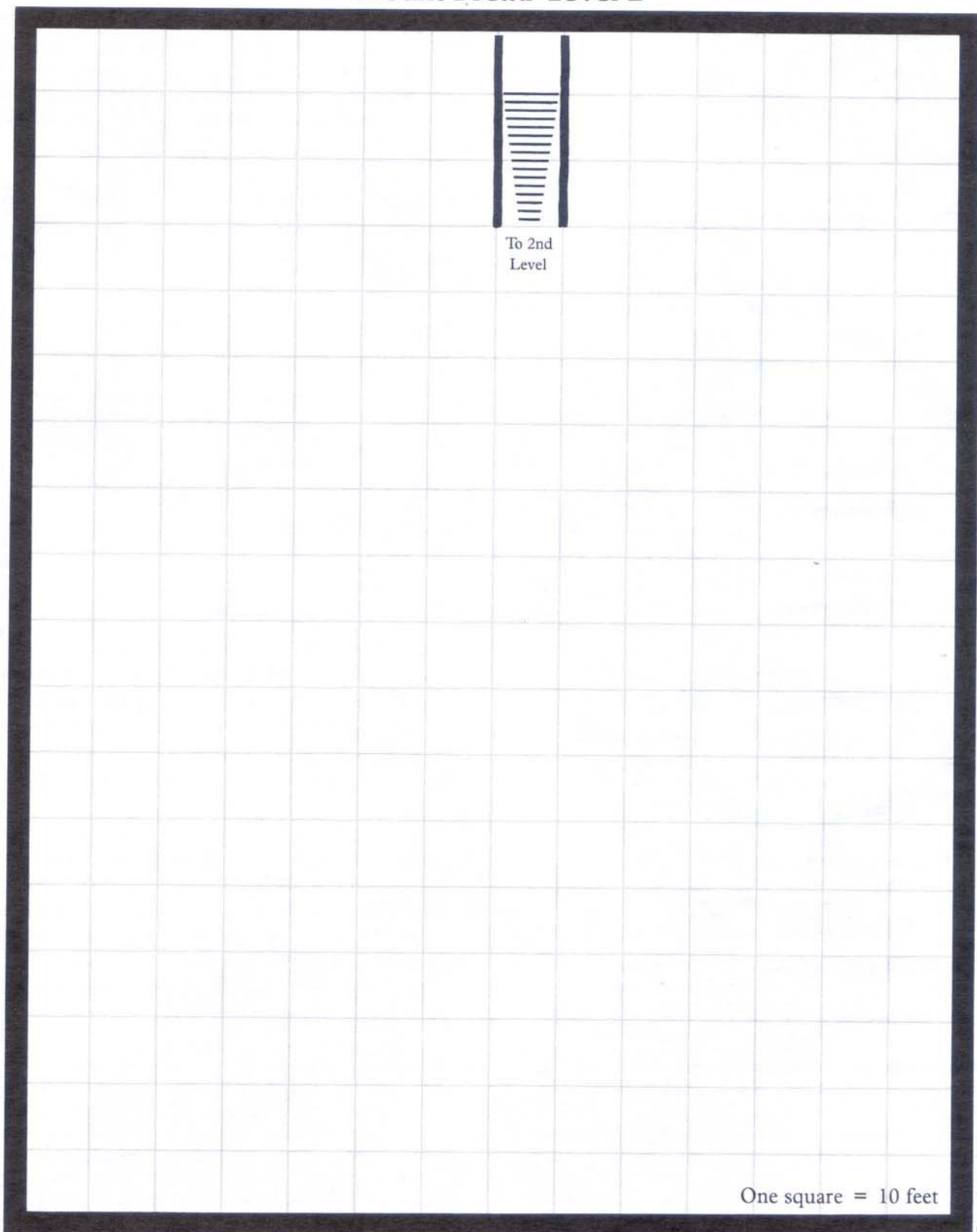
There are hundreds of normal-sized, harmless bats in this cave. The cave also harbors six giant carnivorous bats. The giant bats attack the characters as soon as they come into the cave. When the characters first enter the cave, the carnivorous bats are hidden out of sight in a far corner. All of the bats are hanging from the ceiling.

When a character first pokes his or her head into the cave, the hundreds of normal bats panic. They drop from the ceiling and start flying around. This makes it very hard for the characters to see what is going on. The giant bats have an Armor Class of 5 because they are hard to pick out. It is impossible to shoot arrows or other missiles at the giant bats while all the regular bats are flying around.

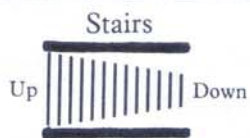
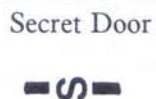
**Giant Bats (6):** Intelligence: Animal; Alignment: Neutral; Armor Class: 5 (normally 8); Movement: 3, Fly 18; THAC0: 20; No. of Attacks: 1; Damage: 1d2; Saving Throw: 19; Special Attacks: None; Special Defenses: Cannot be hit by missiles because of regular bats (normally AC 5 vs. missiles if attacker's Dexterity is 13 or less); Size: Man-sized (3-foot body, 5-foot wings); Experience Points: 35 each.  
*Hit Points:* (1) 1 (2) 3 (3) 3 (4) 2  
(5) 4 (6) 3  
*Treasure:* None.



# Mount Dread Level 2



One square = 10 feet



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## Level Two Dungeon

This level of the dungeon is meant for 2nd-level characters. About halfway through it, 2nd-level characters will have gained enough experience points to become 3rd-level characters. As DM you should discourage 1st-level characters from wandering down to this level. Warn the players that their characters might easily run into more than they can handle. If they insist on taking the chance, don't stop them. The players can risk their heroes however they want.

### Where's the Map?

The first level of "Under Mount Dread" has a large color map. Don't worry when you can't find a color map for the second level of "Under Mount Dread." This is the next step you've got to take as a Dungeon Master—creating your own map. To get you started, there is a nearly blank map on page 60 of this book. It shows the stairs down from the first level. A passage starts in the square marked, "To 2nd Level." (This label is in the middle of a corridor at the bottom of the stairs). At the bottom of that page are symbols that may be helpful in making your map.

When you make your map, remember that there are already descriptions for rooms on the second level of the dungeon. You want the rooms on your map to match in number and type. For easier planning here are the rooms on this level:

Fortified room (with pit and barricade)  
Library  
Furnace (a cave)  
Wet room (with pool of water)  
Pit room (pit fills room)  
Burnt room (a trap)  
Old mine shaft

As you draw your map, remember to add doors. Make about four or five of them locked doors—perhaps the weaker monsters lock the doors between themselves and stronger creatures. Add two or three secret doors, so the characters have something to look for.

Finally, choose two doors to be trapped. Two traps are described here:

**Trap 1.** This trap is an axe blade that swings out from the bottom of the door. Any character standing right in front of the door gets hit. The character takes 2d4 points of damage and can only move at half speed until she or he is healed. This trap might guard the entrance to the crypt.

**Trap 2.** This trap is a stone block that drops from the ceiling right in front of the door as soon as somebody steps up to the door. It does 1d6 points of damage. This kind of trap might be found in a part of the dungeon where the walls are weak.

## Area 1. The Fortified Room

Six goblins live in this room. One of them has a worg (see the wolf description in the *Monsters & Treasures Book*). They have built the room into a small fortress to protect themselves. There is a low wall of furniture placed across the room and a platform has been built over the door.

Two goblins sit on the platform. They shoot arrows at the characters, probably with surprise.

There is a pit trap just inside the doorway. The first person to charge into the room falls into the pit and suffers 1d6 points of damage. The archers can shoot arrows into the pit. The rest of the goblins are at the back of the room, hiding behind their rough wall of furniture.

**Goblins (6):** Intelligence: Low; Alignment: Lawful evil; Armor Class: 7 (leather armor and shield); Movement: 6; THAC0: 20; No. of Attacks: 1; Damage: 1d6 (arrows), 1d6 (short sword); Saving Throw: 19; Special Attacks: None; Special Defenses: None; Size: Small (4 feet tall); Experience Points: 15 each.

*Hit Points:* (1) 2 (2) 1 (3) 2 (4) 1  
(5) 3 (6) 3

**Worg Wolf (1):** Intelligence: Low; Alignment: Neutral evil; Armor Class: 6; Movement: 18; THAC0: 17; No. of Attacks: 1; Damage: 2d4; Saving Throw: 17; Special Attacks: None; Special Defenses: None; Size: Man-sized (5 feet tall); Experience Points: 120.

*Hit Points:* 14

*Treasure:* The goblins have 3,000 silver pieces; a long sword +1, flame tongue; and a wizard scroll with *detect invisibility* and *hold person* spells on it. They have placed their treasure beneath a hidden trap door in the floor. The characters find the trap door automatically if they search for secret doors.

## Area 2. The Library

There is a lammasu in this room. It is sitting on the floor reading an old, fragile book. It does not attack the characters unless it is attacked. When the characters open the door, it says "Visitors! What can I do for you?"

The lammasu is quite friendly, and the heroes can chat with it. It is in search of some rare books and hoped to find them in Azazabus's library. When it is done with its search, it will leave.

The room is a small, ancient library. Most of the books are completely rotted and useless. The few that are intact are worth something to the wizard back in the town. Of course, the lammasu won't let the heroes take any that it hasn't looked through yet.

**Lammasu (1):** Intelligence: Genius; Alignment: Lawful good; Armor Class: 5; Movement: 12, Fly 24; THAC0: 12; No. of Attacks: 2; Damage: 1d6 (paw)/1d6 (paw); Saving Throw: 13; Special Attacks: Spells—*cure light wounds* ×3, *detect magic*, *find traps*, *hold person*, *slow poison*, *cure disease*,



*remove curse*; Special Defenses: Any magical spell cast on a lammasu has a 30% chance of failing; Size: Large (4½ feet at shoulder); Experience Points: None (the heroes get no experience for killing the lammasu).

*Hit Points*: 45

*Treasure*: The library holds four undamaged rare books worth 150 gold pieces each.

### Area 3. The Furnace

The door to this cave has the words "Beware the dragon!" scrawled on it in black soot. If you decide to make the entrance a secret door, those words are written on the wall next to it.

In the cave is a hatchling red dragon. Pieces of its huge egg shell are scattered on the floor. It attacks anyone that comes in. The first attack it makes is to breathe fire on the heroes.

This is a *very* dangerous monster for the characters to fight. It is likely to kill them if they are not very clever. If the heroes run away, the dragon doesn't chase them. If they leave the dungeon and come back to fight the dragon again, it has healed all the wounds they gave it the last time.

**Hatchling Red Dragon (1)**: Intelligence: Exceptional; Alignment: Chaotic evil; Armor Class: 0; Movement: 9, Fly 30; THAC0: 11; No. of Attacks: 3 or breathe fire; Damage: 1d10+1 (claw)/1d10+1 (claw)/3d10+1 (bite); Saving Throw: 13; Special Attacks: Breath fire for 2d10+1 in a



cone 90 feet long and 30 feet wide up to once every 3 rounds; Special Defenses: Immune to fire; Size: Huge (8-foot-long body, 9-foot-long tail); Experience Points: 7,000.

*Hit Points*: 41

*Treasure*: The hatchling's hoard consists of 1,400 silver pieces, 2,000 gold pieces, 20 gems, a *long sword of wounding*, a *portable hole*, and a *potion of flying*. It is all lying in a heap. The dragon uses the treasure for a bed. The DM should roll for the value of the gems.

### Area 4. The Wet Room

There are four lizard men in this room. They are sitting waist deep in a steaming pool of water. Each has a trident. As soon as they see the heroes, they stand up and throw their tridents. After that, they attack with claws and teeth.

The room is hot and humid. Moss, lichen, and algae grow on the walls and hang down from the ceiling. In the far corner is a pool of hot water about three feet deep and about 10 to 15 feet across.

**Lizard Men (4)**: Intelligence: Low; Alignment: Neutral evil; Armor Class: 5; Movement: 6, Swim 12; THAC0: 19; No. of Attacks: 1 or 3; Damage: 1d6+1 (trident), 1d2 (claw)/1d2 (claw)/1d6 (bite); Saving Throw: 17; Special Attacks: None; Special Defenses: None; Size: Man-sized (7 feet tall); Experience Points: 65 each.

*Hit Points*: (1) 11 (2) 13 (3) 6 (4) 10

*Treasure*: The lizard men have 2,000 gold pieces in a brass chest on the bottom of the pool of water. The chest is locked and trapped. Anyone opening the chest without disarming the trap is sprayed with acid. The acid ruins the character's armor.

### Area 5. The Pit

This whole room is a 20-foot-deep pit. Trapped at the bottom of the pit is a duergar dwarf named Axerock. If a dwarf character is one of the heroes, he knows right away that this is an evil dwarf. Otherwise, just tell the players that their characters see a dwarf down in the pit.

Axerock tries to persuade the characters to rescue him. He says he has four gems with him (a lie, the drow elves have them) and will give them to the characters if they get him out of the pit. Once out of the pit, he turns *invisible* and runs away. If Axerock gets away, he shows up again in Area 7 with the drow elves.

The characters don't get any experience points if they kill the dwarf while he is helpless in the bottom of the pit.

**Axerock (3rd-level Duergar Dwarf Cleric)**: Intelligence: Average; Alignment: Lawful evil; Armor Class: 4 (chain mail); Movement: 6; THAC0: 19 (17 with *hand axe* +2); No. of Attacks: 1; Damage: 1d6+2; Saving Throw: 11; Special Attacks: *Enlarge*, *invisibility* and the spells *cause fear*, *curse*, and *silence*, 15' radius; Special Defenses: Saving throw bonus; Size: Small (4 feet tall); Experience Points: 975.

*Hit Points*: 19

*Treasure*: *Hand axe* +2, which he uses in combat.



## Area 6. The Burnt Room

A gelatinous cube lurks in this room. The DM is encouraged to draw the room with an alcove or narrow point where the creature can sit. When the characters try to walk through the space, roll for surprise. If the characters are surprised, that means they walked right into the transparent cube. Any character that walks into the cube automatically takes damage, without an attack roll. After that first round of surprise, the gelatinous cube attacks normally.

This room is completely burnt, as if a large fire blazed in the room for a long time. The floor, walls, and ceiling are covered with black soot. Ash and small burnt pieces of furniture litter the floor.

**Gelatinous Cube (1):** Intelligence: Non-; Alignment: Neutral; Armor Class: 8; Movement: 6; THAC0: 17; No. of Attacks: 1; Damage: 2d4; Saving Throw: 16; Special Attacks: Paralyzation; Special Defenses: Characters get a -3 penalty to their surprise rolls when it attacks; immune to *lightning bolt*, *fear*, *hold*, and *sleep* spells, and to paralyzation; Size: Large (10×10×10-foot cube); Experience Points: 650.

*Hit Points:* 22

*Treasure:* None.

## Area 7. The Mine Shaft

This room was once the bottom of a mine shaft, before the upper level of the mine caved in. The shaft goes up 50 feet before it hits a ceiling. There is no door or hole in the stone ceiling. Two drow elves are kneeling in this room next to a blue silk cloth that has four gems on it. The drow elves are the ones that put the duergar dwarf in Area 6 into the pit. Now they are dividing up his treasure.

The drow elves attack the heroes right away. They try to levitate up and shoot their poison darts at the characters.

There is a chance that Axerock, the duergar dwarf from Area 6, is *invisible* and in this room—if the heroes freed him from the pit in Area 5. He waits until the fight between the characters and the drow elves is over. Axerock attacks whoever is left. He wants his four gems back.

If the drow elves beat the characters by putting them all to sleep, the characters wake up and find the elves dead and the gems gone. Axerock has also left the characters a note thanking them for getting the gems back for him. If the characters win the battle, Axerock attacks them.

**Drow Elves (2):** Intelligence: Highly; Alignment: Lawful evil; Armor Class: 4 (chain mail); Movement: 12; THAC0: 20; No. of Attacks: 1; Damage: 1d6+1 (sword) or 1d3 (dart); Saving Throw: 17; Special Attacks: Poison on darts (fall unconscious for 2d4 hours if saving throw is failed); *darkness*, 15' radius; Special Defenses: *Levitate* and *detect magic*; any magical spell cast on a drow elf has a 50% chance of failing; Size: Man-sized (5 feet tall); Experience Points: 420 each.

*Hit Points:* (1) 5 (2) 7

*Treasure:* The drow have four gems: a topaz (worth 500 gold pieces), two agates (worth 10 gold pieces each), and a garnet (worth 100 gold pieces). They are laid out on a silk cloth in the center of the floor.

**Axerock (3rd-level Duergar Dwarf Cleric):** Intelligence: Average; Alignment: Lawful evil; Armor Class: 4 (chain mail); Movement: 6; THAC0: 19 (17 with *hand axe* +2); No. of Attacks: 1; Damage: 1d6+2; Saving Throw: 11; Special Attacks: *Enlarge*, *invisibility* and the spells *cause fear*, *curse*, and *silence*, 15' radius; Special Defenses: Saving throw bonus; Size: Small (4 feet tall); Experience Points: 975.

*Hit Points:* 19

*Treasure:* *Hand axe* +2, which he uses in combat.

## Deeper Under Mount Dread

Your adventures beneath Mount Dread don't have to stop here. Adventures in the *FIRST QUEST* game and the *AD&D* game don't end just because you've reached the end of this *Adventure Book*! Mad Azazabus's underground fortress can have level beneath level beyond these two. All you have to do is create your own adventures.

In the *AD&D* game, making up your own adventures is *not* against the rules. In fact creating your own dungeons, ruined castles, and haunted towers is part of the fun. You get to try out your own clever ideas on fellow players. What could be more fun and challenging?





# Making Up Your Own Adventures



aving come this far, you're already well on your way to creating new adventures. All an adventure really needs is a story, a map, and a key.

The story can be as involved or as simple as you want it to be. It can have a goal like "The Tomb of Demara." It can be a problem the characters are thrust into, like "The Ghost of Harrow Hill," or a challenge like "Across Wildspace." The story can be just be a place with a colorful history like Azazabus's dungeon in "Under Mount Dread." All you have to do is come up with what the heroes are supposed to do and why they are supposed to do it.

*The heroes explore an ancient tomb on the edge of the mountains because they heard it is filled with great riches. That's enough to start an adventure right there.*

Once you know what the adventure is about and where the adventure is located, you've got lots of choices for what to do next. Some people like to draw a map first. (You can get graph paper with predrawn squares at many stores.) That way they know what rooms need monsters and where are good places for traps. Other people pick out the monsters they want to use and then put them in a place that fits their choice. Other people do it all at once—they draw part of the map, choose monsters for that part, and then draw some more of the map.

When you make your key, you don't have to give lots of details for every room. In fact, if you know what you want sometimes all you need is a room name, monster listing, and treasure. It doesn't hurt to copy down the important monster information—AC, THAC0, damage, saving throw, and hit points at least. That way you won't waste time looking them up in the middle of a game. When you run the adventure, you can use your imagination to fill out the details for the other players.

The key to a simple orc fort might look like this:

1. Front gate. 4 orc guards—sleepy. AC 6, THAC0 19, damage 1d8, saving throw 17. Hit points 4, 3, 3, 1.
2. Guard room. Orc captain playing dice with another orc. Hit points 8 (capt.), 3. 50 gold pieces in pouch. Captain has a *long sword* +1.
3. Pit with ladder down to orc dungeon. 3rd rung on ladder will break when stepped on.
4. Orc barracks. 6 orcs eating food. Smelly and gross. Hit points 4, 3, 3, 2, 2, 1. 100 gold pieces hidden in bedding.

See, it wasn't even necessary to write down the statistics every time! Of course, there's a lot for you to fill in. When your players ask you what a room looks like,

you'll have to give them a description on the spot. If they capture an orc, you'll have to decide what he will say and how he will act. None of these things have rules—they are just parts of the adventure where you have to be the referee. There's a lot of "winging it," but *don't worry*. Be excited about what you're doing and let yourself have fun, and your players will have a good time.

## Beyond the FIRST QUEST Game

The FIRST QUEST game provides an introduction to the AD&D fantasy role-playing game, but where do you go from here? There are a whole host of AD&D products out there—campaign settings, adventures, and additional rules. What is the next step into this wider world?

First of all, while you *can* play in the *Karameikos: Kingdom of Adventure* campaign setting with the FIRST QUEST game rules, we strongly recommend that you pick up a copy of the AD&D game 2nd edition *Player's Handbook* and *DUNGEON MASTER® Guide*. These two volumes provide all the rules needed to play the complete ADVANCED DUNGEONS & DRAGONS® game. They contain many more character classes, character races, spells, and magical items than the FIRST QUEST game includes. If you are interested in more monsters to outwit, fight, and bargain with, the *Monstrous Manual* describes hundreds of creatures and is illustrated in color, so you can see what every creature looks like. And if you want to explore more of the places in the land that the FIRST QUEST game is set in, you should pick up a copy of the *Karameikos, Kingdom of Adventure* campaign setting box.

## Karameikos

The kingdom of Karameikos, in the world of Mystara, is what is called a *campaign setting*. It is a rich starting place for your AD&D adventures. A campaign setting takes you beyond the walls of the standard adventure into a world where your character can rise in power and respect among others, eventually becoming a mighty wizard, a powerful clerical leader, a landed lady or lord, or the master of one's own band of roguish adventurers.

Karameikos is a frontier kingdom. Its cities are built on or near ancient ruins of forgotten civilizations. Its caravans are raided by marauding orcs and gnolls. Its forested heartlands are the home of dragons, were-creatures, and darker, more dangerous beasts. It is a country in a world of nonhuman nations, merchant-princes, wizard-kings, and savage barbarians. The *Karameikos: Kingdom of Adventure* campaign setting can be played using the FIRST QUEST or the full-fledged AD&D game rules. There's a world of adventure beyond FIRST QUEST game, and Karameikos is the first step.





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# Wizard's Spell Book

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# Wizard Spells



Each wizard spell described in this booklet has four things listed at the top: range, duration, area of effect, and saving throw. Below that is the actual spell description. Many of these have values like *3 rounds per level*. This means that number is multiplied

by the level of the wizard. In this example, a 2nd-level wizard would have 6 rounds.

Some spells have two names, such as *knock/lock*. This means that the spell can be memorized two different, usually opposite, ways. Knowing one spell means automatically knowing the other. However, wizards must choose which one they are memorizing before the adventure begins.

**Range:** This is how far away a wizard can cast the spell. It usually refers to the center or beginning point of the spell. Parts of the spell might go past the range. Wizards must always be able to see the place where they are casting a spell (exceptions to this rule are shown in the spell description).

A range of "touch" means the wizard has to touch the creature or object. If the creature does not want to be touched, it takes a successful attack roll for the wizard to touch it.

Many more spells of these levels and higher can be found in the AD&D® game *Player's Handbook*.

**Duration:** This is how long the spell lasts. Any spells with an "instant" duration are over in the same round that the wizard cast them. Spells that have a die roll for duration are rolled by the Dungeon Master (DM). The DM keeps the actual duration secret from the players.

**Design:** Bruce Nesmith  
**Editing:** Julia Martin  
**Cover Art:** Larry Elmore  
**Interior Art:** Jean E. Martin  
**Typesetting:** Angelika Lokotz  
**Graphic Design:** Dee Barnett  
**Production:** Paul Hanchette

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1105XXX1905

TSR, Inc.  
POB 756  
Lake Geneva  
WI 53147  
USA



TSR Ltd.  
120 Church End  
Cherry Hinton  
Cambridge CB1 3LB  
United Kingdom

**Area of Effect:** This is the space the spell takes up when it works or the number of creatures that the spell works on. Most spells are listed in 10×10-foot squares. It is assumed that the squares are also 10 feet high.

**Saving Throw:** Most spells allow their targets a saving throw to avoid being affected. This entry tells what happens when targets make their saving throws.

## First-Level Spells

- 1 Charm Person
- 2 Detect Magic
- 3 Enlarge/Reduce
- 4 Feather Fall
- 5 Hold Portal
- 6 Identify
- 7 Light
- 8 Magic Missile
- 9 Read Magic
- 10 Shield
- 11 Shocking Grasp
- 12 Sleep

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- 3 Detect Invisibility
- 4 Flaming Sphere
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## Third-Level Spells

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- 2 Dispel Magic
- 3 Explosive Runes
- 4 Fireball
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- 6 Haste
- 7 Hold Person
- 8 Infravision
- 9 Lightning Bolt
- 10 Slow
- 11 Suggestion
- 12 Water Breathing/Air Breathing



## First-Level Spells

### Charm Person

<b>Range:</b>	360 feet
<b>Duration:</b>	1 day
<b>Area of Effect:</b>	One person
<b>Saving Throw:</b>	Spell does not work

Victims of this spell think that the caster is a trusted friend. Wizards cannot control *charm person* victims, but might be able to talk them into doing certain things. Victims will not attack their friends, nor will they do anything stupid or dangerous to themselves. Non-player character humanoids who are victims do not change their opinions of any other characters in a group except the spellcaster, and will probably attack them unless they are convinced not to by the casting wizard.

The spell only works on people, not monsters or animals. For this spell, a person is any humanoid-type creature that is small or man-sized. This includes humans, dwarves, duergar, drow elves, dopplegangers, elves, gnolls, gnomes, goblins, hobgoblins, kobolds, lizard men, orcs, sprites, and werebeasts.

### Detect Magic

<b>Range:</b>	The caster
<b>Duration:</b>	2 rounds per level
<b>Area of Effect:</b>	10-foot-wide path, 60 feet long
<b>Saving Throw:</b>	None

The area of effect goes wherever the wizard looks. Any magical object or spell effect in that area glows, but only the wizard sees it. People with *charm person* spells on them glow. Powerful magic glows brighter than weak magic. It takes a full round to look over a 60-degree arc (from 12 to 2 o'clock on a clock).

### Enlarge/Reduce

<b>Range:</b>	15 feet per level
<b>Duration:</b>	5 rounds per level
<b>Area of Effect:</b>	One creature or object
<b>Saving Throw:</b>	Spell does not work

The target of this spell gets 50% bigger and heavier. If the spell is cast on an object, the object must be less than 10×10×10 feet before the spell is cast. The Strength of a person who is the target of the spell increases 5 points, but only for Strength checks. Attack rolls and damage bonuses remain the same. Everything the person is carrying is also enlarged. This includes weapons and armor. The die roll for damage is increased by 50% (rounded up). This is also true for natural weapons like claws and teeth. So if an enlarged warrior hits with a

long sword and rolls a 5 for damage, it becomes an 8. Then his normal damage bonus is added to the 8.

The *reduce* spell makes the creature or object half its normal size. Strength is cut in half. The die roll for damage is also cut in half (rounded up).

### Feather Fall

<b>Range:</b>	30 feet per level
<b>Duration:</b>	1 round per level
<b>Area of Effect:</b>	10×10×10-foot cube
<b>Saving Throw:</b>	None

If this spell is cast on the same round that the target fell, the target takes no damage from the fall. If the fall lasts longer than a single round, it is possible to cast it anytime the target is still in the air. The spell only affects objects or creatures that are falling straight down. Arrows and flying creatures are not affected.

### Hold Portal

<b>Range:</b>	60 feet per level
<b>Duration:</b>	1 round per level
<b>Area of Effect:</b>	1 door or entrance
<b>Saving Throw:</b>	None

The door is now stuck shut. It can still be broken down, but will not open normally until the spell runs out. Monsters with 4 or more Hit Dice can automatically break down the door.

### Identify

<b>Range:</b>	Touch
<b>Duration:</b>	1 round per level
<b>Area of Effect:</b>	1 item per level
<b>Saving Throw:</b>	None

This spell takes eight hours to prepare. After casting it, wizards must rest for eight hours before doing anything else. Usually *identify* is only cast while a wizard is in between adventures back in town, and rarely in a dungeon.

Wizards casting *identify* on something must hold or use the item normally. For example, a ring must be placed on a finger, a sword must be held by its hilt, etc. Wizards casting the spell have a 50% chance to learn what the magical item does and how it works. If they fail, they can try again only when they go up another level.

### Light

<b>Range:</b>	180 feet
<b>Duration:</b>	10 rounds per level
<b>Area of Effect:</b>	20-foot-radius circle
<b>Saving Throw:</b>	Spell is fixed to the area





A *light* spell can be cast on a creature, an object, or a place. Creatures get a saving throw. If the saving throw is made, the spell is fixed to the place where the creature was, but not on the creature. If the spell is put on an object or a creature, it moves around as the target moves around. If it is cast into a *darkness, 15' radius* spell, both are canceled.

### Magic Missile

**Range:** 180 feet + 30 feet per level  
**Duration:** Instant  
**Area of Effect:** One creature  
**Saving Throw:** None

A glowing bolt of energy flies out from the wizard's finger and automatically hits the target. The wizard must be able to see the target to hit it, but the missile curves around any obstacles to get to the target. The *magic missile* does 1d4+1 points of damage. First- and second-level wizards fire one missile. Third- and fourth-level wizards fire two missiles. Fifth-level wizards fire three missiles. All missiles must be aimed at the same target.

### Read Magic

**Range:** The caster  
**Duration:** 2 rounds per level  
**Area of Effect:** Magical writing  
**Saving Throw:** None

The wizard can read magical writing at a rate of one page per round. Reading the writing does not activate it, unless it is a written trap, like *explosive runes* or a *glyph of warding*. When the text has been figured out once, the wizard is able to read it again without the spell.

### Shield

**Range:** The caster  
**Duration:** 5 rounds per level  
**Area of Effect:** The caster  
**Saving Throw:** None

This spell creates an invisible barrier in front of the wizard. The *shield* spell automatically stops all *magic missiles*. For other attacks from the front, wizards using a shield spell are Armor Class 3. They also get a +1 bonus for saving throws against attacks from the front. Attacks from the side and from behind are not affected.

### Shocking Grasp

**Range:** Touch  
**Duration:** 1 round per level  
**Area of Effect:** One creature  
**Saving Throw:** None

The wizard's hand becomes supercharged with electricity. Anybody he or she touches gets zapped for 1d8+1 per level points of damage. For example, a 2nd-level wizard would do 1d8+2 points of damage. To touch a monster, the wizard has to make a regular attack roll.

### Sleep

**Range:** 90 feet  
**Duration:** 5 rounds per level  
**Area of Effect:** 15-foot-radius circle  
**Saving Throw:** None

Within the area of effect, 2d4 Hit Dice of monsters fall asleep. Start with the smallest creatures in that area and work up to the ones with the most Hit Dice. No monster with 4+3 Hit Dice or more can be affected by this spell.

Noises do not wake up the sleeping creatures, but shaking or attacking them does. Shaken or attacked monsters spend that entire round waking up and cannot attack. If the player characters are involved in a fight in the area of a sleeping monster, the monster can be automatically hit and takes normal damage. It spends the round it is hit waking up (if it does not die from the damage). If the wizard and other player characters are not busy dealing with a fight, a sleeping monster is automatically killed.

## Second-Level Spells

### Darkness, 15' Radius

**Range:** 30 feet per level  
**Duration:** 10 + 1 round per level  
**Area of Effect:** 15-foot-radius circle  
**Saving Throw:** None



A circle with a 15-foot radius is filled with darkness. Absolutely nothing can be seen inside this area, even by monsters with infravision. A *light* spell cancels this spell. People and creatures fighting in the dark have a -4 penalty to all attack rolls, assuming they can even find their opponents.

### Detect Evil/Detect Good

**Range:** 180 feet  
**Duration:** 5 rounds per level  
**Area of Effect:** 10-foot-wide path  
**Saving Throw:** None

Wizards must concentrate in the same direction for a full round to use this spell. Only evil monsters or characters within 360 feet are detected. The spell also shows monsters or people to be evil if they are plotting against the wizard using the spell. Such monsters or people must have at least a low intelligence. Animals kill for food or to protect themselves, and if they are about to attack, it is not a evil act. Traps and other simple objects, no matter how dangerous they are, are not detected by this spell.

The *detect good* spell does the same thing for detecting good-aligned creatures.

### Detect Invisibility

**Range:** 30 feet per level  
**Duration:** 5 rounds per level  
**Area of Effect:** 10-foot-wide path  
**Saving Throw:** None

The wizard sees all invisible creatures and objects in the path of the spell. The spell also reveals partially concealed or hidden creatures (in bushes or shadows, etc.). The spell does not reveal illusions or allow the caster to see through solid objects.

### Flaming Sphere

**Range:** 30 feet  
**Duration:** 1 round per level  
**Area of Effect:** Not applicable  
**Saving Throw:** No damage from sphere

Wizards casting a *flaming sphere* spell make a flaming ball appear anywhere they want within 30 feet of them. The ball is as tall as a human (6 feet in diameter). The ball rolls around on the floor wherever a wizard points, moving up to 30 feet each round. It can roll up and over anything less than 4 feet tall.

It automatically sets wood and cloth on fire. If the sphere is aimed at one or more creatures, they each make a saving throw. If the saving throw is successful,

it means they dodged the sphere and take no damage. Anyone touched by the sphere takes 2d4 points of damage. People or creatures within 5 feet of the sphere take 1d4 points of damage.

### Invisibility

**Range:** Touch  
**Duration:** 1 day or until the wizard attacks  
**Area of Effect:** Creature or object touched  
**Saving Throw:** None

People that wizards cast this spell on become invisible. (Wizards can cast this spell on themselves.) All the equipment that they are wearing when the spell is cast on them becomes invisible, too. They can still talk and make noise, and animals can still smell them. If they drop something they are carrying, it becomes visible. Invisible people or creatures that attack other creatures immediately become visible. They get a +4 bonus for that first attack. Spells that affect another creature are considered attacks.

### Knock/Lock

**Range:** 180 feet  
**Duration:** Instant  
**Area of Effect:** One door or entrance  
**Saving Throw:** None

This spell unlocks, unbars, unjams, or in some way opens a door. Whatever is holding the door shut is undone, even if it is nailed or welded shut. The *knock* spell permanently cancels *hold portal* spells, but only cancels *wizard lock* spells for 10 rounds. After that time the *wizard lock* spell takes effect again.

The *lock* spell closes the door, and throws all normal bars and locks. It does not magically seal the door like *hold portal* or *wizard lock*.

### Levitate

**Range:** 60 feet per level  
**Duration:** 10 rounds per level  
**Area of Effect:** One creature or object  
**Saving Throw:** Spell does not work

Intelligent targets of this spell can make themselves float up or down at a speed of 2 feet per round. If *levitate* is cast upon an object or unintelligent animal, the wizard who cast the spell controls the motion. Creatures, and objects held by a creature, get saving throws to avoid the spell. Objects and creatures being levitated must weigh less than 500 pounds.



## Magic Mouth

<b>Range:</b>	30 feet
<b>Duration:</b>	Until the mouth speaks
<b>Area of Effect:</b>	One object
<b>Saving Throw:</b>	None

A mouth appears on the target object. The wizard gives the mouth instructions for when to talk, and what to say. The mouth can say no more than 25 words. When it has delivered its message, the magic mouth disappears.

The instructions for when to speak can be as complicated and detailed as the wizard wants. However, the magic mouth can only “see” and “hear” normally. For example it could be told to speak when “an old woman carrying a sack of blue dragon eggs sits cross-legged on a stork within one foot of you.” However, it could not be told to speak when an invisible person walks by, because it cannot see invisible things.

## Mirror Image

<b>Range:</b>	The caster
<b>Duration:</b>	3 rounds per level
<b>Area of Effect:</b>	6-foot-radius circle
<b>Saving Throw:</b>	None

The spell creates illusory copies of the wizard. First- and second-level wizards get 1d4 mirror images. Third- through fifth-level wizards get 1d4+1 mirror images. When someone or something makes a successful attack roll on the wizard, the DM should roll randomly to see if the wizard is hit or an image. If an image is hit, it vanishes. The images move around in such a confusing way that even if the real wizard is hit



one round, it is impossible to figure out which one is the real wizard the next round.

## Stinking Cloud

<b>Range:</b>	90 feet
<b>Duration:</b>	1 round per level
<b>Area of Effect:</b>	20×20-foot square
<b>Saving Throw:</b>	Creature is unaffected

Any person or creature caught inside the cloud must make a saving throw or else be unable to attack. The victim remains unable to attack for 1d4+1 rounds after leaving the cloud. A new saving throw must be made each round a person or creature remains in the cloud.

## Web

<b>Range:</b>	15 feet per level
<b>Duration:</b>	20 rounds per level
<b>Area of Effect:</b>	Eight 10×10×10-foot cubes
<b>Saving Throw:</b>	Creature dodged webs

The *web* is made of thick, sticky ropes. It must be stretched between two places that hold it up (floor and ceiling, left wall and right wall, etc.). It is impossible to shoot arrows or other missiles at anything trapped in webs. The webs burn easily, going away in a single round. Everything in the webs takes 2d4 points of damage when they are burned.

If a creature makes its saving throw, but has nowhere it could have dodged, it is only partially trapped in the *web*. It can move at twice the rate given below through the webbing.

Man-sized creatures can move through the web at one foot per round. Large creatures can move two feet per round. Anything bigger than that moves 10 feet per round through the webs. Small creatures, or characters with a Strength of 12 or less, cannot get themselves out of the webs.

## Wizard Lock

<b>Range:</b>	Touch
<b>Duration:</b>	Permanent
<b>Area of Effect:</b>	1 door or entrance
<b>Saving Throw:</b>	None

This spell keeps a door magically closed, even if it does not have a normal lock. The wizard who cast the spell can open the door at any time, but it locks again behind him or her. A *knock* spell temporarily opens the door. The only other way to open the door is by breaking it down, which removes the spell.



## Third-Level Spells

### Clairvoyance

<b>Range:</b>	Special
<b>Duration:</b>	1 round per level
<b>Area of Effect:</b>	As far as the wizard can see
<b>Saving Throw:</b>	None

Wizards who cast *clairvoyance* place their minds at any single place they know, place they can see, or an obvious location. In their minds, they can see everything they would be able to see if they were really there. For example, they could cast the spell to see what is behind a door. The location behind the door is obvious and they know where it is, even though they cannot see it right now.

The spell does not let wizards see in the dark. It does not let them move their view around. Their mental vision is fixed in the place they chose.

### Dispel Magic

<b>Range:</b>	360 feet
<b>Duration:</b>	Instant
<b>Area of Effect:</b>	1 item or 30×30-foot square
<b>Saving Throw:</b>	None

This spell has a 50% chance of removing spells and other magical effects. It can also destroy potions. Roll separately for each spell, magical effect, or potion in the area of effect.

If the spell is cast directly on a single magical item, it automatically stops working for 1d4 rounds. If the item is held by a creature, the creature gets a saving throw to block the *dispel magic* spell.

### Explosive Runes

<b>Range:</b>	Touch
<b>Duration:</b>	Until read
<b>Area of Effect:</b>	1 book, map, scroll, etc.
<b>Saving Throw:</b>	No saving throw or half damage

The wizard can add magical letters and runes to anything that already has normal writing on it. Anyone reading the normal writing triggers the *explosive runes*. Thieves and other wizards have a 5% chance per level of detecting the runes before they go off while reading them.

Everyone within 10 feet of the runes takes 6d4+6 points of damage. Everyone except the reader gets to make a saving throw to cut that damage in half. The object the *explosive runes* was written on will probably be destroyed in the explosion unless it is made of a very tough material, like steel or rock.

### Fireball

<b>Range:</b>	30 feet + 30 feet per level
<b>Duration:</b>	Instant
<b>Area of Effect:</b>	20-foot-radius circle
<b>Saving Throw:</b>	Half damage

The entire area of effect is filled with roaring flames. If there is not room for a 20-foot radial blast area, the *fireball* pushes into the available space until it fills 12 10×10-foot squares. Everything in the area takes 1d6 points of damage per level of the caster. For instance, a 5th-level wizard does 5d6 points of damage to everyone in the *fireball*.

### Fly

<b>Range:</b>	Touch
<b>Duration:</b>	10 rounds per level + 1d6×10 rounds
<b>Area of Effect:</b>	One creature
<b>Saving Throw:</b>	None

The target is able to fly at a speed of 18. The flying creature can hover or move slowly, while attacking or casting spells normally.

### Haste

<b>Range:</b>	180 feet
<b>Duration:</b>	3 rounds + 1 round per level
<b>Area of Effect:</b>	40×40-foot square
<b>Saving Throw:</b>	None

The wizard can affect one creature per level in the area of effect. A hasted creature moves twice as far each round and attacks twice as many times. Spellcasting is *not* affected. A wizard or cleric can still only cast one spell per round. If there is a hasted creature in the group, the group gets a +2 bonus to its initiative roll.

### Hold Person

<b>Range:</b>	360 feet
<b>Duration:</b>	2 rounds per level
<b>Area of Effect:</b>	20×20-foot square
<b>Saving Throw:</b>	Person is not paralyzed

This spell paralyzes 1d4 people in its area of effect. The caster gets to pick which people are affected. A paralyzed person cannot talk, move, attack, or cast spells.

People include humans, dwarves, elves, gnolls, gnomes, goblins, hobgoblins, kobolds, lizard men, orcs, sprites, etc. Any creature that is humanoid in appearance and is size small or man-sized is considered a person for this spell.



## Infravision

<b>Range:</b>	Touch
<b>Duration:</b>	2 hours + 1 hour per level
<b>Area of Effect:</b>	One person
<b>Saving Throw:</b>	None

This spell lets a person see in the dark up to 60 feet away. It does not allow the person to see invisible things.

## Lightning Bolt

<b>Range:</b>	120 feet + 30 feet per level
<b>Duration:</b>	Instant
<b>Area of Effect:</b>	5×80-foot path, or a 10×40-foot path
<b>Saving Throw:</b>	Half damage

The wizard can begin the bolt of lightning at any point within range. The *lightning bolt* must shoot directly away from the wizard. Everything in the area of effect takes 1d6 points of damage per level of the caster. For instance, a 3rd-level wizard does 3d6 points of damage to everyone in the *lightning bolt*. The bolt shatters up to 1 inch of wood, or a half an inch of stone. If the bolt reaches a wall before it has reached its full length, it bounces. The bounce may take it in a new direction or back along its previous path. Anyone getting hit twice because of a bounce must make two saving throws (keeping the worst of the two), but only takes damage once.

## Slow

<b>Range:</b>	270 feet + 30 feet per level
<b>Duration:</b>	3 + 1 round per level
<b>Area of Effect:</b>	40×40-foot square
<b>Saving Throw:</b>	Creature not slowed

The spell affects up to one creature per level of the wizard in the area of effect. So, a 5th-level wizard can only slow up to five creatures in the 40×40-foot square. Creatures nearer the caster are affected first. The creatures affected move at half their normal speed and make half their normal attacks. Usually this means they make the normal number of attacks, but they only attack every other round. They have a -4 Armor Class and attack roll penalty.

## Suggestion

<b>Range:</b>	90 feet
<b>Duration:</b>	1 hour + 1 hour per level
<b>Area of Effect:</b>	One creature
<b>Saving Throw:</b>	Spell does not work

Wizards casting *suggestion* tell their victims to do something; in other words, they make a suggestion. A wizard must keep the *suggestion* short—a few words or phrases, no more than a sentence or two. The wizard can even

put conditions on the *suggestion*, such as, "Your leader is a traitor. When he enters the room attack him." In this example, so long as the leader enters the room before the spell ends, the suggestion works.

Whatever wizards suggest to their victims must seem reasonable. In the example above, just saying "attack your leader," would not work. It is not reasonable to expect people or creatures to attack their leader for no reason. However, if they *already* believe their leader is a traitor...

## Water Breathing/Air Breathing

<b>Range:</b>	Touch
<b>Duration:</b>	1 hour per level + 1d4 hours
<b>Area of Effect:</b>	Creatures touched
<b>Saving Throw:</b>	None

Wizards casting *water breathing* can touch as many creatures as they want on the round they cast this spell. However, the duration for each of creature touched is divided by the total number of creatures the casting wizard touches.

The spell allows the target to breathe water as if it were air. The opposite of this spell, *air breathing*, allows creatures that normally breathe water to breathe air.





# Cleric's Spell Book

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# Cleric Spells



Each clerical spell described in this booklet has four things listed at the top: range, duration, area of effect, and saving throw. Below that is the actual spell description. Many of these have values like *3 rounds per level*. This means that number is multiplied by the level of the cleric. In this example, a 2nd-level cleric would have 6 rounds.

Some spells have two names, such as *knock/lock*. This means that the spell can be memorized two different, usually opposite, ways. Knowing one spell means automatically knowing the other. However, clerics must choose which one they are memorizing before the adventure begins.

**Range:** This is how far away a cleric can cast the spell. It usually refers to the center or beginning point of the spell. Parts of the spell might go past the range. Clerics must always be able to see the place where they are casting a spell (exceptions to this rule are shown in the spell description).

A range of "touch" means the cleric has to touch the creature or object. If the creature does not want to be touched, it takes a successful attack roll for the cleric to touch it.

**Design:** Bruce Nesmith  
**Editing:** Julia Martin  
**Cover Art:** Larry Elmore  
**Interior Art:** Jean E. Martin  
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POB 756  
Lake Geneva  
WI 53147  
USA



TSR Ltd.  
120 Church End  
Cherry Hinton  
Cambridge CB1 3LB  
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Many more spells of these levels and higher can be found in the AD&D® game *Player's Handbook*.

**Duration:** This is how long the spell lasts. Any spells with an "instant" duration are over in the same round that the cleric cast them. Spells that have a die roll for duration are rolled by the Dungeon Master (DM). The DM keeps the actual duration secret from the players.

**Area of Effect:** This is the space the spell takes up when it works or the number of creatures that the spell works on. Most spells are listed in 10×10-foot squares. It is assumed that the squares are also 10 feet high.

**Saving Throw:** Most spells allow their targets a saving throw to avoid being affected. This entry tells what happens when targets make their saving throws.

## First-Level Spells

- 1 Bless/Curse
- 2 Combine
- 3 Cure Light Wounds/Cause Light Wounds
- 4 Detect Evil/Detect Good
- 5 Detect Magic
- 6 Endure Heat/Endure Cold
- 7 Light/Darkness
- 8 Protection from Evil/Protection from Good
- 9 Purify Food & Water
- 10 Remove Fear/Cause Fear

## Second-Level Spells

- 1 Aid
- 2 Augury
- 3 Detect Charm/Undetectable Charm
- 4 Find Traps
- 5 Fire Trap
- 6 Hold Person
- 7 Know Alignment/Undetectable Alignment
- 8 Produce Flame
- 9 Silence, 15' Radius
- 10 Slow Poison

## Third-Level Spells

- 1 Animate Dead
- 2 Continual Light/Continual Darkness
- 3 Cure Disease/Cause Disease
- 4 Dispel Magic
- 5 Glyph of Warding
- 6 Locate Object/Obscure Object
- 7 Prayer
- 8 Protection from Fire
- 9 Remove Curse/Bestow Curse
- 10 Speak with Dead



## First-Level Spells

### Bless/Curse

**Range:** 180 feet  
**Duration:** 6 rounds  
**Area of Effect:** 50×50-foot square  
**Saving Throw:** None

All creatures friendly to the cleric in the area of effect feel braver. They make their saving throws against fear-creating spells or creatures with a +1 bonus. They attack with a +1 bonus to their THAC0. Only one of these spells can be cast on a person at a time. It must be cast upon characters not already in combat. The spell does not work on characters who are already fighting.

The reverse of this spell, *curse*, does the opposite. The victims save against fear-creating spells or creatures with a -1 penalty and attack with a -1 penalty.

### Combine

**Range:** Touch  
**Duration:** Concentration  
**Area of Effect:** 3, 4, or 5 clerics  
**Saving Throw:** None

The cleric casting the *combine* spell stands in the middle. The other clerics form a circle around him or her, holding hands. So long as all the clerics in the circle concentrate and are not attacked or disturbed, the spell keeps working. If the central cleric is attacked or disturbed, the spell is *not* ruined.

Each cleric in the circle adds one to the level of the cleric in the center. The central cleric cannot rise more than four levels. When the central cleric tries to turn undead or cast spells, this new, higher level is used. Central clerics casting *combine* do not get extra hit points or an improved THAC0.

### Cure Light Wounds/Cause Light Wounds

**Range:** Touch  
**Duration:** Instant  
**Area of Effect:** Creature touched  
**Saving Throw:** None

The cleric restores 1d8 hit points to the creature she or he touches. This spell does not stop poison, cure diseases, or cure other magical illnesses. It will cure the damage caused by poison.

The reverse of this spell, *cause light wounds*, does 1d8 points of damage to the creature touched. The cleric must make a successful attack roll to touch the target.





## Detect Evil/Detect Good

<b>Range:</b>	The cleric
<b>Duration:</b>	10 rounds + 5 rounds per level
<b>Area of Effect:</b>	10-foot-wide, 360-foot-long path
<b>Saving Throw:</b>	None

The cleric must concentrate in the same direction for a full round to use this spell. Only evil monsters or characters within 360 feet will be detected. It will also show monsters or people to be evil if they are plotting against the cleric. Such monsters or people must have at least a low intelligence.

Animals kill for food or to protect themselves, and if they are about to attack, it is *not* a evil act. Traps and other simple objects, no matter how dangerous they are, are not detected by this spell.

The *detect good* spell does the same thing for detecting good-aligned creatures.

## Detect Magic

<b>Range:</b>	The cleric
<b>Duration:</b>	10 rounds
<b>Area of Effect:</b>	10-foot-wide, 90-foot-long path
<b>Saving Throw:</b>	None

The area of effect goes wherever the cleric looks. Any magical object or spell effect in that area glows, but only the cleric sees it. People with *charm* spells on them will glow. Powerful magic glows brighter than weak magic. It takes a full round to cover a 60-degree arc (from 12 to 2 o'clock on a clock).

## Endure Heat/Endure Cold

<b>Range:</b>	Touch
<b>Duration:</b>	1½ hours per level
<b>Area of Effect:</b>	Creature touched
<b>Saving Throw:</b>	None

The target of this spell is unaffected by extreme cold or extreme heat. The temperatures must be within the range of normal weather (-30 degrees to 130 degrees Fahrenheit). Anything beyond that does 1 point of damage for every hour the target is in it.

Magical fire or magical cold will end either version of the spell. However, the character takes 10 fewer points of damage from the attack.

## Light/Darkness

<b>Range:</b>	360 feet
<b>Duration:</b>	1 hour + 10 rounds per level
<b>Area of Effect:</b>	20-foot-radius circle
<b>Saving Throw:</b>	None

A *light* spell can be cast on a creature, an object, or a place. Creatures get a saving throw. If the saving throw is made, the spell is fixed to the place where the creature was, but not on the creature. If the spell is put on an object or a creature, it moves around as the target moves around. If it is cast into a *darkness* or *darkness 15' radius* spell, both are canceled.

The reverse of this spell, *darkness*, creates a pitch-black area of darkness. Creatures with infravision can see in it, but all other creatures are blind.

## Protection from Evil/ Protection from Good

<b>Range:</b>	Touch
<b>Duration:</b>	3 rounds per level
<b>Area of Effect:</b>	Creature touched
<b>Saving Throw:</b>	None

The target of this spell is protected from evil creatures. Evil creatures have a -2 penalty to their attack rolls when attacking the target. Any attack by an evil creature that forces protected characters to make a saving throw allows these character a +2 bonus to their saving throw.

The reverse of this spell, *protection from good*, protects evil monsters and people from the forces of good.

## Purify Food & Water/ Putrefy Food & Water

<b>Range:</b>	90 feet
<b>Duration:</b>	Instant
<b>Area of Effect:</b>	10×10-foot square
<b>Saving Throw:</b>	None

This spell makes rotten or poisoned food and water become pure and healthful. The reverse of this spell, *putrefy food & water*, rots food and makes water undrinkable. It does not create poison in either the food or water.

## Remove Fear/Cause Fear

<b>Range:</b>	30 feet
<b>Duration:</b>	Instant, 10 rounds
<b>Area of Effect:</b>	1 creature per 4 levels
<b>Saving Throw:</b>	None, spell does not work

Any frightened or terrified creature is calmed by this spell. The fear is gone until a new experience with whatever frightened the creature brings it back. The spell also grants a +4 bonus to any saving throw against fear-creating spells or creatures for the next 10 rounds.

The reverse of this spell, *cause fear*, makes creatures frightened enough to run away. This version of the spell allows these creatures a saving throw.



## Second-Level Spells

### Aid

<b>Range:</b>	Touch
<b>Duration:</b>	1 round + 1 round per level
<b>Area of Effect:</b>	Creature touched
<b>Saving Throw:</b>	None

Target of this spell gets a +1 bonus to attack rolls and saving throws, just like in the *bless* spell. They also get 1d8 extra hit points. Any wounds they take use up these extra hit points first. When the spell ends, the extra hit points go away, but so do any wounds against the extra points.

### Augury

<b>Range:</b>	The cleric
<b>Duration:</b>	1 round
<b>Area of Effect:</b>	One action in the next 30 rounds
<b>Saving Throw:</b>	None

Clerics who cast *augury* get to ask the DM about an action that their companion player characters may try in the next 30 rounds (half an hour). There is a 75% chance of getting a useful answer.

The DM must tell the characters if the action will be good or bad for them. The DM should talk like a prophet, saying things like "Pain and destruction await!" or "Gold and glory are found on that path." If the action will bring both good and bad things (for example, a tough monster and a big treasure) the DM might say something like "Great risk brings great reward."

Useless answers, which happen 25% of the time, would call for the DM to say something like "Beware! Heroic deeds await you." Such answers do not tell the characters anything, but sound impressive.

### Detect Charm/Undetectable Charm

<b>Range:</b>	90 feet
<b>Duration:</b>	10 rounds
<b>Area of Effect:</b>	One creature per round
<b>Saving Throw:</b>	No charm is detected, even if there is one

This spell tells the cleric if a creature is being affected by a *charm person*, a *suggestion* spell, or some other kind of magical control. It does not tell the cleric what kind of control is in effect, only that the creature is being controlled.

The reverse of this spell, *undetectable charm*, makes a creature immune to the *detect charm* spell for one full day.



### Find Traps

<b>Range:</b>	The cleric
<b>Duration:</b>	30 rounds
<b>Area of Effect:</b>	10-foot-wide by 90-foot-long path
<b>Saving Throw:</b>	None

The cleric sees all traps, both magical and normal, in the area of effect. This includes alarms, warning devices, and any teleport areas meant to harm or confuse the characters. The spell does not detect ambushes by creatures, nor does it detect natural hazards like avalanches or floods. The spell allows the cleric to see that there is a trap, but not what the trap does, how it is triggered, or how to disarm it.

### Fire Trap

<b>Range:</b>	Touch
<b>Duration:</b>	Until set off
<b>Area of Effect:</b>	An entrance or an opening
<b>Saving Throw:</b>	Half damage

This spell can be cast on doors, lids, book covers, bottle tops, etc. (All of these things can be opened and closed.)



When the enspelled object is opened, the *fire trap* goes off. It does 1d4 points of damage, plus 1 point of damage for each level of the cleric. In other words, a 5th-level cleric's *fire trap* spell does 1d4+5 points of damage. The item that is trapped is not hurt by the flames.

The cleric who cast the spell can open and close the object without setting off the trap. Thieves have only half their normal chance to find or disarm a *fire trap*.

### Hold Person

**Range:** 360 feet  
**Duration:** 2 rounds per level  
**Area of Effect:** 20×20-foot square  
**Saving Throw:** Person is not paralyzed

This spell paralyzes 1d4 people in its area of effect. The caster gets to pick which people are affected. A paralyzed person cannot talk, move, attack, or cast spells.

The spell only works on people, not monsters or animals. For this spell, a person is any humanoid-type creature that is small or man-sized. This includes humans, dwarves, duergar, drow elves, doppelgangers, elves, gnolls, gnomes, goblins, hobgoblins, kobolds, lizard men, orcs, sprites, and werebeasts.

### Know Alignment/ Undetectable Alignment

**Range:** 30 feet  
**Duration:** 10 rounds  
**Area of Effect:** 1 creature per round  
**Saving Throw:** Creature's alignment stays secret

Clerics are able to tell the exact alignment of creatures with this spell. They must concentrate on a single creature for a full round to determine its alignment.



The reverse of this spell, *undetectable alignment*, protects one creature from a *know alignment* or *detect evil/detect good* spell for 24 hours. The target does not have to make a saving throw.

### Produce Flame

**Range:** The cleric  
**Duration:** 1 round per level  
**Area of Effect:** One creature  
**Saving Throw:** None

A flame appears in the cleric's hand. For the duration of the spell, the cleric is able to throw flames, 1 per round, up to 120 feet away. The cleric must make an attack roll to hit a monster. The monster takes 1d4+1 points of damage. The flames set anything that burns easily on fire, provided they successfully hit.

### Silence, 15' Radius

**Range:** 360 feet  
**Duration:** 2 rounds per level  
**Area of Effect:** 15-foot-radius sphere  
**Saving Throw:** None

A *silence* spell can be cast on a creature, an object, or a place. Creatures get a saving throw. If the saving throw is made, the spell is fixed to the place where the creature was, but not on the creature. If the spell is successfully cast on an object or a creature, it moves around as the target moves around. Within the area of effect, no sounds can be heard or made. This makes spellcasting impossible.

### Slow Poison

**Range:** Touch  
**Duration:** 1 hour per level  
**Area of Effect:** One creature  
**Saving Throw:** None

This spell slows the effects of being poisoned by any means, but it does not get rid of poison in a character. So long as the spell is going, the poison does not start hurting (causing damage to) the character. If the character can get out of the dungeon before the *slow poison* spell ends, the temple will get rid of the poison for 100 gold pieces.

## Third-Level Spells

### Animate Dead

**Range:** 30 feet  
**Duration:** Permanent  
**Area of Effect:** 1 body per level  
**Saving Throw:** None



Used only by evil clerics, this spell brings bones to life as skeletons and dead bodies to life as zombies. (The DM should use the monster descriptions for skeletons and zombies found in the *Monsters and Treasures Book*.) If there are nothing but bones left of the body, a skeleton is made. If there is still flesh on the bones, a zombie is made. Ju-ju zombies are not made this way.

Once the monsters are made, they obey the verbal commands of the cleric that created them. Without directions they keep doing what they were told to do last or stop moving (the DM picks). They defend themselves if attacked. The skeletons and zombies are not affected by *dispel magic*. They must be destroyed by combat.

### Continual Light/Continual Darkness

**Range:** 360 feet  
**Duration:** Permanent  
**Area of Effect:** 60-foot-radius circle  
**Saving Throw:** None

This spell is a lot like the *light* spell. However, the light it makes is as bright as sunlight. A *continual light* spell can be cast on a creature, an object, or a place. Creatures get a saving throw. If the saving throw is made, the spell is fixed to the place where the creature was, but not on the creature. If the spell is successfully cast on an object or a creature, it moves around as the target moves around. If it is cast into a *darkness*, *continual darkness*, or *darkness 15' radius* spell, both are canceled.

The reverse of this spell, *continual darkness*, makes a pitch-black area of darkness. Creatures with infravision *cannot* see in it.

### Cure Disease/Cause Disease

**Range:** Touch  
**Duration:** Instant  
**Area of Effect:** Creature touched  
**Saving Throw:** None

This spell heals all kinds of diseases, both magical and normal. It takes no fewer than 10 rounds and no more than 10 days for the target creature to finish healing. The cleric only needs to touch the target for a round to get the spell going. Exactly how long it takes to cure a disease is up to the DM. Strange or magical diseases should take at least one full day. Normal, nonlife-threatening diseases should take less than a day. The lycanthropy of a werebeast's bite cannot be cured by this spell.

The reverse of this spell, *cause disease*, is only used by evil clerics. The victim gets a saving throw to stop the

infection. It takes effect immediately if the victim fails the saving throw. A *cure light wounds* spell will not heal any damage so long as a character is diseased. Each month diseased characters lose 2 points of Charisma. They die in 1d6 months. The temple in town will heal diseased characters for 500 gold pieces. A *cure disease* spell will also cure them.

### Dispel Magic

**Range:** 180 feet  
**Duration:** Instant  
**Area of Effect:** 1 item or a 30×30-foot square  
**Saving Throw:** None

This spell has a 50% chance of removing spells and other magical effects. It can also destroy potions. Roll separately for each spell, magical effect, or potion in the area of effect.

If the spell is cast directly on a single magical item, it automatically stops working for 1d4 rounds. If the item is held by a creature, the creature gets a saving throw to block the *dispel magic* spell.

### Glyph of Warding

**Range:** Touch  
**Duration:** Until set off  
**Area of Effect:** 5×5-foot-square area  
**Saving Throw:** Half damage, or spell does not work

Clerics casting *glyph of warding* write a magical symbol on the area being protected. When they are done, the writing becomes invisible. Anyone crossing in front of where the glyph is drawn, opening the door it is drawn on, or lifting the lid where the glyph was written sets off the glyph. Thieves have half their normal chance to find or remove a *glyph of warding* trap.

The glyph can have almost any type of effect. If it is set to do damage, it does 1d4 points per level of the cleric. Clerics can pick fire, cold, electricity, or any other type of damage they can think of. If not set to do damage, the glyph can *cause disease* as the spell, paralyze, blind, deafen, or anything else clerics can think of. Only ADVANCED DUNGEONS & DRAGONS® game clerics of much higher level than are discussed in *First Quest* can cast a *glyph of warding* that instantly kills someone setting it off.

### Locate Object/Obscure Object

**Range:** The cleric  
**Duration:** 8 hours  
**Area of Effect:** 180 feet + 30 feet per level  
**Saving Throw:** None



The cleric can only pick one object to locate. Once it has been found, or when 8 hours have passed, the spell ends. The object must be something the cleric has seen before and knows well. It can be part of a place, like a stairway, as long as the cleric has seen that particular stairway before. The spell cannot locate creatures.

The cleric only knows what direction the object is in, but not how to get to it. This is a straight line direction. The cleric may have to go around obstacles or even backward to find an open path to the object.

The reverse of this spell, *obscure object*, hides an object from the *locate object* spell and even from *crystal balls*. The cleric must touch the object to obscure it.

### Prayer

**Range:** The cleric  
**Duration:** 1 round per level  
**Area of Effect:** 60-foot-radius circle  
**Saving Throw:** None

The *prayer* spell gives the cleric and all of the cleric's friends special bonuses. All attack rolls, damage rolls, and saving throws get a +1 bonus. All of the cleric's enemies get a -1 penalty on attack rolls, damage rolls, and saving throws. Damage rolls always do at least 1 point of damage.

### Protection from Fire

**Range:** Touch  
**Duration:** 10 rounds per level  
**Area of Effect:** Creature touched  
**Saving Throw:** None

Clerics who cast this spell on themselves cannot be hurt by regular fire (torches, oil fires, etc.). The first 12 points of damage from magical fires (dragon breath, *fireball* spells, etc.) are ignored. After that the protection of the spell is gone, and the spell ends.

If a cleric casts the spell on another creature, that creature cannot be hurt by regular fire. Against magical fires, the creature gets a +4 bonus to all its saving throws. The creature only takes half damage from magical fires.

### Remove Curse/Bestow Curse

**Range:** Touch  
**Duration:** Permanent  
**Area of Effect:** Creature or object touched  
**Saving Throw:** None, or spell does not work

This spell can remove simple curses from creatures or objects. It cannot remove the curses found on most

magical items like *swords of berserking* or cursed magical -1 weapons. However, it allows people to get rid of items that are cursed so that they cannot be gotten rid of. These items remain cursed, but characters are no longer tied to them.

The reverse of this spell, *bestow curse*, is usually cast by evil clerics. It can be used to reduce an attribute (Strength, Wisdom, etc.) to 3, lower the target's attack rolls and saving throws by -4, or make normal items break when the target handles them. The *bestow curse* spell allows the victim a saving throw to avoid the curse.

### Speak with Dead

**Range:** Touch  
**Duration:** 1 round (2 questions)  
**Area of Effect:** Creature touched  
**Saving Throw:** Spell does not work

The cleric can get answers from the body of a creature that has been dead a week or less. The corpse uses the saving throw it would have had in life. If the creature in life had exactly the same alignment as the character and did not have more levels (or Hit Dice) than the cleric, it automatically fails its saving throw.

The dead creature cannot lie, but this does not mean it necessarily knows answers. "I don't know" is a valid answer. Even when the dead creature does know, its answer should be given so that it is hard to figure out. For example, a cleric might ask, "What kind of monster killed you?" The dead creature might answer, "A cruel man-eater." It is up to the DM to decide how much information the dead body gives in its answers.







AUDIO CD GAME



The Introduction to Role-Playing Games

# First Quest™

Advanced Dungeons & Dragons®  
2nd Edition

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## Ability Scores

**Strength:** How much your character can lift or push.

**Dexterity:** How graceful or clumsy your character is.

**Constitution:** How healthy your character's body is.

**Intelligence:** How smart and educated your character is.

**Wisdom:** How wise and how much common sense your character has.

**Charisma:** How well your character gets along with others.

## Ability Checks

- (1) Dungeon Master chooses which ability makes the most sense to check against.
- (2) Player rolls a 20-sided die.
- (3) If the number rolled is less than or equal to the ability score, the action works.

## Time and Movement

- 1 round = 1 minute.
- Characters move up to 120 feet per round (12 inches on the map sheet).
- Dwarf characters move up to 60 feet per round (6 inches on the map sheet).
- Characters can move half their total allowed movement and still make an attack in the same round.

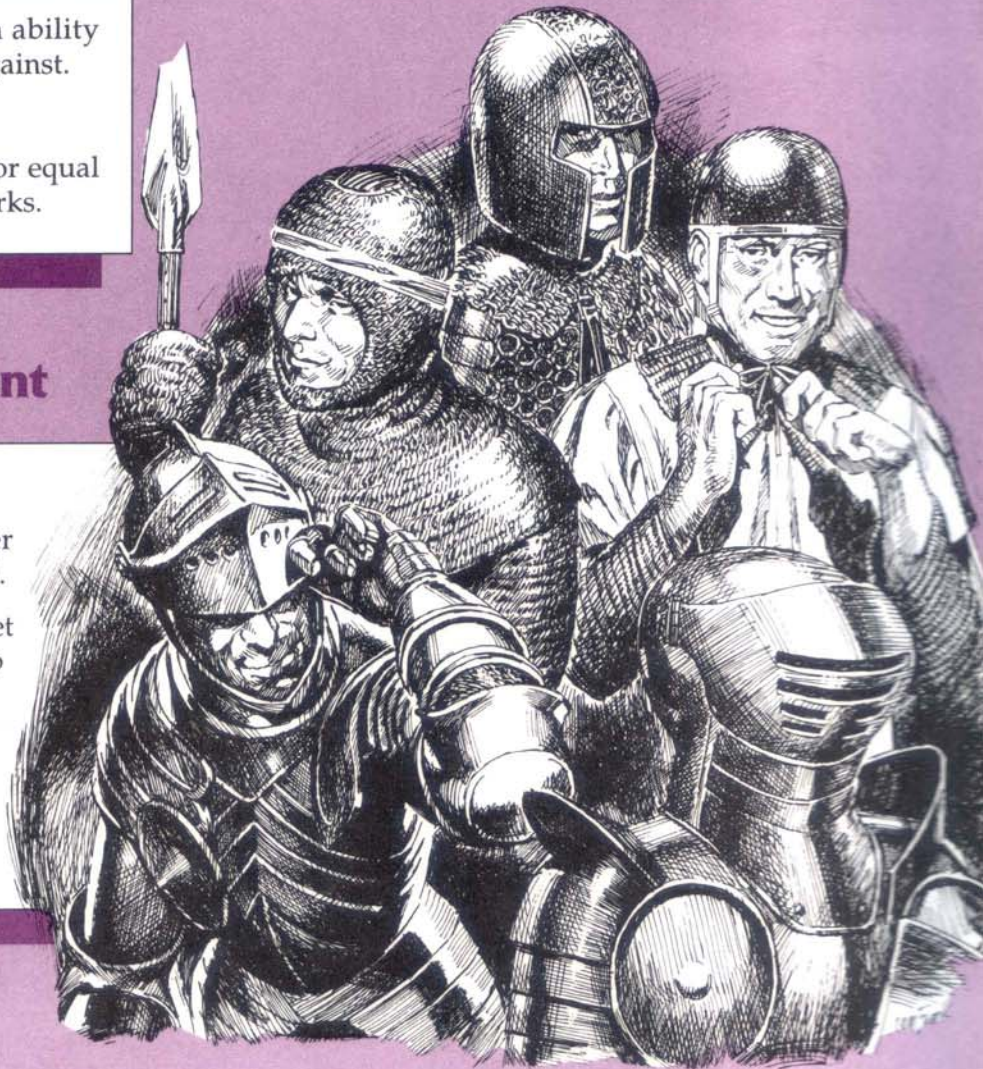
## Special Movement

Type of Movement	Feet per Round
Swimming	60 (half normal speed) 30 (dwarves)
Climbing, not a thief (must have a rope)	20 (if successful) 80% chance of success
Riding (on horses)	180

## Dangers

Type of Danger	Damage
Falling	1d6 per 10 feet
Poison	15 points of damage

(Poison takes 1d20+10 rounds to take effect.)

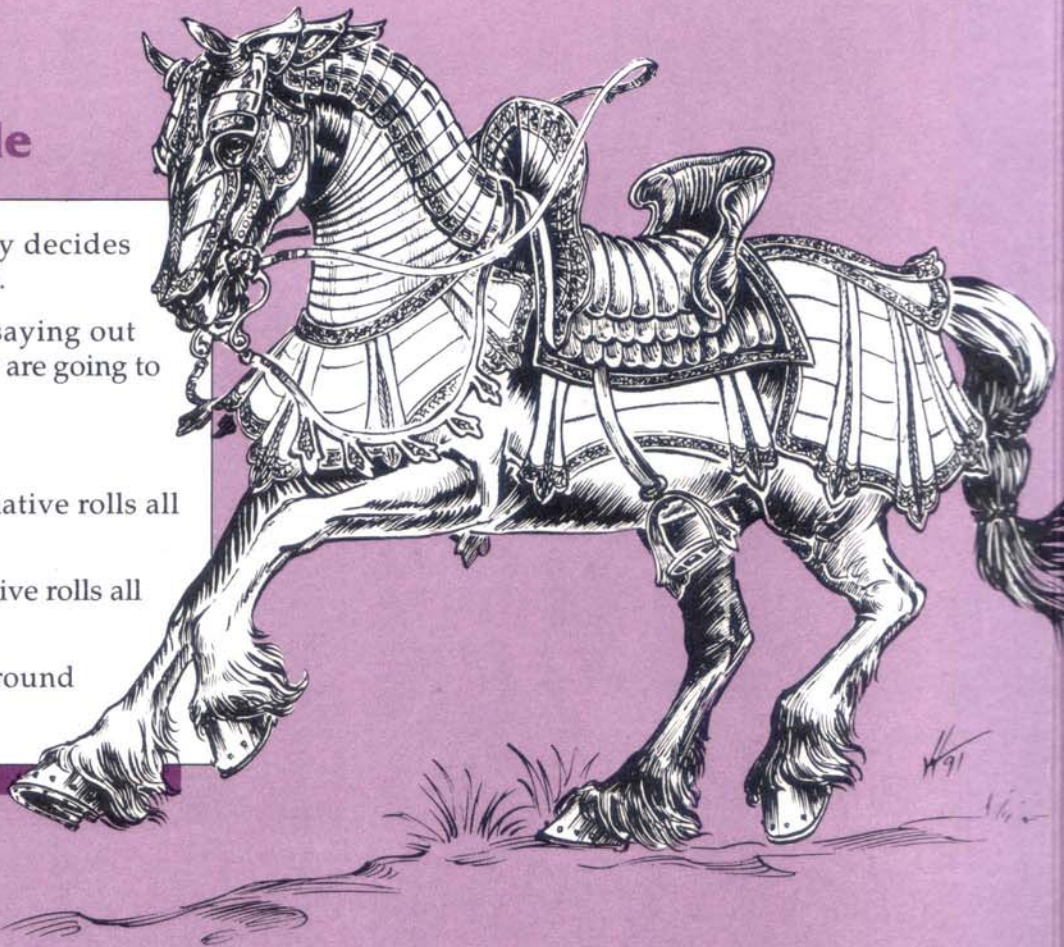




## How to Run a Battle

- (1) Dungeon Master secretly decides what the monsters will do.
- (2) Players take turns each saying out loud what their characters are going to try to do.
- (3) Roll for initiative.
- (4) Whichever side won initiative rolls all of its attacks.
- (5) Whichever side lost initiative rolls all of its attacks.

Repeat these five steps each round until the battle is over.



## How to Attack

- (1) Roll a 20-sided die.
- (2) Subtract the die roll from the character's THAC0 number.
- (3) If the result is less than or equal to the monster's AC, the attack hits.

### If the Attack Hits...

- (1) Roll damage.
- (2) Subtract the damage from the monster's hit points.
- (3) Monsters die when they run out of hit points.

## Death

Character Hit Points	Effect
0 or below	Unconscious
-10 or below	Dead

## Saving Throws

- (1) Roll a 20-sided die.
- (2) If the number is the same or larger than the saving throw number, the saving throw is successful.
- (3) Look at the spell description to see what happens if the saving throw fails.

## Secret Doors

- DM rolls 1d6 for each character. On a 1, the secret door is found.
- Elves find secret doors on a 1 or 2.
- Each 20 feet of wall takes a character 10 rounds to search.
- Each character can only search a wall once.



## Turning Undead

Monster	Level of the Cleric		
	1st	2nd	3rd
Skeleton	10	7	4
Zombie	13	10	7
Ghoul	16	13	10
Shadow	19	16	13
Wight	20	19	16

## Backstabbing

- Monster must be shaped like a person.
- Thief must: Attack from behind.  
Get surprise.  
Use a dagger  
or short sword.
- Thief gets: +4 bonus on attack roll.  
×2 normal damage.

## Thieves' Skills

Thieves' Skill	Level of the Thief		
	1st	2nd	3rd
Pick Pockets	30%	35%	40%
Open Locks	25%	29%	33%
Find/Remove Traps	20%	25%	30%
Move Silently	15%	21%	27%
Hide in Shadows	10%	15%	20%
Climb Walls	85%	86%	87%

## The Wizard's Tower

- For 1,000 gold pieces the wizard will tell the characters what a magical item is.
- The wizard will accept another magical item as payment instead of 1,000 gold pieces.

## Exchanging Money

1 gold = 10 silver = 100 copper

## The Temple

Temple Service	Minimum Donation
Heal hit points	100 gold pieces
Cure poison	100 gold pieces
Cure disease	250 gold pieces
Remove a curse	500 gold pieces
Restore a lost limb	750 gold pieces
Raise a dead character*	1,000 gold pieces

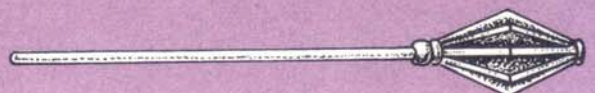
\* Elves cannot be raised. Being raised from the dead lowers a character's Constitution by 1 point.

## The Store

- Characters can buy things at the store for the price on the Equipment List in the *Rules Book*. The store buys things back for half that price.
- The store will make change (exchange 10 copper pieces for a silver piece, or 10 silver pieces for a gold piece, etc.).
- The store will accept gems instead of coins. The DM needs to determine how much each gem is worth.

### Gem Value

1d100	Gem	Value
01-25	Agate	10 gold pieces
26-50	Quartz	50 gold pieces
51-70	Garnet	100 gold pieces
71-90	Topaz	500 gold pieces
91-99	Emerald	1,000 gold pieces
00	Diamond	5,000 gold pieces





# Morganth the Mysterious

Character Class: **Wizard**

Race: **Human**

Strength	8
Dexterity	11
Constitution	10
Intelligence	17
Wisdom	12
Charisma	13
Movement	12
Saving Throw	12
THAC0	20
Damage 1d6 (quarterstaff), 1d4 (dagger)	
Armor Class (Robes — no armor)	10
Hit Points	4

## Starting Equipment

Robes  
Dagger  
Quarterstaff  
Paper & ink  
6 torches  
4 sacks  
Backpack



## Number of Spells

		Spell Level	
		1st	2nd
Character's Level	1st	1	0
	2nd	2	0
	3rd	2	1



# Wizard General Rules

One round = one minute.

## In One Round You Can...

- Move 120 feet.
- Make one attack.
- Cast one spell.
- Move 60 feet and make an attack.
- Try one unusual action.

## How to Attack

- Roll a 20-sided die.
- Subtract the die roll from your THACO.
- If that number is less than or equal to the monster's Armor Class, your attack hit it.

## If the Attack Hits...

- Roll the die for damage.
- Subtract the damage from the monster's hit points.
- A monster is dead when its hit points reach 0 (zero).

## Making a Saving Throw

- Roll a 20-sided die.
- If the die roll is the same or larger than the saving throw number, your saving throw is successful.
- Look at the spell description to see what happens if you succeed or fail.

## Experience Points

Your character earns experience points for defeating monsters and doing clever things. When characters get enough experience points, they gain a level. Every level makes your character tougher.

Experience Points	Character's Level
Under 2,500	1
Up to 5,000	2
Up to 10,000	3

## Each Level...

- You can cast more spells.
- Add 1d4 to your hit points.

## Limits

- Can never wear armor.
- Can only use daggers and a quarter-staff for weapons.

## Casting Spells

The table on the other side shows how many spells you can take on an adventure. The higher your level, the more spells you can take. Each day you can change your spells and get back any you have cast.

Pick your spells from the *Wizard's Spell Book*. Write them down on a separate sheet of paper. As you cast a spell, cross it off. You can take the same spell more than once so that you can cast it more than once a day. For example, as a 2nd-level wizard you could pick *magic missile* twice for your daily spells.



# Slinker

Character Class: **Thief**

Race: **Human**

Strength	11
Dexterity	15
Constitution	10
Intelligence	14
Wisdom	9
Charisma	12
Movement	12
Saving Throw	15

THAC0	1st	2nd	3rd
	Level	Level	Level
	20	20	19
Backstab	16	16	15

Damage 1d6 (short sword),  
1d8 (arrow),  
2d6 (backstab)

Armor Class 7  
(leather armor)  
(+1 bonus for Dexterity)

Hit Points 6

## Starting Equipment

## Thieves' Skills

Character's Level

		1st	2nd	3rd
Leather armor	Pick pockets	30%	35%	40%
Short sword	Open locks	25%	29%	33%
Bow and 24 arrows	Find/remove traps	20%	25%	30%
6 torches	Move silently	15%	21%	27%
4 sacks	Hide in shadows	10%	15%	20%
Backpack	Climb walls	85%	86%	87%



# Thief General Rules

One round = one minute.

## In One Round You Can...

- Move 120 feet.
- Make one attack.
- Move 60 feet and make an attack.
- Try one unusual action.

## How to Attack

- Roll a 20-sided die.
- Subtract the die roll from your THAC0.
- If that number is less than or equal to the monster's Armor Class, your attack hit it.

## If the Attack Hits...

- Roll the die for damage.
- Subtract the damage from the monster's hit points.
- A monster is dead when its hit points reach 0 (zero).

## Making a Saving Throw

- Roll a 20-sided die.
- If the die roll is the same or larger than the saving throw number, your saving throw is successful.
- Look at the spell description to see what happens if you succeed or fail.

## Experience Points

Your character earns experience points for defeating monsters and doing clever things. When characters get enough experience points, they gain a level.

Experience Points	Character's Level
Under 1,250	1
Up to 2,500	2
Up to 5,000	3

## Each Level...

- Your thieves' skills get better.
- Add 1d6 to your hit points.

## Limits

- You only wear robes or leather armor.

## Thieves' Skills

**Pick Pockets:** Taking something from a someone's pocket or backpack.

**Open Locks:** Picking any type of lock. Unlocking it without a key.

**Find/Remove Traps:** The same number is used for both actions. Thieves can search an object or small place for traps. The DM must make this roll secretly.

Once a trap is found, a thief can try to remove it. Thieves make this roll themselves. If it works, the trap is gone. If not, the trap is still there. The thief wasn't able to get rid of it, but didn't set it off either.

**Move Silently:** Thieves can only move 40 feet per round if they are trying to be quiet. Thieves may find out right away that they have been heard, or they may not find out until it is too late.

**Hide in Shadows:** When hidden, the thief cannot be seen by normal vision. The thief cannot move or attack and stay hidden.

**Climb Walls:** Only a thief can climb walls without a rope. All other characters must have a rope. Thieves climb at 20 feet a round.

## To Backstab...

- The monster must be shaped like a person (goblins, lizard men, etc.).
- You must attack from behind.
- You must get surprise.
- You must use a dagger or short sword.

## When Backstabbing You Get...

- A +4 bonus to the attack roll.
- Double normal damage.



# Delvar Ironfist

Character Class: **Fighter**

Race: **Dwarf**

Strength 15

Dexterity 9

Constitution 16

Intelligence 11

Wisdom 13

Charisma 8

Movement 6

## Saving Throw

1st level 13

2nd level 13

3rd level 12

## THAC0

1st level 20

2nd level 19

3rd level 18

Damage 1d8

(battle axe)

Armor Class 4

(chain mail & shield)

Hit Points 12

(+2 bonus for Constitution)

## Starting Equipment

Chain mail

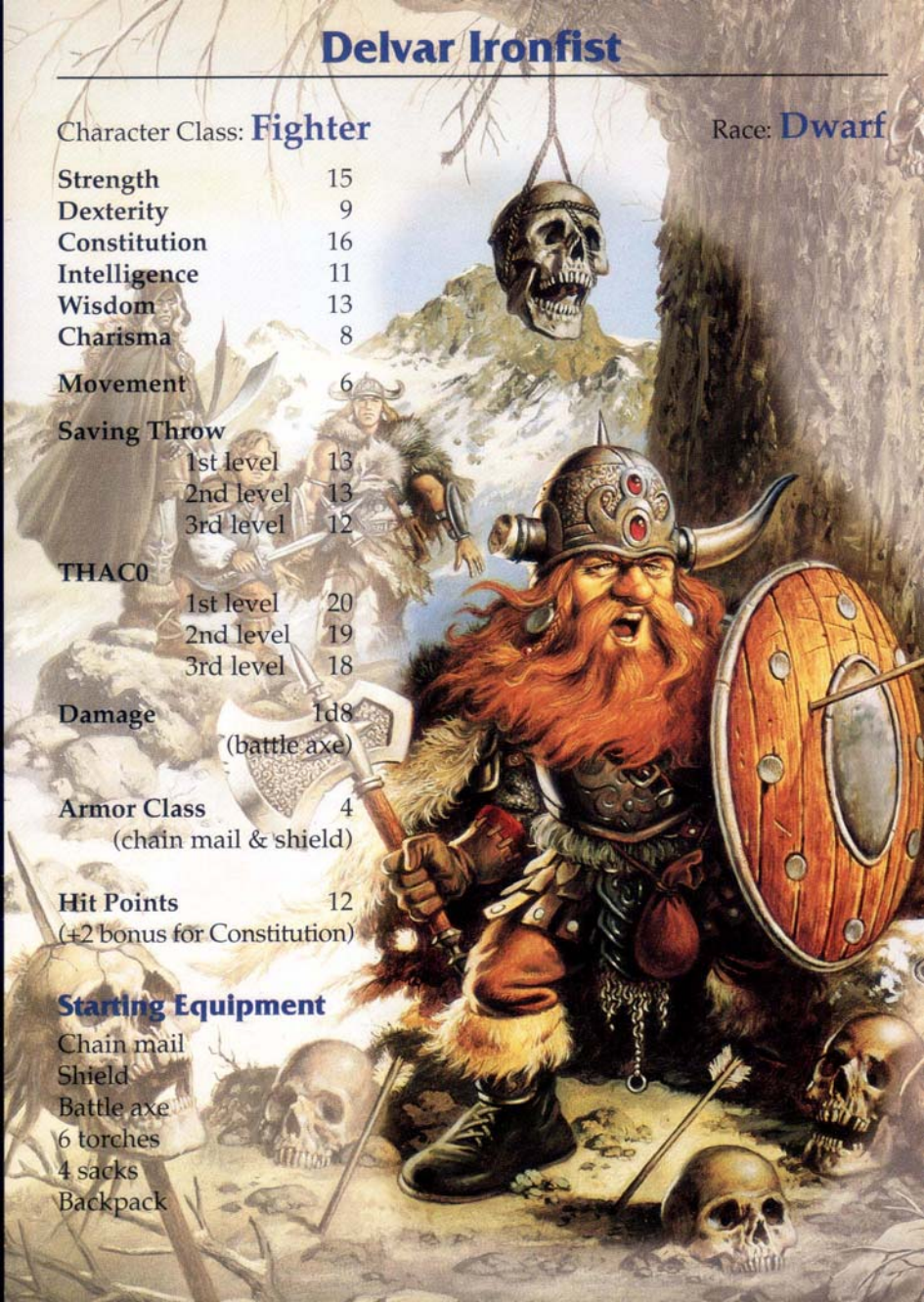
Shield

Battle axe

6 torches

4 sacks

Backpack





# Dwarf Fighter General Rules

One round = one minute.

Dwarves can see in the dark, up to 60 feet.

## In One Round You Can...

- Move 60 feet.
- Make one attack.
- Move 30 feet and make an attack.
- Try one unusual action.

## How to Attack

- Roll a 20-sided die.
- Subtract the die roll from your THAC0.
- If that number is less than or equal to the monster's Armor Class, your attack hit it.

## If the Attack Hits...

- Roll the die for damage.
- Subtract the damage from the monster's hit points.
- A monster is dead when its hit points reach 0 (zero).

## Making a Saving Throw

- Roll a 20-sided die.
- If the die roll is the same or larger than the saving throw number, your saving throw is successful.
- Look at the spell description to see what happens if you succeed or fail.

## Experience Points

Your character earns experience points for defeating monsters and doing clever things. When characters get enough experience points, they gain a level. Every level makes your character tougher.

Experience Points	Character's Level
Under 2,000	1
Up to 4,000	2
Up to 8,000	3

## Each Level...

- Your THAC0 gets better.
- Add 1d10+2 to your hit points.



# Silverleaf Halfmoon

Character Class: **Fighter/Wizard**

Race: **Elf**

Strength 11

Dexterity 13

Constitution 10

Intelligence 15

Wisdom 9

Charisma 16

Movement 12

Saving Throw 12

THACO	1st Level	2nd Level	3rd Level
-------	-----------	-----------	-----------

	20	19	18
--	----	----	----

(with bow)	19	18	17
------------	----	----	----

Damage 1d6 (quarterstaff),  
1d8 (arrow)

Armor Class 10  
(Robes — no armor)

Hit Points 7

## Starting Equipment

Robes

Bow and 24 arrows

Quarterstaff

6 torches

4 sacks

Backpack

## Number of Spells

		Spell Level	
		1st	2nd
Character's Level	1st	1	0
	2nd	2	0
	3rd	2	1



# Elf Fighter/Wizard General Rules

One round = one minute.

Elves can see in the dark, up to 60 feet.

Elves cannot be raised from the dead.

In the woods, elves can sneak up on monsters. The monster gets a -4 penalty to its surprise roll.

Elves can find secret doors twice as easily as humans (1 or 2 on the d6 roll).

## In One Round You Can...

- Move 120 feet.
- Make one attack.
- Cast one spell.
- Move 60 feet and make an attack.
- Try one unusual action.

## How to Attack

- Roll a 20-sided die.
- Subtract the die roll from your THAC0.
- If that number is less than or equal to the monster's Armor Class, your attack hit it.

## If the Attack Hits...

- Roll the die for damage.
- Subtract the damage from the monster's hit points.
- A monster is dead when its hit points reach 0 (zero).

## Making a Saving Throw

- Roll a 20-sided die.
- If the die roll is the same or larger than the saving throw number, your saving throw is successful.
- Look at the spell description to see what happens if you succeed or fail.

## Experience Points

Your character earns experience points for defeating monsters and doing clever

things. When characters get enough experience points, they gain a level.

Silverleaf is a multiclass fighter/wizard. This means that he is a fighter and a wizard at the same time. While he has lots of good abilities, he gains levels very slowly. Silverleaf must divide all his experience points, giving one half to his fighter class and the other half to his wizard class.

Fighter's Experience Points	Wizard's Experience Points	Character Class Level
Under 2,500	Under 2,000	1
Up to 5,000	Up to 4,000	2
Up to 10,000	Up to 8,000	3

## Each Wizard Level...

- You can cast more spells.
- Add half of 1d4 to your hit points (rounding down, always getting at least 1 point).

## Each Fighter Level...

- Your THAC0 gets better.
- Add half of 1d10 to your hit points (rounding down, always getting at least 1 point).

## Limits

- No armor except elven chain mail.

## Casting Spells

A table on the other side shows how many spells you can take on an adventure. The higher your level, the more spells you can take. Each day you can change your spells and get back any you have cast.

Pick your spells from the *Wizard's Spell Book*. Write them down on a separate sheet of paper. As you cast a spell, cross it off. You can take the same spell more than once so that you can cast it more than once a day.



# Lordan the Pure

Character Class: **Cleric**

Race: **Human**

Strength	13
Dexterity	9
Constitution	12
Intelligence	11
Wisdom	15
Charisma	14
Movement	12
Saving Throw	15
THAC0	20
Damage	1d6+1 (mace)
Armor Class	7 (leather armor & shield)
Hit Points	8

## Starting Equipment

Leather armor  
Shield  
Mace  
6 torches  
4 sacks  
Backpack

## Number of Spells

		Spell Level	
		1st	2nd
Character's Level	1st	3	0
	2nd	4	0
	3rd	4	2





# Cleric General Rules

One round = one minute.

## In One Round You Can...

- Move 120 feet.
- Make one attack.
- Cast one spell.
- Move 60 feet and make an attack.
- Try one unusual action.

## How to Attack

- Roll a 20-sided die.
- Subtract the die roll from your THACO.
- If that number is less than or equal to the monster's Armor Class, your attack hit it.

## If the Attack Hits...

- Roll the die for damage.
- Subtract the damage from the monster's hit points.
- A monster is dead when its hit points reach 0 (zero).

## Making a Saving Throw

- Roll a 20-sided die.
- If the die roll is the same or larger than the saving throw number, your saving throw is successful.
- Look at the spell description to see what happens if you succeed or fail.

## Experience Points

Your character earns experience points for defeating monsters and doing clever things. When characters get enough experience points, they gain a level.

Experience Points	Character's Level
Under 1,500	1
Up to 3,000	2
Up to 6,000	3

## Each Level...

- You can cast more spells.
- You can turn undead better.
- Add 1d8 to your hit points.

## Limits

- You can only use a club, mace, or quarterstaff for weapons.

## Casting Spells

The table on the other side shows how many spells you can take on an adventure. The higher your level, the more spells you can take. Each day you can change your spells and get back any you have cast.

Pick your spells from the *Cleric's Spell Book*. Write them down on a separate sheet of paper. As you cast a spell, cross it off. You can take the same spell more than once so that you can cast it more than once a day. For example, at 1st level you could pick *cure light wounds*, *cure light wounds*, and *detect evil* for your daily spells.

## Turning Undead

- Roll a 20-sided die.
- If the die roll is greater than or equal to the number on the table, the undead monster must leave.
- If there is more than one undead creature present, the one roll works for all of them.

Monster	Level of the Cleric		
	1st	2nd	3rd
Skeleton	10	7	4
Zombie	13	10	7
Ghoul	16	13	10
Shadow	19	16	13
Wight	20	19	16



# Beldar the Brave

Character Class: **Fighter**

Race: **Human**

Strength 17

Dexterity 12

Constitution 14

Intelligence 10

Wisdom 8

Charisma 11

Movement 12

Saving Throw

1st level 17

2nd level 17

3rd level 16

THAC0

1st level 19

2nd level 18

3rd level 17

Damage 1d8+1

(long sword)

(+1 bonus for Strength)

Armor Class 4

(chain mail & shield)

Hit Points 10

## Starting Equipment

Chain mail

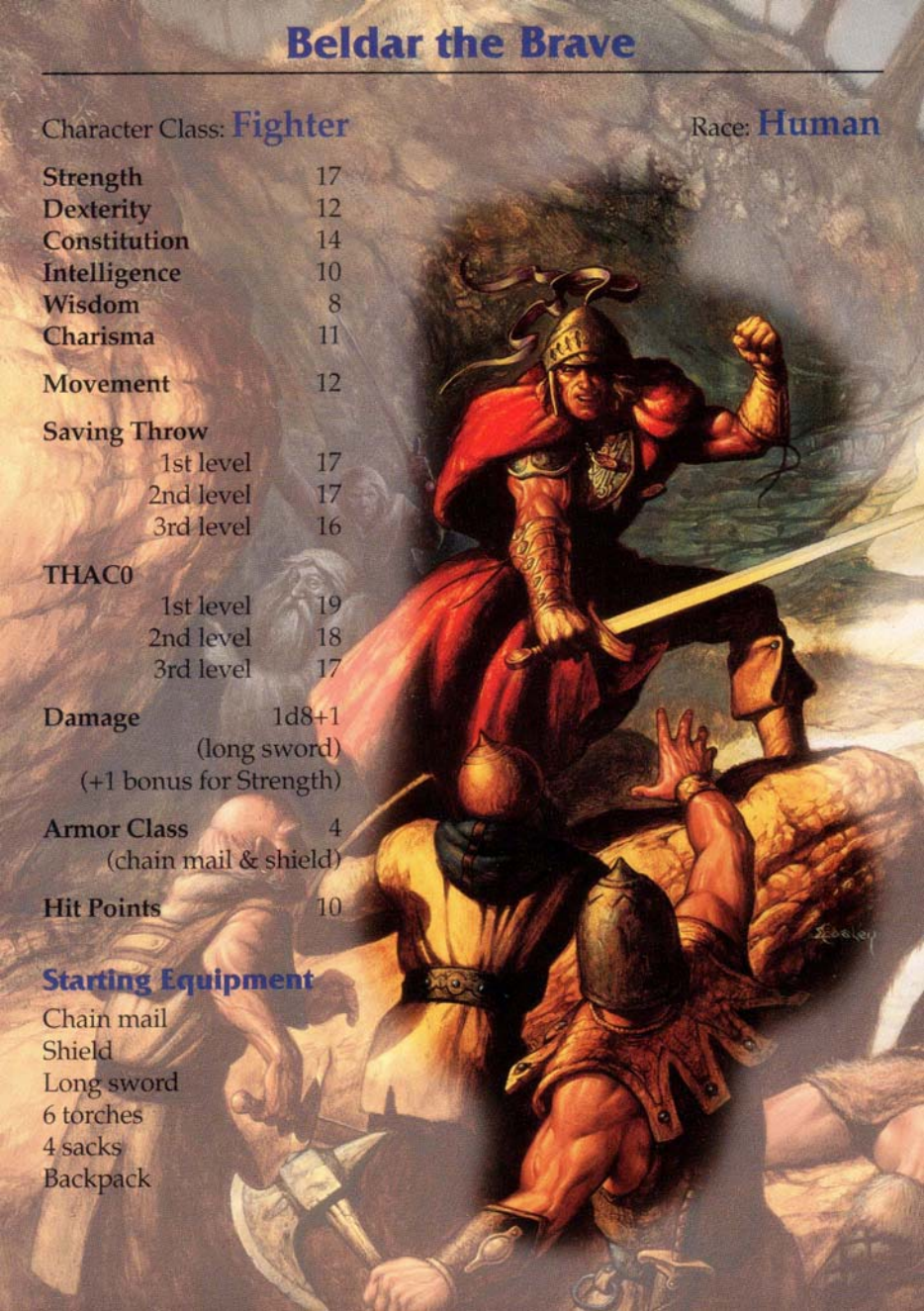
Shield

Long sword

6 torches

4 sacks

Backpack





# Fighter General Rules

One round = one minute.

## In One Round You Can...

- Move 120 feet.
- Make one attack.
- Move 60 feet and make an attack.
- Try one unusual action.

## How to Attack

- Roll a 20-sided die.
- Subtract the die roll from your THAC0.
- If that number is less than or equal to the monster's Armor Class, your attack hit it.

## If the Attack Hits...

- Roll the die for damage.
- Subtract the damage from the monster's hit points.
- A monster is dead when its hit points reach 0 (zero).

## Making a Saving Throw

- Roll a 20-sided die.
- If the die roll is the same or larger than the saving throw number, your saving throw is successful.
- Look at the spell description to see what happens if you succeed or fail.

## Experience Points

Your character earns experience points for defeating monsters and doing clever things. When characters get enough experience points, they gain a level. Every level makes your character tougher.

Experience Points	Character's Level
Under 2,000	1
Up to 4,000	2
Up to 8,000	3

## Each Level...

- Your THAC0 gets better.
- Add 1d10 to your hit points.



# Reading a Character Card

Character Class: **Fighter**

Ability scores go from 3 to 18, the higher the better.  
The average is 10 or 11.

**Strength** 17

How much your character can lift or push.

**Dexterity** 12

How graceful or clumsy your character is.

**Constitution** 14

How healthy your character's body is.

**Intelligence** 10

How smart or educated your character is.

**Wisdom** 8

How much common sense your character has.

**Charisma** 11

How well your character gets along with others.

**Movement** 12

Number of inches (also 10s of feet) that your character can move in one round.

**Saving Throw**

1st level 17

2nd level 17

3rd level 16

How well your character can resist magic. The lower the number the better. It also shows how well your character can resist poison. The dwarf fighter is the best at resisting magic and poison.

**THACO**

1st level 19

2nd level 18

3rd level 17

How good characters are at hitting monsters with their weapons. The lower the number the better. Most starting characters have a 20. The human fighter starts with a 19.

**Damage** 1d8+1

(long sword)

(+1 bonus for Strength)

How much damage the weapon does. Bigger numbers are better. A weapon that does 1d8 points of damage is better than one that does 1d6 points of damage.

**Armor Class** 4

(chain mail & shield)

How tough it is for monsters to hit your character. Smaller numbers are better. An Armor Class of 10 is bad; an Armor Class of 4 is good.

**Hit Points** 10

How much damage characters can take before they fall unconscious. The higher the number, the better.



# AD&D<sup>®</sup> Game Character Record Sheet

Name \_\_\_\_\_ Class \_\_\_\_\_

Armor Class  THACO

Hit Points  Wounds \_\_\_\_\_

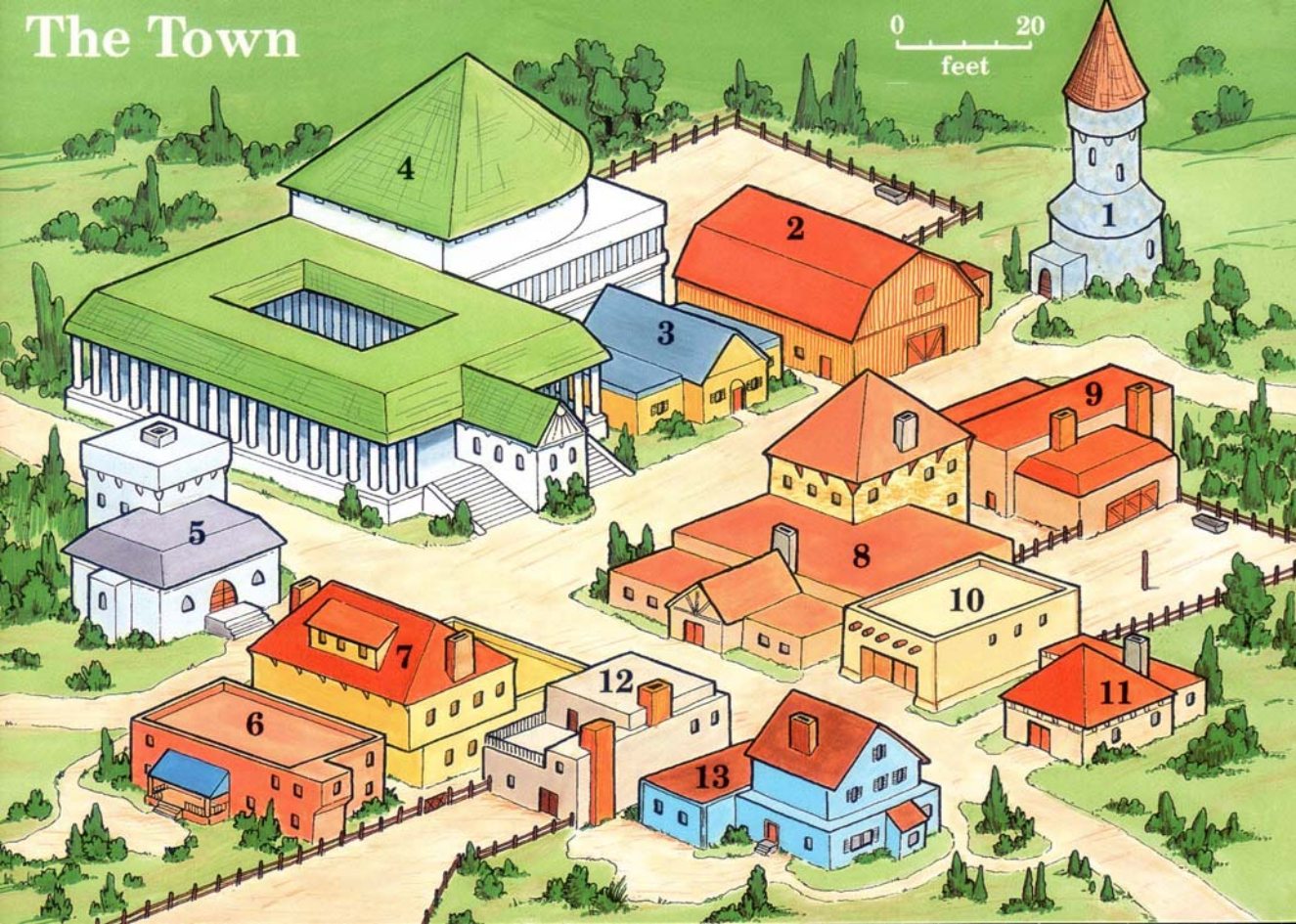
## Equipment

## Money

Current Level \_\_\_\_\_  
Experience Points



# The Town



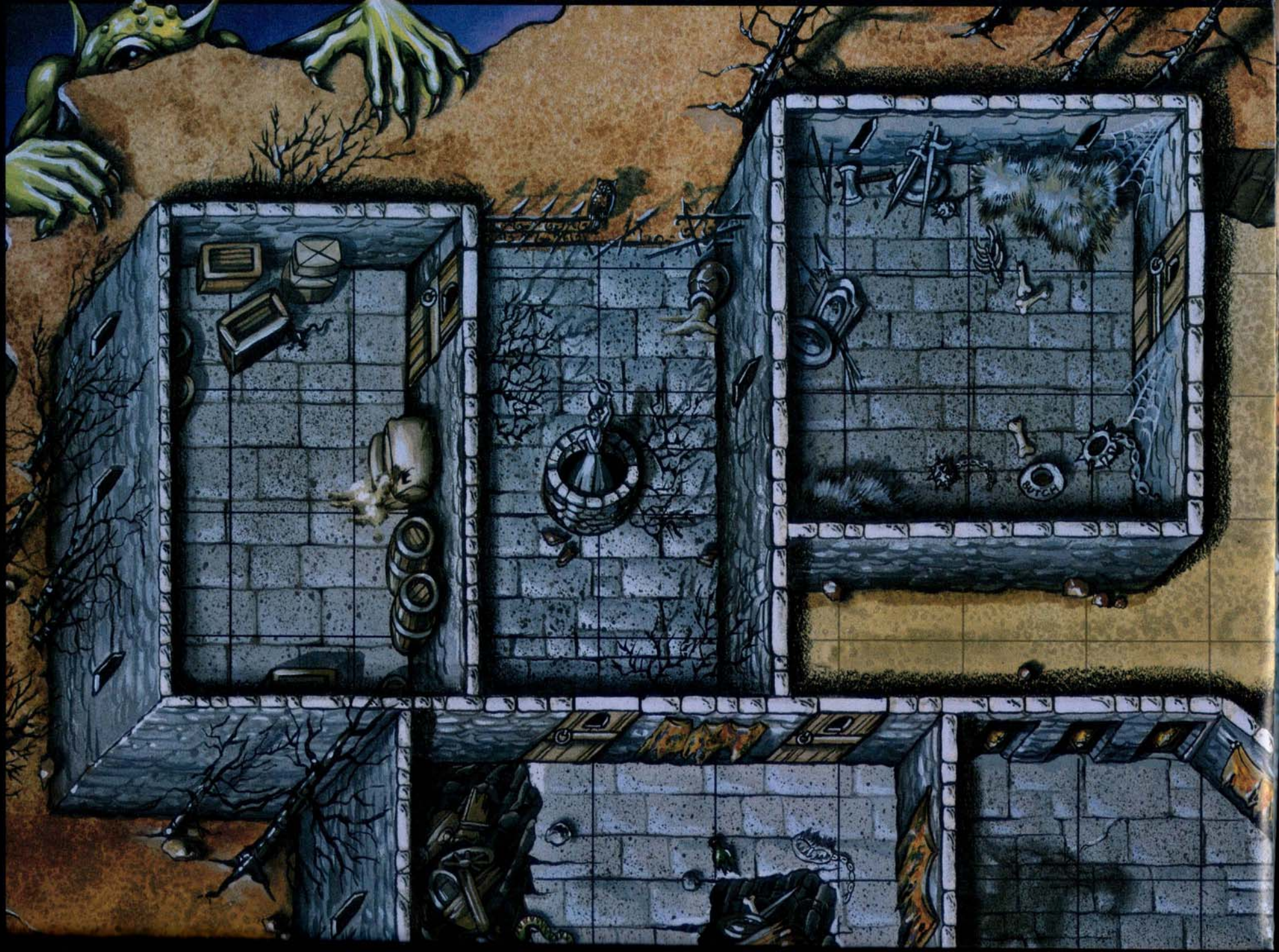


# The Town

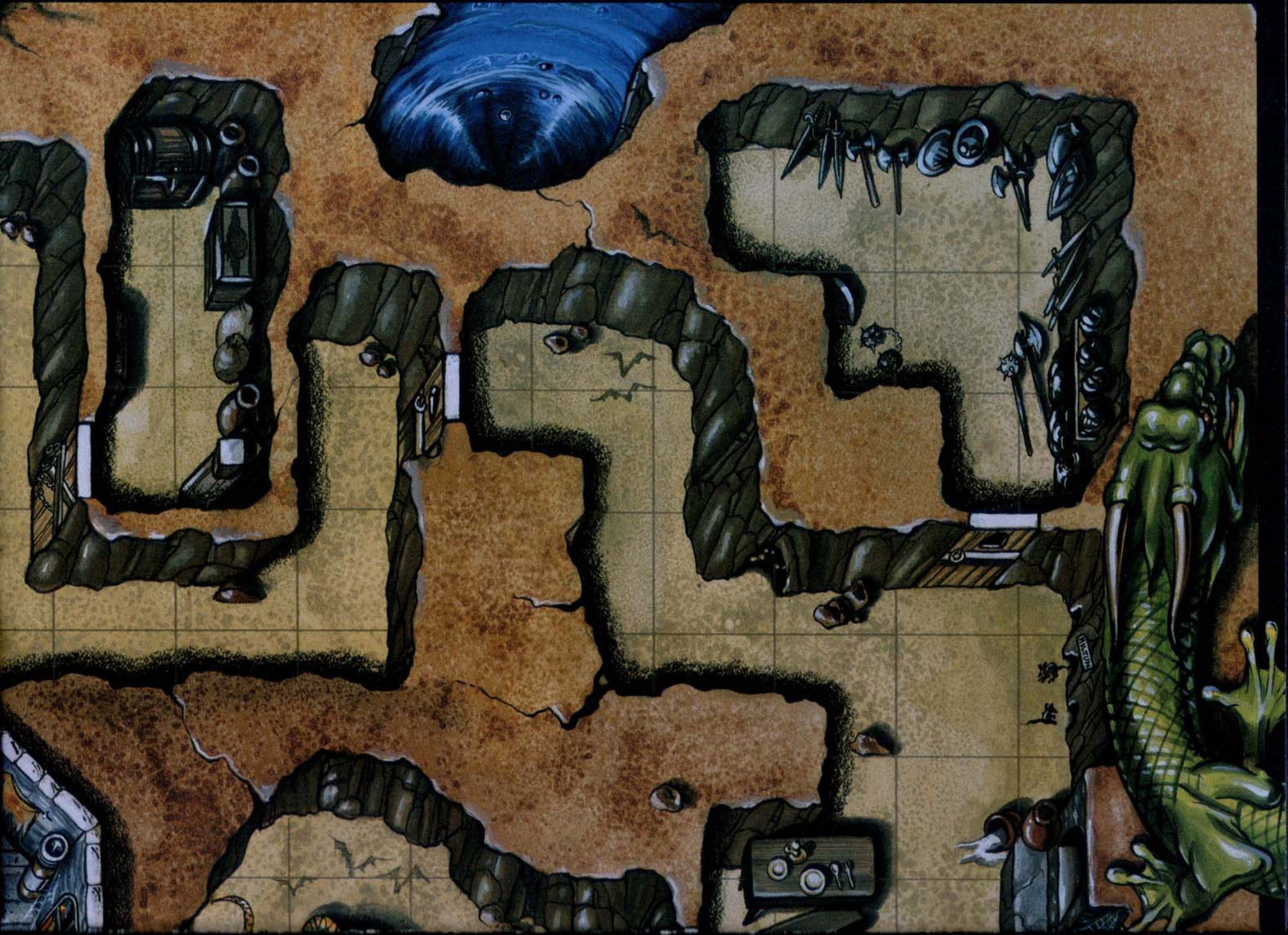
1. **The Wizard's Tower:** This is where the player characters can sell magical items or get them analyzed by Archmage Nethril.
2. West Wind Stables
3. Sethel the Scribe
4. **Temple:** This is where the player characters can get healed by Farrish the Priest.
5. Foxworth the Moneylender
6. Thieves' Den
7. Evening Star Inn
8. **The Store:** This is where the player characters can buy equipment from Gart Stonenose.
9. Ore Breaker, Dwarven Blacksmith
10. Fendrick's Fine Foods
11. Cordac the Leatherworker
12. The Watch Guard Barracks
13. Red Dragon Tavern

Only three buildings are actually used in the game (wizard's tower, temple, store). DMs can use the other buildings if they want.

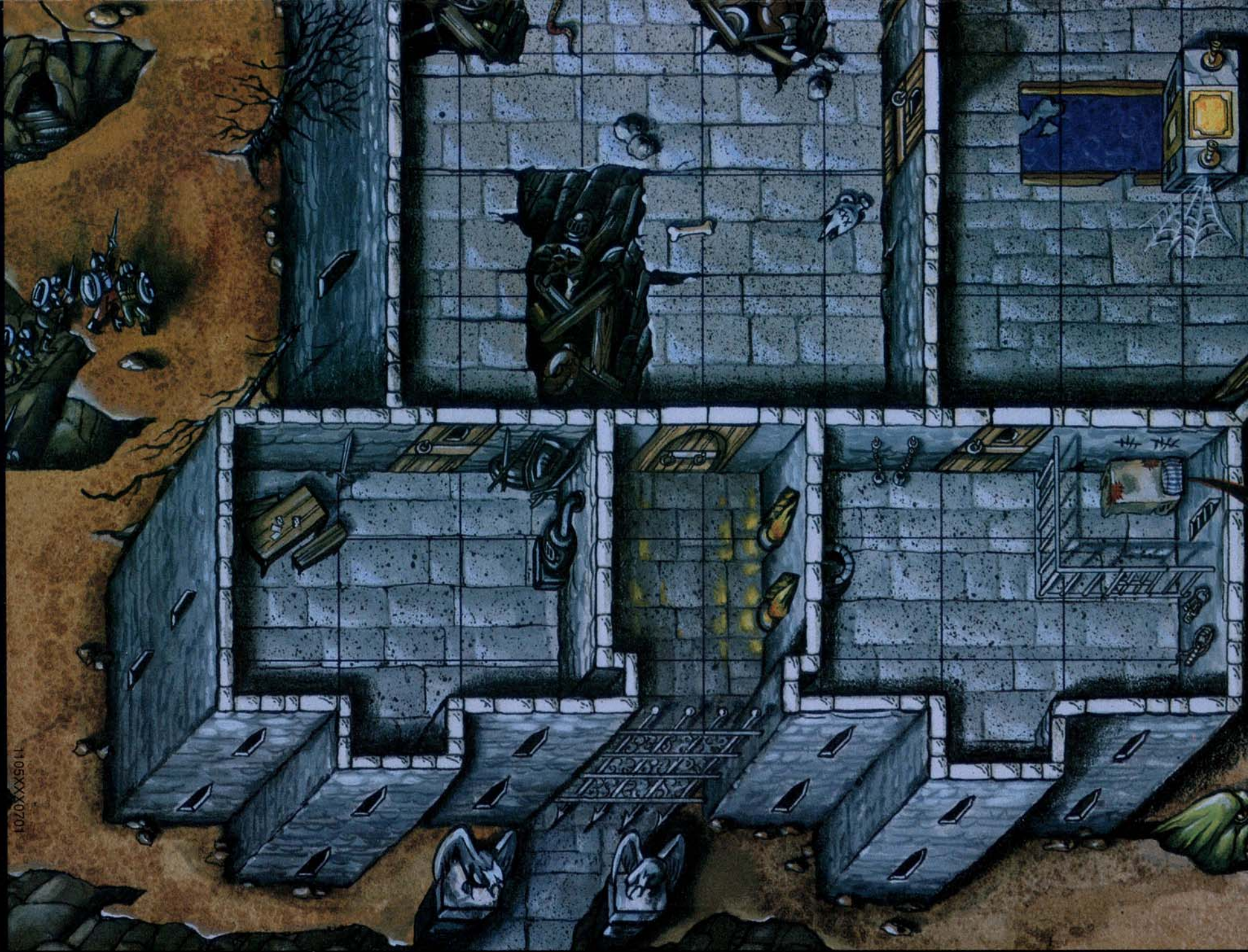












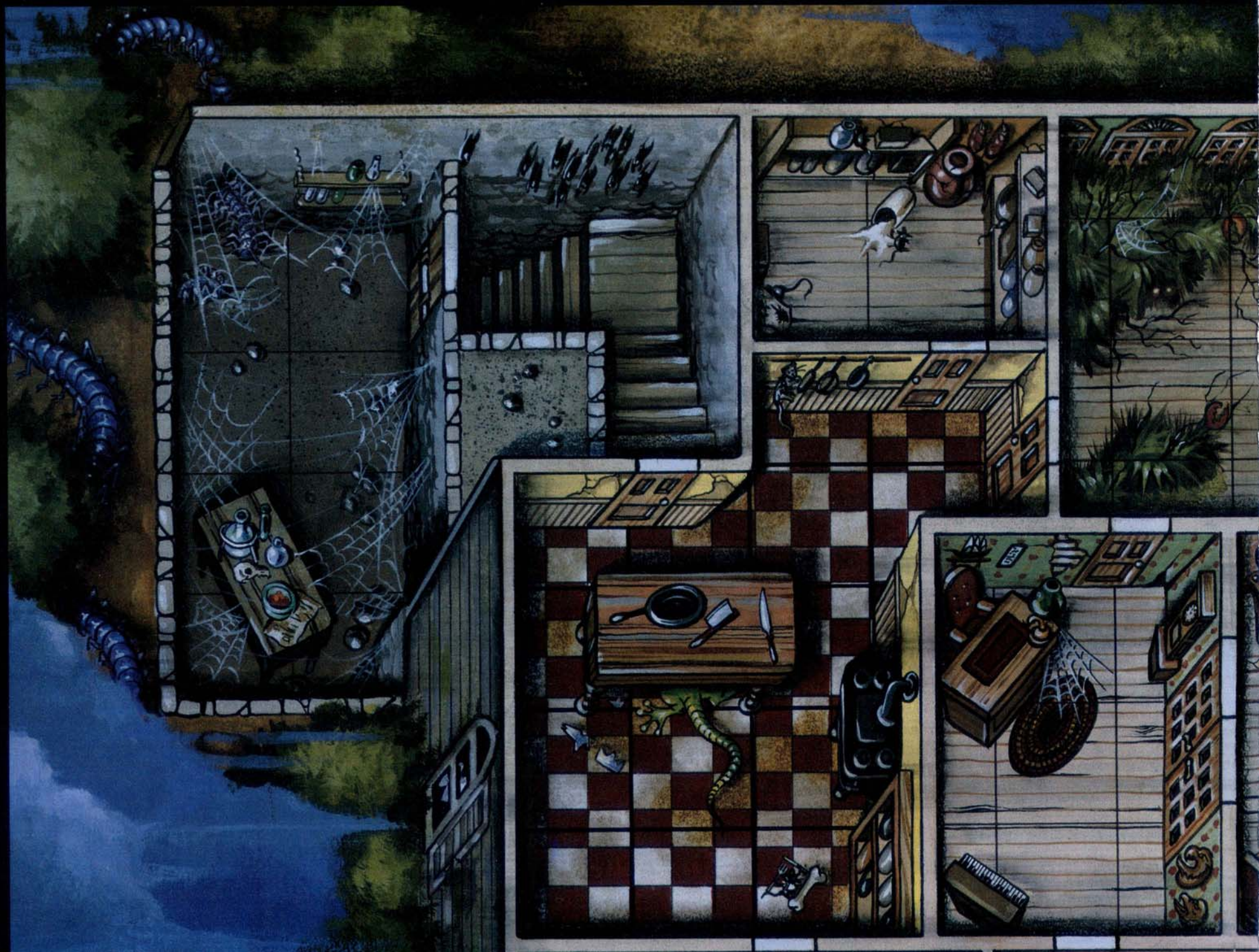




# TOMB of DEMARA

1 inch = 1 square = 10 feet

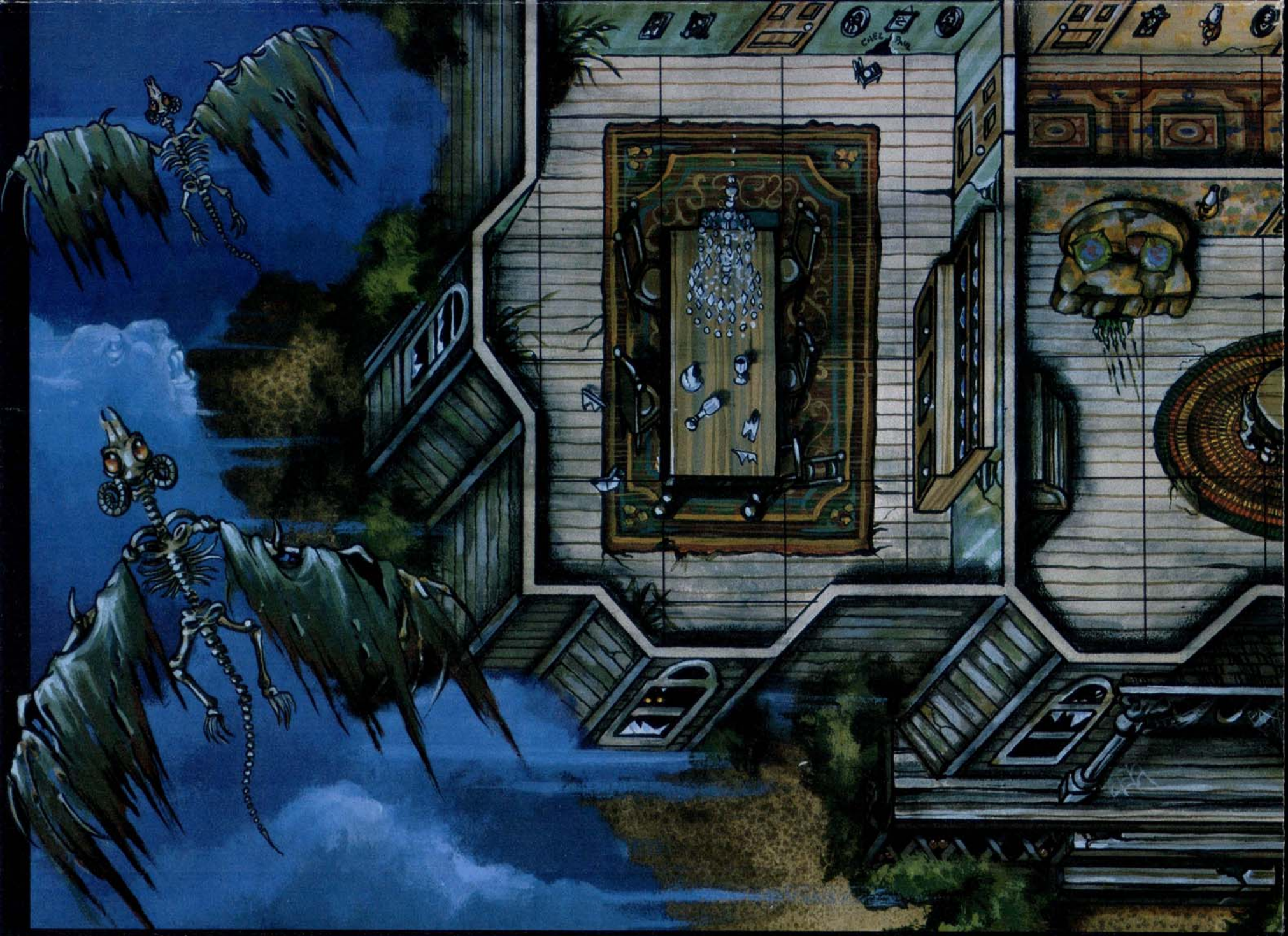




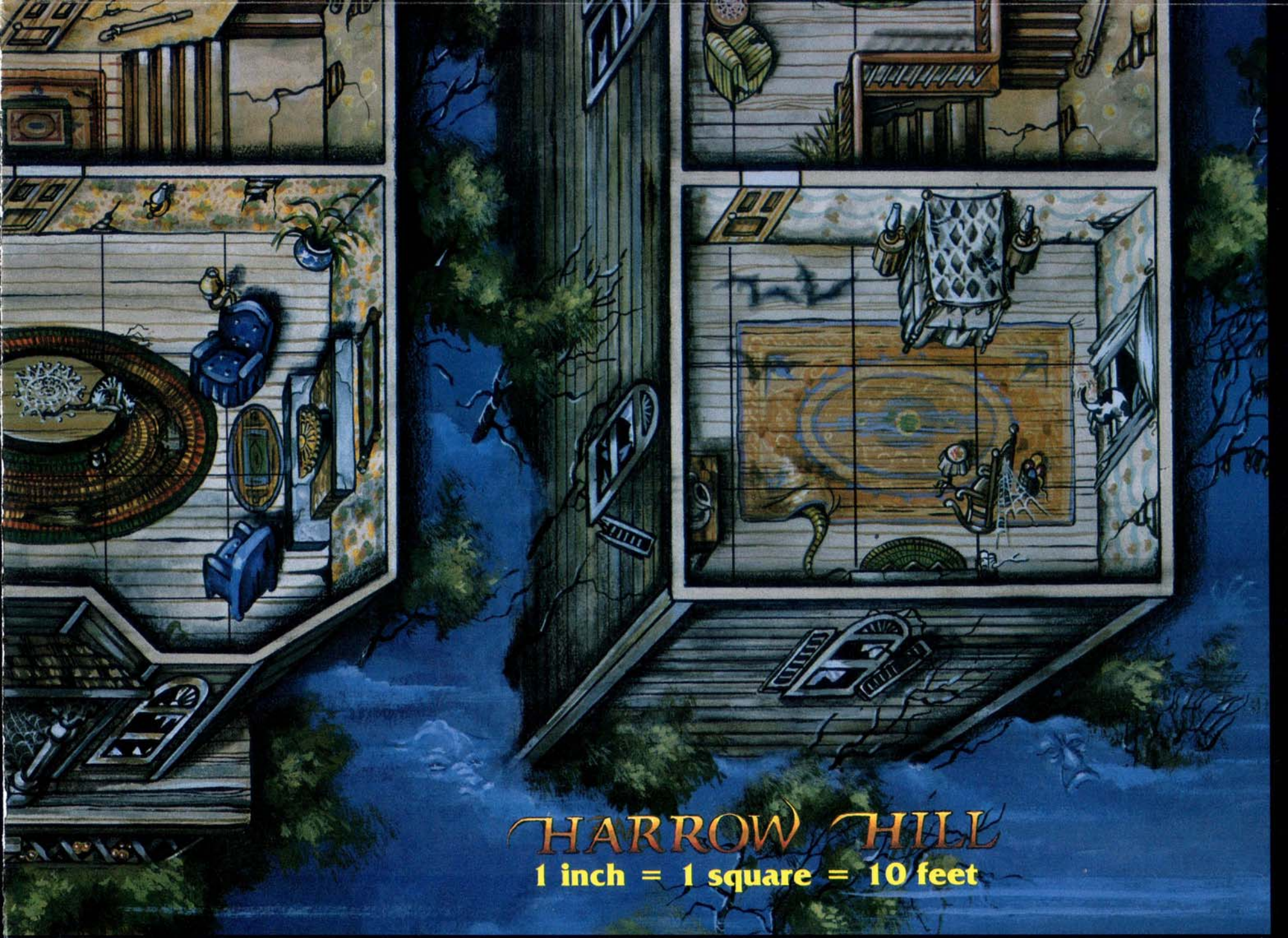












# HARROW HILL

1 inch = 1 square = 10 feet



# WILD SPACE

1 inch = 1 square = 10 feet

Asteroid  
B



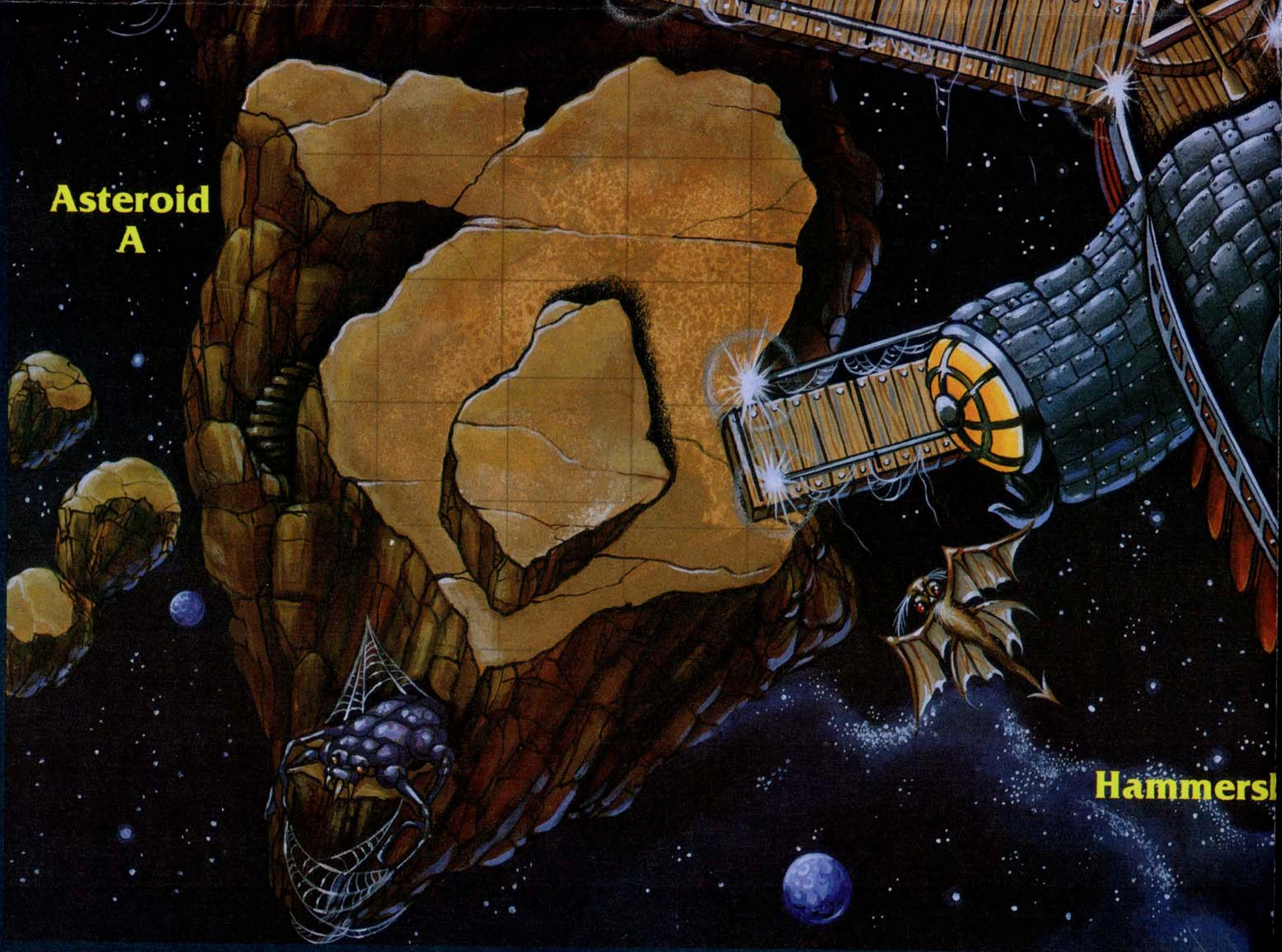




Asteroid  
C



**Asteroid  
A**



**Hammersl**



# Dragonship



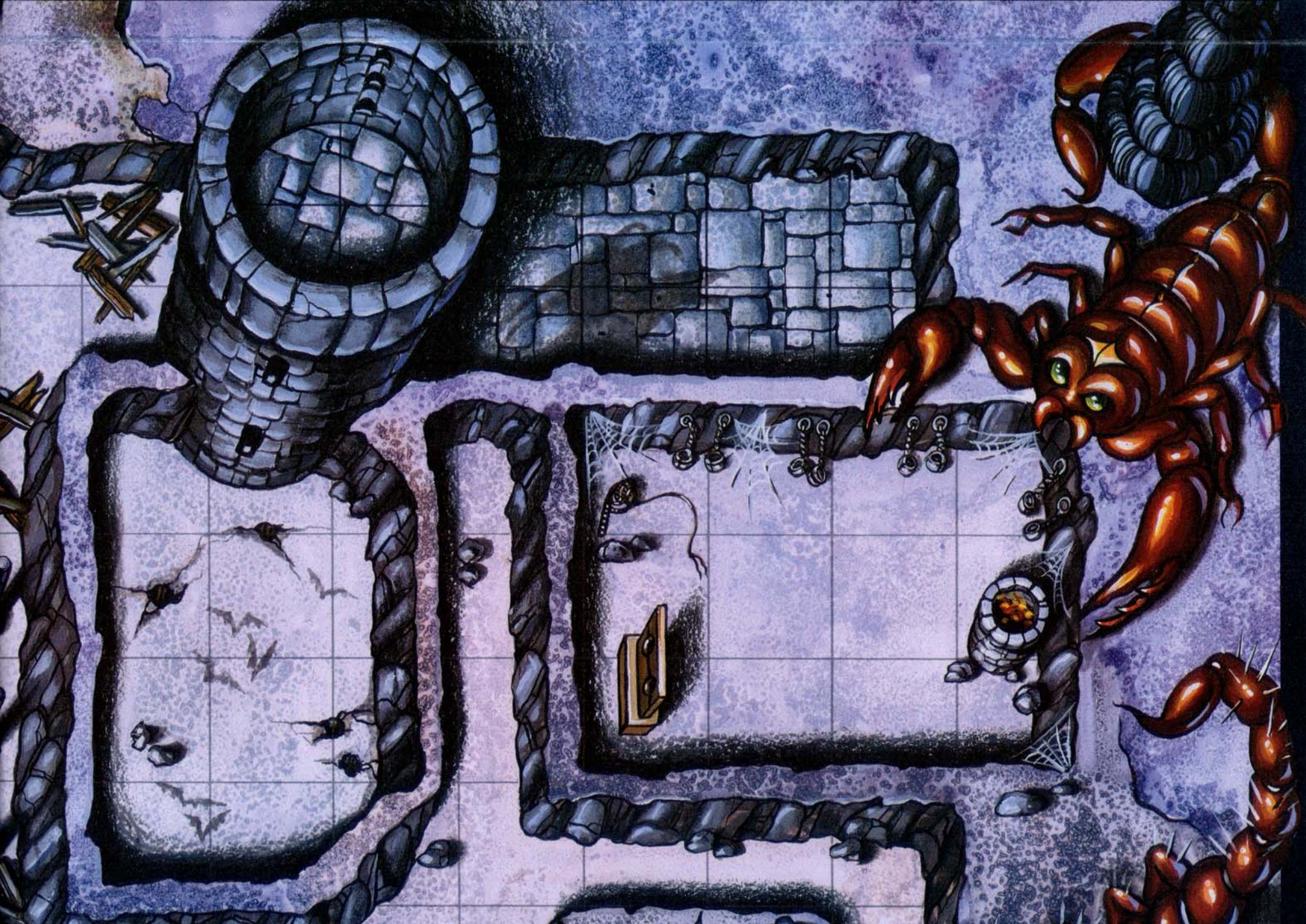
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RAIB

















# MOUNT DREAD

1 inch = 1 square = 10 feet



# Myst





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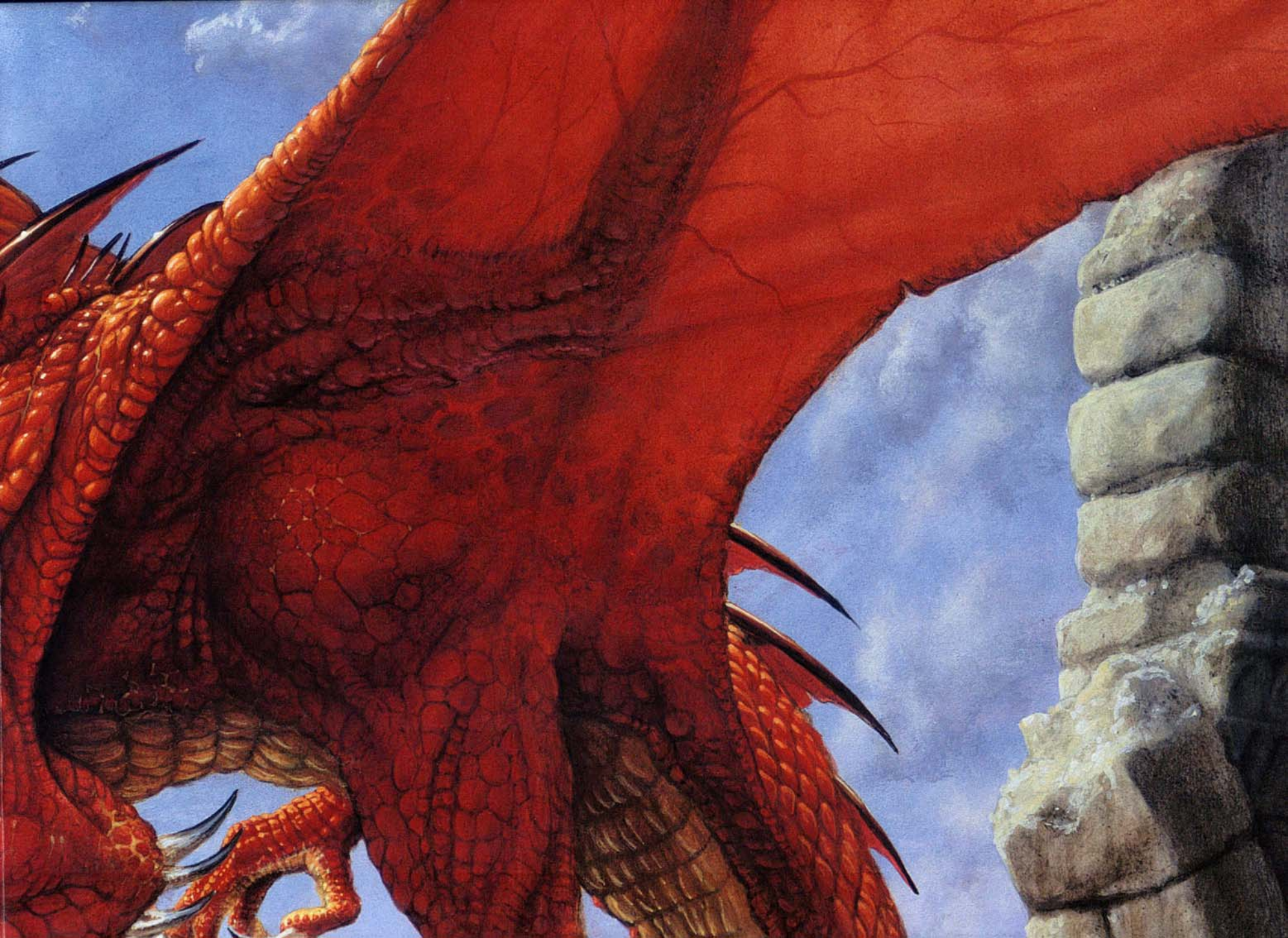
Campaign



























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The Introduction to Role-Playing Games

# First Quest™

Advanced Dungeons & Dragons  
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Dialog recorded at **Wally Burr Recording**

Greg Gill and Thomas Chan,  
Engineers

Foley recorded at the **ID Group**

Les Bloom, Foley  
Arthur Farkas, Foley Recordist

Sound effects prelay at **Mighty Mite Productions** and **GDH Digital**

Final mix was done at **The Village Recorder**

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Levart Coppock,  
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Bruce Nesmith

Peter W. Silver

Flint Dille

L. Richard Baker III

David "Zeb" Cook

Flint Dille

Bruce Nesmith

Craig Stuart Garfinkle

CSG MUSIC

Derek Marcil & Josh Schneider

**Original Score by:**

**Music Performed & Produced by:**

**Music Engineered by:**

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