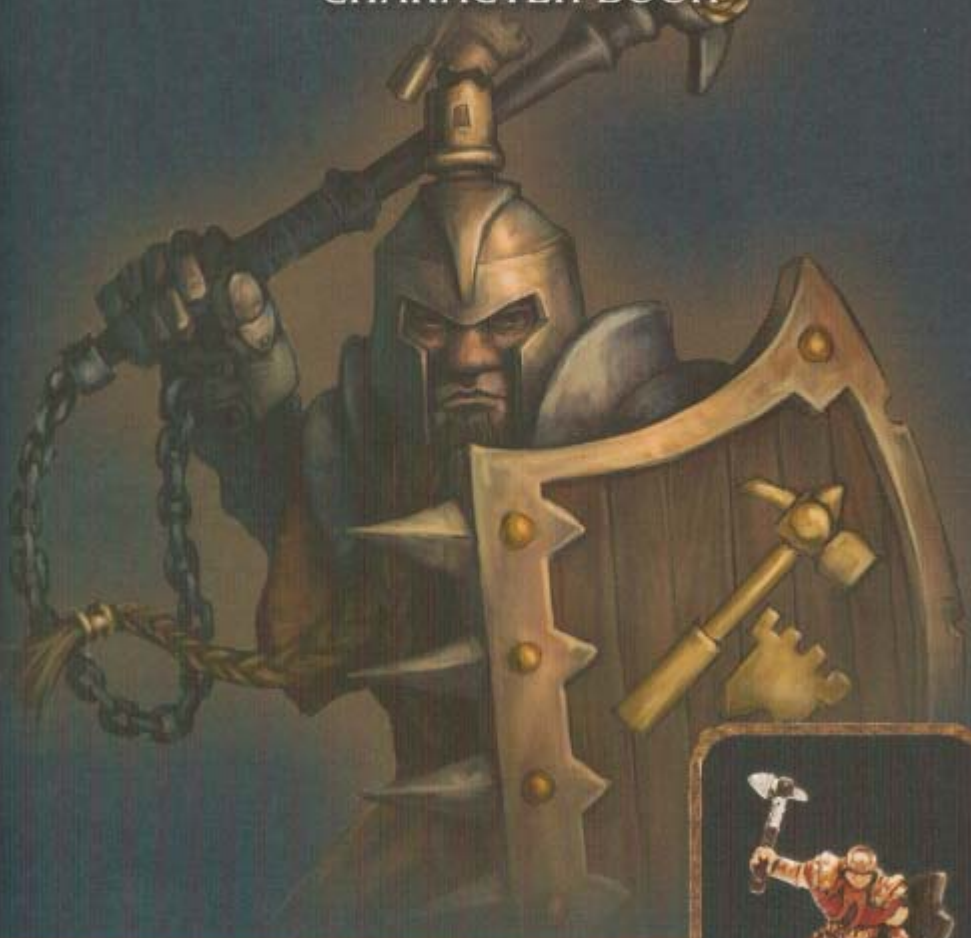


AGES 12+

DUNGEONS
& DRAGONS
BASIC GAME

CLERIC

CHARACTER BOOK



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



YOU ARE THE CLERIC

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

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

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

THIS BOOK . . .

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

Rolling Dice

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



d4



d6



d8



d10



d12



d20

Character Actions

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

There are three basic types of character actions:

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

Determining Success

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

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

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

Who Goes First?

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

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

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

On Your Turn ...

On your turn you can do one of these actions:

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

Action Descriptions

Refer to your Starting Character Sheet when reading these descriptions.

Move your speed

Your Speed is 4 squares.

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

Attack a Monster

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

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

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

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

Attack Tactic: Flanking

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

Cast a Spell or Use a Scroll

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

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

Open a Door

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

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

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

Search an Object

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

Give an Item

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

Use a Potion

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

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

The Monsters' Turn

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

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

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

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

Other Rolls You Might Make

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

Skill Checks

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

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

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

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

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

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

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

Ability Checks

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

Saving Throws

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

Spells

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

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

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

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

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

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

DOTHAL DWARF CLERIC

STARTING CHARACTER SHEET

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

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

Armor Class 15
Hit Points 11

What Monsters need to hit you

Current Hit Points

SAVING THROWS

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

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

ABILITY CHECKS

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

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

SKILL CHECKS

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

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

SPELLS

(See page 7 for details)

Bane (You can cast this spell once during an adventure.)
Bless (You can cast this spell once during an adventure.)
Cure Light Wounds (You can cast this spell once during an adventure.)
Divine Favor (You can only cast this spell from a scroll.)
Guidance (You can cast this spell three times during an adventure.)

STARTING TREASURE

1 Healing Potion counter, 1 Cure Light Wounds counter