

DUNGEONS & DRAGONS®

BASIC/EXPERT RULEBOOK

DUNGEONS & DRAGONS® fantasy game is a step out of the ordinary. Each adventure is like writing a novel. Players assume the roles of elves, dwarves, halflings, or humans and travel through a fantastic world filled with danger and excitement. Adventurers will wander through frightening dungeons conquering evil foes and meeting terrible dragons.

DUNGEONS & DRAGONS® fantasy game is the original "role playing" game and this booklet makes it easier than ever to play. This rulebook contains all the rules needed to begin playing and running DUNGEONS & DRAGONS adventures. The rules have been reedited and organized so that people who have never played the game before will be able to begin playing with a minimum amount of preparation. DUNGEONS & DRAGONS fantasy game can be played by anyone. The entire family will enjoy a DUNGEONS & DRAGONS adventure. And with the more than 100 monsters included in this booklet no two adventures will ever be alike.

This item is only one of the many popular fantasy products in the DUNGEONS & DRAGONS® family of games, produced by TSR Hobbies, Inc. Other items include:

DUNGEONS & DRAGONS® Expert Set — This booklet expands on the D&D® Basic Rules. It allows characters to reach higher levels of power and includes over 100 new monsters.

Dungeon Module B1 (In Search of the Unknown) — This module is especially designed as an instructional aid for beginning Dungeon Masters and players, specifically created to enable new Dungeon Masters to initiate play with a minimum of preparation.

Dungeon Module B2 (The Keep on the Borderlands) — This instructional module provides a ready made scenario for use with the DUNGEONS & DRAGONS® Basic Rules.

Dungeon Module X1 (The Isle of Dread) — This outdoor adventure is the first module designed for use with the DUNGEONS & DRAGONS® Expert Rules.

DRAGON DICE™ Randomizers — These high-quality plastic dice come in two sets: Random Number Generators, with one die each of 4, 6, 8, 10, 12, and 20 sides; and Percentage Generators, two dice for producing random numbers from 1 to 100.

D&D® Player Character Record Sheets — All the information players need to record about their characters can easily be stored on these sheets.

Dungeon Geomorphs, Set One to Three — Thousands of new dungeon levels become instantly available to the DM by different arrangements of the geomorphs in this game aid.

Monster & Treasure Assortment, Set One to Three — Stocking dungeons has never been easier! DMs using this assortment can quickly prepare dungeon levels one through nine.

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Fantasy Adventure Game

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FANTASY ADVENTURE GAME BASIC/EXPERT RULEBOOK



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**The Original Fantasy
Role Playing Game
For 3 or More Adults,
Ages 10 and Up**