

# **Welcome to 1974**

## **Dungeons and Dragons™**

One of your friends in your Gaming Group/SCA Household/Science Fiction Club has finally saved up enough to buy the new game you have all heard about, Dungeon and Dragons™. He has also bought (or already had) Chainmail™. You have been invited over to try out this new game, which is causing a sensation in your group.

In your package you will find:

- 3 Genuine D&D™ Character Sheets of the period.
- 1 Pencil with extra eraser.
- 3 Genuine D&D™ Mapping sheets.

You will need your own dice.

We will be rolling up characters at the table.

We are playing a double leveled game here. On one level, we are playing player-characters who are marching through a dungeon on some fantasy world. On a higher level, we are playing character-players who have never played a game anything like this, and probably haven't read the rules yet. Try to forget everything you know about D&D™. Much of it may be wrong.

We will be using the Chainmail combat system at first (if we can figure it out) and then maybe switch to the alternate combat system (this is a change from the description in the schedule).

3600  
350  
3260  
1430

Name: Nineses Magic-User

Languages: Common, Lawful; Elf, Dwarf, Goblin, Dragon, Kobold

STR 9

XP: 47,064

INT 15

+10% Experience

Level: 5 (Thaumaturgist)

WIS 9

3 Men +1

HP: 12 2 Men +1

CON 10

AC: 9

DEX 11

CHR 9

Maximum # Hirelings: 3

Loyalty Base: 0

Poison

Wands

Stone

Dragon

Staves

Level

13 13

Wands  
Dex 14

Stone  
13 13

Breath  
16

15

1 2 3 4 5 6

G.P.

~~THIEF~~ 379

Spells 4 2 1

/ / I Sleep - Range 24"

6 Daggers 2

X I Detect Magic

15 Iron Rations, 1 week:

/ I Light

5 Leather Backpack

/ II Phantasmal Forces

1 Water skin

I Read Languages

10 Lantern

II Wizard Lock

2 Flask of oil

/ III Fireball 500 G.P.

5 Steel Mirror

10 Wolfbane, bunch

10 Belladonna, bunch

5 Garlic, bud

1290 G.P.

3 1000 G.P. Gem x 8

1 50' Rope

1 10' Pole

1 12 Iron spikes

20 Mule ("Bob")

8 Haulage sacks

Magic Ring

Heir: Gonzo Lives in City 5

CART & MULE

Rations 20 wks:

GP: 5920

470  
200  
270  
70

MULE - ("Bob")

Large Sacks: 4

Iron Spikes: 12

Mallet

Wooden Stakes: 3

My Rations, 2 weeks: 111

Wine Skin & quart

50' Rope

200

18

8000

18000

11  
28,600

18464

47064 114  
7350

8500

18464

1  
6,500  
850  
7350

HIRELINGS - Month

			Salary	HP
Non Fighter	x3	Blk. Bedier Brown	3	6
HP:	6, 5, 1	Torch Bearer Red	1	5
Man Fighting	1	Foot of Unit Gdior	1	610 G.P.

Man - Heavy Foot	x3	Black	3	6
Man - Heavy Foot		White	3	2
Man - Heavy Foot		Grey	3	4
Archer	x2		10	
Arch.				

Archer	Red	3	5	3
Archer	Silver	2	5	2

MAN - Heavy Foot x8      1824

HP: 6, 6, 4, 8, 4, 6, 6, 2, 4, 5      1/6, 1/4

ARCHER x8      30 40

HP: 4, 4, 6, 2, 2, 3, 2, 7      7/7

100 CART      100

30 Rations 6 wks

GP 5

1126  
45  
1001