

DUNGEONS & DRAGONS

THE MOVIE



FAST PLAY GAME

WHAT IS THIS?

This self-contained game allows you and your friends to experience the DUNGEONS & DRAGONS game in an easy-to-learn format. In this game, you'll use your imagination to take the role of a hero from DUNGEONS & DRAGONS: THE MOVIE and battle against horrible evil. You'll like this game if you find mighty warriors, powerful magic, and fantastic monsters exciting.

This *Fast-Play* version of the game gives you the feel for playing the DUNGEONS & DRAGONS game. The full game contains all sorts of options to help you create your own fantasy character and play many other swords-and-sorcery adventures.

We call this a *Fast-Play* game because you can begin playing right now. Just gather your friends and get ready for adventure!

CREDITS

Design: Rich Redman and Jeff Grubb

Editing: Jeff "Zippy" Quick

Cover Design: Robert Campbell

Cartography: Dennis Kauth

Typesetting: Cynthia Fliege

Creative Director: Mike Selinker

HTML Developer: Mark A. Jindra

Graphic Design: Cynthia Fliege

Thanks: Jonathan Tweet, Monte Cook, Katie Kallio, Brian Mitchell, Cindi Rice, Chris Erb, Courtney Solomon, Ann Flagella



Based on the original DUNGEONS & DRAGONS rules created by E. Gary Gygax and Dave Arneson, and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

U.S., CANADA, ASIA, PACIFIC, & Latin America
Wizards of the Coast, Inc.
P.O. Box 707
Renton WA 98057-0707
(Questions?) 1-800-324-6496



B0001987

EUROPEAN HEADQUARTERS
Wizards of the Coast, Belgium
P.B. 2031
2600 Berchem Belgium
+32-70-23-32-77

DUNGEONS & DRAGONS and the Wizards of the Coast logo are registered trademarks owned by Wizards of the Coast, Inc.
All Wizards characters, character names, and the distinctive likenesses thereof are trademarks owned by Wizards of the Coast, Inc.
Distributed to the hobby, toy, and comic trade in the United States and Canada by regional distributors. Distributed in the United States to the book trade by St. Martin's Press.
Distributed in Canada to the book trade by Fenn Ltd. Distributed worldwide by Wizards of the Coast, Inc. and regional distributors.

This material is protected under the copyright laws of the United States of America.

Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc.

This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.

©2000 Wizards of the Coast, Inc. All rights reserved. Made in the U.S.A.

Visit our website at www.wizards.com

HOW DO WE PLAY?

Unlike other games, D&D doesn't have a board or playing pieces. You don't play it on a computer, either. Remember when we said that you take the role of a hero in your imagination? Your imagination is where this game takes place. And D&D involves not just your imagination, but your friends' imaginations too!

LET'S GET GOING!

Your first step is to get everything you need to play:

- Your friends (up to four of them, not including you).
- This booklet.
- A pencil or two.
- At least 3 six-sided dice (like you'd find in some board games).

Second, decide who will be the Dungeon Master. The Dungeon Master ("DM" for short) controls the events of the game and portrays the monsters that everyone else fights. The DM is like a movie director, so think about that as you choose who fills this role. Most of the information in this booklet is for the DM, so hand the booklet to that player now if it's not you.

The DM coordinates everyone's actions in the game. If you're the DM, you're the narrator and the referee. You tell the other players what their characters see and hear. You help them figure out if their characters succeed or fail.

You also choose actions for the other characters in the story. Usually, these are the "bad guys." So, if a player's character gets into a fight with a wolf, you help the player determine when she strikes at the wolf with her weapon, whether she hits, and how serious the wound is. Then, you decide how the wolf responds and play that out too.

Third, have everyone else pick characters from the end of the booklet. Ridley, Snails, Marina, and Elwood are the heroes who live the story. They're the stars of your movie, and the DM is the director. Take the center four pages out of the book and cut them apart so that each player has one. It's okay for someone to take more than one character if there aren't enough players. If more than one person wants to play a particular character, photocopy the "hot" character and change the name. If you only have a couple of players, you might want to get them to double up, each playing two characters, instead of playing just one.

Each player gets to decide what his character does at any given moment. When the DM tells the players that their characters see a dark, damp cave filled with ferocious trolls, the players get to decide whether to attack the trolls, try to talk to them, run away, or do anything else they can think of. The characters usually act as a group, but each player portrays his character individually. Each character tries to defeat evil monsters, gain treasure, and do good deeds.

THE CHARACTERS

For this game, the characters are provided on character sheets in the center of the booklet. The character sheets tell what each character can do (such as strike with a sword, pick a lock, or cast a spell), and they show what each one looks like.

The DM doesn't get a character sheet. Instead, the rest of this booklet works like a character sheet for you, because it describes what happens in the adventure and what characters you portray.

Now let the players look at their character sheets for a few minutes. The DM should keep reading this booklet.

Players may notice that the character sheets don't list any personal belongings other than weapons. They, and you, should assume they have anything you remember from the movie. Ridley and Snails certainly have their daggers and lock picks. Let the players list one or two additional things their characters have, but make sure they stay within reason. It's reasonable to have some rope; it's not reasonable to have blaster rifles!

THE GAME SESSION

This *Fast-Play* game leads you through a game session—an adventure just like one in the D&D movie. Rules are explained as you need them, so you don't need to memorize anything. But, if you have time, it's helpful to skim ahead to see what's next.

The adventure is divided into eight encounters. Each encounter has a number that corresponds to an area on the map. For each encounter, follow the directions, describe the situation as the players see it, and feel free to add your own details. If you decide that an area has a spooky wind blowing through it, that's okay. You're the DM—you get to decide those things.

When the players tell you what they want to do, you react and tell them whether they succeed and what happens as a result. The directions and rules for each encounter help you make these decisions.

Remember, the entire game is based on dice rolling and discussion. There's no need to run around and act out events, although gestures and facial expressions might help! Players can speak in the voice of their character ("I attack the rats") or refer to their characters in the third person ("Marina casts her spell"). You can use different voices too as you play the monsters (a gruff, low voice for the Crimson Guard members, an eerie moan for the zombies), or you can just describe the scenes like a narrator in a movie.

DUNGEON MASTER ADVICE

This booklet has many things to help you manage the adventure. First, the map is a good visual aid. Use it to remember where the important locations are, and how big each room is. You can also use the illustrations throughout the booklet to help describe the monsters or the setting, just like the character sheet pictures help you visualize each character.

If you flip through the booklet, you'll see some text in shaded boxes. This is called "read aloud" text because it's meant to be read to the players to describe the setting and situation.

Boxed text (like this) tells you how to handle situations that occur as the characters explore. Don't read boxed text out loud. It's information to help you manage the game.

When something isn't covered in the rules, make up an answer. (After all, that's your job!) If Ridley's player wants him to climb a wall so he can leap down onto an unsuspecting foe, you get to decide whether that works. It's challenging, but that's what makes roleplaying such a great experience. The characters can do anything the players can think of.

Remember that not every character has to do the same thing. Elwood can attack while Marina casts a spell and Snails tries to open a gate. This can get a little confusing, so have the players take turns telling you what their characters do. Then tell them the results of their actions individually: "Elwood hits the zombie, Marina's spell blasts another zombie, and Snails can't seem to get the door open."

THE SEWERS OF SUMDALL

Once the players look over their character sheets, start to play. Begin by reading the shaded text to the players. In the numbered encounters below, the read-aloud text generally ends with a prompt for the players to do something.

Ready? **Read this to the players:**

You each control a character from DUNGEONS & DRAGONS: THE MOVIE. These characters live in a fantasy world where magic works and evil threatens the lives of innocent people. Fortunately, this dangerous world has defenders who strive against the forces of evil and keep it at bay. As valiant heroes, your characters are dedicated to ridding the world of evil.

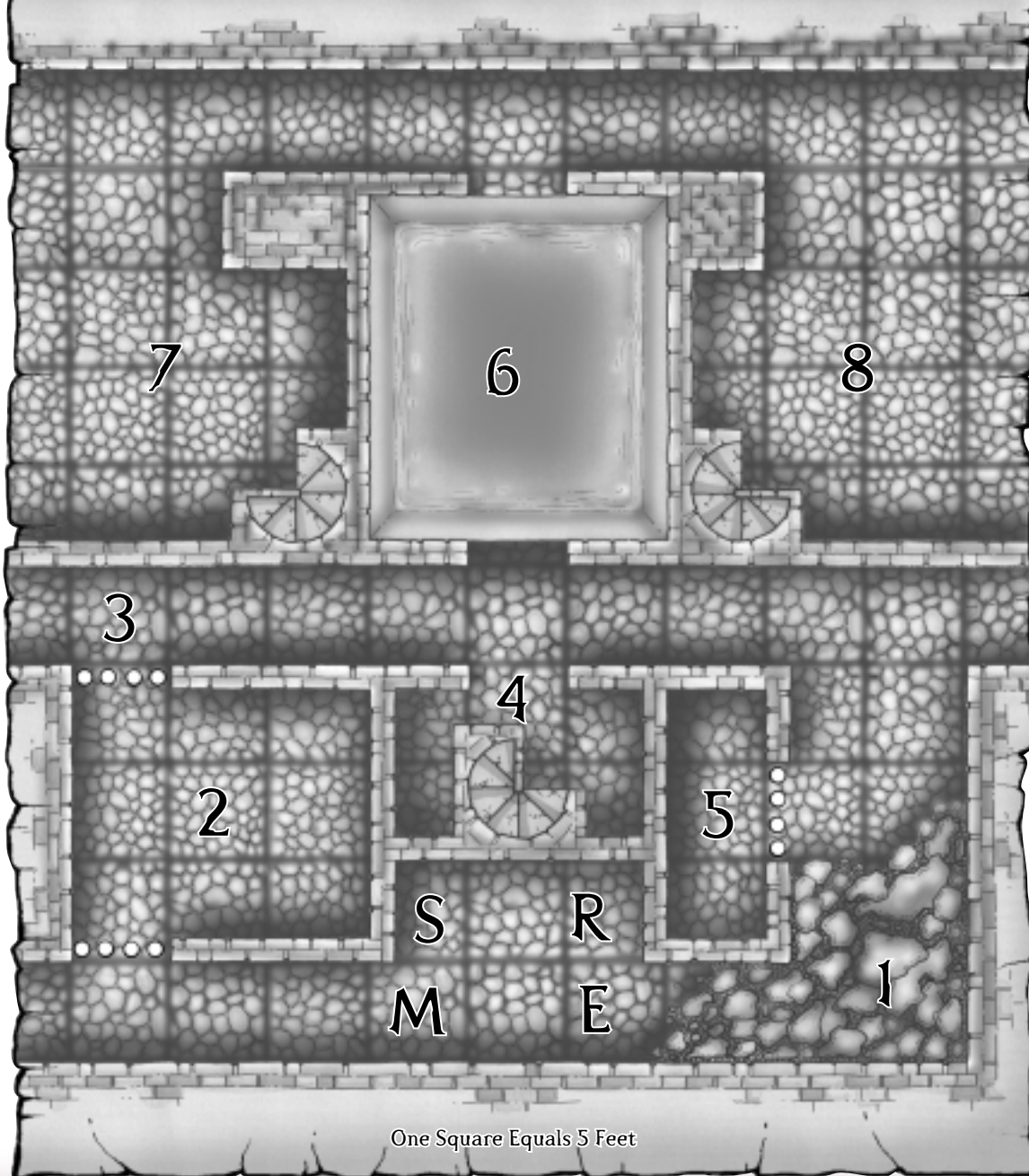
As we play, I'll describe the setting and the action as it occurs. You tell me when your character wants to do something.

First, let's have everyone introduce your characters.

Have each player briefly describe his character. Players may want to read their skill bonus or penalty numbers and strategies out loud so they know what everyone can do. **Then read this to the players:**

Fate has thrown your group together as you seek to escape the evil Profion and his chief lieutenant Damodar. You want to expose Profion as a villain, but first you must outrun his armed guards: The Crimson Brigade.

Sewers of Sumdall



Thinking quickly, you escaped down an open grate into the sewers beneath the city of Sumdall. The Crimson Brigade might not follow you down, but you're stuck here until you find another way out.

Pools of foul-smelling water thread through the sewers. Everything stinks. Light falls through the holes in small grates overhead, and a thick moss glows in the darkness. Occasionally you hear someone, perhaps Damodar, shouting orders at the Crimson Guard through the grates above.

Your characters are shown on the map. As you can see, arched tunnels lead east and west. The pipe you slid down is above you, and it's too slick to climb back out. To the east, the tunnel ends in a pile of debris about six feet away. It looks like the ceiling collapsed there, and the rubble fills the width of the sewer. You see what you think is a dead body lying in the rubble. It may have useful items or weapons. To the west, the tunnel continues about ten feet, then turns north.

You're safe from the Crimson Brigade for the moment. Now all you need is a way out. Tell me what your characters are going to do, and we'll go from there.

If the players choose to examine the rubble and the dead body, go to **The Collapsed Ceiling**. If they choose to head west, go to **Zombie Zoo**.

1. THE COLLAPSED CEILING

Read the following to the players:

The ceiling here has collapsed, and the passage is blocked by a tumble of debris, stone blocks, mud, and muck. It would take you days to dig a passage through the debris. The body looks like that of a human male, wearing priest's robes. Someone, or something, has already searched it thoroughly, but debris hides the upper part of the body. What do you want to do here?

Your players are about to start rolling dice. We'll tell you which skill bonus they get to use. Sometimes a character gets a penalty instead of a bonus. We'll still use the generic term "bonus" to describe all these numbers just to keep things simple.

We'll also tell you what numbers they need to get on the dice to succeed. Generally speaking, this is secret information. Only you know which numbers mean success and which don't. If the players figure it out, don't worry about it. Keeping the numbers secret isn't necessary, it just makes the game more exciting for the players when they don't know what number they need to roll.

Ask each player to roll 3 dice and add her Notice skill bonus. If no one gets a 15 or better with Notice skill bonus added in, then the characters don't notice anything. If they characters try to search again more carefully, let the players roll again. If they still don't succeed, tell them they don't see anything besides the priest's corpse and the rubble. Then move on to **The Zombie Zoo**.

If anyone succeeds at noticing what's hidden in the rubble, read the following aloud.

It looks like the dead priest has the strap to a leather pouch clutched in his hand. Do you try to pull it out, or do you want to try something else?

One of the characters (probably one who noticed the pouch) can pull the pouch from the dirt. If multiple players want their characters to get the pouch, ask which one does so (this may result in further discussion—let it go for a bit, then ask for a decision). Read the following aloud.

You pull the pouch slowly out of the muck and mire of the debris, freeing it from the death grip of the late priest.

There is nothing dangerous about the dead priest. He has no more need of the pouch or its contents. The pouch contains a handful of gold coins (10 gold pieces) and three thick glass bottles containing pinkish fluid. The cork stoppers of the bottles all bear the same mystic rune.

The rune means nothing to Ridley, Snails, or Elwood. Marina, however, can use her Spell Knowledge skill to identify the rune. If she wants to try, have her player roll 3 dice and add her Spell Knowledge bonus. If she gets 10 or better, she learns that the glass bottles contain magical potions: *potions of cure light wounds*. If she casts a detect magic spell, the fluid within the bottles glows brightly, revealing that it is magical in nature.

If the characters just sip the potions, they taste like peppermint. Any character who tries it feels a little better after a taste. Tasting potions is a common way of determining their purpose, but players should take care, since potion vials sometimes hold poison.

Potion of Cure Light Wounds

A *potion of cure light wounds* is a pinkish liquid that smells of peppermint. When drunk, the potion restores hit points to the drinker. The potion does not raise a character's hit points over his original number. When someone drinks one, roll 2 dice to find out how many hit points it restores.

Before pressing on, determine who carries the potions and who carries the gold. Mark it down on the appropriate character sheets. Those who carry potions should erase or scratch them out when their characters drink them.

Other than the pouch, there is not much to see here. The characters have to press on to **The Zombie Zoo**. Tell them to try heading in the other direction.

Other Character Actions

DUNGEONS & DRAGONS is a game of group interaction and storytelling, and the players often want to try things that you (or we, for that matter) didn't think about. The description above covers options for what characters are likely to do in the situation. The players may have other ideas. As DM, you get to determine what happens. This box covers other options (some likely, some unlikely) that the players may try.

Using Other Skills. The characters have a variety of skills at their disposal, and the players will want to use them. You get to decide if a skill is appropriate, and if using it has any result. For example, a character may want to use the Manipulate Device skill on the pouch. That wouldn't work because a pouch isn't really a device. As the DM, you choose whether the player should make a roll or just tell him that the skill isn't appropriate. Early in the game, the players will probably try everything in their bag of tricks, so be prepared.

Digging out the Body. The players may think, "Hey, there's gold here! Wonder what else is in the rubble?" That's fair. They can spend some time digging around the body (yuck!). Stress that it's a dirty, sweaty, time-consuming job, and the debris shifts as they dig (roll dice mysteriously if you want to make them nervous). The pouch is the only thing of value in the rubble.

Digging through the Blockage. At the beginning of this encounter, we flat-out state that it will take days to dig through this. Even so, some players may want to try. You can inform Elwood that, given his dwarven nature, he can see that digging is a Bad Idea. If they persist, let them dig for a few rounds, then have the pile of debris settle, bringing more rocks down (but not harming anyone), filling in what they've already excavated.

Going the Other Way. What happens if they go directly to area 2, and ignore this completely? That's fine. The characters pass up a chance to get three useful magic items, but there's no real problem. They may even choose to come back here later. That's one of the great things about D&D—players choose their own actions.

2. THE ZOMBIE ZOO

Read this aloud to the players:

As you head west through the sewer tunnels, you see small, loathsome vermin moving through the muck and slime. The tunnel ends at a wall, pierced by a low pipe too small for you to crawl through. There's an arched doorway to the north, closed off by a rusty iron gate. Through the gate you see a small chamber, roughly 10 feet by 10 feet, probably under someone's home or business, lit dimly by the glowing moss.

Obviously the characters need to open the gate in order to keep moving. Let the players figure this out for themselves. A sturdy latch holds the gate shut. If the players want to open it, have each player roll 3 dice and add his Manipulate Device skill bonus. If any character gets a 13 or better, he can open the gate.

Having fun and telling a good story with your friends is a big part of playing DUNGEONS & DRAGONS. Don't let a bad roll get in the way of that. If no one can open the gate, describe the accumulation of years of rust and gunk on it, and encourage them to try again. It shouldn't take too many rolls before they make it. Ridley and Snails are good at this sort of thing, after all. If their players get creative and describe how the characters clean off the lock before rolling again, give whoever rolls the dice a +1 bonus to the roll to help keep the story moving.

Once the latch is open, read the following to the players:

The gate opens, shrieking and groaning as filthy, rusted hinges get their first exercise in years. In the chamber, three people shamble toward you from the shadows. One of them looks at you and begins a horrible moaning. Just then they step under a grate, and light from the surface world reveals the three people to be zombies! The rotting clothes they died in still drape off their mindless, animated corpses. They're missing patches of hair and skin, and show clear signs of having been gnawed on by rats. They advance on you, clawed hands raised and arms outstretched to devour you! What do you do?

WHAT DO THEY DO?

The characters have many options at this point. Some choices are detailed below.

Attack the Creatures. This is the most heroic thing to do. The zombies immediately move to fight. See the box below for how to handle the fight.

Leave. Not particularly heroic or interesting, the characters can turn tail and leave. The only place to go is back to the dead end where the ceiling collapsed, so they might as well stay and fight. However, zombies are slow. If the characters want to close the gate on the zombies and run, they can. The zombies aren't smart enough to open the latch, so the characters can buy time to drink potions or rest before finishing the fight.

Get Tricky. The characters could also shut the gate and try to fight through the bars. Their weapons give them a longer reach than the zombies. If the players think of this, congratulate them on smart play! Give them each a +1 bonus to Armor Class while fighting the zombies through the bars.



HANDLING THE FIGHT

When the characters get into a fight with the zombies, proceed through the combat in turns. That is, let all the characters do one thing, such as attack or cast a spell. Then let all the zombies do one thing. Go back and forth between the characters and the zombies until the battle is over. Ask each player what her character does, one at a time. When they're all done, tell them what the zombies do.

First, make an Attack roll. When a character attacks a zombie, **the player rolls 3 dice and adds any Attack bonus indicated on his sheet.** If the player gets a 13 or better, he hits. If the player got less than a 13, it's a miss and the next character can have a turn.

If you hit, roll for damage. Determine how much damage the character inflicts by rolling the dice listed on the character sheet as "damage." Mark off the amount of damage from the zombie's hit points below. A zombie who loses some (but not all) of its hit points is wounded. If a zombie loses all its hit points, it is dead and can no longer act. When all the zombies are dead, the battle is over.

Marina can cast spells. If she casts a spell, follow the spell's instructions on the character sheet. Marina can cast a spell instead of attacking.

When all the players have acted, it's the zombies' turn. Pick a character for each zombie to attack (each zombie should probably attack a different character). For each zombie, **roll 3 dice.** If the zombie's total is equal to or better than the Armor Class of the character it is attacking, the zombie hits. **If the zombie hits, roll 1 die for damage.** Have the player whose character was hit mark off the hit points. That character is now wounded. Characters who lose all hit points are dead and can no longer act. (If the characters found the potions at **The Collapsed Ceiling**, and figured out what they are, remind them that they can use the potions to restore lost hit points.)

Tell a good story. As you play through the battle, describe the action as if you were all watching a fantasy action movie. Tell the players about the moaning zombies, how they ignore fearsome wounds to slash with their terrible filthy claws. Describe how the zombies die, still trying to claw the characters.

Zombie #1: ○○○○

Zombie #2: ○○○○

Zombie #3: ○○○○

If the zombies are defeated, the players have further options (in addition to going back).

Examine the Creatures

Up close, the characters can see that these creatures wear tattered clothing. The characters are free to take it, but it's not worth much. The zombies have no wealth or treasure.

Move On

When the characters are ready to continue looking for a way out of the sewers, read the following:

Now that the fight is over, you hear Crimson Guards shouting in the street above you. They sound excited because they heard the fight and know where you are. You'd better get moving!

Another rusty, iron gate is set in the north wall of this room. More tunnels lie beyond, lit by shafts of light from street-level grates. The latch on this gate is held closed by years of accumulated rust and gunk. You'll need to work to open it, just like the last one.

Have the players roll dice again, adding their Manipulate Device skill bonuses. This latch is in better shape than the other one. If anyone gets a 14 or better, it opens. Continue to **Gross!**

3. GROSS!

Once they get the latch open, read the following:

Once you are through the gate, the tunnel heads east.

Without saying anything to your players, assign each character a number, 1 through 4. Roll 1 die. If you get a 5 or 6, go to Choices. If you get lower than a 5, tell the player whose number came up to roll 3 dice and add his or her Notice skill bonus. For example, if Ridley is #1, and you roll a 1, his player rolls 3 dice and adds her Notice skill bonus. The player wants to get better than a 14. If she succeeds, then read the following:

Some clue, maybe the sound of rushing water or a gust of foul air, warns you to dodge. Just as you dodge aside, a pipe overhead spews a stream of foul goop, just missing you.

If she fails, then read the following:

Suddenly a pipe overhead spews a stream of foul goop, and it all lands on your head! Nothing particularly bad happens because of this, it's just annoying. Note, however, that every time a character enters the area marked 3 on the map, this happens.

Nothing particularly bad happens because of this, it's just annoying. Note, however, **that every time a character enters the area marked 3 on the map, this happens.**

Choices

Read the following aloud to the players:

You walk on, carefully dodging the occasional stream of sludge from overhead pipes too small to let you pass. Other small pipes occasionally stick out from the walls. As you search for an escape from the stench, you come to a four-way intersection. You can continue straight, turn north or south, or you can go back the way you came. Which way do you want to try?

If they head south, go to **Traction Hazard**. If they continue straight, skip to **Pesky Varmints**. If they head north, skip to **The Slime Pit**.

From here on, the players get more choices like this and opportunities to retrace their steps or change their minds about where to go. Make notes on what they've already done so they don't come back and fight the same monsters over and over again. Feel free to summarize or skim any shaded text that you've already read to them. You don't have to read every single word again if you've already done it once.

4. TRACTION HAZARD

Read this to the players:

Almost immediately, you find yourselves in a room a little smaller than the one in which you fought the zombies. The only light is from the glowing moss growing on the slimy, stone walls. An iron, spiral staircase leads up to a metal hatch in the ceiling. The stairs appear slick but sturdy, though there's no telling what all the rust hides. You can't hear Crimson Guards through the grates in the tunnel, so perhaps the search moved away from here. On the other hand, they could be waiting in ambush on the other side of that hatch! What do you do?

If the characters head blindly up the stairs, tell them to roll 3 dice and add their Notice skill bonuses. Don't tell them that they need to get better than a 17. If they examine the stairs before climbing, skip down to **Good Thinking**.

Some Dungeon Masters like to make these kinds of rolls themselves to keep the results secret. If you want to do that, just ask each player what his character's Notice bonus is as you roll for that character. Make a note of which characters succeed and which do not.

The stairs are very rickety, held together mainly with rust. When the characters climb, the stairs collapse under them. Read the following to the players:

The snap of long-tortured metal giving way is your only warning as the stairs collapse underneath you!

Characters who succeed at their Notice rolls jump clear of the falling stairs and are safe. Characters who fail take 1 die of damage. Roll damage separately for each character.

Good Thinking

If the players are suspicious and examine the stairs before climbing, tell them to roll 3 dice and add their Manipulate Device skill bonuses. Characters who get a 12 or better realizes the stairs are a trap. Read the following to the players:

Your careful examination tells you that the stairs can't handle the weight of a single person. If any of you try to climb them, the stairs will collapse, and anyone on them will probably get hurt. You need to find another way out.

Next Choice

If the characters head north from the four-way intersection, go to **The Slime Pit**. If they head east, go to **Pesky Varmints**.

5. PESKY VARMINTS

Read the following to the players:

You follow the dripping, reeking tunnel for roughly 10 feet when it turns south. It ends after roughly 10 more feet in what you realize is the other side of the rubble pile you saw when you first entered the sewers. To the west another rusty iron gate covers an arched doorway. The gate hangs crookedly on a single hinge—you can squeeze through easily. Beyond, you see a chamber slightly smaller than the one where you fought the zombies. Huge mounds of garbage and rubble litter the room. You can't tell if there's a tunnel or treasure in it without some digging.

If the characters choose to retrace their steps, go to the appropriate section. If they enter this chamber, read the following to the players:

This room holds a surprising amount of metal: chunks of a wagon harness, scrap metal from a blacksmith's shop, nails, horseshoes, and other bits. It's all rusty and disgusting, but it was probably bright and shiny once. Here and there you think you spy a coin peeking out from the offal. Before you can begin to search carefully though, four rats as big as dogs rush out of the garbage and attack you!



HANDLING THE FIGHT

Proceed through the combat in turns, just like before.

Attacks: When a character attacks a foe, the player rolls 3 dice and adds any Attack bonus indicated on her sheet. If the player gets a 14 or better, she hits a rat.

Damage: Determine how much damage the character inflicts by rolling the dice listed on the character sheet as "Damage." Mark off the amount of damage from the hit points of the rats below.

Hit Points: Each rat has 5 hit points. If a rat loses all its hit points, it is dead and can no longer act. When all the rats die, the battle is over.

Magic: If Marina casts a spell, follow the spell's instructions on the character sheet. Marina can cast a spell instead of attacking.

The Monsters' Turn: After all the characters act, the rats get a turn. Each rat attacks one character. **Roll 3 dice.** If a rat's total is equal to or better than the Armor Class of the character it attacks, the rat hits. If it does, roll 1 die for the rat's damage.

Description: As you play through the battle, describe the action as if you were all watching a fantasy action movie. Tell the players about vicious, mangy rats attacking with razor-sharp teeth.

Rat #1: ○ ○ ○ ○ ○

Rat #2: ○ ○ ○ ○ ○

Rat #3: ○ ○ ○ ○ ○

Rat #4: ○ ○ ○ ○ ○

Search the Room

When the fight is over, tell the players this:

During the fight, your feet scuffed some of the rubble. Here and there you see coins gleaming on the floor. You can spend an hour searching this room for coins and other valuables, or you can search more quickly by rolling 3 dice and adding your Notice skill bonus. You need to get a 14 or better. Each of you gets three tries. For every successful result, you reduce your search time by 5 minutes. A failed roll just means you can't search any faster. You can't search the room in less than 5 minutes.

If they don't want to search, have them tell you what they do and go to the appropriate section. If they do search, have each player roll three times. For each successful roll, mark off one box:



Each box represents 5 minutes, so after the rolls, count the number of unmarked boxes and multiply the number by 5. That's how many minutes it takes to search. If all the boxes are filled in, the search still takes 5 minutes.

The characters can find everything listed below if they take enough time. If they want to hurry, they must be especially observant. That's why they can reduce the time with Notice rolls.

Read the following to the players:

You're covered in filth and muck after sifting through the piles of offal, rubbish, and debris. There's no tunnel out, but you did find 52 gold pieces, 36 silver pieces, and 16 copper pieces. You also find a silver dagger. That's got to be worth some extra money.

Have the players roll 3 dice and add their Notice bonuses at least once. If anyone gets a 15 or better, that character finds two more potions of cure light wounds. If anyone gets a 16 or better, he also finds a slender wooden wand about 15 inches long, tipped with a crystal held by copper wire. Marina's detect magic spell shows that it is magical. Anyone can try to use the Spell Knowledge skill to figure out what it is, but only Marina has a chance of success. If Marina uses her Spell Knowledge skill and gets a 13 or better, she knows that it's a wand of magic missiles. Once Marina knows what it is, she can use it.

Wand of Magic Missiles

The wand of magic missiles can cast the spell magic missile, just like Marina. Only wizards can use wands, so it's best if she carries it.

The wand has six charges, and Marina can use a charge instead of attacking or casting a spell. Each charge does 1 die of damage. Mark one charge off every time she uses it:



Continuing

Encourage players to return to the four-way intersection and choose again. If they go north, go to **The Slime Pit**. If they go south, go to **Traction Hazard**.

6. THE SLIME PIT

Read the following to the players:

The sewer stench is stronger in this direction. A few feet up this tunnel, you come across a sump pit that completely blocks the passage.

If this was the characters' first choice, and this is their first time seeing the pit, read the following to the players:

You hear the Crimson Guards cursing in the streets above as they try to find a way to get into the sewers. You might want to look around and see if there's some other way out or anything that would help you. Perhaps the Crimson Guard search will move away while you explore.

If the characters already explored the rest of the sewer, or came here before, read the following to your players:

If you're going to get out of these sewers, you'll have to get past this pit. What would you like to try?

Let the players talk and think about this for a few minutes. They'll probably ask you for more information. If not, let them discuss it and skip down to **Getting Past the Pit**. If they decide to backtrack and try another direction, go to the appropriate section.

Describing the Pit

Read through this information, and use it to answer questions the players ask:

The pit is about 15 feet across, which is too far to jump. Several grates around the edge light the pit. It has a narrow ledge all the way around it. The ledge looks slimy, and its stones look crumbled and worn in places. It's about 10 feet from the ledge down to the filthy muck. The characters don't know how deep the muck is. Unless they figure out some way to test it, don't tell them it's only about 2 feet deep.

Getting Past the Pit

There are many ways past the pit. Here are a few possibilities:

Use the Ledge. If characters want to press their bodies against the dank sewer wall and inch along the slimy, crumbling ledge to the other side of the pit, they can try. Each 10 feet they move requires that the players roll 3 dice and add their Climb bonus. Characters who get a 13 or better successfully cross the 10 feet. With two successful rolls, they're on the other side.

Into the Pit. Characters may want to climb down one side of the pit and up the other. This requires one Climb roll to get down, and another to get back up. Because the stones of the pit wall are so worn and slimy, the climber has to get a 15 or better for each Climb roll in order to safely climb down, and then up the other side.

Rope Use. If the players think that a character might have some rope and they try to use it here, give them +3 to any roll they make while moving around the pit. For instance, if Snails crosses the pit carrying one end of a rope, he can tie it off and everyone else can use it as a safety line, adding 3 to their Climb rolls. Trying to toss a lariat around a pipe sticking out of a wall on the other side of the pit can be done, but it's tough. Whoever tries it can add his Attack bonus when he rolls 3 dice. He needs to get a 16 or better.

Falling

If anyone fails her Climb roll, she falls into the pit and the group must find a way to get her out. In addition, whoever fell takes damage. Roll one die, and have the player mark that much damage off of her character sheet.

Continuing

Once the characters get past the pit, read the following to the players:

On the other side of the pit, the tunnel splits. You must choose to go east or west.

If the players choose to go east, go to **Garbage Disposal**. If they choose to go west, go to **Where They Belong**.

7. WHERE THEY BELONG

Before continuing with this section, check to see if any characters notice what's waiting for them around the corner. Hold this booklet in front of the dice, or otherwise hide your roll. Roll 3 dice for each character, adding the character's Notice skill bonus each time. Note which characters got a 15 or better. Take their players aside, where those who missed the roll can't hear you, and read the following to them:

Ahead, the tunnel turns south again. The light seems a little brighter around the corner, and you catch brief hints of fresh air. It could be the way out! Before you step around the corner, you hear soft voices, and the clinking sounds of weapons and armor. It sounds like Crimson Guard members waiting in ambush. You overhear them planning how to spend their bonus for catching you. It sounds like a few of them, you can't tell how many, split off from the rest hoping to catch you single-handedly.

Once you've read that, get the players together again and let those who heard the ambush tell the others what's going on. Remember that Snails has a chance of looking into the room and seeing what's there without being seen. If he tries and fails, the guards see him and attack!

If no one heard the Guards, it means they're going to walk into the ambush. Hearing the Guards just gives the characters the chance to try the other direction. It doesn't change anything else if they choose to fight. When they go around the corner, read this to the players:

Ahead you see a chamber with an iron spiral staircase leading up to the surface. Between you and it are four members of the Crimson Guard in their distinctive uniforms, with crossbows pointed right at you!

HANDLING THE FIGHT

Proceed through the combat in turns, just like before.

The Guard's First Turn: The four Guards attack first, shooting their crossbows as the characters charge. Each Guard attacks one character. **Roll 3 dice and add 2.** If a Guard's total is equal to or better than the Armor Class of the character he attacks, the Guard's arrow hits. If it does, roll 1 die for the Guard's damage.

Attacks: When a character attacks a foe, the player rolls 3 dice and adds any Attack skill indicated on his sheet. If the player gets a 16 or better, he hits a Guard.

Damage: Determine how much damage the character inflicts by rolling the dice listed on the character sheet as "Damage." Mark off the amount of damage from the hit points of the Guards below.

Hit Points: Each Guard has 3 hit points. If a Guard loses all his hit points, he is dead and can no longer act. When all foes are dead, the battle is over.

Magic: If Marina casts a spell, follow the spell's instructions on the character sheet. Marina can cast a spell instead of attacking.

The Guards' Turn: When all the players have acted, it's the Guards' turn again. Each Guard draws his long sword and attacks one character. **Roll 3 dice and add 3.** If the Guard's total is equal to or better than the Armor Class of the character he attacks, he hits with his sword. If he hits, roll 1 die for the Guard's damage and add 1.

Description: As you play through the battle, describe the action as if you were all watching a fantasy action movie. Tell the players about the brawny, armored Guards attacking with arrogance and precision.

Guard #1: ○ ○ ○

Guard #2: ○ ○ ○

Guard #3: ○ ○ ○

Guard #4: ○ ○ ○

When the fight is over, the characters can search the Guards' bodies. If they do so, read the following to the players:

The Guards have crossbows, crossbow bolts, and long swords. Among them, they have 24 silver coins.

If they don't search the bodies, or after they do, read the following to the players:

Despite the noise of the fight, you don't hear anyone above you. It looks like the coast is clear. Congratulations on escaping the Sewers of Sumdall!

8. GARBAGE DISPOSAL

Read the following to the players:

You follow the tunnel as it turns south. The floor slopes down ahead of you, and the stench increases. As you continue, the water and sewage deepen until they're up to the knees of the humans, and almost up to Elwood's waist! Ahead you can see that the tunnel ends in a chamber about the same size as the others you've seen down here. Piles of rubble and garbage rise from the stinking sewage in the corners of the chamber. You also see an iron spiral staircase leading up to the surface. You don't hear any Guards through the grates above you.

Before continuing with this section, check to see if any characters notice what's waiting ahead. Hold this booklet in front of the dice, or otherwise hide your roll. Roll 3 dice for each character, adding the character's Notice skill bonus each time. Note which characters got a 15 or better. Take their players aside, where those who missed the roll can't hear you, and read the following to them:

You're not sure what it is, but one of those garbage piles is suspicious. You've heard of bizarre creatures that live in sewers, feeding off the garbage and the other scavengers. This could be one trying to surprise and devour you!

Once you've told them that, get the players together again and let those who noticed warn the others.

If the players choose to backtrack, go the appropriate section. If they're determined to reach those stairs, read the following:

Before you reach the bottom of the stairs, one of the garbage piles comes to life and blocks your escape route, roaring at you. It's an otyugh (OH-tee-ug)! The creature reeks of dung and decay, even worse than the sewer itself. Brownish gray, rocklike skin and dung cover its huge, bloated body. It has three eyes on a leaflike stalk that moves quickly from side to side, scanning the area, then homing in on you. Sharp teeth gnash together in its huge mouth in the center of its body. Its two tentacles are covered with rough, thornlike projections. The tentacles lash out to grab you. What do you do?

HANDLING THE FIGHT

Proceed through the combat in turns, just like before.

Attacks: When a character attacks the otyugh, the player rolls 3 dice and adds any Attack bonus indicated on her sheet. If the player gets a 14 or better, she hits the otyugh.

Damage: Determine how much damage the character inflicts by rolling the dice listed on the character sheet as "Damage." Mark off the amount of damage from the hit points of the otyugh below.

Hit Points: The otyugh has 16 hit points. If it loses all its hit points, it is dead and can no longer act. When it is, the battle is over.

Magic: If Marina casts a spell, follow the spell's instructions on the character sheet. Marina can cast a spell instead of attacking.

The Monster's Turn: When all the players have acted, it's the otyugh's turn. It attacks whichever character is closest, or the one that did the most damage if it has to choose. **Roll 3 dice and add 2.** If the otyugh's total is equal to or better than the Armor Class of the character it attacks, the otyugh hits. If it does, roll 1 die for damage and add 2.

Description: As you play through the battle, describe the action as if you were all watching a fantasy action movie. Tell the players about the horrible, stinking monster, attacking with flailing tentacles and shrieking its hunger.

Otyugh: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Running Away

If the characters try to run, the otyugh follows them as far as the edge of the sewer water. If the characters stay within a few feet of that, it strikes at them with its tentacles. Otherwise, they can simply run away.

Searching the Rubbish

Because the water level is so high in this chamber, it's difficult to search. However, if the players want their characters to search the room, read this to them:

You can only dive below the fetid surface of this filthy water so many times before nausea gets the better of you. You find a total of 12 silver coins before disgust forces you to withdraw.

When the characters are ready to climb the stairs, read the following to the players:

Despite the noise of the fight, you don't hear the Crimson Guard running through the streets above you. It looks like the coast is clear. Congratulations on escaping the Sewers of Sumdall!

NOW WHAT?

The *Fast-Play* game is only the beginning. Worlds of adventure await you and your friends with the complete *DUNGEONS & DRAGONS Adventure Game*. The *DUNGEONS & DRAGONS Adventure Game* gives you more options, more spells, and more magic items as well as more monsters and more adventures. You can also download our special movie tie-in adventures from our website for more hours of adventure. After that, the *DUNGEONS & DRAGONS Players' Handbook*, *DUNGEONS MASTER'S Guide*, and *Monster Manual* can show you how to create your own characters and adventures. The only limitations are your imagination.

Look for these products at a book or hobby store near you, or check out www.wizards.com/dnd.



RIDLEY

Human Rogue

Ridley is a skilled fighter and thief. He is ambitious, daring, and a bit cocky. He prefers thinking up clever tricks to fighting, but when the chips are down he can swing a sword with the best of them.

Actions: Ridley may attempt any of the following types of actions. When he does, roll 3 dice and add or subtract the indicated number. The DM will tell you whether your total was high enough to succeed.

Attack: +4 bonus

Jump: +4 bonus

Manipulate Device: +5 bonus

Climb: +4 bonus

Spell Knowledge: -10 penalty

Notice: +4 bonus

Damage: 1 die +3 with longsword

If the DM tells you that Ridley's longsword hits, roll one die and add 3 to the result. That's how much damage the long sword inflicts.

Armor Class: 14

If a foe attacks Ridley, it must get a 14 or better to hit him.

Hit Points: ○○○○○○○○○○○○○○○

Mark off these boxes as Ridley suffers damage and wounds. Ridley dies if all the boxes are filled in.

Strategy: Ridley is tough and deals mighty blows with his longsword, but he's also smart and well-rounded. Ridley should look for alternatives to combat.



MARINA

Human Wizard

Marina discovered her magical powers when she was young, and she's been learning how to cast spells ever since. Her goal is to become a master wizard, so she's always eager to test her magic against enemies.

Marina's job on an adventuring team is to cast her spells to support her teammates and help them deal with the monsters.

Actions: Marina may attempt any of the following types of actions. When she does, roll 3 dice and add or subtract the indicated number. The DM will tell you whether your total was high enough to succeed.

Attack: +0 bonus

Climb: +2 bonus

Jump: -1 penalty

Spell Knowledge: +6 bonus

Manipulate Device: -10 penalty

Notice: +4 bonus

Damage: 1 die with dagger

If the DM tells you that Marina's dagger hits, roll one die. That's how much damage the dagger inflicts.

Armor Class: 12

If a foe attacks Marina, it must get a 12 or better to hit her.

Hit Points: ○○○○○○○○

Mark off these boxes as Marina suffers damage and wounds. Marina dies if all the boxes are filled in.

Spells

Marina can cast any one of these spells instead of attacking:

Magic Missile. This spell fires an energy arrow that automatically hits and deals 1 die of damage.

Marina can cast this spell twice in one day. Mark off the spell each time Marina casts it. ○○

Detect Magic. This spell allows Marina to know when magic is nearby and whether any item she looks at is magical.

She can cast this spell twice in one day. Mark off the spell each time she casts it. ○○

Capture Bracelet

This magical device lets Marina cast a magical lasso to snare an opponent. She can use it once a day. She attacks with it, but she uses her Spell Knowledge skill bonus instead of her Attack bonus. If she succeeds, the caught creature cannot attack for six turns (mark each one off: ○○○○○○) or until Marina releases it.

Strategy: Marina is not a strong combatant but is very good at casting spells. This means that it's probably smart for her to stay behind the front lines and use her spells. Marina is the smartest member of the group.



ELWOOD

Dwarf Fighter

Elwood Gutworthy is a stalwart fighter with an earthy sense of humor and a tremendous appetite for life. Although he has a quick temper, he stands by those who earn his respect.

Elwood is a dwarf. Though dwarves stand about 4 feet tall and weigh around 150 pounds, most of their weight is muscle. Dwarves are a hardy people, able to withstand heat, cold, and poisons that would kill a human. They also have excellent night vision, able to see up to 60 feet in what humans consider complete darkness.

Elwood's job in an adventuring team is to kill monsters and protect his teammates. Elwood is the strongest person in the party.

Actions: Elwood may attempt any of the following types of actions. When he does, roll 3 dice and add or subtract the indicated number. The DM will tell you whether your total was high enough to succeed.

Attack: +8 bonus

Climb: +0 bonus

Jump: -1 penalty

Spell Knowledge: -10 penalty

Manipulate Device: +2 bonus

Notice: +1 bonus

Damage: 2 dice with dwarf war axe

If the DM tells you that Elwood's axe hits, roll two dice. That's how much damage the axe inflicts.

Armor Class: 15

If a foe attacks Elwood, it must get a 15 or better to hit him.

Hit Points: ○○○○○○○○○○○○○○○○○

Mark off these boxes as Elwood suffers damage and wounds. Elwood dies if all the boxes are filled in.

Berserk

Elwood is extremely vain about his baldness, and wears a helmet to cover it. Whenever Elwood gets hit, roll 3 dice. If you roll a 10 or better, his helmet stays on. Should he lose his helmet, Elwood becomes berserk and adds 1 to his Attack bonus (total +9), and 1 to his damage (roll two dice and add 1 to the total). Elwood won't run from a battle without his helmet. Elwood doesn't get the bonuses if he removes his own helmet, but he does if his friends knock his helmet off.

Strategy: Elwood is tough, and deals mighty blows with his war axe, so he should protect the other characters by going into combat first.



SNAILS

Human Rogue

Snails is an accomplished thief and Ridley's best friend. In fact, he claims to have taught Ridley everything he knows. Unlike Ridley, Snails is comfortable with his lot in life. Snails tempers Ridley's daring plans with reason. While Ridley is a thinker, Snails is a talker, taking full advantage of his suave nature and boyish good looks.

"Snails" is his nickname. He prefers to keep his real name a secret.

Actions: Snails may attempt any of the following types of actions. When he does, roll 3 dice and add or subtract the indicated number. The DM will tell you whether your total was high enough to succeed.

Attack: +4 bonus

Climb: +6 bonus

Jump: +2 bonus

Spell Knowledge: -10 penalty

Manipulate Device: +4 bonus

Notice: +7 bonus

Damage: 1 die +1 with short sword. One time each fight Snails can make a sneak attack that inflicts 2 dice of damage instead.

If the DM tells you that Snails's short sword hits, roll one die and add 1. That's how much damage the short sword inflicts. When Snails makes his sneak attack, he rolls two dice for damage.

Armor Class: 13

If a foe attacks Snails, it must get a 13 or better to hit him.

Hit Points: ○○○○○○○○○

Mark off these boxes as Snails suffers damage and wounds. Snails dies if all the boxes are filled in.

Sneaking

If Snails rolls 3 dice and gets a 10 or better, he can see into a room without any foes seeing him. He can return to tell his friends what he sees. If he gets less than 10, he's spotted, and his friends must rush up to help him fight the foes (if there are any).

Strategy: Snails is sneaky, so he can slip ahead and look around. He's the quickest member of the group, and good at spotting things others may miss.