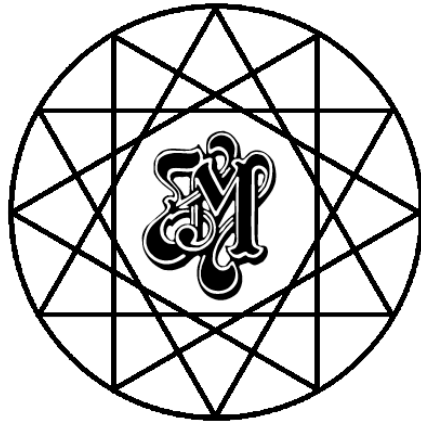


READ THIS BOOK FIRST!

TWELVEFOLD MYSTARA

FANTASY ROLE-PLAYING GAME





TWELVEFOLD MYSTARA

Welcome to the Known World of Mystara!

This booklet contains quick-start rules for the 2021 MystaraCon scenario "Get Bargle!"

Twelfefold Mystara (12MY) is a rules-lite, mathless, narrative-based d12 system which is customized for the Known World of Mystara. It's even simpler than BECMI.

12MY is based on Diogo Nogueira's excellent [*Lost in the Fantasy World RPG*](#), which is published under the Creative Commons Attribution-ShareAlike 4.0 International License: creativecommons.org/licenses/by-sa/4.0/legalcode .

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Chapter One: How to Create Your Own Character

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Step One: Choose your Zodiac Sign

Choose a birth Sign for your character. If you don't care, then just go with the Sign that aligns with your real-world birth-month.

| ZODIAC SIGN | THREE QUALITIES | ENERGY COLOR | REAL WORLD MONTH | MYSTARAN MONTH |
|---|------------------------------------|---------------|------------------|----------------|
| 1. Manticore  | Cunning, ardent, brave | Red | January | Nuwmont |
| 2. Hydra  | Shrewd, self-centred, resourceful | Red-Orange | February | Vatermont |
| 3. Centaur  | Vigorous, strong, generous | Orange | March | Thaumont |
| 4. Basilisk  | Robust, passionate, domineering | Orange-Yellow | April | Flaurmont |
| 5. Chimera  | Confident, charismatic, possessive | Yellow | May | Yarthmont |
| 6. Gorgon  | Reserved, private, studious | Yellow-Green | June | Klarmont |
| 7. Griffon  | Warm, practical, steadfast | Green | July | Felmont |
| 8. Dragon  | Ambitious, cold, independent | Green-Blue | August | Fyrmont |
| 9. Salamander  | Calm, practical, miserly | Blue | September | Ambymont |
| 10. Pegasus  | Enterprising, flighty, imaginative | Blue-Violet | October | Swiftmont |
| 11. Warrior  | Astute, efficient, courageous | Violet | November | Eirmont |
| 12. Giant  | Selfish, strong, stubborn | Violet-Red | December | Kaldmont |

Credit: The chart is adapted from Kit Navarro's "[Arcana Mystara: The Mystaran Zodiac](#)" at the Vaults of Pandius.

Draw the Sign on your Character Sheet, your Energy Color, and write down its Three Qualities. When you use your Sign in a Resolution Roll, you gain +2d12 Advantage.

Step Two: Choose any three Abilities

One of our principles is "keep it simple." In this game, a character has one Ability per level. And most Abilities mechanically do the same thing—they simply grant +1d12 Advantage on the Resolution Roll. The Abilities are mostly just flavor text. However, a few Abilities, such as Infravision, also grant a specific benefit.

The "Get Bargle!" adventure starts at "3rd level," so you have three Abilities. There are three categories of Abilities:

- &c Ancestral Abilities
- &c Class Abilities
- &c General Abilities

However, you're welcome to choose any combination, such as one Ancestral Ability, one Class Ability, and one General Ability; or two Ancestral Abilities and one General Ability; or three Class Abilities, etc.

General Abilities are "wildcards" that can be applied to any Ancestry list or Class list. (If you choose only General Abilities, then your Class is "Adventurer" for now.)

Note: You can take the same Ability multiple times, either to choose another option within it; e.g. a second Iconic Weapon; or to represent mastery of that Ability.

Spells: In the 12MY Reality, all spells, of all Classes, are like 5E cantrips...you can cast your spell as many times as you wish.

Flaws: Flaws are also Abilities. When used, they give you -1d12 Disadvantage on the Resolution Roll. However, even if you happen to succeed, you gain an Experience Point; and if you fail (which is likely!), you gain 2 Experience Points!

Ancestral Abilities

For the MystaraCon, we present four core 12MY Ancestries:

1. Human
2. Denwarf (Dwarf)
3. Alf (Elf)
4. Hin (Halfling)

Note, in the 12MY "reality," all Humanoid peoples can freely intermix. This is similar to Moldvay and Schick's conception of the Original Known World (OKW).

"All the breeds of humanoid mortals in OKW are inter-fertile, so wherever they're adjacent there's a fair amount of intermixing. If you self-identify as an elf, you're an elf."

—Lawrence Schick, co-creator of the Original Known World

Plus, in the 12MY reality, all sorts of Humanoids can be found in all countries and villages of the Known World; and there's no inherent "racial" Alignment or "racial" animosity. And any Humanoid may be found in local "real world" cultural analogues. So feel free to choose Abilities from different Ancestries. In that case, your character is multi-ancestral. For example, if you chose one Rakasta Ability and one Lupin Ability, on the Ancestral line on your character sheet, you'd write Rakasta 1/Lupin 1. (Half-Catfolk/Half-Dogfolk!)

If you choose no Ancestral Abilities, you still have a 0-level Ancestry. For example, write it in like "Elf 0" or "Human 0."

Human Abilities:

Human



1. **Adaptive Learning.** You're quick to adapt and learn.
2. **Everyone's Second-Best Friend.** You can get along with any Humanoid culture, if you choose to.
3. **Flexible and Tolerant**
4. **High Intelligence.** Skilled and quick to adapt, human paragons benefit from high intelligence.
5. **High Constitution.** You're often at the forefront of humanity's wars.
6. **High Dexterity.** You're often at the forefront of humanity's wars.
7. **High Strength.** You're often at the forefront of humanity's wars.
8. **Iconic Armor—(Choose any type of Light Armor, such as Leather)**
9. **Iconic Weapon—(Choose any one Martial or Simple Weapon)**
10. **Inventiveness Personified**
11. **The Realm of Man.** The dominion of humanity is prophesied to supplant the other mortal cultures.
12. **Representative of Balance.** The human pathway leads between two extremes.

Denwarf (Dwarf) Abilities:

Dwarf



1. **Cast-Iron Stomach.** Resistance to intoxication and poison.
2. **Denwarf Linguist—Dengar (i.e. Dwarven), Gnome, Kobold, and Goblin.** You know all four languages.
3. **Expert Miner / Stonecunning**
4. **Hardheaded.** Your headbutts deal damage.
5. **High Constitution**
6. **High Strength**
7. **Iconic Armor—(Any; choose one)**
8. **Iconic Weapon—(Any; choose one; e.g. axe, pick, or warhammer)**
9. **Infravision**
10. **Resistant to Magic**
11. **Skill—Craft (choose one)**
12. **Skill—Survival (Mountain/Hill)**

Alf (Elf) Abilities:



1. **Alfen Linguist—Alfish (i.e. Elvish), Gnoll, Goblin, Orcish.** You know all four languages.
2. **Alfen Stealth**
3. **Fey Resistance—Charm, Ghoul's Paralysis, and Sleep**
4. **High Intelligence**
5. **High Strength**

6. **Iconic Armor**—(Any; choose one)
7. **Iconic Weapon**—(Any; choose one; e.g. sword or bow)
8. **Infravision**
9. **Run Lightly.** You have an exceptional ability to stride on the top of snow, slender branches, bushes, tall grass, and tightropes.
10. **Secret Doors**
11. **Skill—Survival (Forest/Jungle)**
12. **Spell**—(choose one):
 - i. **Charm Person**
 - ii. **Detect Magic**
 - iii. **Floating Disc**
 - iv. **Hold Portal**
 - v. **Light**
 - vi. **Magic Missile**
 - vii. **Protection from Evil**
 - viii. **Read Languages**
 - ix. **Read Magic**
 - x. **Shield**
 - xi. **Sleep**
 - xii. **Ventriloquism**

Hin (Halfling) Abilities:



Halfling

1. **The Art of Disappearing.** You can hide easily and move very quietly.
2. **Difficult to Daunt.** You resist fear.
3. **Fund of Wise Sayings.** Your memory is a storehouse of relevant slogans.
4. **High Constitution.** You're curiously tough.
5. **High Dexterity**
6. **High Strength.** Mystaran Hin are fighters one and all.
7. **Iconic Weapon**—(any one, such as **Short Sword**)
8. **Lucky.** You get to reroll any "ones."
9. **Padded Stomach.** Your belly is resistant to intoxication and poisoning.
10. **Riddle Game.** You're good at asking and solving riddles.
11. **Sure at the Mark.** You are very accurate with all missile weapons.
12. **Tunneler.** You can burrow through soil and dirt.

Class Abilities

For the MystaraCon, we present four core 12MY Classes:

1. Cleric
2. Fighter
3. Magic-User
4. Thief

Note: Any Ancestry can take any Class. And you're welcome to choose Class Abilities from different Classes, which means your character is multi-classed.

Cleric Abilities:



1. **High Wisdom**
2. **Iconic Armor**—(Any; choose one)
3. **Iconic Weapon**—(Choose any one blunt weapon)
4. **Spell**—Cure Light Wounds/Cause Light Wounds
5. **Spell**—Detect Evil
6. **Spell**—Detect Magic
7. **Spell**—Light/Darkness
8. **Spell**—Protection from Evil
9. **Spell**—Purify Food and Water
10. **Spell**—Remove Fear/Cause Fear
11. **Spell**—Resist Cold
12. **Turn Undead**

Fighter Abilities:



1. **Fighting Style**—(choose one: Archery, Defense, Dueling, Great Weapon Fighting, Protection, Two-Weapon Fighting)
2. **Flaw**—Low Intelligence
3. **High Constitution**
4. **High Dexterity**
5. **High Strength**
6. **Iconic Armor**—(choose any; such as Plate Mail)
7. **Iconic Weapon**—(choose any; such as Sword, Two-Handed Sword, or Bow)
8. **Second Wind**. Once per fight scene, you can Recover one Ability in the middle of a battle, without having to Take Five.
9. **Skill**—Endurance
10. **Skill**—Intimidation
11. **Skill**—Muscle
12. **Skill**—Wrestling

Magic-User Abilities:

Magic-User



1. **Arcane Recovery.** Once per scene, after casting a Spell, you can Recover one Ability.
2. **Flaw—Low Strength**
3. **High Constitution**
4. **High Dexterity**
5. **High Intelligence**
6. **Iconic Implement—(choose one: dagger, staff, tome, orb, or wand)**
7. **Iconic Weapon—(choose one: dart, sling, light crossbow)**
8. **Skill—Alchemy**
9. **Skill—Alternate Magics (a.k.a. Arcana).** This skill (also) gives a character basic familiarity with magics that are not related to standard spellcasting. It includes knowing many magical abilities of well-known Prime Plane and extraplanar monsters and of Immortal beings.
10. **Skill—Knowledge (History)**
11. **Skill—Skyship/Magical Engineering**
12. **Spells—(choose one)**
 - i. **Charm Person**
 - ii. **Detect Magic**
 - iii. **Floating Disc**
 - iv. **Hold Portal**
 - v. **Light**
 - vi. **Magic Missile**
 - vii. **Protection from Evil**
 - viii. **Read Languages**
 - ix. **Read Magic**
 - x. **Shield**
 - xi. **Sleep**
 - xii. **Ventriloquism**

Thief Abilities:

Thief



1. **Backstab (a.k.a. Sneak Attack)**
2. **Bluff / Thieve's Cant**
3. **Climb Walls**
4. **Find or Remove Traps**
5. **Hear Noise**
6. **Hide in Shadows**
7. **High Dexterity**
8. **Iconic Armor—(choose any Light Armor, such as Leather)**
9. **Iconic Weapon—(choose any one-handed weapon, such as a Dagger)**
10. **Move Silently**
11. **Open Locks**
12. **Pick Pockets**

General Abilities

1. Alignment—Lawful
2. Alignment—Neutral
3. Alignment—Chaotic
4. Coin (You nearly always have an ample amount of Coin on you.)
5. Iconic Equipment—(choose any one piece of Normal Equipment; you'll nearly always have access to that item, like Batman's utility belt. Even if that Equipment is lost or destroyed, you'll soon find a replacement.)
6. Skill—Acrobatics
7. Skill—Acting
8. Skill—Alchemy
9. Skill—Alertness
10. Skill—Alternate Magics
11. Skill—Animal Training (choose type; one species)
12. Skill—Art (choose type)
13. Skill—Artillery
14. Skill—Bargaining
15. Skill—Blind Shooting
16. Skill—Bravery
17. Skill—Caving
18. Skill—Ceremony (choose specific immortal)
19. Skill—Cheating
20. Skill—Craft (choose type: armor-making, bow-making, tattooing, leatherworking, smithing, weapon-making, etc.)
21. Skill—Danger Sense
22. Skill—Deception
23. Skill—Detect Deception
24. Skill—Dexterity Skills
25. Skill—Disguise
26. Skill—Endurance
27. Skill—Engineering
28. Skill—Escape
29. Skill—Fire-Building
30. Skill—Food Tasting
31. Skill—Gambling
32. Skill—Healing
33. Skill—Hunting
34. Skill—Intimidation
35. Skill—Knowledge (choose type)
36. Skill—Labor
37. Skill—Language (choose type)
38. Skill—Law and Justice (choose culture)
39. Skill—Leadership
40. Skill—Lip Reading
41. Skill—Magical Engineering
42. Skill—Mapping / Cartography
43. Skill—Military Tactics
44. Skill—Mimicry
45. Skill—Mountaineering
46. Skill—Muscle
47. Skill—Music (choose type)
48. Skill—Mysticism
49. Skill—Nature Lore
50. Skill—Navigation
51. Skill—Persuasion
52. Skill—Piloting (choose type)
53. Skill—Planar Geography
54. Skill—Profession (choose type: politics, cooking, estate management, horse grooming, scribing, etc.)
55. Skill—Quick Draw
56. Skill—Riding (choose type)
57. Skill—Science (choose type: astronomy, geology, metallurgy, etc.)
58. Skill—Shipbuilding
59. Skill—Signaling (choose type and culture: military trumpet signals, naval flag signals, smoke signals, drum signals; of a particular culture, trade guild, military force, or "school.")
60. Skill—Singing
61. Skill—Snares
62. Skill—Stealth (choose terrain: city/outdoors, indoors/caves, forest/jungle, plains, desert, arctic, and mountains/hills.)
63. Skill—Storytelling
64. Skill—Survival (choose terrain: desert, forest/jungle, mountain/hill, open sea, plains, arctic.)
65. Skill—Tracking
66. Skill—Veterinary Healing
67. Skill—Wrestling

This Skill list is from the *Rules Cyclopedia* (1991).

Normal Equipment

12MY isn't about bean-counting and clutter.

You're welcome to choose 12 items and draw them in the boxes at the bottom of your character sheet. 12MY uses "dramatic encumbrance." It's not a strength-based carrying capacity...it's *dramatic capacity*. Sure, Boromir, Aragorn, and Gimli can hypothetically carry way more shtuff than Frodo and Sam, but, in the three gigantic volumes of *The Lord of the Rings*, how many pieces of Normal Equipment do you see any of them use? We see more of Sam's gear (e.g. pots and pans) than anyone else in the whole Fellowship. And even that is probably less than 12 items. If "dramatic encumbrance" is good enough for *The Lord of the Rings*, it's good enough for Mystara.

Note: in 12MY you can always spend an Experience Point to retroactively say you were carrying any piece of Normal Equipment after all. Any item, from any edition of D&D.

The 12 items can also include things you don't carry with you, such as a Bank Account or Stronghold. In that regard, the twelve boxes also represent the maximum of "mental clutter"...not just physical carrying capacity.

The difference between Iconic Equipment and Normal Equipment is this:

- & Iconic Equipment counts as one of your Abilities. Iconic Equipment is like Batman's utility belt. It's iconic.
- & Iconic Equipment will consistently grant +1d12 Advantage when used in a Resolution Roll. In contrast, Normal Equipment helps the story move forward, but doesn't necessarily grant a mechanical advantage. Normal Equipment will only grant Advantage in special circumstances...when it's an especially fitting use or good storytelling.
- & If you wield a weapon or armor which is not an Iconic Ability for you, though it can be used as part of your descriptive storytelling, it generally won't grant any mechanical advantage in a fight. It's not a dramatic centerpoint for you. Superman could use a sword or wear armor, but it's not his schtick.
- & Iconic Equipment, even if lost or destroyed, will soon be replaced. The DM is obliged to arrange for a replacement when your character Recovers.

Complete list: weapons and equipment

| WEAPONS | |
|-------------------------------|--------------|
| Item | Cost (in gp) |
| Axes: | |
| Battle Axe (two-handed) | 7 |
| Hand Axe | 4 |
| Bows: | |
| Crossbow Lt. (fires quarrels) | 30 |
| Case with 30 quarrels | 10 |
| Long Bow | 40 |
| Short Bow | 25 |
| Quiver with 20 arrows | 5 |
| 1 silver-tipped arrow | 5 |
| Daggers: | |
| Normal dagger | 3 |
| Silver dagger | 30 |
| Swords: | |
| Short Sword | 7 |
| Normal Sword | 10 |
| Two-Handed Sword | 15 |
| Other Weapons: | |
| *Mace | 5 |
| *Club | 3 |
| Pole Arm (two-handed) | 7 |
| *Sling with 30 Sling Stones | 2 |
| Spear | 3 |
| *War Hammer | 5 |

*These weapons may be used by a cleric

| ARMOR | |
|------------------|--------------|
| Item | Cost (in gp) |
| Leather Armor | 20 |
| Chain Mail Armor | 40 |
| Plate Mail Armor | 60 |
| Shield | 10 |

| EQUIPMENT | |
|---|--------------|
| Item | Cost (in gp) |
| Backpack | 5 |
| Flask of Oil | 2 |
| Holy Symbol | 25 |
| Holy Water (1 vial) | 25 |
| Lantern | 10 |
| Mirror (hand-sized, steel) | 5 |
| Pole (wood, 10' long) | 1 |
| Rations: | |
| Iron Rations (preserved food for 1 person for 1 week) | 15 |
| Standard Rations (unpreserved food for 1 person for 1 week) | 5 |
| Rope (50' long) | 1 |
| Sacks: | |
| Small | 1 |
| Large | 2 |
| Spikes (iron, 12) and small Hammer | 3 |
| Thieves' Tools | 25 |
| Tinder Box (flint, steel, dry wood shavings and twigs) | 3 |
| Torches (6) | 1 |
| Waterskin (or wineskin) | 1 |
| Wine (1 quart) | 1 |
| Wolfsbane (1 bunch) | 10 |

(Note: Items will be added to this list in the D&D EXPERT Set.)

Chapter Two: How to Play (Two Pages of Rules)

The Twelffold Mystara RPG (12MY) is about *"Simplicity in Mechanics + Diversity in Story."* Mechanics-wise, 12MY is super simple—there's no math. It's even simpler than BECMI.

But flavor-wise, all character options of the World of Mystara and the entire D&D Multiverse—all Races and Racial Traits, Backgrounds, Classes and Class Features, Spells, Skills, Feats, and Equipment—from all editions of D&D, are available in 12MY. These are all Abilities in 12MY.

And yet...mechanically, almost every Ability does the same thing: when you describe how you use an Ability in a challenging situation (an obstacle or fight), the Ability grants a +1d12 Advantage. That's it.

Freeplay

The default mode in 12MY is diceless narrative freeplay. What Third Edition called "Rule Zero" is always in effect: the DM is empowered to improvise the story and make rulings on the fly. Whatever is fun in the moment. Yet when a challenge arises, the DM may call for a Resolution Roll.

The Core Rule: The Resolution Roll

At the start of an encounter, every player describes what they're going to *attempt* to do. And the DM describes what the monster or obstacle is going to *attempt* to do. There's no "initiative:" it doesn't matter who starts talking first...it's a simultaneous description.

Then you all roll some d12s. For each Ability you tapped in your description, you gain +1d12 Advantage. If you tapped your Zodiac qualities, you gain +2d12 Advantage. You can also gain circumstantial Situational Advantage for various reasons, such as using an appropriate tool. So roll your d12(s) and take the highest roll.

Likewise, Monsters, NPC opponents, and Obstacles gain Advantage by using their Abilities and Situational Advantage.

Then, based on who won the Resolution Roll, the DM describes what happened. Whoever lost the Resolution Roll loses an Ability...that Ability is "Hit." The winning opponent gets to choose which Ability is lost. On your character sheet, mark an "X" in the Hit "cup" next to that Ability.

The challenge continues until one side loses all their Abilities, a parley or truce is arranged, or someone surrenders or succeeds in retreating.

If you tie, then you both lose an Ability. But you get to decide for yourself which Ability is lost.

Experience Points

In this game, XPs aren't a bean-counting measure of excruciatingly incremental progress. They're more like "hero points" or 5E Inspiration (except that you can save up XP, and can apply multiple XPs to a single roll).

You gain an Experience Point every time you fail a Resolution Roll (as long as it's fraught with consequence). The DM (or another player) can also grant you an Experience Point for good acting, creative problem-solving, or an impressive move.

You can spend Experience Points in several ways:

1. To grant a +1d12 Advantage before you make a Resolution Roll. Note: you can spend multiple XPs at once, to grant even more Advantage in a key moment.
2. If you want to spend it after you've already rolled, it requires *two* Experience Points for each reroll.
3. At any moment, you can gift XPs to another player to use.
4. You can also spend an Experience Point to author a flashback which affirms that you actually brought a certain piece of Normal Equipment with you. (Or say that you happen to find it within reach in that room.)
5. The XPs might also be used for other ways to move the plot forward, at the DM's discretion, such as to remember a piece of forgotten information, or to entreat the Immortals for the best course of action.
6. (Though the MystaraCon is a one-shot adventure, in a connected campaign, the Experience Points can also be used to modify and switch out your list of Abilities between Sessions.)

Obstacles

Some Obstacles (skill tests, hazards, and traps) cause you to lose an Ability, while some just block you in some way. Others do both. If you fail to traverse the Obstacle, you won't be able to try again in this scene.

Customarily, the DM lets the players know the stakes beforehand, so that players can choose to spend Experience Points and/or Help each other.

For example, failure in a Resolution Roll to barter with Armorer Baldwick doesn't result in a Hit (he ain't gonna club ya for haggling)—it just means ya gotta pay full price.

Pushing It

However, you can decide to Push It. If you've failed an Obstacle, you can wager an Ability and try again. If you fail, that Ability is Hit. If the Obstacle normally causes one Hit, then you lose two Abilities!

For example, if you Push It with Armorer Baldwick, he still ain't gonna club ya, but rather, the lost Ability represents that you feel chagrined and out of sorts for annoying the good man.

You can keep Pushing It until you knock yourself out.

Down (a.k.a. Incapacitated)

When all three of your Abilities are Hit, you're Down. "Down" could mean unconscious, cowering, dazed, confused, captured, lost, or any other physically or mentally debilitating condition. You're effectively helpless, and at the mercy of the DM's narration, unless a companion comes to stabilize and protect you.

Each time a character is Downed, it's customary to tally a scar (physical or emotional) on the back of the character sheet, and note when and where it was received.

No Death

12MY is a light-hearted game. No PC dies in 12MY. Unless the player really wants to retire the character and roll up a new one. Otherwise, there's always a dramatic save at the last moment which prevents the PC from outright dying.

Recovery

If there's time to "take five"—a five-minute breather—you Recover one lost Ability. For dramatic purposes, you must complete another Scene of consequence (such as exploring another room) before taking another Recovery.

Generally, a Downed character will be restored to consciousness, and regain one Ability, if they have time to "take five"; however, other conditions may need to be specifically addressed in order to fully restore the character to play.

Zodiac Sign

Try to tap into the qualities of your Zodiac. In the 12MY Reality, the Mystaran Zodiac is a powerful influence. Feel free to describe the gonzo, mystical powers of your Sign. When you tap into your Sign, you and your gear hum with the light of the Mystaran zodiac...the "energy color" of your Sign...like the Kid's Items of Power from the D&D Cartoon Show.

Help

If you describe how you're Helping someone (and they accept your Help), you both add all your Advantages together, and you both roll. And you go with whichever roll is higher. If that succeeds, then you both succeed. If that fails, you both fail.

Campaigns

Since the MystaraCon is a one-shot Session, advancement rules aren't necessary. However, to give you the gist for future reference: at the end of each Session, your character gains another Ability. (The "Expert" character sheet has twelve slots.) Note: we level up after each Session, even if the Session ends in the midst of a battle. At the start of next Session your character has a sudden epiphany!

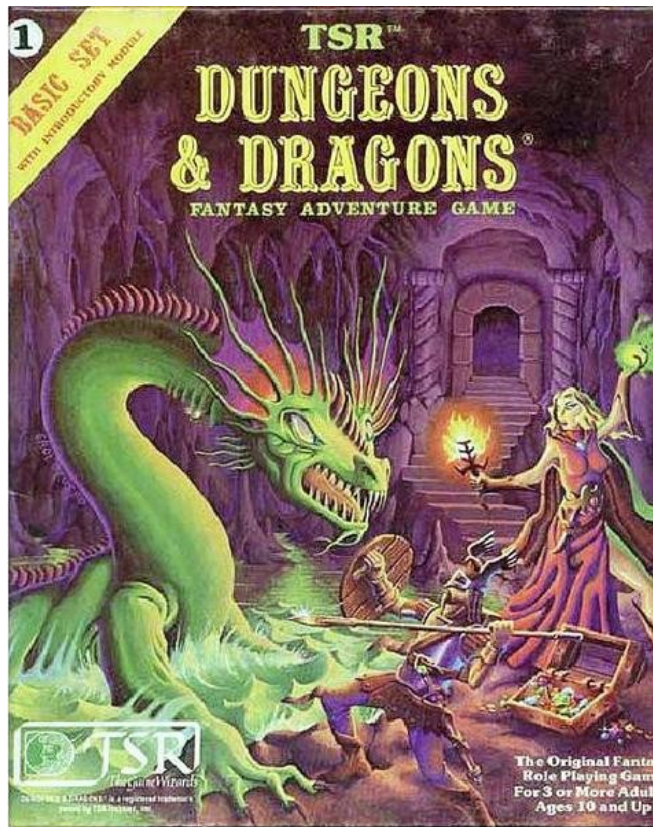
You can mix Ancestries and "multi-class" freely. If you gain another Ancestry, it either means that you had the Ancestry all along, but only now realized and manifested the Ancestral power; or that by interacting with a new culture, you learned how to manifest the Ability.

You can spend one XP to switch out for a new Ability in-between Sessions, or two XP to change your Sign.

Chapter Three: Iconics (Pre-Generated Characters)

Instead of making up your own character, you're welcome to run an Iconic pre-generated character from these classic sources, which were origin-points of the Mystara setting.

- &c The Moldvay "magenta box" (1981)
- &c The Mentzer "red box" (1983)



1981



1983

Moldvay "magenta box" iconics (1981):

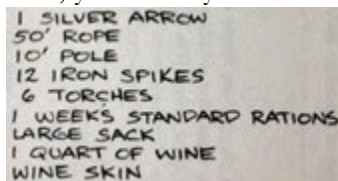
This adventuring party is based in the Village of Luhn, in western Karameikos. Two years ago, in the year 998 AC, they explored and successfully cleared the Haunted Keep, also known as Koreszegy Keep.

However, some or all of these Luhn heroes may've traveled to Threshold in order to seek the reward for getting Bargle.

Morgan Ironwolf, Fighter

Choose any three Abilities:

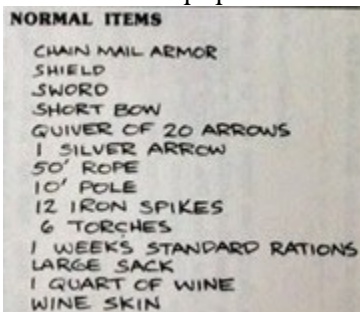
1. **Alignment**—(choose Lawful or Neutral; she changes alignment during the Haunted Keep adventure)
2. **Coin**. Morgan nearly always has ample Coin on hand.
3. **Flaw—Low Charisma**. When you use this Ability, you suffer -1d12 Disadvantage on the Resolution Roll, but if you succeed on the roll, you gain 1 Experience Point...and if you fail, you gain 2 Experience Points! [Choose whether it counts as a Fighter level or Human level.]
4. **Flaw—Low Intelligence**. [See previous Flaw.]
5. **High Constitution** [Choose whether it counts as a Fighter level or Human level.]
6. **High Dexterity** [Choose whether it counts as a Fighter level or Human level.]
7. **High Strength** [Choose whether it counts as a Fighter level or Human level.]
8. **Iconic Armor—Chain Mail**
9. **Iconic Armor—Shield**
10. **Iconic Equipment**—(choose any one item from Morgan's character sheet). [Choose whether counts as Human or Fight level.] This item is now "iconic," like Batman's utility belt. The item will now consistently grant Advantage when used in creative ways during a Resolution Roll; and also, you'll never permanently lose the item; you'll always find a replacement by the start of next Session.)



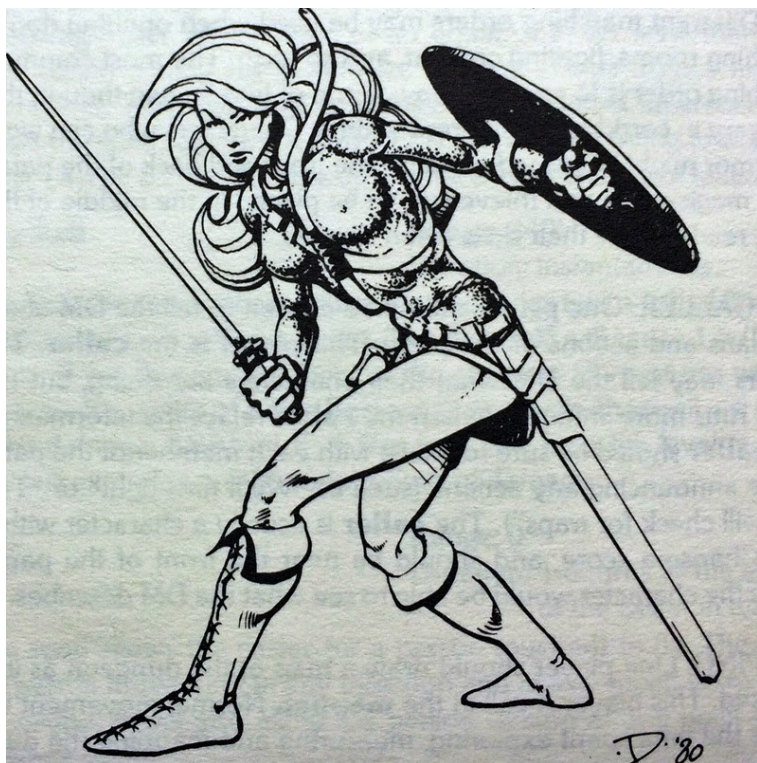
1 SILVER ARROW
50' ROPE
10' POLE
12 IRON SPIKES
6 TORCHES
1 WEEKS STANDARD RATIONS
LARGE SACK
1 QUART OF WINE
WINE SKIN

11. **Iconic Weapon**—(choose one; Sword or Short Bow) [Choose whether it counts as a Fighter level or Human level.]

Equipment: Even if you don't designate an Iconic armor, weapon, or item, you can still mark up to 12 mundane items in the Equipment boxes on your Character Sheet:



NORMAL ITEMS
CHAIN MAIL ARMOR
SHIELD
SWORD
SHORT BOW
QUIVER OF 20 ARROWS
1 SILVER ARROW
50' ROPE
10' POLE
12 IRON SPIKES
6 TORCHES
1 WEEKS STANDARD RATIONS
LARGE SACK
1 QUART OF WINE
WINE SKIN



Morgan Ironwolf and her character sheet from the 1981 boxed set.

| DUNGEONS & DRAGONS® CHARACTER RECORD SHEET | | EQUIPMENT CARRIED | |
|--|--|---|--|
| Player's Name MORGAN IRONWOLF Character's Name | | DUNGEON MASTER Character Sketch or Symbol | |
| Alignment LAWFUL | | MAGIC ITEMS | |
| Class FIGHTER | | NORMAL ITEMS CHAIN MAIL ARMOR SHIELD SWORD SHORT BOW QUIVER OF 20 ARROWS 1 SILVER ARROW 50' ROPE 10' POLE 12 IRON SPIKES 6 TORCHES 1 WEEKS STANDARD RATIONS LARGE SACK 1 QUART OF WINE WINE SKIN | |
| Level 1ST | | OTHER NOTES including places explored, people & monsters met | |
| Armor Class 3 | | MONEY and TREASURE 2 G.P. | |
| Hit Points 6 | | EXPERIENCE 0 (+10% EARNED EXPERIENCE) | |
| ABILITIES: | | SAVING THROWS: | |
| 15 16 STRENGTH +2 adjustment | | 12 POISON or DEATH RAY | |
| 7 INTELLIGENCE — adjustment | | 13 MAGIC WAND | |
| 9 14 WISDOM — adjustment -1 AC | | 14 TURN TO STONE or PARALYSIS | |
| 13 DEXTERITY +1/HD adjustment +1/HD | | 15 DRAGON BREATH | |
| 14 CONSTITUTION +1/HD adjustment | | 16 SPELLS or MAGIC STAFF | |
| 8 CHARISMA -1 REACTION adjustment | | SPECIAL ABILITIES NONE | |
| SPECIAL SKILLS: Spells, Thief's abilities, Cleric's turning, etc. | | TO HIT ROLL NEEDED | |
| AC: 9 8 7 6 5 4 3 2 1 0 10 11 12 13 14 15 16 17 | | Needed for next level: 2000 | |

In later adventures, Morgan changed gender and multiclassed in ten Classes, ranging from Assassin to Monk to Sorcerer to Paladin! (As seen in DRAGON magazine #342.) But that story hasn't happened yet.

Silverleaf the Alf

Choose any three Abilities:

1. **Alfen Linguist.** You know Alfish (i.e. Elvish), Gnoll, Goblin, and Orcish. Silverleaf has parleyed with Hobgoblins.
2. **Alignment—Neutral.** Look at Silverleaf's crossed arms. He doesn't care. [This is a General Ability, so choose whether it counts toward Elf, Fighter, or Magic-User level.]
3. **Iconic Armor—Helm** [Elf or Fighter level]
4. **Iconic Armor—Chain Mail** [Elf or Fighter]
5. **Iconic Weapon—Sword** [Elf or Fighter]
6. **Spell—Sleep** [Elf or Magic-User]
7. Any Elf Ability, Fighter Ability, or Magic-User Ability.



Silverleaf.

Fredrik "Fred" the Denwarf

Since, in one timeline, Fredrik died from a blow inflicted by a Hobgoblin in the Haunted Korszegy Keep a couple years ago, he can optionally take levels in the Revenant Ancestry. Choose any three Abilities:

1. **Alignment—Lawful.** Look, he's protecting a goblin! [Counts as Dwarf or Fighter level]
2. **Flaw—Lust for Treasure.** Frederik concerns himself with loading coins rather than the death of a companion. [Dwarf level]
3. **Iconic Armor—Chain Mail** [Counts as Dwarf or Fighter level]
4. **Skill—Danger Sense** [General Ability: counts as Dwarf or Fighter level]
5. **Skill—Muscle.** Frederik carried Black Dougal's body out of the Haunted Keep. [Dwarf or Fighter level]
6. **Dreadful Glare.** Your gaze can frighten or paralyze an opponent. [Revenant Ancestry]
7. **Find Prey.** When you seek vengeance, you can sense where the target is. [Revenant Ancestry]
8. **Undead Nature.** You don't need to eat, drink, or breathe. [Revenant Ancestry]
9. **Undead Resilience.** You're resistant to poison. [Revenant Ancestry]
10. **Won't Stop.** When all your Abilities are Hit, and when you have the opportunity to Recovery, you can instead choose to inhabit another humanoid corpse, somewhere in the vicinity, close enough to get back into action within a scene or two. You don't choose the exact corpse—it's at the DM's discretion. [Revenant Ancestry]
11. Any Dwarf Ability, Fighter Ability, or General Ability.



Fredrik.

Black Dougal, Thief

Since, in one timeline, Black Dougal died from a poison needle trap in the Haunted Koriszegy Keep a couple years ago, he can optionally take levels in the Revenant Ancestry. Choose any three Abilities:

1. **Alignment—Chaotic** [Choose whether counts as Human level or Thief level.]
2. **Dreadful Glare.** Your gaze can frighten or paralyze an opponent. [Revenant Ancestry]
3. **Find Prey.** When you seek vengeance, you can sense where the target is. [Revenant Ancestry]
4. **Undead Nature.** You don't need to eat, drink, or breathe. [Revenant Ancestry]
5. **Undead Resilience.** You're resistant to poison. [Revenant Ancestry]
6. **Won't Stop.** When all your Abilities are Hit, and when you have the opportunity to Recovery, you can instead choose to inhabit another humanoid corpse, somewhere in the vicinity, or at least in the same world. You don't choose the exact corpse—it's at the DM's discretion. [Revenant Ancestry]
7. Any Human Ability or Thief Ability.



Black Dougal, before his demise in Koriszegy Keep.

Borg the Fighter (a.k.a. Bork)

Choose any three Abilities:

1. **Alignment—Lawful** [Choose whether it counts as a Fighter level or Human level.]
2. **Coin.** Borg nearly always has ample Coin on hand. [General Ability, count as Fight or Human]
3. **Flaw—Low Charisma.** When you use this Ability, you suffer -1d12 Disadvantage on the Resolution Roll, but if you succeed on the roll, you gain 1 Experience Point...and if you fail, you gain 2 Experience Points! [Choose whether it counts as a Fighter level or Human level.]
4. **Flaw—Low Dexterity.** " "
5. **Flaw—Low Intelligence.** " "
6. **High Constitution**
7. **High Strength**
8. **Iconic Armor—Breastplate**
9. **Iconic Armor—Horned Helm**
10. **Iconic Armor—Shield**
11. **Iconic Equipment—Rope.** If you choose this Ability, then Borg almost always has rope on hand—even if he loses all his Equipment, he'll find a replacement Rope pretty soon. And Rope will consistently grant Advantage on relevant Resolution Rolls.
12. **Iconic Weapon—2 Daggers**
13. **Iconic Weapon—Long Sword**
14. **Iconic Weapon—Pole Axe**
15. **Iconic Weapon—Short Bow**

Equipment and Treasure: Even if you don't designate an Iconic armor, weapon, or item, you can still mark up to 12 mundane items in the Equipment boxes on your Character Sheet.



| | | | |
|---------------|----|----------------|--------|
| NAME: BORG | | CLASS: FIGHTER | |
| STR | 17 | HIT POINTS: | 6 |
| INT | 8 | | |
| WIS | 10 | ARMOR CLASS: | 3 |
| DEX | 7 | | |
| CON | 15 | ALIGNMENT: | LAWFUL |
| CHR | 6 | | |
| LEVEL: 1 | | X. POINTS: 0 | |
| | | (NEED 2,000) | |
| SAVING THROWS | | ATTACK ROLLS | |
| POISON | 12 | AC 0: | 17 |
| MAGIC WAND | 13 | AC 1: | 16 |
| PARALYSIS | 14 | AC 2: | 15 |
| DRAGON BREATH | 15 | AC 3: | 14 |
| SPELLS | 16 | AC 4: | 13 |
| | | AC 5: | 12 |
| EQUIPMENT | | AC 6: | 11 |
| 1 LONG SWORD | | AC 7: | 10 |
| 2 DAGGERS | | AC 8: | 9 |
| 1 SHIELD | | | |
| 1 SHORT BOW | | | |
| 20 ARROWS | | | |
| 50' ROPE | | | |
| 1 BACKPACK | | | |

Sister Rebecca, Cleric

Choose any three Abilities:

1. **Alignment—Lawful** [Choose whether that counts as a Human level or Cleric level.]
2. **Iconic Armor—Shield**
3. **Iconic Weapon—Mace**
4. **Spell—Cure Light Wounds**
5. Any Cleric Ability or Human Ability.

Tars the Fighter

Choose any three Abilities:

1. **Goblin Enmity.** Tars has had run-ins with Goblins.
2. Any Fighter Abilities or Human Abilities.

Gantry the Cleric

Choose any three Abilities:

1. **Goblin Enmity.** Gantry has had run-ins with Goblins.
2. **Spell—Cure Light Wounds**
3. Any Cleric or Human Abilities.

From page B15:

creature's hit point total to more than the normal amount. **EXAMPLE:** Tars the fighter normally has 6 hp. In a battle with goblins, he takes 5 points of damage. Gantry the cleric casts a **cure light wounds** spell on him during the battle, and rolls a 6 on the die, which cures up to 7 points of damage. Tars is restored to his original total of 6 hp, but the 2 extra points are wasted.

Sarien the Elf

Choose any three Abilities:

1. **Lizard Man Enmity—**Sarien has had ugly encounters with Lizard Kin.
2. **Spell—Sleep**
3. Any Elf, Fighter, or Magic-User Abilities.

From page B17:

with a single blow with any edged weapon. **EXAMPLE:** A party encounters 4 hungry lizard men. Sarien, an elf, casts a **sleep** spell at them. The DM rolls 2d8; the result of 7 means that 7 levels of

Huxley the Fighter

Choose any three Abilities:

1. **Iconic Armor—Plate Mail**
2. **Iconic Armor—Shield**
3. **Retreat!** Huxley's really skilled at running away.

EXAMPLE: Huxley (a fighter) wears plate mail armor and shield, for an Armor Class of 2. He opens a door and is surprised by a gargoyle. He doesn't have a magic weapon, so he can't hurt it. He tries to use a **fighting withdrawal** to let the other fighter get into the battle. Although the new fighter has a magic weapon, the gargoyle keeps attacking Huxley; he gets hit again. He decides to **retreat**. If

Mentzer "red box" iconics (1983):

This iconic party is based in the Town of Threshold. Hawk Fleetwood is the most prominent member. In one timeline, as third-level characters, the party confronted the young red dragon Venthavaxus (also known as Pyrostermia) in the mountains near Castle Mistamere.

And then when they reached 5th-level, they confronted Venthavaxus' sire, the Ancient Red, "Gib Evets," in the fifth level of the dungeon. In the fight with Ancient Red, the characters in the first sally were:

- &c Hawk Fleetwood, Fighter (male)
- &c Whisper-rain, Magic-User (female)
- &c Touchberry, Halfling (male)

They then fell back, and three more members stepped forward in the second sally (as seen in the pinball art):

- &c "Raven", Fighter (female)
- &c Eagle-Eyes, Fighter (male)
- &c Felonius, Magic-User (male)

&c Even though Hawk stepped back, he still received the full force of the breath weapon with his shield.

The other members of the party (Belrain, Clarion and "Clarius," Greegan, Rolf, and Silverglade) were further back in the marching order.

Hawk Fleetwood, as a 1st-level Veteran:

The name "Hawk" is from p.9.

Hawk's face looks quite different at different angles, and at different times.



Hawk's personal emblem.



Hawk Fleetwood, as a 2nd-level Warrior:

Hawk upgraded his armor with a chain hauberk and neck guard, tried out different helmets, bracers, and shoulder guards, and added a fur cape and fur-trimmed boots. Since he grew a goatee (and tried out a couple different styles), he no longer looks like Bono from U2. He has the thousand-mile stare of a hardened fighter, who's seen too much.



Hawk (here trying out Splint Mail) and Eagle-Eyes (not shown) slay a Minotaur and take its treasure chest.

Hawk Fleetwood as a 5th-level "Swashbuckler":

Hawk then let his hair grow out again, donned a horned helmet and scale mail shirt...and a magic sword! With his newfound prowess, he opted for a lighter, more mobile kit, dropping the chain bodysuit.



Hawk Fleetwood stats:

Choose any three Abilities:

1. **Flaw—Low Charisma.** When you use this Ability, you suffer -1d12 Disadvantage on the Resolution Roll, but if you succeed on the roll, you gain 1 Experience Point...and if you fail, you gain 2 Experience Points! [Choose whether it counts as a Fighter level or Human level.]
2. **Flaw—Low Intelligence.** " "
3. **High Constitution**
4. **High Dexterity**
5. **High Strength**
6. **Iconic Armor—(choose Chain Mail, Splint Mail, or Scale Mail)**
7. **Iconic Armor—(choose Steel Cap or Horned Helm)**
8. **Iconic Armor—Shield**
9. **Iconic Equipment—(choose Lantern, Oil Flask, Rope, or Waterskin).** If you choose this as an Ability, you'll always have that item available...even if is lost or destroyed, you'll soon find a new one somehow.
10. **Iconic Weapon—Dagger**
11. **Iconic Weapon—Sword**

Equipment. Even if you don't choose to make any Equipment iconic, you can write in up to 12 items of mundane Equipment at the bottom of the character sheet, including: Steel Cap or Horned Helm, Chain Mail or Scale Mail, Shield, Sword, Dagger, Oil Flask, Rope, and Waterskin.



A picture of Hawk's equipment.

DUNGEONS & DRAGONS® Character Record Sheet

| | | | |
|--|---|---|--|
| Player's Name _____ | | Dungeon Master _____ | |
| Character's Name _____ | | Alignment _____ | |
| Class _____ | Level _____ | <div style="border: 1px solid black; width: 100px; height: 100px; margin: 0 auto;"></div> Character Sketch or Symbol | |
| <div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto; display: flex; align-items: center; justify-content: center;"> 3 </div> Armor Class | <div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto; display: flex; align-items: center; justify-content: center;"> 6 </div> Hit Points | | |
| ABILITIES: 16 STRENGTH _____ adjustment 7 INTELLIGENCE _____ adjustment 9 WISDOM _____ adjustment 13 DEXTERITY _____ adjustment 14 CONSTITUTION _____ adjustment 8 CHARISMA _____ adjustment | | SAVING THROWS: 12 POISON or DEATH RAY 13 MAGIC WAND 14 TURN TO STONE or PARALYSIS 15 DRAGON BREATH 16 SPELLS or MAGIC STAFF | |

Hawk's character sheet from p.31 of the red box Players Manual.

Clarion, the Adept



Cleric

9 Strength
 11 Intelligence
 17 Wisdom (+2 bonus to Saving Throws vs. magic)
 8 Dexterity (-1 penalty to missile fire Hit rolls; +1 penalty to AC)
 14 Constitution (+1 bonus to hit point rolls)
 16 Charisma (+1 bonus to reactions)

Armor Class: 5 (includes Dexterity penalty)

Hit Points: 6 (roll of 5, +1 Constitution bonus)

Money: 10 gp

XP: 0

Equipment:

| | |
|----------------------|---------------|
| Chain mail & shield | Mace |
| Holy Symbol | 1 flask oil |
| Backpack | Iron rations |
| 6 tinder box torches | Rope (50') |
| 2 waterskins (full) | 2 small sacks |
| 2 large sacks | |

Clarion and Clarious' character sheet.

Choose any 3 Abilities:

1. **Coin.** Clarion nearly always has ample Coin on hand.
2. **Flaw—Low Dexterity.** When you use this Ability, you suffer -1d12 Disadvantage on the Resolution Roll, but if you succeed on the roll, you gain 1 Experience Point...and if you fail, you gain 2 Experience Points! [Choose whether it counts as a Cleric level or Human level.]
 1. **High Charisma**
 2. **High Constitution**
 3. **High Wisdom**
 4. **Iconic Armor—(choose Breastplate or Chain Mail)**
 5. **Iconic Armor—Winged Helm**
 6. **Iconic Armor—Shield**
 7. **Iconic Equipment—(choose one: Holy Symbol, Oil Flask, Iron Rations, Rope, Waterskins)** If you choose this as an Ability, you'll always have that item available...even if is lost or destroyed, you'll soon find a new one somehow.
 8. **Iconic Weapon—Mace**

Normal Equipment: Even if you don't choose the Iconic Equipment Ability, you can write in up to 12 items of mundane Equipment at the bottom of the character sheet. See the list of Equipment above.

"Clarious" the Cleric

Brother of Clarion. They are Mystaran parallels of Mercion (female Cleric) and Mercious (male Cleric) who live in MOTHERLAND: the World of LJN Action Figures. Choose any 3 Abilities:

1. **Coin.** Clarious nearly always has ample Coin on hand.
2. **Flaw—Low Dexterity.** When you use this Ability, you suffer -1d12 Disadvantage on the Resolution Roll, but if you succeed on the roll, you gain 1 Experience Point...and if you fail, you gain 2 Experience Points! [Choose whether it counts as a Cleric level or Human level.]
3. **High Charisma**
4. **High Constitution**
5. **High Wisdom**
6. **Iconic Armor—Chain Mail**
7. **Iconic Armor—Shield**
8. **Iconic Equipment—(choose one: Holy Symbol, Oil Flask, Iron Rations, Rope, or Waterskins)** If you choose this as an Ability, you'll always have that item available...even if is lost or destroyed, you'll soon find a new one somehow.
9. **Iconic Weapon—Mace**
10. **Spell—Detect Magic**
11. **Spell—Resist Cold**

Equipment: Even if you don't choose to make any Equipment iconic, you can write in up to 12 items of mundane Equipment at the bottom of the character sheet. See the list of Equipment above.



use missile weapons.
This spell will not affect a **Magic Missile** (magic-user's) spell. If the cleric attacks anything during the spell's duration, the effect changes slightly. "Enchanted" creatures are then able to touch the magic-user, but the Hit roll and Saving Throw adjustments still apply until the spell duration ends.

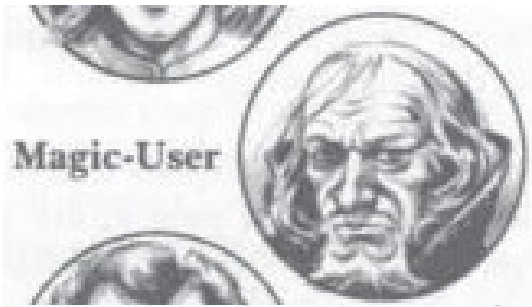
Purify Food and Water

Range: 10'
Duration: Permanent
Effect: See below

This spell will make spoiled or poisoned food and water safe and usable. It will purify one ration of food (either Iron or Standard rations), or 6 waterskins of water, or enough normal food to feed a dozen people. If cast at mud, the spell will cause the dirt to settle, leaving a pool of pure, clear water. The spell will not affect any living creature.



Felonius, the Seer



Duration: Permanent
Effect: One portal or lock

This spell is a more powerful a **Hold Portal** spell. It will wo lock, not merely doors, and forever (or until magically). However, a **Knock** spell can l open the **Wizard Lock**. A wizi door may be opened easily by i user casting the **Wizard Lock** by any magic-using character of 3 or more Levels (or greater than the caster. Any s ing does not remove the magi lock will relock when allowe (just as the **Hold Portal** spell)



Magic-User

8 Strength (-1 penalty to Hit rolls, damage rolls, opening doors)
 17 Intelligence (+2 added languages)
 11 Wisdom
 16 Dexterity (+2 bonus on missile fire Hit rolls, -2 Armor Class bonus)
 14 Constitution (+1 bonus to hit point rolls)
 9 Charisma

Armor Class: 7 (includes Dexterity bonus)
Hit Points: 4 (roll of 3, +1 Constitution bonus)
Money: 10 gp
XP: 0

Equipment:

| | |
|--------------------|--------------------|
| Backpack | Iron rations |
| 1 silver dagger | 1 Holy water |
| Lantern | 4 flasks oil |
| Tinder box | Small metal mirror |
| 1 waterskin (full) | 1 wineskin (full) |
| 2 small sacks | 2 large sacks |



Choose any 3 Abilities:

1. **Coin.** Felonius nearly always has Coin on hand.
2. **Flaw—Low Strength**
3. **High Consitution**
4. **High Dexterity**
5. **High Intelligence**
6. **Iconic Equipment—**(choose one: **Holy Water, Iron Rations, Lantern, Oil Flasks, Small Metal Mirror, Waterskins**) If you choose this as an Ability, you'll always have that item available...even if is lost or destroyed, you'll soon find a new one somehow.
7. **Iconic Implement—Silver Dagger**
8. **Spell—Shield**
9. **Spell—Sleep**
10. **Spell—Phantasmal Force** [Pre-Requisite: Must have one level in Magic-User]

Greegan, the Footpad

Greegan is the Thief of the Threshold party. Choose three Abilities:

1. **Coin.** Greegan nearly always has Coin on hand.
2. **Flaw—Low Charisma.** When you use this Ability, you suffer -1d12 Disadvantage on the Resolution Roll, but if you succeed on the roll, you gain 1 Experience Point...and if you fail, you gain 2 Experience Points!
3. **High Dexterity**
4. **High Intelligence**
5. **High Strength**
6. **Iconic Armor—Leather**
7. **Iconic Equipment—(choose one: Iron Rations, Lantern, Oil Flasks, Thieves Tools, Wolfsbane)** If you choose this as an Ability, you'll always have that item available...even if is lost or destroyed, you'll soon find a new one somehow.
8. **Iconic Weapon—Dagger**
9. **Iconic Weapon—Sword**

One curious fact about Greegan: an Evil "mirror version" of Greegan exists in another world. Fox Fingers (also spelled Foxfingers) is an Evil Thief, and is a member of the League of Malevolence in the World of Motherland...the homeworld of the LJN AD&D Action Figure characters.



*Though they look exactly alike, their stats are quite different. Fox Fingers (18 STR!) is stronger than Greegan, is cannier (13 WIS vs. 9 WIS), but dumb as a rock (INT 7 vs. INT 14)
Compare Greegan's stats (on the left) versus Fox Finger's stats (on the right).*

Thief

16 Strength (+2 bonus on Hit rolls, damage rolls, and opening doors)
14 Intelligence (+1 added language)
9 Wisdom
17 Dexterity (+2 bonus to missile fire Hit rolls, -2 Armor Class bonus)
11 Constitution
8 Charisma (-1 penalty to reactions)

Armor Class: 5 (includes Dexterity bonus)
Hit Points: 4 (roll of 4, no adjustments)

Money: 3 gp
XP: 0

Equipment:

| | |
|----------------|----------------|
| Backpack | Iron rations |
| Leather armor | Wolfsbane |
| Sword (normal) | Dagger |
| Lantern | 3 flasks oil |
| Tinder box | Thieves' tools |
| 2 small sacks | 2 large sacks |

#112 FOX FINGERS™ Thief

FOX FINGERS™ Thief

S 18; **I** 7; **W** 13; **C** 10; **D** 18; **CH** 7; **ALC**; **LV** 13; **AC** 4; **hp** 36; **P/D** 7; **MW** 8; **S/P** 7; **DB** 10; **SP/MS** 8; **THACO** 7 [3 Backstabbing]
OL 97 **RT** 97 **PP** 115/99 **MVS** 98
CSS 99 **HS** 95 **HN** 1-5

Wears leather armor; carries *dagger* +2, sword, light crossbow and 10 quarrels.

FOX FINGERS™ Thief could steal a newlywed's wedding ring without alerting the owner. He carries a magical dagger that he picked up in the great Southern Desert. The wavy style of its blade suggests that it was forged by a desert magician or spirit. **FOX FINGERS** also carries a light crossbow on his back under his cloak, and a secret dagger in his right boot. He has dark red hair that gives him the look of a fox, and the slyness of a fox when pursued. When exposed to the Heartstone, **FOX FINGERS** began to hate everyone who knew he was a thief. He may join **KELEK™** Evil Sorcerer against **RINGLERUN™** Good Wizard, but

once **RINGLERUN** is destroyed, **FOX FINGERS** intends to destroy each of **KELEK**'s helpers, and **KELEK** himself.

Note the visual similarities: Greegan (upper left) and Fox Fingers with Warduke (upper right and bottom).



Foxfingers is a sly master thief. And Warduke is an evil warrior.

Rolf, the Denwarf Warrior



Dwarf

16 Strength (+2 bonus on Hit rolls, damage rolls, and opening doors)
 7 Intelligence
 11 Wisdom
 14 Dexterity (+1 bonus to missile fire Hit rolls, -1 Armor Class bonus)
 9 Constitution
 9 Charisma

Armor Class: 1 (includes Dexterity bonus)

Hit Points: 6 (roll of 6, no adjustments)

Money: 7 gp

XP: 0

Equipment:

| | |
|------------------|----------------|
| Backpack | Iron rations |
| Plate mail armor | Shield |
| Sword (normal) | Dagger |
| Small hammer | 12 iron spikes |
| Rope (50') | Wolfsbane |
| 1 full wineskin | |



Choose three Abilities:

1. **Flaw—Low Intelligence.** When you use this Ability, you suffer -1d12 Disadvantage on the Resolution Roll, but if you succeed on the roll, you gain 1 Experience Point...and if you fail, you gain 2 Experience Points!
2. **High Dexterity**
3. **High Strength**
4. **Iconic Armor—(choose one: Plate Mail or Scale Mail)**
5. **Iconic Armor—Shield**
6. **Iconic Armor—(choose one: Steel Cap or Horned Cap)**
7. **Iconic Equipment—(choose one: Iron Rations, Iron Spikes, Rope, Small Hammer, Wineskin, Wolfsbane).** If you choose this as an Ability, you'll always have that item available...even if is lost or destroyed, you'll soon find a new one somehow.
8. **Iconic Weapon—(choose one: Battle Axe or Sword)**

Belrain, the Warrior-Seer

Belrain's name means "Great Wandering" in the Alfish tongue.



Elf

16 Strength (+2 bonus on Hit rolls, damage rolls, and opening doors)
 9 Intelligence
 7 Wisdom (-1 penalty on Saving Throws vs. magic)
 14 Dexterity (+1 bonus to missile fire Hit rolls, -1 Armor Class bonus)
 9 Constitution
 11 Charisma

Armor Class: 3 (includes Dexterity bonus)

Hit Points: 5 (roll of 5, no adjustments)

Money: 10 gp

XP: 0

Equipment:

| | |
|------------------|--------------|
| Backpack | Iron rations |
| Chain mail armor | Shield |
| Long bow | 20 arrows |
| Sword (normal) | Rope (50') |
| 2 small sacks | 1 large sack |
| Wolfsbane | |

Spell Book: Read Magic, Charm Person

See page 46 for special abilities and full class description.

Choose any three Abilities:

1. **Coin.** Belrain nearly always has ample Coin on hand.
2. **Flaw—Low Wisdom.** When you use this Ability, you suffer -1d12 Disadvantage on the Resolution Roll, but if you succeed on the roll, you gain 1 Experience Point...and if you fail, you gain 2 Experience Points!
3. **High Dexterity**
4. **High Strength**
5. **Iconic Armor—Chain Mail**
6. **Iconic Armor—Shield**
7. **Iconic Equipment—(choose one: Iron Rations, Rope Wolfsbane)** If you choose this as an Ability, you'll always have that item available...even if is lost or destroyed, you'll soon find a new one somehow.
8. **Iconic Weapon—Long Bow**
9. **Iconic Weapon—Sword**
10. **Iconic Weapon—Staff**

Silverglade the Alf

The name is from page 52 of the red box Players Manual.



Choose any three Abilities:

1. **Coin.** Silverglade nearly always has ample Coin on hand.
2. **Iconic Weapon—Sword**
3. **Treasure Gatherer.** Silverglade is skilled at shovelling gold into sacks.
4. Any Alf Ability, Fighter Ability, or Magic-User Ability.

Touchberry, the Hin Warrior

There may be two different Iconic halflings, one with light hair and a pointy nose (Touchberry), and the other (unnamed) with dark hair and a round nose. Yet they're presented here together as a single entry.



Halfling

16 Strength (+2 bonus on Hit rolls, damage rolls, and opening doors)
 11 Intelligence
 14 Wisdom (+1 bonus on Saving Throws vs. magic)
 9 Dexterity
 9 Constitution
 7 Charisma (-1 penalty to reactions)

Armor Class: 4

Hit Points: 5 (roll of 5, no adjustments)

Money: 6 gp

XP: 0

Equipment:

| | |
|-------------------|--------------------|
| Backpack | Iron rations |
| Chain mail armor | Shield |
| Short bow | 20 normal arrows |
| Short sword | 4 silver arrows |
| Tinder box | 6 torches |
| 1 wineskin (full) | 1 waterskin (full) |



Choose any three Abilities:

1. **Coin.** Touchberry nearly always has ample Coin on hand.
2. **Flaw—Low Charisma**
3. **High Strength**
4. **High Wisdom**
5. **Iconic Armor—Chain Mail**
6. **Iconic Equipment—(choose one: Iron Rations, Torches & Tinderbox, Silver Arrows, Waterskin)**
7. **Iconic Weapon—Short Bow**
8. **Iconic Weapon—Short Sword**
9. **Treasure Gatherer.** Touchberry is skilled at shovelling gold into sacks.

Whisper-rain the Magic-User

The unnamed dark-haired Magic-User who cast the Invisibility spell is assigned the name "Whisper-rain"—one of the sample names from p.52 of the Players Manual. There's also a blond "Goldmoon-like" Magic-User in Elmore's draft "Ancient Red" sketch. Yet they're presented here together as a single entry. Maybe she bleached her hair.

Choose any three Abilities:

1. **Iconic Implement—Staff** [Magic-User Ability]
2. **Spell—Invisibility** [Prerequisite: one other level of Magic-User Ability. In other words: can't take this if you choose two Human Abilities.]
3. Any other Magic-User Ability or Human Ability.



"Raven," the Archer-Valkyrie

The name "Raven" is coined to serve as a moniker for the black-haired archer (Fighter) seen in the Red Box, and the black-haired Valkyrie seen in the grip of Ancient Red in the D&D pinball game (she should've stayed in archer mode from a distance!). These would be images of the same Fighter at levels 1 and 5.

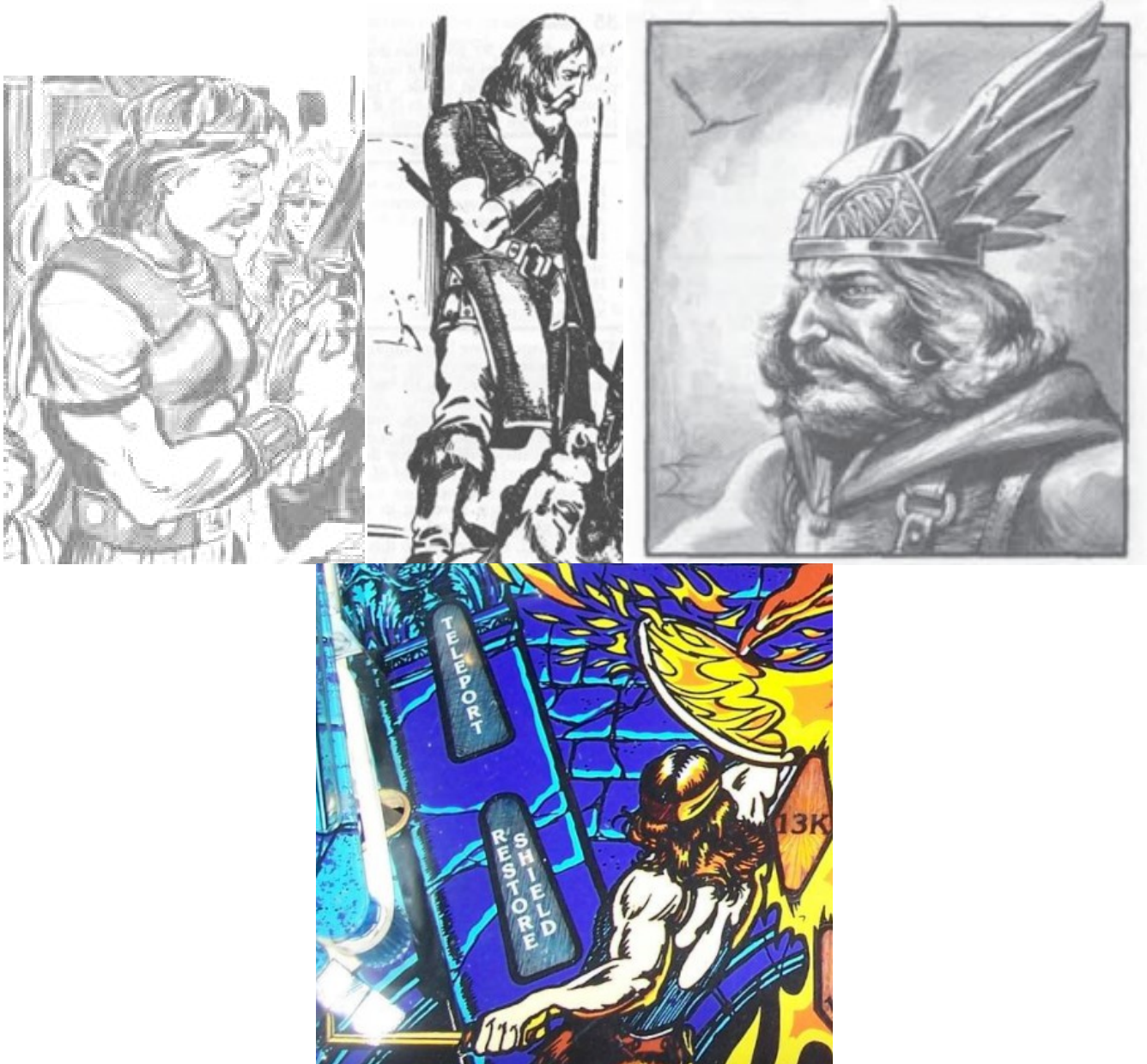


Choose any three Abilities:

1. **Iconic Armor—Scale Mail**
2. **Iconic Weapon—Bow**
3. **Iconic Weapon—Dagger**
4. **Iconic Weapon—Sword**
5. Any Fighter Ability or Human Ability.

Eagle-Eyes, the Barbarian

We know that another male warrior joined Hawk Fleetwood in the fight against Ancient Red, as seen in the 1987 D&D pinball game. This warrior was bare-chested, and wore a headband. We conflate this warrior with "Eagle-Eyes," a warrior named and depicted on p.52 of the red box Players Manual. (Note the eagle soaring in the background.) Both seem to like the aesthetic of a circlet-like headband, they have similar bushy dusty-brown hair, and both like to bare their skin, as seen in Eagle-Eyes' bare arms. In terms of later editions, he'd be a Barbarian.



Choose any three Abilities:

1. **Berserker.** When Eagle-Eyes gets angry, watch out!
2. **Coin.** Eagle-Eyes nearly always has ample Coin on hand.
3. **Eagle Eyes.** He's good at spotting things.
4. **Iconic Armor—(choose Breastplate or Chain Mail)**
5. **Iconic Armor—Winged Helm**
6. **Iconic Armor—Shield**
7. **Iconic Weapon—Sword**
8. **Unarmored Defense.** Eagle-Eyes dodges and shrugs off nicks that would fell a lesser man.
9. Any Fighter Ability or Human Ability.