



FOR PLAYERS

Fundamentals



Player's Handbook

The complete set of basic rules for every AD&D® game player appears in this updated volume, with special rules for more detailed play. Fantasy races, character classes, skills, equipment, mapping tips, combat and movement tables, and hundreds of spells fill these pages, making it a requirement for every gamer.

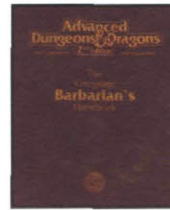
Character Record Sheets

Each offers the player a handy place to note a character's vital statistics, possessions, and treasure for easy reference during play.

Handbooks

Player's Handbook Supplements

Go beyond the basics with these informative volumes, each offering new rules to further customize and develop game characters. New character kits, personalities, weapons, spells, and tips for better play are offered for players and DMs alike.



- Complete Fighter's Handbook
- Complete Priest's Handbook
- Complete Wizard's Handbook
- Complete Thief's Handbook
- Complete Psionics Handbook
- Complete Bard's Handbook
- Complete Ranger's Handbook
- Complete Paladin's Handbook
- Complete Druid's Handbook
- Complete Barbarian's Handbook
- Complete Ninja's Handbook
- Complete Book of Dwarves
- Complete Book of Elves
- Complete Book of Gnomes and Halflings
- Complete Book of Humanoids

FOR PLAYERS AND DUNGEON MASTERS

Gaming Tools

DUNGEON MASTER DECKS® Accessories

All the information you need most is now at your fingertips! Hundreds of cards come with each deck, each card summing up the game statistics for a spell, magical item, psionic power, or fantasy encounter—with symbols for fast identification.

- Deck of Priest Spells
- Deck of Magical Items
- Deck of Psionic Powers
- Deck of Encounters, Set One (DM's Accessory)
- Deck of Encounters, Set Two (DM's Accessory)



Accessories

DUNGEON MASTER® Option High-Level Handbook

The highest peaks of character development are reached in this volume, which presents not only special powers that high-level characters can achieve but also guidelines for DMs on running complex and thrilling adventures for the most powerful of all heroes.

Tome of Magic

Over 200 new spells for wizards and priests, plus a host of new magical items and new schools and spheres of magic—what more can you ask for? No DM or player should be without this tome for long!

PLAYER'S OPTION™ Rulebooks

The outer limits of the AD&D game are explored in these books, which present a vast array of optional rules for experienced DMs and players. Expanded systems for combat, magic use, and character creation make this series invaluable to serious gamers.

- PLAYER'S OPTION Rulebook: Combat & Tactics
- PLAYER'S OPTION Rulebook: Skills & Powers

ENCYCLOPEDIA MAGICA™ Series

Every magical item ever created for the AD&D game in the last 20 years is here in this comprehensive encyclopedia! Updated to 2nd Edition game standards, these devices span the range from minor trinkets to super-powered artifacts. This assortment of treasure is without parallel in any game system!



Sample file

Accessories

Player's Screens

At last—gaming screens for players, too! The game information most often used by players is all here. Important charts and tables are given on a fold-up cardboard screen for quick reference, and spell lists, kits, and combat details appear on sheets that can be dropped into any character folder.

- Fighter's Screen
- Priest's Screen
- Wizard's Screen
- Thief's Screen

Player Packs

Players will find each of these the ideal all-in-one package: a slick carrying case filled with miniatures, player screen, painting guides, character record sheets, instructions, and more, with room for extra books and papers!

- Fighter's Player Pack
- Priest's Player Pack
- Wizard's Player Pack
- Thief's Player Pack



Adventures

ONE-ON-ONE™ Adventure Series

These adventures are aimed at the smallest of gaming groups, one player and one DM. Perfect for giving low-level characters more experience, these balance skills at problem-solving and combat to offer high excitement at a low price.

- Fighter's Challenge II
- Wizard's Challenge II
- Thief's Challenge II
- Cleric's Challenge II



FOR DUNGEON MASTERS Fundamentals

DUNGEON MASTER® Guide

The single most important reference for any DM, this volume gives you the lowdown on how to create and run your own AD&D game campaign. From world-making to treasure-sorting, from role-playing to adventure generation, the DMG has it all.

MONSTROUS MANUAL™ Accessory

Where else can you find over 600 monsters of every sort, each with full game statistics and a full-color illustration of the beast in action? This is a fundamental reference for every DM.

DUNGEON MASTER® Screen & Master Index

This self-standing cardboard screen puts vital combat and encounter tables right before your eyes. It also hides your secret maps, die rolls, and adventure information from players.

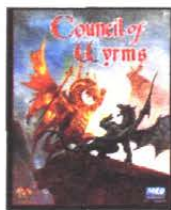
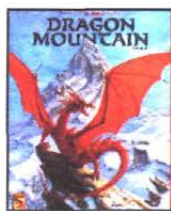
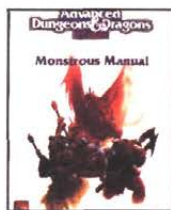
Adventures

The ultimate DMs' fantasies have been put together in these deluxe adventures, which can be set in any campaign world against almost any type of heroic group.

- DRAGON MOUNTAIN™ Adventure
- Night Below: The Underdark Campaign
- Temple, Tower, & Tomb
- The Dancing Hut of Baba Yaga
- Labyrinth of Madness

COUNCIL OF WYRMS™ Adventure

Unique among all of TSR's adventures, this boxed set allows players to gain dragons as characters! A whole world has been created for these most powerful and awesome creatures, with complete guidelines for running campaigns and adventures where dragons rule.



Accessories

Book of Artifacts

This coveted collection of phenomenal devices features long-buried favorites from the original AD&D game tomes, as well as many new relics and devices native to certain TSR campaign worlds, all greatly expanded for AD&D 2nd Edition game players. You'll even learn how to create artifacts and other magical devices for your own campaign!

DUNGEON MASTER® Guide Supplements

Add depth to your fantasy campaign and bring your adventures to greater life with these vital and comprehensive handbooks!

- Arms and Equipment Guide (handy for players, too!)
- Monster Mythology (nonhuman deities)
- The Complete Book of Villains (the best NPC book ever!)
- The Complete Book of Necromancers (the ultimate bad guys)

MONSTROUS COMPENDIUM® Annuals

One manual of monsters is not enough! Each year, a new compendium of bizarre horrors and startling creations is assembled, guaranteed to astonish the players, enliven the campaign, and please the DM.

Advanced
Dungeons & Dragons[®]
WORLDS OF ADVENTURE Rulebook

PLAYER'S OPTION:[™]
Combat & Tactics



Foreword

Way back in issue #39 of DRAGON® Magazine, I found a great article called *Good Hits and Bad Misses*. My friends and I had been playing the AD&D® game for a couple of years, and we took one look and adopted the article's critical hit and fumble system. We ignored every piece of advice about responsible use of the system and began using the critical tables in our next game.

Our epic battles turned into bloodbaths. Our group of adventurers left a trail of dismemberment and sucking chest wounds in our wake. I distinctly recall one battle in which my character, a dwarven fighter named Hendel, had the unbelievable misfortune of losing one leg, an arm, and the other leg at the ankle. He still had 30 hit points left, so Hendel kept on battling, swinging his axe with great war-cries as he crawled along after his enemies. Talk about your suspended disbelief!

Now it occurs to me that maybe, just maybe, even Conan (or Godzilla!) would have been incapacitated by these injuries. In fact, maybe Hendel, if role-played well, would have curled up into a ball and cried for his mother when he lost that first leg. I sure would have. But we had a great time with it, even when fumbles led to friendly-fire decapitations and other such incidents.

The point to all this is that any fantasy role-playing game has a pretty tough job in creating fast but *seemingly* realistic combat rules, and the AD&D game, even with variant rules like the critical hit system we ran *around* with, is basically an abstract game. The *Combat & Tactics* book is a compromise that adds some detail to combat—not to make it more *realistic*, but to make combat more *believable*. There are darn good reasons why people stop fighting after they lose a couple of limbs, why 12th-level fighters don't turn their backs on guys with knives in their hands, and why people ought to be polite to angry folks pointing loaded crossbows at them.

If you're one of those players who thinks, "Hey, it's only 1d4 points of damage, what do I care?" (and who hasn't, once in a while?) you'll find that this book's going to make you think twice. I can't think of a single example in all of fantasy literature where a character wasn't concerned about someone trying to put a knife or arrow in him; why should your character be any different? *Combat & Tactics* rewards common sense and quick thinking. Taking needless risks and making bad decisions can get a person killed in a fight. Don't you think your character would see things the same way?



Rich Baker
November, 1994

Before anyone ever thought about creating a role-playing game, there was a little set of rules called the CHAINMAIL game. With that slim booklet in hand, one could use miniature figures to conduct medieval battles, from sweeping conflicts in which huge armies of steel-clad men fought for honor and booty, to small bands of heroes storming formidable castles, to forces of elves taking up their bows against fearsome dragons.

The CHAINMAIL rules were hardly the last word in historical accuracy, but they were easy to learn and easy to play. They also did a great job of conveying what it might have been like to see a medieval battle unfolding before you. The CHAINMAIL game eventually gave rise to the first fantasy campaigns, but a set of miniatures rules is not a role-playing game, and it wasn't long before the D&D® game, and later the AD&D game, came along to replace it. Nevertheless, the CHAINMAIL rules for tabletop combat remain at the root of the AD&D game.

The AD&D game is about more than combat, but what fantasy adventure is complete without at least one pitched battle where the heroes prevail by the strength of their sword arms and the sharpness of their wits? The *Combat & Tactics* book is for anyone whose heart races (as mine does) at the thought of clashing arms; not just hack 'n slash, but heroic battles with swirling action, ringing steel, and eldritch flashes of magic. You won't find 20 pages of tables telling you exactly where a sword blow lands in this book, but you will find plenty of ways to make combat more than a dice-rolling contest or an exercise in subtracting hit points from your character's total. If along the way you learn to stay away from fights unless you're sure your party can win them, that's even better.



Skip Williams
November, 1994

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