OD&D 3LBB Quickstart

Making a Character

1. **Roll abilities.** 3d6 in order: STR, INT, WIS, CON, DEX, CHA.
2. **Choose class** — Cleric, Fighting-Man, or Magic-User — and race: Human (any class), Dwarf (Fighting-Man), Halfling (Fighting-Man), Elf (Fighting-Man or Magic-User, choosing anew each adventure).
3. **Trade points into your prime requisite** if you like: Clerics 3 STR or 2 INT per point of WIS; Fighting-Men 2 INT or 3 WIS per point of STR; Magic-Users 2 WIS per point of INT. No score drops below 9.
4. **Roll hit points.** Cleric 1d6; Fighting-Man 1d6+1; Magic-User 1d6. Add CON adjustment. An Elf rolls for both classes and uses the better.
5. **Pick alignment:** Law, Neutrality, or Chaos. Clerics are Lawful or Chaotic only.
6. **Roll 3d6 × 10 gp** and buy equipment (right).
7. **Record** AC, movement, saves, languages, and your XP adjustment.

Ability Scores

STR Prime requisite for Fighting-Men. No effect on combat.

INT Prime requisite for Magic-Users. Grants one extra language per point above 10.

WIS Prime requisite for Clerics.

CON 15 or more: +1 hit point per hit die. 6 or less: −1 per hit die. Also sets your chance of surviving hard magic (petrification, polymorph, resurrection):

CON	≤6	7	8	9	10	11	12	13+
Survive	0%	40	50	60	70	80	90	100

DEX High: +1 to missile fire. Low: −1 to missile fire. Nothing else.

CHA Sets how many hirelings you may keep and how loyal they are:

CHA	3–4	5–6	7–9	10–12	13–15	16–17	18
Max hirelings	1	2	3	4	5	6	12
Loyalty	−2	−1	—	—	+1	+2	+4

XP adjustment from your prime requisite: 15+ earns +10%; 13–14 +5%; 9–12 nothing; 6–8 −10%; 3–5 −20%.

Languages

Common and your alignment tongue are free. Each point of INT over 10 adds a creature tongue — roll d20 or choose with your referee.

d20	Tongue	d20	Tongue	d20	Tongue
1	Dwarf	8	Hobgoblin	15	Pixie
2	Elf	9	Gnoll	16	Nixie
3	Gnome	10	Ogre	17	Dryad
4	Halfling	11	Troll	18	Merman
5	Kobold	12	Giant	19	Ent
6	Goblin	13	Dragon	20	Lycanthrope
7	Orc	14	Centaur		

Classes

Cleric · *Acolyte*

- Any armor and shield. Blunt weapons only: mace, flail, hammer, club.
- Turn undead — see the table below.

Fighting-Man · *Veteran*

- Any weapon, any armor, shield.

Magic-User · *Medium*

- Dagger only. No armor, no shield.
- Owns a book of 1st-level spells (referee decides its contents). Studies one spell each day; casting it spends it until re-studied.

Races

DWARF Fighting-Man (to 6th). Notices slanting passages, traps, shifting walls and new construction underground. Saves as if four levels higher. Only race that can fully use the +3 war hammer. Speaks Dwarvish, Gnome, Kobold, Goblin.

ELF Fighting-Man (to 4th) or Magic-User (to 8th), picking which to act as before each adventure and gaining the benefits of both — may cast spells in magic armor. Better at spotting secret doors. Ghoul touch does not paralyse elves. Fights certain foes with the *Chainmail* elf bonuses. Speaks Elvish, Orc, Hobgoblin, Gnoll.

HALFLING Fighting-Man (to 4th). Deadly accurate with missiles (*Chainmail* bonus — ask your referee). Saves as if four levels higher.

HUMAN Any class, no level limit.

Languages: see the table at left.

Saving Throws

Class	Death, Poison	Wands	Stone	Breath	Staves, Spells
Cleric	11	12	14	16	15
Fighting-Man	12	13	14	15	16
Magic-User	13	14	13	16	15

Roll d20; the target or higher saves. Dwarves and Halflings subtract 2 from every target.

Turning Undead

A Cleric holding up a holy symbol rolls 2d6. Meeting the target turns 2d6 of that kind, who flee; anything stronger cannot be turned at 1st level.

Undead	Skeleton	Zombie	Ghoul	Wight & worse
2d6 needed	7	9	11	No

Armor & Load

Armor	AC	Weight	Cost
None	9	—	—
Leather	7	250	15 gp
Chain mail	5	500	30 gp
Plate mail	3	750	50 gp
Shield	−1	150	10 gp
Helmet	—	50	10 gp

Lower AC is better. Weight is in gold pieces (coins); a weapon weighs 30–150, gear about 80 for a normal kit. Movement comes from total load:

Load carried	Move	Typical
Up to 750	12″	Leather & shield, or less
751–1,000	9″	Chain & shield
1,001–1,500	6″	Plate & shield
1,501–3,000	3″	Heavily loaded — the limit

12″ means 120 feet per dungeon turn while exploring. Sacks and mules carry the rest.

Equipment & Prices (gp)

Weapons Dagger 3 · Hand axe 3 · Mace 5 · Sword 10 · Battle axe 7 · Morning star 6 · Flail 8 · Spear 1 · Pole arm 7 · Halberd 7 · Two-handed sword 15 · Lance 4 · Pike 5

Missiles Short bow 25 · Long bow 40 · Composite bow 50 · Crossbow 15 · Heavy crossbow 25 · 20 arrows or 30 quarrels 5 · Silver-tipped arrow 5

Gear Backpack 5 · Large sack 2 · Small sack 1 · Water/wine skin 1 · Iron rations (week) 15 · Standard rations 5 · Wine (quart) 1 · 50′ rope 1 · 10′ pole 1 · 12 iron spikes 1 · 6 torches 1 · Lantern 10 · Flask of oil 2 · Tinder box 1 · Steel mirror 5 · Stakes & mallet 3

Holy & herbal Wooden cross 2 · Silver cross 25 · Holy water 25 · Garlic 5 · Wolfsbane 10 · Belladonna 10

Beasts Mule 20 · Light horse 40 · Medium horse 100 · Heavy horse 200 · Saddle 25 · Saddle bags 10 · Cart 100 · Wagon 200

Suggested First Purchases

Cleric Chain mail, shield, helmet, mace, wooden cross, backpack, iron rations, 6 torches, tinder box — 79 gp. Add holy water for 104 gp.

Fighting-Man Chain mail, shield, helmet, sword, dagger, backpack, iron rations, 50′ rope, 6 torches, tinder box — 86 gp. Plate mail instead of chain makes it 106 gp.

Magic-User Dagger, backpack, iron rations, lantern, flask of oil, 10′ pole, 50′ rope — 37 gp.

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The Dungeon Turn (10 minutes)

1. **Wandering monsters.** The referee rolls d6 each turn; a 6 brings one.
2. **The party acts.** Two moves at your rate while exploring and mapping; faster only when fleeing or on known ground.
3. **Rest.** One turn of rest in every six, and after any flight.

Doors Stuck: open on 1–2 on d6, and they swing shut again unless spiked. Monsters open them freely. A 1–2 on d6 also means a trap goes off when disturbed.

Listen At a door, hear noise beyond on 1 on d6; elves, dwarves and halflings on 1–2. Undead make no sound.

Secret doors One turn to search a 10′ length: found on 1–2 on d6, elves on 1–4.

Ropes & spikes The referee rules on climbing, holding doors and the rest.

Light

SOURCE	RADIUS	LASTS	COST
Torch	30′	Referee's call	6 for 1 gp
Lantern	30′	Per flask, referee's call	10 gp + 2 gp oil
***Light* spell**	15′	6 turns + level	—

Light gives away your position. Most monsters see without it. Burning oil can be thrown or poured.

Encounters

Surprise. Each side rolls d6; on 1–2 it is surprised and the other side gets a free move or attack. Surprised at 1d3 × 10′; otherwise 2d4 × 10′.

Reaction. When a monster's mood is in doubt, the referee rolls 2d6, adding a spokesman's CHA loyalty bonus:

2D6	REACTION
2	**Attacks**
3–5	**Hostile, likely to attack**
6–8	**Uncertain — roll again next round**
9–11	**Friendly enough**
12	**Enthusiastic**

Pursuit. Monsters chase if faster. Most beasts stop for dropped food; most thinking creatures stop for dropped treasure. A door shut behind you may buy a turn. Burning oil across a corridor stops many.

Morale. Player characters never check. Hirelings have a loyalty score (3d6 plus CHA bonus) the referee tests in danger. Monster morale is left to the referee — the booklets point to *Chainmail*.

The Melee Round (1 minute)

The booklets offer *Chainmail* or the **alternative combat system** below, which nearly every table uses. Ten rounds make a turn.

1. **Each side rolls d6**; the higher goes first.
2. **Move**, or fire missiles if you did not move.
3. **Cast.** Declare spells. Declared spells cast in this phase next round.
4. **Melee.** Everyone in reach attacks once. A rank of spearmen may strike past the front rank.

Exact ordering within a round is the referee's — the booklets leave it open.

Attack Rolls

Roll d20 and add magic bonuses (and DEX for missiles). Meet or beat the number under the target's AC.

ATTACKER	AC 9	8	7	6	5	4	3	2
Any character, level 1–3	10	11	12	13	14	15	16	17
Monster, up to 1 HD	10	11	12	13	14	15	16	17
Monster, 1+1 to 2 HD	9	10	11	12	13	14	15	16
Monster, 2+1 to 3 HD	8	9	10	11	12	13	14	15
Monster, 3+1 to 4 HD	7	8	9	10	11	12	13	14

Shortcut: roll + enemy AC ≥ 19 hits for 1st–3rd level characters and monsters of 1 HD or less.

Damage Every hit does 1d6, whatever the weapon. Monsters do 1d6 per attack unless the referee says otherwise.

Zero hit points Dead.

Healing Rest: nothing on the first day, then 1 hit point per day.

Silver & magic Some monsters (lycanthropes, wights, wraiths and worse) are hurt only by silver or magic weapons.

Oil, holy water Useful against undead and pursuers; effects are the referee's call.

Missile Ranges

WEAPON	RANGE	WEAPON	RANGE
Short bow	15″	**Crossbow**	18″
Long bow	21″	**Heavy crossbow**	24″
Composite bow	24″	**Thrown dagger or spear**	3″

1″ is 10 feet underground. Firing into a melee hits a random target.

Wandering Monsters

On a 6, the referee rolls on the monster table for the dungeon level to see what comes, rolls how many appear, then checks surprise and distance as under Encounters. Deeper levels bring nastier tables; noise and light draw more checks.

First-Level Magic-User Spells

Charm person One two-legged, roughly man-sized creature (not undead — but kobolds, orcs, gnolls, pixies and the like count) falls under your sway. Save negates. (Until dispelled; range 12″)

Detect magic Tells whether a person, place or thing is enchanted — a magic item, a held door. (Short duration)

Hold portal Holds a door or gate shut. *Knock* opens it; a strong anti-magical creature shatters it. (2d6 turns)

Light A circle of light 30′ across, dimmer than daylight. (6 turns + level)

Protection from evil Enchanted monsters cannot touch you; evil foes are –1 to hit you and you save at +1. Not cumulative with magic armor or rings. (6 turns)

Read languages Understand any writing. (One or two readings)

Read magic Read the incantations on scrolls and items; without it magic is unreadable even to a Magic-User. (One or two readings)

Sleep Sleeps 2d8 creatures of up to 1+1 HD, 2d6 of up to 2+1 HD, 1d6 of 3 HD, or one of up to 4+1 HD. Always takes the full number rolled — pick at random if more are present. No save. (Range 24″)

A spell is lost if the caster is struck before it goes off.

Experience & Advancement

Treasure carried out earns 1 XP per gp of value. Slain monsters earn 100 XP per hit die. The referee scales awards down when the dungeon level is below the character's, then you apply your prime-requisite adjustment. Levels reached mid-adventure count from the next one.

LEVEL	CLERIC	FIGHTING-MAN	MAGIC-USER
2	1,500 · Adept	2,000 · Warrior	2,500 · Seer
3	3,000 · Village Priest	4,000 · Swordsman	5,000 · Conjurer
4	6,000 · Vicar	8,000 · Hero	10,000 · Theurgist

On gaining a level, roll your full new hit dice; if the total is lower than before, keep the old figure. Clerics get their first spell at 2nd; Magic-Users get a second 1st-level spell at 2nd and a 2nd-level spell at 3rd.

Hirelings

Advertise in town to find men-at-arms and specialists; the referee sets the asking price and rolls their reaction on 2d6 with your CHA bonus. A hireling's loyalty is 3d6 plus your loyalty bonus. They usually take half a share of treasure and earn half XP on it. Fair pay and not sending them in first keep loyalty high.

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