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Classic Dungeons and Dragons (DDD) - Accessories TSR HobbiesD-D (series of air conditioning) Accessories for DMO (other) Rd Modules (Series B) DD Modules (C-D) Rd Modules (I-O) Rd Modules (Series X) Rd Modules (other) Creature Tigel (en) The Gazette (en) The Hollow World of Mistara Non-TSR DDR Endless Books quest See also: Dungeons and Dragons PinballBROWSE MY DUNGEONS - DRAGONS ITEMS IN TIME IN STOCK ChainmailThan set of miniature rules combined with elements of fantasy was the catalyst for the first game of Dungeons and Dragons. Acaeum has background and print data for Chainmail. - WayneSECTIONS:INTRODUCTIONRULES FOR MEDIEVAL MINIATURES: Turn Sequence; The impact of the area on traffic; Choosing a local area; Movement Formation and cladding; Fatigue; Rocket fire (except gunpowder and catapult); Catapult fire; Gunpowder weapons; Meli; Melee optionals; Morality; Historical characteristics (optional); Weather; SiegesMAN-TO-MAN COMBAT: Jousting; Recommended point values: Hobbits, Sprites, Dwarves, Goblins, Elves; Orcs, heroes (and antiheroes), Super Heroes; Wizards; Ghosts, lycanthropes, trolls; Balrogs, Giants, Ents, Dragons; Rocs, Elementaries; Whites; A magic weapon; Air traffic; Fire catapult against fantastic figures; Combined shapes; Fantastic siege; Total.1971 - 1979 ... Gary Gigax and Jeff Perrin and Don Lowry (art)... 44 PagesCheck Wayne Books InventoryBuy on AmazonBuy PDF at DriveThruRPG Here it is. These are the brown books where Dungeons and Dragons started. Acaeum link. Dungeons and Dragons, Volume 1: Men and Magic 1974 - 1978Check Wayne Books InventoryBus on Amazon Dungeons and Dragons, Volume 2: Monsters and Treasures 1974 - 1978Check Wayne Books Inventory On Amazon Dungeons and Dragons, Volume 3: Underworld and Wilderness Adventures 1974 - 1978Check Wayne Books InventoryBus on Amazon Dungeons and Dragons OCE (Original White Box) A very special early Woodgrain set owned by Dave Arneson.A 6th Print Original Collector's Edition OCE Box Set -WayneThe White Box Series (4-6th Print , 1975 - 1979) followed earlier by Woodgrain Box. It contains Volume 1: Men and Magic; Volume 2: Monsters and Treasures; Volume 3: The Underworld and the Adventures of the Wild; Reference sheets.1975 - 1979 ... TSR 2002 Check Out Wayne Books InventoryBuy on AmazonBuy on AmazonBuy on AmazonBuy PDF at DriveThruRPG Greyhawk (Dungeons and Dragons, Supplement I) Expansion Rules. New character classes: Paladin and the Thief. 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TSR 2006Check Wayne Books InventoryBuybuy on AmazonBuy PDF and/or reprint on DriveThruRPG Swords and Spells (Dungeon and Dragons, Supplement V) Fantasy-based successor Chainmail1976Check Wayne Books InventoryBuy on AmazonBuy PDF and/or reprint on DriveThruRPG Dungeon Master's (Dungeonmaster's) Index DRD (Vols. 1-3); Greihok; Blackmoor; Eldrich Magic; Gods, Demi gods and heroes; Swords and spells; and strategic review (issues 1-7).1977 ... 38 pages ... Self-published by Dave ArnesonCheck Wayne Books InventoryBuy on Amazon D'D Main Set (Blue Book) Visit my photoblog for a closer look at one of these sets: Holmes DD: The First Base Set (1977-80)Professor John Eric Holmes took on the task of organizing the rules of DDD scattered across the brown books in the more easily in the game. This boxy set contains a rule book 1978-1979 (#2001, ISBN 0935696032), with a light blue cover. This is the branch point between the DDR and the ADR; they will develop on their own later. Elements of both games can be seen in this set of rules. Some editions of Holmes D.D.'s set had a sheet of ouser cheats cut to replace the bones. (Polyhagraal bones were not common in the early days) Other sets were 5 early TSR bones that became chipped and dinged after a little use on the gaming table. The early main sets - 1977-1978 - contained Dungeon Geomorphs Set One - Monster and Treasure Assortment Set One in addition to the blue vault rules. They were later discarded in favor of module B1: In Search of the Unknown. And finally, B2 - The Keep on the Borderlands became a modular insert at the end of the base set. See the Acaeum page for specific print information. -Wayne1977-1979 ... Gary Gigax and Dave Arneson and Eric Holmes (editor)... TSR 1001Check Wayne Books InventoryBud only the blue book on the AmazonBuy Box Set on Amazon's third print Holmes DDD Base set. The TSR Lizard logo on all components; 3rd Printed Blue Book (May 1978); Monster and Treasure Assorment (2nd seal); Geomorphs Dungeon, Set 1 (2nd Print); 5 original TSR low impact polyheaded bones. -W Dungeons and Dragons Main Set (often nicknamed Holmes Edition for editor J. Eric Holmes) was between 1977-79, and went through numerous minor graphic and content changes during that period. Period. The top drawer graphics (with the art of David K. Sutherland III) have changed little, but the window bottom saw more changes as designers tried to keep up with the changing content. Scan my, with identification based on descriptions in Acaeum. What I identified as third may be the 1st or 2nd, but I did the scan many years ago before I knew about the different seals, so I'm conservative. -Wayne D'D Base Set (Red Book) BOX SET Covers Beginner Characters, Levels 1-3. The box set includes the basic rules of the book and module B2: Keep on Borderlands.B/X D'D Basic Rules of the Book: 1st Print vs. Subsequent Prints-Wayne Fire and Smoke surround you as you shake your sword and land a mighty blow to the dragon's head. The great creature falls to the ground with a thud. The treasure is just a short walk from the dragon's body. Your eyes are shining. Wealth for your wildest dreams awaits you. You race forward to claim your prize, heart pounding in anticipation. Out of nowhere a huge man dressed in black armor comes out in front of you, blocking your path. The treasure is nothing more than the reach of the hand behind it. No one's going to make it! He warns. This is what he would like to take part in the game DUNGEONS and DRAGONS. DUNGEONS and DRAGONS Fantasy Adventure game is probably unlike any other game you've played before. In the adventures of the DZO, players take on the role of elves, dwarves, half or humans. They will roam the dark dungeons, meet strange wizards and fight with ferocious dragons. Playing in the DMO is like writing a novel in which each player contributes. DUNGEONS and DRAGONS fantasy game is an original role-playing game game, and is now easier than ever to play. The rules are easy to read and understand and have been specially organized for new players. Anyone can join the adventures in the field of DZO. The basic DUNGEONS and DRAGONS kit has everything you need to start playing D'D games. This box has a set of rules, bones and a special training module. In short, everything you need to start playing fast, including descriptions of over 100 monsters. So enter the Gateway to Adventure - step into the world of DUNGEONS and DRAGONS fantasy role-playing game, a world of endless excitement and thrilling fun. Check Out Wayne's InventoryBox Set Books: 1981... TSR 1011 Buy on AmazonBasic Rules Book Only: 1981... Tom Moldway ... 64 pages ... TSR 2014 ... ISBN 0935696482Buy on AmazonBuy PDF at DriveThruRPG Dungeons and Dragons Expert Set BOX SET Kit comes with a 64-page expert rulebook and X1 module: Dread Island. Covers intermediate level characters, levels 4-14.Pics expert DDR set back in shrinkwrap over at our Games Gallery.Some photos showing the transition of TSR box formats over at our Games Gallery.B/X Companion and B X Adventurer's Stock-Wayne THE DUNGEONS and DRAGONS Expert Set is an extension, and adds variety to the game system. DUNGEONS AND DRAGONS, DRAGONS, role-playing games can be played by anyone with imagination. The DUNGEONS and DRAGONS expert kit comes complete with cubes, a set of rules and a special training module. In short, everything you need to expand the OCG game, with minimal training, is contained inside, including more than 100 new monsters. The rule brochure is easy to read and understood, and the rules have been organized into eight modular sections that can be easily integrated with the basic DD rules. Editor: Dave CookArtists: Erol Otus (cover), Jeff Dee, James Roslof, David S. LaForce, Bill Willingham1980, 1981 ... TSR 1012Check Wayne Books InventoryBox Set: Buy on AmazonExpert Rules Book Only: 1980, 1981... David Cook and Steve Marsh ... 64 pages ... TSR 2015 ... ISBN 0935696296Buy PDF on DriveThruRPG Dungeons and Dragons Basic Rules, Set 1 BOX SET One of the aspects that I love most about the revised DDD rules series is all the interior line art done by Larry Elmore and Jeff Easley.Often called Mentzer D.D. after Frank Mentzer, revised editor -WayneCONTENTS: Player Guide (64 pages) Dungeon Masters Rulebook (48 pages)This new popular edition has been completely revised to include ONE-PLAYER GAMES as well as group games for players and Dungeon Masters. You can start playing REALLY AWAY! This box contains everything you need to start with FUN: Programmed Adventures for Easy Learning and HOURS PLAYER'S GUIDE for beginner characters - with simple and expert battle rules, magic spells and role-playing hints DUNGEON MASTER'S HANDBOOK - full of treasures, monsters and dungeons... 1983, 1989 ... TSR 1011 ... ISBN 0880383380 Check Wayne Books InventoryBox Set: Buy in Amazon Player's Guide and DM's Rulebook (2 Books Set): Buy on AmazonBuy Player PDF Guide to DriveThruRPGBuy DM Rule PDF on DriveThruRPG D'D Expert Rules (Revised) Expert Set violates Mentzer's template sets to have a single set of rules and module, unlike the players' book and the dm. -Wayne bookthic box contains all what you need to continue the adventure - Endless hours of adventure. An expert set of DD for 4-14 character levels, which includes more battle rules, magic spells, treasures, monsters and added rules for desert adventures. Module X1. Dread Island. A combined desert and dungeon adventure on a remote island filled with savages and prehistoric monsters! All the bones you need are six different species included with a pencil marker. 1983 ... TSR 1012 ... ISBN 0880383399 Check Wayne Books InventoryBox Set: Buy on AmazonExpert Rulebook (revised): Buy on Amazon Buy PDF on DriveThruRPG These kits have had long circulations. The first printing was in 1983 and The basic rules set by 1. Later prints switched to Set 1: Basic Rules to fit the Companion format and more advanced sets. TSR sometimes cover the inner box of their sets. This is usually the only indication of the print date. With the revised base set (1983), I saw a 9/87 and a 3/90 stamp inside the later box cover. The dates of the books have not been updated: they still claim the First Print, May 1983 on the front page. The bones do change in later sets, throwing the iconic TSR bones and pencil. Now they are modern, pre-ink, high percussion bone. Like the revised base set, the cover graphics of the Expert set changed in the middle of the stream (Expert Rules Set 2 - later prints say Set 2: Expert Rules - with a print of 7/87 inside the box cover. More details over on my blog Games Gallery: What BECM! D'D Expert Rulebook Do You Have?-Wayne D'D Companion Rules This SET #3. TO BE ABLE TO PLAY A COMPANION SET, YOU SHOULDALREADY PLAYED BOTH, THE D.D. MAIN SET AND THE D.D. EXPERT SET. FOR CHARACTER LEVELS 15-25Players Companion - featuring rules for unarmed combat, strongholds, and new weapons and armor. Plus more advanced rules and spells or your characters. Dungeon Companion Masters - New rules or ruling worlds and the clash of kingdoms. New treasures and monsters. Plus new adventures for your high-level characters. 1984 ... TSR 1013 ... ISBN 0880383402 Check out Wayne Books InventoryBox set on Amazon Just 2 books on AmazonBuy PDF at DriveThruRPG DDD Master Rules THIS SET #4. TO BE ABLE TO PLAY BY THE RULES OF THE MASTER, YOU HAVE TO READ PLAYED IN THE BASIC, EXPERT AND ACCOMPANYING RULES. FOR CHARACTER LEVELS 26-36Master Players' Book - featuring rules for new weapons, weapons of skill and siege. Also includes more advanced rules and spells for your main characters. Book Master DM - New rules for anti-magic effects, mysticism, artifacts, and campaigns. Plus new treasures and monsters, including creatures from other planes. 1985 ... TSR 1021 ... ISBN 0880383429Check Wayne Books InventoryBox set on AmazonJust 2 books on AmazonBuy PDF on DriveThruRPG D'D Immortal Rules THIS SET #5. TO PLAY BY IMMORTALS, YOU ALREADY HAD TO PLAY BASIC, EXPERT, FRIENDLY AND MASTER RULES. FOR IMMORTAL LEVEL CHARACTERSPlayers' Guide to Immortals - featuring rules for creating new characters and their shapes, abilities, powers and home airplanes. Rules for creating new artifacts are also included. Dungeon Master Guide to Immortals - Introduction rules for immortal level characters. Plus Immortals and other planners and a special guide to pulling out. 1986 ... TSR 1017 ... ISBN 0880383410 Box set on AmazonCheck Wayne Books InventoryJust 2 books on AmazonBuy PDF Rules of Cyclopedia Is a Good Buy, this book as it contains all the rules of the basic through masters sets, missing only Immortal Rules. The Anger of the Immortal Window set fills this void. - Wayne Be You You or Dungeon Master, DUNGEONS and DRAGONS® Cyclopedia Rules is now the comprehensive source you need for the original fantasy role-playing game! For ages 12 years or more, Cyclopedia contains a complete game system and hundreds of features including: All the Rules from the D'D series® Boxed Set, including Basic, Expert, Companion and Masters. Comprehensive lists of weapons and equipment. Expansion rules, including additional skills and talents. review of the famous world and HOLLOW WORLD™ game settings, official world ® DD. Rules for converting games and characters into ADDD® stats of games of the 2nd edition and back. Aaron Iflston ... 304 pages (hardcover) ... TSR 1071 ... ISBN 1560760850Check Wayne Books InventoryBuyBuy Pdf and/or reprint on DriveThruRPG Anger Immortals BOX SETD'D Anger Immortals: Geography of Mystara's Cataclysm Immortals. Warriors of the outer planes ... The Wrath of the Immortals reveals the unspeakable secrets of how to create and role-playing games of immortals in the world of Mystara and other dimensions. The terrible forces of the Immortals, their strange worlds, and their secret alliances are revealed at last, but is it in time? And then, the final confrontation! In the name of the Immortals, the two greatest empires of the Known World face a brutal war. The world has gone mad... will both disappear from the face of the earth? The amazing saga Wrath of the Immortals takes the characters on a six-year quest, with adventures from the apprentice to the highest levels of the game. wonderful artifacts, and whole new races! Full Rules for Creating and Role Playing PC and NPC Immortals Details a host of impressive Immortals in the famous world, HOLLOW WORLD and the outer plane shows everything on the mysterious Pandius, City of Immortals Contains a 128-page guide to the referee with the Immortal level of spells, abilities, classes of characters and monsters; A 96-page election saga spanning the entire war; two new, updated poster maps of the famous world and empires. Native creatures march, and the world trembles before their colossal power. The world will never be the same! This product is for use with the rules of DD Cyclopedia. The Wrath of the Immortals replaces the set of Immortals D.D. 1992 ... Aaron Iflston ... 128-page book, 96-page book, 2 folding cards ... TSR 1082 ... ISBN 1560764120Check Wayne Books InventoryBuy on Amazon NEW Easy to Master Dungeons and Dragons191 ... TSR 1070 ... ISBN 1560760826Check Wayne Books Inventory On Amazon Classic Dungeons and Dragons game BOX SET Contains: 128-page Rules and Adventure Book Takes You To Adventure while you learn the game! 6 moulded plastic character 24 standup counters featuring the awesome monsters you encounter. TSR 1106 ... ISBN 1560768207 Check Out Wayne's InventoryBuy books on Amazon Dungeons and Dragons Adventure Game BOX SET Play the greatest game in the world! The classic fantasy game returns with a new look and approach for a new generation. You control the action. You're creating history. You use your imagination to enter the world of mythological monsters, heroic knights and magical spells. You take on the role of a brave warrior, a quiet thief, a crusader priest or a powerful wizard. You become the Dungeon Master, making the adventure come to life! Inside this box is all you need to start playing now. The adventure game DUNGEONS and DRAGONS includes two books, a Dungeon Master screen, eight hero folders and six bones. There's no limit to the mysteries and magic with DUNGEONS and DRAGONS Adventure Game. Runs on imagination and is more interactive than any computer or video game, DUNGEONS and DRAGONS Adventure game for two to nine players. 1999 ... TSR 11450 ... ISBN 0786914505Check Wayne Books Inventory On Amazon Infinite Books quest.Lately (early 2013), I was revisiting my neglected set of Infinite Books quest through my eldest son, a second grader. Mostly written for Dungeons and Dragons, some Infinite Book quests are veered off in other TSR games like Gamma World and Star Borders. Endless quest books, for those who don't know, present the reader with solutions, and they choose the direction that the characters take in the story. Fight? Run? talk? Each decision leads to a different page, and the story has many possible endings. He is currently #3 pillars of Pentegarn, bouncing off other books and then returning to the series for an equaliser. It started with #1 Dungeon Dread, which I watched through today. I'm impressed. Yes, Dungeon Dread has a simple storyline that I remembered. What I don't remember was the abundant art of Jim Holloway, whose work was often seen in early DDD products. There must be a few dozen B.C. sketches in dread dungeons that have been comissioned specifically for the book. Despite TSR's notorious reputation for relentlessly recycling art throughout its product line, I only remember seeing the covers elsewhere; Interior sketches are unfamiliar. History makes for fun memories for us adults. But, wow, what a great way to introduce kids to the classic D.D.! See also: The First Four Infinite Books of the Wildspace quest: The Successor to Spelljammer? Renegades Luntar (Endless Book quest: Crimson Crystal Adventures 3)Rise of the Gnomes: Jim Holloway Interior Art in the 5th Infinite Book quest-Wayne Wayne Books Inventory (en) Accessories for OK (series of AC) Accessories for ZO (others) Modules (Series B) Modules DD (C-D) Modules RD (I-O) Modules RD (Series X) Modules RD (other) Creature Tigel (en) Potor (en) Hollow World Ne-TSR DRD (en) 2300 AD 7th Sea ADD D Aftermath! 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