

First and foremost: This is meant to be an introduction to tabletop roleplaying games, (RPGs) and we're using a version of the original, Dungeons and Dragons. Veteran players are welcome of course, you'll be a boon as "co-DM's", helping players with questions and that sort of thing.

However, veteran players might notice some differences from a typical gaming session:

1. These sessions will be 'role-playing lite'. Because we are in a public setting, and because role-playing invites potential social...awkwardness, these sessions will be very focused on the mechanics of gameplay. This isn't to say that role-playing isn't allowed, it's welcome! But we will not be spending time on character's appearance, goals, relationships, etc. These are awesome elements of D&D and huge part of what makes RPG's so popular, but they'll work better in a home game setting. For veteran players, think of this as a GenCon tournament without the scoring.
2. But knowing the game is not necessary at all! All you have to do as a new players is listen to the story/scene descriptions, and say what you want to do. Some classes you can choose to play have more options than others, but fundamentally all those options will be clearly shown on your character sheets, which are provided by the library. Game play mechanics and rules will be explained anytime you ask during the sessions. Dice will be provided too, but you're encouraged to bring your own. If you're not sure what dice you need, all the local gaming shops have some for sale in sets. Bell's Gaming Center: <https://www.bellsgc.com/> Rogue's Gallery Comics and Games: <https://roguesgallerytx.com/>
3. As stated in the Rules of Conduct, we will not be rolling up characters. The first roll of any session that has new players, (obviously everyone at the first session), is to see what order you can pick from the pile of pre-generated characters. If you know the game, you choose from the pile yourself. If you're unfamiliar with the game rules, the DM will assist you in choosing. However, time to choose will be limited to one minute, we only have two hours and can't use that up if you're unable to decide between an elf or a dwarf! Once one minute is reached with no selection made, the DM will choose for you.
4. All available pre-generated characters are listed below with very basic details: class, stats, and for elves/magic-users what spells are in their spell book. This will give you a head start in choosing what you want to play!

This next section is more for veteran players, the nitty-gritty details, the house rules we're using that differ from the books. Remember, if you're new to the game don't be discouraged by not recognizing some, or even all, of this. We promise you can have fun no matter what character you play or how well you know the rules.

For these gaming sessions, we will be using the Basic Dungeons and Dragons rules. (Many editions of these old books exist, you might remember them as the Red and Blue box rules in their final published form). We chose this system for a few reasons:

1. It's an easy system to learn. The later editions, (1st edition Advanced D&D through the current 5th edition) have thousands more options and possibilities, and that can lead to slow gameplay for new players.
2. It's historic. We want to show younger or new players where the whole RPG thing came from, an idea that's led to billions of dollars made, millions of players engaged, and thousands of different computer games, toys, board games, and etc. This idea started with Gary Gygax and Dave Arneson, and Basic D&D is a good representation of their original creation. Heard of World of Warcraft, Skyrim, EverQuest, etc? Thank those two gentleman and their original cohort of gamers and business partners.

3. Copies of the old rule books exist online as PDFs and don't have significant licensing issues to worry about. So, no expensive purchases needed to play if you want to start playing on your own.
4. Old School D&D has a different feel to it than the newer editions. It's much more of a 'let the dice fall where they may' kinda game. If you aren't careful in how you play your character, you likely won't finish the adventure with that character. If you're unlucky in your dice rolls, you likely won't finish the adventure with that character. Good luck!

We'll be using the Basic and Expert books for these characters, with these 'house-rule' modifications:

1. To give a stronger reason to choose to play a Fighter, they will roll d10s for Hit Points instead of d8s. Only fighters can use two-handed swords and pole arms.
2. All characters will start with max HP.
3. Clerics will start with one 1st level spell, like in AD&D, instead of having to wait until 2nd level.
4. Clerics will also start with a scroll with one 1st level spell on it.
5. Clerics do not have to memorize their spell each day, they can choose any spell from the list whenever the need arises, but are still limited to the number of spells per day as described in the books. This spell list will be included on the character sheet.
6. Magic-Users must memorize their spell each day, and will start with a spell book of four spells, pre-selected on their character sheet.
7. Rolling a 20 to hit means double damage. The player may choose before rolling to either double whatever they roll, or roll two of the dice at the same time.
8. Reaching 0 HP means your character is unconscious. Negative HP totals means your character is dead.
9. Elves may NOT wear Plate Mail and cast spells.
10. Thieves will get bonuses to their skills from a high Dex, *a la* AD&D. These will be prefilled on the character sheets.
11. If, after looking at the stats, you're wondering how I rolled so lucky, I used 4d6, took the best 3, and then 2 for 1'd for the first 4 stats. If you don't know what this means, disregard.
12. In many cases, if you fail a saving throw, (poison, petrification, etc), your character is dead. Take a look at which other one you're playing next!

Otherwise, it's just like the rules in the Basic and Expert D&D sets. One final note, the DM is the final arbiter of rule and scenario debates. Questioning is welcome, drawn out arguments are not.

Actually, one final, final note. The Adventure will be the original classic, The Keep On the Borderlands. If you've played this before, you're certainly welcome to play with us, but please don't reveal anything you remember to the other players!