

# Foreword

One cannot properly introduce a supplement to an existing body of rules which already contain both a foreword and an introduction; yet it is absolutely necessary to make certain that the prospective buyer understands that this volume cannot stand by itself. It is expressly written to augment the DUNGEONS & DRAGONS rules set, and if you do not possess the set there is no point in buying this supplemental booklet alone. However, it does no harm to read further — it is hoped that if you do skim through the pages which follow you will become so interested as to buy both “D&D” and this addition! If you enjoy fantasy you will never be sorry you were introduced to the swords and sorcery of DUNGEONS & DRAGONS games. If you already own a set of “D&D” then buy this booklet right now, for what is herein adds immeasurably to the existing game. There are new characters, new abilities, more spells to use, a horde of new monsters, heaps of new magical treasure, and various additions to the suggestions and rules for adventuring above and below the ground.

The material contained herein relates directly to the contents and format of DUNGEONS & DRAGONS. The material in “GREYHAWK” is noted so as to distinguish *new rules*, *additions* to existing rules, and suggested changes. This material is laid out so that what pertains to *Men & Magic* is covered first, then new material pertaining to *Monsters & Treasure* is dealt with, and finally details of supplementary items for *The Underworld & Wilderness Adventures* are detailed.

Fantasy being what it is, it appears that there will never be an end to the development of fresh ideas, and this booklet is what we hope will be but the first of a long series of periodic supplements to add to your enjoyment of DUNGEONS & DRAGONS. There will be at least one more, for Dave Arneson, co-author of the original work, is currently in the catacombs beneath his tower preparing the second supplement. Among other things this work will reveal to a breathlessly waiting world many of the horrid things which are part of the “Blackmoor” campaign and how to make it just as horrible in your own game. Meanwhile, find out what the devious minds behind “Greyhawk Castle” have been dreaming up for the amusement of the participants of that campaigning . . .

E. Gary Gygax

Tactical Studies Rules Editor

1 February 1975