

# Foreword

Caution! This is the second supplement to the highly addictive game DUNGEONS & DRAGONS. Handle it at your own risk. Even a brief perusal can infect the reader with the desire to do heroic deeds, cast mighty magical spells, and seek to wrest treasure from hideous monsters. The most insidious factor, however, is the secondary nature of this work. Any reader who becomes infected from this work will immediately develop a craving for the other parts, i.e. DUNGEONS & DRAGONS, GREYHAWK (Book IV), CHAINMAIL (medieval miniatures rules), polyhedra dice, and various and sundry other items. Anyone so completely exposed will certainly be hopelessly lost. In short, if you are not already an addict of fantasy adventure, put this booklet down quickly and flee!

As with the first supplement, the material herein is arranged to follow the format of DUNGEONS & DRAGONS, with *corrections, additions, new rules*, and so forth being shown so players will be able to distinguish material at a glance. All of it is, of course, optional, for the premise of the whole game system is flexibility and personalization within the broad framework of the rules. "BLACKMOOR" also contains some interesting and amusing information regarding the actual campaign of that name. It is the oldest and longest running DUNGEONS & DRAGONS game, and readers should find such material quite helpful in assuring the longevity of their own campaigns.

Dave Arneson . . . Is there *really* such a creature? Yes, Gentle Readers, there is, and shudder when the name is spoken. Although he is a man of many talents who has authored many historic rules sets and games (which TSR will be publishing periodically), Dave is also the innovator of the "dungeon adventure" concept, creator of ghastly monsters, and inscrutable dungeonmaster par excellence. He devises complex combat systems, inexplicable dungeon and wilderness areas, and traps of the most subtle fiendishness. Herein you will get a taste of these, but he never reveals all. This writer always looks forward with great anticipation to an adventure in the "BLACKMOOR" campaign, for despite the fact that I co-authored the original work with Dave, and have spent hundreds of hours creating and playing DUNGEONS & DRAGONS, it is always a fresh challenge to enter his "world." I can not recommend him more highly than simply saying that I would rather play in his campaign than any other — that other dungeonmasters who emulate Dave Arneson will indeed improve their games. While eagerly anticipating yet more material from dread "Blackmoor Castle," the following pages should satisfy your immediate craving for new ideas. Those of you totally committed to the fantasy adventure game may expect additional supplements from time to time, and isn't that dark shape crouched over the desk of blackened oak, laughing fiendishly as glowing runes flow from his quill, remarkably similar to Arneson's?

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