

AGE 12+



# STARTER SET RULEBOOK



**DUNGEONS & DRAGONS®**

<b>CHAPTER 1: HOW TO PLAY</b> .....	<b>2</b>	<b>CHAPTER 3: ADVENTURING</b> .....	<b>14</b>
Getting Started.....	3	Travel.....	15
Six Abilities.....	4	Resting.....	15
<b>CHAPTER 2: COMBAT</b> .....	<b>8</b>	Rewards.....	15
The Order of Combat.....	9	Equipment.....	16
Movement and Position.....	10	<b>CHAPTER 4: SPELLCASTING</b> .....	<b>20</b>
Actions in Combat.....	10	What Is a Spell?.....	21
Making an Attack.....	11	Casting a Spell.....	21
Cover.....	12	Spell Lists.....	23
Damage and Healing.....	12	Spells.....	24
		<b>APPENDIX: CONDITIONS</b> .....	<b>32</b>