

Sample Combat from the Moldvay Basic D&D Book

This sample of combat is based on the example on page B28 of the Dungeons and Dragons Basic Rulebook.

Bloodleaf is a 2nd level Blooded. He is leading a party exploring some ruins.

Name	Class	AC (s)	Primary Weapon	Notes	HP	XP	Lvl
Morgan	Fighter	3s	Sword 1d8. Bow 1d8.		6		1
Bloodleaf	Blooded	3s	Sword 1d6. Bow 1d6.	Inf. 60'	12		2
Becca	Lightbringer	3s	Tuned mace 1d6.		12		2
Frick 8	Gray Man	3s	Axe 1d6. Throwing axe 1d4.	Inf. 60'	6		1

- **Morgan.** Persuade skill. Plate and shield.
- **Bloodleaf.** Read Magic skill. Plate and a shield.
 - **Spells.** 0: *Detect Magic*, *Light*. 1: *Open*, *Attack*.
- **Becca.** Persuade skill. Plate and shield.
- **Frick 8.** Plate and shield.

Setup

Morgan cautiously led the group through a secret passage they found. They decide to take the time to search the room for a turn.

The DM rolls 1d6 for wandering monsters, rolls a 1, and consults the chart; ur-lumpen, 2d6 of them. The DM rolls 12. The range is 2d6x10 feet, the DM rolls 30. Looking at the map, there's just one other way into the room—a secret door the characters have not yet found.

The door opens! Both sides test for surprise. Neither side is cautious, so they'll both be surprised on a 2 in 6. The ur-lumpen roll a 1, the invaders roll a 2. Both are surprised. They scramble over each other and try to get positioned for battle. Four of the ur-lumpen push into the room.

Bloodleaf's player looks quickly at his sheet, and realizes he took the language Skulge, which is shared by all lumpen-folk. Thinking fast, Bloodleaf steps forward, empty hands extended.

"Yo funky funks, itchy deeps, ya know? So, whatevs, right?"

Deeply impressed by Bloodleaf's grasp of the patois, the DM gives the invaders a +1 on the reaction test. The ur-lumpen roll 2d6 and get a 4, adjusted to 5; still hostile, on the edge of all-out assault. The ur-lumpen draw their weapons, and more file into the room; now 6 are visible.

The biggest ur-lumpen hollers at them, "Git! Snot fer yoo!" and gestures wildly.

"It's okay; Jack sent us," Bloodleaf explains. The DM rolls a new reaction test with no adjustments, and gets a 3. The ur-lumpen attack. "Ee ows uf **munees**!" they roar.

Ur-Lumpen: AC 1, HD 1+1, Move 90' (30'), 1d8 DMG, Morale 8. 3,9,6,9,7,3,9,6,4,6,4,7

Round 1

Initiative! The ur-lumpen are not in metal armor, and they are not encumbered, so they roll 1d6+2 and get 4. The party is not encumbered, but they do have metal armor, so they roll 1d6+1 for 5. The invaders go first.

Using ranged weapons at this close range seems unwise, as the surviving ur-lumpen can then charge the off-balance shooters. So, the invaders armor up and close in, murder in their eyes.

Morgan goes at three of them. The DM agrees that the ur-lumpen will not try to pull in others, and that's a good arrangement all around. Morgan attacks with a balanced stance, rolling 1d8 for 6, +1 combat bonus, total 7. The ur-lumpen roll 1d8, getting 4, +1 combat bonus, +2 for each ally, total 4+1+4 for 9. The ur-lumpen get 9, Morgan gets 7, so she takes 2 hit points. She takes one on the shield, the other on her armor, and she is unharmed.

Bloodleaf fires a bow at one of the three not engaged in combat. She rolls a 5, +2 combat bonus, total 5+2 for 7. The target uses its combat bonus of 1, and its armor of 1, to reduce the incoming 7 to 5. It takes 5 hit points.

Frick 8 throws his small axe at the same one, rolling 1d4 for 3, +1 for his combat bonus, total 4. The target has already used its combat bonus, so it reduces the hit points by 1 with its armor, and takes 3.

Becca thought about charging in with her mace, but she reconsidered. She uses her move to pull out a flask and light it, and she hurls it at the mouth of the secret corridor where the reinforcements are. The DM figures she could catch 1d8 of them with this throw. She rolls a 5! They will each take 1d8 hit points. She rolls a 4. Their armor will stop 1, so all 5 will take 3 hit points. One of them dies.

Round 2

The death triggers a morale test, the DM rolls 2d6 for the ur-lumpen and gets 8—right on their morale, so they'll keep fighting.

A morale test means a new initiative test. The ur-lumpen roll 1d6+2 for 3, the invaders roll 1d6+1 for 7. The invaders go first again.

Morgan takes on her 3 ur-lumpen, giving up her move to fight defensively. They attack all-out, sensing weakness. She rolls 4, +1 for her combat bonus, total 5. The biggest ur-lumpen rolls 3, +2 for all-out attack, +1 for combat bonus, +4 for allies, total 3+2+1+4 for 10. The ur-lumpen 10 subtracts Morgan's 5, inflicting 5 hit points. Her defensive stance lets her ignore 1d6 hit points of damage, she rolls 6, knocking their attacks aside.

Bloodleaf shoots at the reeling victim of last round's missile fire, rolling 2, +2 for his combat bonus, total 4. The ur-lumpen uses 1 combat bonus and 1 AC to reduce the damage to 2, and dies anyway.

Frick hauls out another throwing axe and hucks it at the nearest survivor who is still on fire, rolling 1d4 for 4, +1 for combat bonus, total 4+1 for 5. The target evades 1 with its combat bonus, and 1 with its AC, taking 3 of its 4 hit points. It has 1 hit point left, and it will not survive the round, as it is still on fire.

On Becca's turn, she rolls for the second and final round of fire damage on the 5 affected ur-lumpen. She rolls 1d8 and gets 4. Their armor stops 1, and they all take 3 hit points. Several perish.

Becca decides to move into Morgan's fight. The three ur-lumpen there desperately do not want her to join, they get 1d6+1 for outnumbering her, she gets 1d6. They roll 6, she rolls 4; she gives up her move action. So, instead, she hurls a dagger at the one flaming ur-lumpen still staggering around.

She rolls 1d4 and gets a 1, nailing its armor and doing no damage.

There is one flaming ur-lumpen and 3 others that have not yet acted. Instead of the oil pooling and flaming, it spread all over its targets and burned out, so all 4 can now act in the eye-stinging smoke.

All four race at Becca, vengeful. She nods, steely and furious, and welcomes their charge. She has already acted, so she does not get her combat bonus again, and her roll will be halved.

The ur-lumpen roll 5, +1 for combat bonus, +6 for allies, total 5+1+6 for 12. Becca rolls 1d6 and gets a 1, which is ignored, so she takes 12 hit points. Her shield takes 1, her armor takes 3. She takes 8 hit points.

Round 3

Morgan fights her 3 ur-lumpen defensively, they attack all-out. She rolls 5, +1 for combat bonus, total 6. They roll 6, +3 for stance, +1 for combat bonus, +4 for allies: 6+3+1+4 for 14. The ur-lumpen 14 subtracts Morgan's 6, leaving 8 hit points. She rolls 1d6 and ignores 2, reducing the damage to 6 hit points; her shield takes 1, her armor takes 3, she takes 2 hit points.

Bloodleaf and Frick 8 leap to Becca's aid; the ur-lumpen get 1d6+2 for numbers advantage and wounding Becca last round. They roll 1+2 for 3, Bloodleaf rolls 5, and muscles in.

The ur-lumpen do not want to give up on killing Becca, they do not want to split into multiple fights. The players agree, instead of forcing a second effort to deny movement. The ur-lumpen attack all-out.

Becca attacks all-out, rolling 5, +4 for all-out attack, +2 for combat bonus. She also burns 2 hit points, gaining +2 for each, adding +4 to the roll, with smite. She has 2 allies, both contribute +2. Her total is 5+4+2+4+4, total 19!

The biggest ur-lumpen rolls 2, +1 for all-out attack, +1 for combat bonus, +6 for 3 allies, total 2+1+1+6 for 10. The ur-lumpen take 9 hit points—but their armor cannot help them, because they attacked all-out. Their leader had 7 hit points, and he takes hit points first. He dies, 2 hit points are left, Becca forces them on the next toughest ur-lumpen. Now the odds are 3 on 3.

Round 4

With half their number dead, the ur-lumpen test morale; Becca's ruthless stare (her persuade skill) will add +1 to their roll. They roll 9 +1 for 10, over their morale of 8. They gibber and quail, dropping their weapons with a clatter, kneeling and begging for mercy. Becca demands to know why they should be spared; they wail that there is a chest, with a poison needle, and it can be opened by the hinges safely.

Becca stares them down as they cower, and she stands over them and coldly explains that if the ur-lumpen stand against her people, they will die and she will feast upon their souls. Bloodleaf obligingly translates. Becca snarls that these dead are enough to sate her for now, she tells them to crawl away and tell their spawn of the death that will come for them if they overstep their bounds.

Grateful, the ur-lumpen scramble away. The invaders go to the hidden chest, heft it out, go back through the secret door they came through, and brace it. They rest for 10 minutes, putting the unharmed Bloodleaf on guard. Frick handily defeats the chest by going through the hinges.

Becca uses her healing touch on herself twice, once per level, both times healing 2 hit points, one per level. She gets 4 hit points back, and from 10 minutes of rest, another 2 (one per level.) Morgan rests and gets 1 hit point back.

The invaders slew 6 ur-lumpen, and the DM decides to give them 100 each for those and 50 each for the other 6 they chased away, total 900 split 4 ways. They get 225 experience each.

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