

Reminders, Rulings, and Revisions to the AD&D System (rev 07/22/24)

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I. HIT POINTS: CON HP bonuses/level apply to HP only when you roll dice for HP.

II. HEALING

Characters heal 3 HP after a night's rest (doubled with Healing Proficiency check). Friendly touch spells in combat ignore shield and DEX bonuses, and are +2 to hit (rear) (Imagine #28).

- a) *Cure Light Wounds:* d8. *NCA heal 10% of base +1 HP.
- b) *Cure Serious Wounds:* 2d8+1. *NCA heal 20% of base +2 HP.
- c) *Cure Critical Wounds:* 3d8+3. *NCA heal 30% of base +3 HP.

*Non-combat alternative (NCA) healing is optional, working only in a place of relative rest and safety.

III. DAMAGE AND DEATH

A. Illusory Damage

If a character takes enough illusory damage to "die," they collapse unconscious. If the character survives a SYSTEM SHOCK roll, they regain consciousness in d3 turns with the illusory damage healed.

B. Unconsciousness and Dying

Characters cannot drop below -3 HP in a single round. If $HP \leq 0$, they fall unconscious and lose 1 HP / round (see *II. Healing; III. Near Death; VII. Mage: Overcasting*). Unconscious characters restored to positive HP roll SYSTEM SHOCK (SS) to regain consciousness in d6 turns or die, able to do little else but rest for the day; the shock wipes spells from the mind. When $HP \leq -10$, a SS roll is made, with each successive round accruing a 20% (cumulative) penalty until the individual fails and dies (see *VII.H. Example*). Moving someone at ≤ -9 requires a SS roll.

C. Death

Being raised from the dead is a draining experience, and a character raised will return at the midpoint one level lower. [Earn xp at 2x rate? Myst?]

Death is often correctable—the application of diplomacy and gold *royals* should reverse the problem. *Raise Dead*, *Reincarnation*, and *Resurrection* checks are made against (CON - # deaths) stats [DRMG #36, p. 12].

D. Level Draining and Loss: Level drain requires an attack. The character's experience points temporarily become the midpoint of the new (lower) level. Levels drained are lost for one week/level.

E. Underwater

Walking rate is as normal (DMG, p. 56). Characters can hold their breath $CON \times \frac{1}{3}$ rounds before they run out of air. If the character does not have time to take a breath, the time is halved. If the character engages in strenuous activity, the time is halved. If the character runs out of air, they make CON checks each round with a +2 cumulative penalty or fall unconscious. If underwater and unconscious at the end of a round, HP reduce to a virtual -10 (if not worse already). [Note: WSG says unconscious while running out of air].

Characters sink 10' -40'/round, depending on encumbrance.

F. Falling: Falling damage deals $(\text{distance}/10)!d6$, e.g., 10' is d6, 30' is 6d6 (1d6+2d6+3d6), etc. 20d6 max (and then save vs. Death). Items of Protection will reduce the damage / die by a maximum of 1, to a minimum of 1. Items save for falling 5+'. Falling into water deals non-factorial d6 per 10'.

G. Poison: Poison incapacitates immediately; HP reduce to a virtual -3 HP (see *Slow Poison* and *Neutralize Poison*). Neutralizing poison removes the virtual damage. Holy Water acts as *Slow Poison* cast by a L1 cleric (must be administered within one turn; lasts one hour; lose 1 hp/turn; works consecutively). Non-assassins using poison provide a +2 save [DMG].

IV. COMBAT

A. Surprise: See <https://dnd.sinister.net/im-surprised/> for Surprise. A party with Complete Surprise (two segments), and not surprised itself, can withdraw unnoticed where appropriate. Surprise is limited to a single attack / segment to a maximum of 2 attacks.

B. Initiative (see Appendix A)

A round is 20 discrete segments (not necessarily equal) determining order of events. A round consists of: deciding an Action, rolling base Initiative (d10), and applying modifiers (weapon speed factor, spell casting time, movement, etc.). The action takes effect on Total Initiative. The Dexterity Attacking Adjustment decreases initiative for missiles (DMG, p. 64). Any individual with a total > 20 cannot act until the next round on the segment: prior total initiative – 20.

A character can Change their planned Action (except spell casting) only up to Base Initiative if their action is no longer valid. They next act at: Base Initiative + 2 + new Initiative roll + modifiers for new action.

"Expect" a specific event (e.g., someone coming through a door) is a +5 initiative modifier. If the specific event occurs, the PC responds at: Initiative or current segment (whichever is greater) – 3 + new Initiative roll + modifiers (min. 1).

C. Attack Rolls

Experienced combatants are more likely to score critical hits and less likely to fumble. When a non-required natural 20 (critical hit) or a 1 (critical miss) is rolled on the primary/first attack, roll d20 AGAIN:

- *Natural 20's (Potential Critical Hits):* A critical hit occurs if a second d20 roll would be an *unmodified hit*. If the second roll (and subsequent rolls) is/are 20's, keep checking—the effects multiply.
- *Natural 1's (Potential Critical Misses):* If the second d20 roll would be an *unmodified miss*, then a critical miss occurs. Subsequent 1s are also cumulative.

For a required 21, a 20 and a 50% confirmation roll is considered a 21 (two 50% confirmations would be a 22, etc.), but can't critical.

D. Multiple Attacks

When attacking creatures <1 HD, Fighters and their subclasses may spread their damage across as many targets as they have levels. Characters with multiple attacks can attack adjacent targets or opponents within the field of fire (45 degrees). Multiple attacks are chosen prior to Initiative. Characters cannot move and make multiple attacks (i.e., Charge).

Multiple attacks of natural weapons (e.g., claw/claw/bite) occur simultaneously. Attacks that are true multiples (one weapon, many attacks), extra attacks are at the end of the round. Secondary weapons permit a single extra attack.

E. Held/Unconscious/Paralyzed/Sleeping (Immobile)

Attacks hit automatically. Attacks not in melee also kill on a successful Assassination roll.

F. Movement

Individuals move 10' for each movement " / round. Magic armor is one movement class better than its non-magical counterpart. Movement incurs an init. adjustment (see Appendix A). Moving characters cannot cast spells or engage (unless they Charge, DMG, p.65). A creature can use a natural ranged attack as they close or charge. 12" of movement equals 1.5 mph on normal terrain. On uneven terrain, 12" of flight equals 2.5 mph.

Charge: When not engaged or Severely Encumbered, brings attacker into melee for a single attack at the end of movement with: a 50% **biped/50% quad** increase to MV (max of 24"); a +2 bonus To Hit; a +4 init. modifier but attack order by weapon length; no DEX AC bonus (**characters with no DEX bonus lose one AC**); double damage if mounted with lance or braced with spear or pole arm. Those charging must stop to engage unless mounted. May only charge once per turn. ~~Must see target.~~

Withdraw/Falling Back: Backing away from opponent at 1/3 MV, still in melee if pursued. If two companions melee with a single opponent and one decides to withdraw, the remaining companion can attempt to block the opponent's advance.

Flee: Move away at ≤ full movement with a –2 initiative modifier, providing the opponent a free melee attack at +4 To Hit but no movement. Severely Encumbered characters cannot flee. If a fleeing character wins Initiative, they increase the distance from pursuers by an additional 1" × their Total Initiative once every turn they flee. If the pursuer ends a round in melee range, in the next round the pursuer gets a free melee attack (armed or unarmed) if the pursuer attacks. If the fleeing creature is out of visual range, or in an area of "difficult" terrain, a check is made to see if evasion is successful.

Climbing: Thief CW ~1/10 MV (e.g., 12'/round) +30' if using rope when lightly/unencumbered (only rope MV 36'/round) ± DEX Reaction/Attack, presuming a somewhat rough vertical cliff. A thief climbs ladders at 1/2 MV. Non-thieves CW 40% and move at 1/2 thief. Characters at Moderate or Heavy encumbrance climb at 1/2 (and armor Climbing penalties); Severely Encumbered characters cannot climb. Slightly slippery ×2 chance to fall, slippery ×10. Check CW once each

(partial) turn, at a random distance. Rappel MV 12", +50% to climb checks (+30% without wall); fail/round for entangle and DEX check. Rope Use adds 10% to rope climb checks. A fall broken by rope suffers half damage. See DSG/WSG.

Move Silently: Silent movement is standard movement, not the same rate as (DMG) exploratory movement (1/10 normal)

Sprinting: Requires proficiency. If unencumbered and can normally move 12", Move at 2× normal for 5 rounds (combat) or 1½ times normal for 10 turns (non-combat), max of 24". Cannot Attack, Charge or Surprise (but can be Surprised). Possibility of failure.

F. Proficiencies.

Swimming: ⅓ normal movement (×2 if unencumbered) on surface (reduced by 2/3 underwater), modified by Strength (16-17=+1, 18=+2, 18+=+3). Only possible with ≤ 20 lbs (±1 pound for each +100 of Weight Allowance) and/or leather armor. Dog-paddle in magic armor (1"). Dive 2".

G. Parry

A character may substitute their attack with Parry. Base initiative must be prior to opponent's total initiative for parry to work. A parry subtracts (half of the defender's level (+1 for single-classed Fighters) from one attack. Multiple attacks can be parried by single-class Fighters, with the penalty divided across attacks. Parry is not effective versus missile attacks (except for monks), or rear attacks.

Parrying a potential Critical subtracts from the second roll (that determines critical success or failure).

I. Subdual

If intent to subdue is announced, the attacker has a -4 penalty To Hit, and half damage will be "subdual" damage; ineffective against most intelligent opponents (efficacy will not be evident). The chance of subdual is: (Subdual points) / (total HP) % checked each round. Normal (non-subdual) attacks negate subdual damage.

J. Close Combat (Unarmed)

Unarmed combat actions use contested Combat Checks (CCs), comparing CC scores between the attacker(s) and defender(s). Unarmed Combat can't occur against opponents disparate by more than one size. Unarmed Combat Actions cannot be combined with Weapon Actions.

CC: die (d20 or d30, depending) + NWS + CC modifiers, Low to succeed

NWS (Non-Weapon Score, calculated in advance):

- **Base THAC0**
- -DEX Reaction/Attacking bonus (Monsters vary based on AC)
OR (depending on which is better, does not aggregate)
-To Hit STR bonus

CC modifiers:

- +4 vs. Multiple Attackers in Unarmed Combat
- +1/opponent
- +1 for each opponent's leg beyond two (or +2 for zero legs)

Unarmed Combat Actions: d20 + NWS + CC modifiers, Low to succeed

Overrun: One or more characters attempting to push through one or more opponents. Each "line" of opponents counts as one "opponent". One CC roll is made for each "line" to pass through, +1 (cumulative) for each successive "line" tried on the same round. Any following character must also succeed on a CC each attempt, or get left behind. After a successful Overrun, the defender(s) must Save vs. Paralyzation or be knocked down.

Rush: Push the opponent backwards 5' + 1' for each point of difference. Attacker adds +1 for each "line" of opponent.

Disarm: Modified by +8 for each Defender's hand. Permits Save vs. Petrification.

Pummel: See UA Appendix Q. Chance to stun d20 segments: (Base 2%, -1% Soft object, +2% hard/large object) × (½ if Unexposed | natural AC ≤ 2) | × 2% Exposed (leather, AC ≤ 7), max 5%) per Strength point. Then add +4% if STR ≥ 18/01. If already stunned, will be knocked out d4 rounds. Must be same size or smaller.

Unarmed Combat (uses d30): d30 + NWS + CC modifiers, Low to succeed

Up to six Attackers can attempt Unarmed Combat, modified by size (smaller than the Defender counts half, larger than the Defender counts double). An armed Defender may make a single free attack when an unarmed attack is attempted; success foils the attempt of that individual. A successful CC indicates the Attacker and Defender are *Engaged*. Once Engaged and beyond:

- Combatants cannot move, fight other opponents, be safely targeted by missile weapons, or cast spells (unless Verbal only), and are limited to natural weapons or weapons of small size after the first round of combat;
- Combatants gain no defending DEX AC bonus vs. non-Engaged melee attackers;
- Combatants can make one Unarmed Combat Action (as an CC) each round, including the first:
 - *Incapacitate (EGPH)*:
 1. *Engaged*: Combatants cannot disengage.
 2. *Grapple*: Take an Engaged defender to the ground/ grab them. If grappling an opponent that makes multiple, separate attacks, the grappler can neutralize one of those attacks.
 3. *Pin* a Grappled defender. Pinned characters are +4 To Hit by other (non-Engaged) attackers. A Pinned defender automatically goes last when comparing Initiative. When Pinned, the only possible action is attempt to Escape. A character pinned from the beginning to the end of a round is *Held*, and helpless (unable to defend themselves or react in any productive way).
 4. *Escape*. Success decreases a Pin to Grapple, a Grappled to Engaged, or Engaged to Breaking Free. Those who break free may not move away that round.
 - *Pummel*: Additional attacks can Pummel with fist or small object, even when Engaged. Damage of STR bonus + (d2 vs. small/medium, d3 vs. large, or a small weapon).
 - *Drag*: Drag/Move a Grappled defender 1”.
 - *Shove*: Shove a Grappled defender 5’ away or knock them down, and disengage.

K. Weapons

The STRENGTH bonus applies to the primary weapon. Characters with two weapons can divide their STRENGTH bonus between them prior to Initiative.

Bastard Sword: single prof, for one- or two-handed weapon, speed 7. Damage as long sword when single-handed.

Two-handed: battle axe, morning star, footman’s flail, footman’s mace, lucern hammer, spear [DRMG #127].

Dagger and Thrown Dagger are the same proficiency, although thrown dagger does not include STRENGTH bonus, and specialization is for one or the other (true for other weapons as well).

Grappling hook $\frac{1}{3}$ STR \times 10' (upward, $\times 2$ horizontally), base 25% chance of success (DSG); on a miss by 5% the hook will affix but dislodge in d6 rounds. d4 rounds to recoil. Normal objects thrown inaccurately: 5' \times (STR+DEX).

Missiles cannot be fired or hurled if the attacker is in melee. Crossbows gain +4 TO HIT, reflecting their increased accuracy, penetration, and damage. Bows add STRENGTH bonus only if constructed for that purpose (and then cannot be drawn by those w/ inadequate strength, max STR 18); STRENGTH bonus applies only to melee otherwise (PHB, p. 9). Targeted fire rate into melee is halved. The ground is AC 10.

Crossbow, pistol:	d4 (fire rate 1)
Crossbow, light:	2d4 (load by placing foot in stirrup and drawing, fire rate 1, two-handed)
Crossbow, heavy:	3d4 (load with a manual crank, fire rate $\frac{1}{2}$, two-handed)
Bow, long & short:	d8 (fire rate 2, two-handed)
Javelin:	speed 4

L. Riding

Mounting requires half movement. Any time a rider hits another mounted creature with a melee weapon 3’ or longer (or foot soldiers with weapons of 10’ or greater) and rolls a natural 20, the other is knocked from the saddle, suffering d3 points of damage; the Riding proficiency permits retaining seating with a successful Proficiency Check. Unarmed Combat can pull a rider off a mount (note additional feet). RoF is halved on horseback (OA).

V. SPELL-CASTING

No cantrips. No DEX AC bonus when casting. Range for AoE spells is determined to the center of AoE (or with exceptional cases, within Ground Zero). Characters with spell level restrictions due to Ability Score can substitute those

slots for a next lower-level spell. Only spell components of specific material value/importance must be detailed; each cleric/druid is assumed to carry a full small pouch (2.5#), and each mage a full large pouch (5#) of spell components. The reverse of a spell must be separately memorized. Physical restriction or Severely Encumbered prevents casting Somatic spells (10% failure if in bulky clothing). Concentration is broken if grappled, injured or moving faster than 3". Unless otherwise indicated, spells can't be dismissed or limited and do not end upon caster death unless summoning/conjuration. If it takes 6 seconds to decide on a spell, 1 segment of the round is gone [PHB, p. 64].

Rangers and Paladins gaining spell-casting start as if they were 1st level and do not gain INT or WIS bonuses [DRMG #31, #64, #137, #139, Poly #7, StRvw v1#2, Imagine#3; #33 disagrees].

A. Spell Recovery: Spell slots are recovered at 15 min/lvl, maximum of 12 hours of study / day (48 levels of spell).

B. Illusions: Cannot create monsters with more HD than caster level, nor more creatures. The type of monsters created are limited to those that the caster has observed. Illusory creations stay within the AoE, and attack as the mage's THAC0. Illusory creations disappear when hit or otherwise indicated, unless the mage specifically focuses on them. Casters may cast illusions to duplicate the effect of any spell they would have the ability to cast. Undead see non-mind illusions. Illusions are of things, not the absence of things. See Spell Notes for damage.

C. Spell Timing

Spell casting begins at the beginning of the round, and completes at Initiative. Spell-casters taking damage prior to completion must make a modified Saving Throw vs. Spell or the spell is ruined and lost. Spells that take < 1 round take effect at completion of casting. Spells that take one round take effect before the next round starts (2e). Spells that take two rounds to cast go off before the third round, etc. Spells that have a delayed or ongoing effect (such as Summon) start their counter the round after casting, to take effect on the appropriate round at base initiative.

D. Spell Creation

New spells can be researched ("created") on a level-by-level basis. The creator must be able to cast at least one spell at the level higher than the level of the spell being created. A mage character actively adventuring and without extensive resources can create one spell per character level. Clerical characters create at half that rate. Multi-classed characters create spells at half the normal rate for each spell-casting class, and require that the creator be able to cast at least two spells at the level higher than that of the created spell. Successful spell creation requires a roll as per the chance to learn a spell, & 200 gp /spell lvl/week, for 1 week + 1 week/spell lvl. Additional spells can be created per DMG, p. 115.

E. Scrolls: A character can cast a spell of their class they do not know and cannot learn from a scroll. Characters at least 7th level may inscribe scrolls. Inscribing a scroll requires: the spell be memorized, 100 gp + 100 gp/level of spell (plus cost of spell components), and 1 day/spell level (continuous). Chance of failure = $(20 + \text{spell lvl} - \text{character level}) \%$. When casting from a scroll, the range, duration, area of effect, etc., is typically but 1 level higher than that required to cast the spell, but never below 6th level. For twice the cost, a scroll can be copy-protected.

VI. PROFICIENCIES

See Proficiencies spreadsheet. Always fail 19/20. As proficiency is non-class, it shouldn't allow PCs to approach other classes. Proficiencies that replicate class abilities cost 2× with a -6 penalty. Indirect proficiency comparisons are by amount of success. Comparisons when one doesn't have the proficiency use half the required stat.

A. Gaining Proficiencies

Proficiencies are selected when leveling. Multi-class characters start with the best proficiency number in each category (weapon/non-weapon), and thereafter gain slots at the best rate of the two (or more) classes (Imagine #15). Characters gain additional starting non-weapon proficiency slots per INT. Characters are not automatically fluent in the array of languages provided for non-humans—these are languages the character has had the opportunity to learn; non-proficient knowledge is broken at best. Non-humans gain their racial language and Common for no cost. Learning a new/additional language requires one year minus one month per $\text{INT} > 12$.

B. Weapon Specialization

Individuals of any class but Cavalier or Duelist may specialize in weapons in which they are already proficient. Single-classed Fighters (not subclasses) can specialize (once) in a weapon at 1st level for +1 to hit AND damage for each slot (maximum of 3 slots for any one weapon). Non-single-classed-Fighters can specialize (once) in a weapon for +1 to hit OR damage for each weapon slot they expend (maximum 2 slots for any one weapon). Specializing in a bow requires an additional slot. Once specialized, single-classed Fighters also gain: UA multiple attacks, the IAIJUTSU proficiency.

VII. CHARACTER ABILITIES/CLASSES/RACES

Later changes in ability scores do not affect class eligibility.

A. Multi-class (max of two, no characters with two classes)

Ability requirements per DRMG #64, p. 19. Class abilities do not stack. Level limits will not be imposed, but experience earned in a class where the character is maxed out is halved. Experience point costs will be 25% higher for a human to multi-class. If a multi-classed character reaches the “maximum” level in one class, the classes no longer need to remain a max of one level apart. No bards. **Multi-class expenses are average of levels.**

B. Paladins

Not a subclass of cavalier. *Detect Evil* becomes at will (i.e., an inner sense for great evil > 8 HD, not necessarily on an individual level); the character must stop 1 round, have quiet, and intently seek to detect the aura.

1st Level: All saving throws +2. Heal 2 HP per round/Level each day. Can be divided across PCs. Costs 1 HP/use.

1st Level: Ability to Call Light (as a *Light* spell) once/day/level in time of need 1” radius/ 2 levels, range:0”. Suspends darkness.

1st Level: Cure Disease 1/week per 5 levels as per cleric.

2nd Level: *Detect Evil* 60’, 1” wide path.

3rd Level: Immune to disease. Turn Undead as 1st level cleric (improves by level).

4th Level: Radiate limited *Protection From Evil* 5’ Radius (+1/-1 protection). Protects from ghouls (not ghosts).

5th Level: War-horse.

6th Level: Radiate *Protection From Evil* 10’ Radius (+2/-2 protection).

9th Level: Cast spells per PHB. Heal 3 HP per round/Level/day. Costs 2 HP/use.

14th Level: Heal 4 HP per round/Level each day. Costs 2 HP/use.

C. Monks

Attack as Cleric (Errata). Damage bonus applies to melee and missile weapons. Gain DEX defensive bonus. DEX Defensive Bonus applies to Save. vs. Missiles, and applies to Non- and magical physical missiles. Thief DEX mods (Drmg #121). No Open Locks or Remove Traps. Use the *Dragon* #53 for HD and Special Abilities. Reduce distance fallen by indicated amount for damage calculation. Re: Encumbrance, movement decreases in 25% increments. In a group, a monk reduces personal surprise by 1 @ 5th level, 2 at 10th level. Monks alone are surprised: 2 in 8 at Level 5, 2 in 10 at Level 8, 2 in 12 at Level 10, 2 in 20 at Level 13, and 1 in 20 at Level 16; Invisibility and Stealth modify as normal (e.g., a hidden, silent thief will surprise a Level 5 monk 4 in 8). Catalepsy: Oblivious to surroundings (OA), otherwise see *Feign Death*; as often as desired; required delay between usage equal to duration (min. 1 turn); prevents drowning. *Speak w/ Animals/Plants* as often as desired limited to 2r/level per encounter. May use potions.

Monks are able to conduct open hand combat even if grappled or overborne (DMG). Open hand damage is halved against opponents $\geq 10'$ (or otherwise very large) and creatures with a natural AC of 0 or better [*Dragon* #53]. A monk touching an undead creature is the same as the reverse (DMG).

The monk “stun” ability is not cumulative. If a stunned opponent is stunned by a later attack, the opponent must Save vs. Death or be knocked unconscious for 1-4 rounds. A stunned opponent defends without benefit of DEX or shield, and is +4 to be hit. Monks open hand attacks cannot stun or kill opponents larger than man-size (increases with level, not to exceed hill giant). Undead, golems and doppelgangers cannot be stunned. [*Opponents gain a Save vs. Paralyze against stun, although for every point beyond 5 more than was needed to hit, the save is at an additional -1 penalty?*]

Quivering Palm requires a To Hit roll on an attack. The target saves vs. Death + WIS bonus when the monk commands the effect, or is reduced to -3 HP.

For monk combat starting at lvl 12, failure means losing 100,000 xp, and a delay to try again [*1 year?*].

D. Clerics

All cleric spells need to be preapproved by DM (e.g., the Gods), and sometimes the gods know what you need better than you do (and sometimes they’re just perverse). Clerics get a spell bonus (per PHB) for high WIS scores. Single-classed Clerics may substitute Necromantic spells for memorized spells (based on alignment). Can cast spells with shield.

Clerics turn from lowest to highest HD. Failure precludes further attempts. **No verbal component (Poly #17)**

E. Druids

A druid can assume one animal form/day at 5th level, and three at 7th level. Druids are limited to one mammal, one bird, and one reptile form per day (max INT 6) [DRMG #137]; size can vary from bullfrog or a small bird to as large as a small

black bear. The druid's equipment melds into her new form and becomes nonfunctional; when reverting to normal, objects reappear. New items worn in animal form (such as a saddle or halter) fall off and land at their feet; any carried in a body part common to both forms (mouth, hands, or the like) are still held the same way. Changing form requires mental effort but no casting time, and cannot be disrupted. Assumption of a new form removes 10%-60% of current damage (reverting to normal is not assuming a new form), takes a segment [Poly #12], and can't be interrupted.

Druids get spell bonus (PHB errata, DRMG #64, Poly#22) for high WIS. While the number of spells that can be cast does not increase, the single-classed Druid can memorize twice the normal number (providing a wider selection of spells). The Druid is treated as five years younger than his actual age for the purpose of determining age category. Multi-classed druids cannot be part of the druidic hierarchy, so are limited to 11th level.

F. Single-classed Fighters: Bonus for weapon specialization and parry. Spread damage across < 1 HD creatures.

G. Barbarians: Barbarians can adventure with magic-users and clerics at 1st level. Will only use magic armor and/or weapons (and weapons-like) if a non-magical alternative is not present. Does not desire to possess more than two magic items regardless. Surprised as Ranger. See DRMG #148 for proficiencies. DEX bonus requires leather/elfin mail.

H. Magic-Users / Illusionists

Mages get a spell bonus (as clerics' WIS) for high INT, although cannot duplicate spells at 1st level.

Acquisition: Each new level group requires checking Chance to Know (CTK); check ALL spells as the character gains the spell group). Maximum restricts spells learned (not knowable) up to the maximum allowable by the mage's INT. Spells can only be learned from the mage's personal spell book. Learning a new spell requires 1 day/spell level and a place of rest for the duration. If a mage fails the CTK for a spell, that spell **cannot** be learned without a change in INT. A decrease in INT means re-checking every known spell, with the potential for spell loss. An increase in INT provides the opportunity to learn spells previously failed.

Once a mage learns the maximum number of spells for a level group, learning new spells in that level group entails losing old spells. When attempting to learn a new spell beyond current Maximum, the mage randomly loses one spell in that level group—the mage can select ONE spell to be proof against loss.

Casting: Learned spells are "memorized" per the PHB, except that a spell book is not required. Single-classed Mages (and Illusionists) can cast any spell in their repertoire if casting a 1st level spell when less than Level 7 themselves, or using: an additional spell slot of the same level; a spell slot one higher than required; a spell at a level they can cast only one spell. Mages cannot cast spells with somatic components while using a shield. Can cast with dagger or staff in hand.

Adjusting: Range can be decreased as desired. Mages can cast spells as a lower level spell-caster (for purposes of effect) if the caster can cast spells at a higher level than the intended spell; effects (AoE, damage, etc.) adjust to the level the spell is cast. For each level of spell the caster can cast above the original, the effect can be decreased up to two levels. Mages can upcast spells as a higher level spell-caster (for purposes of effect) with an additional spell slot/ 2 levels effect.

Overcasting: Mages can overcast spells they know and can use if reading from a spell book (destroying the pages) [UA], or if they have used up the required spell slots. Overcasting causes level of caster × [caster's hit die of d4] damage.

Example: Fritz, a 6th level mage with 20 HPs remaining desperately wants to cast Fireball (a 3rd level spell), but has used up his memorized Fireball. *WHOOSH* Enemies go up in smoke; Fritz takes 6 × d4 damage (for a total of 24), taking him to -3 HP. Fritz goes unconscious. HP drop at the rate of 1/round. At -10 he starts making SYSTEM SHOCK checks each round. Two rounds later, the 40% penalty catches up with him, and he dies.

Enchanting: A 7th level magic-user may concoct potions with the help of an alchemist. 12th level magic-users may concoct potions on their own and attempt to enchant items (Errata).

Spell Books: Creating a new/blank spell book takes 4-7 weeks. Recreating a spell book from scratch takes one week/spell level and 100 gp/spell level. Transcribing a spell into a personal spell book (from a scroll or other spell books) requires the spell be understood, takes 1 day + 1 day/spell level, costs 100 gp/level of spell in materials, and erases the original. Chance of failure = (20 + spell lvl – character lvl)%. Spell books are worth 1,000 gp (and 500 xp) per spell group, weight/encumbrance 15#/45#. DRMG #147 Inscription. Scroll creation DMG p. 118.

Lost Spell Books: A magic-user whose spell books are lost or destroyed cannot regain spells until these are replaced. It takes 1,000 gp and 1 week of study per spell per spell level to replace a spell in a new book, e.g., a book with two first-level spells and one second-level spell would cost 4000 gp and take four weeks to replace (Expert, p. 11).

I. Cavaliers: Weapons of Choice bonuses replaced with “+1 to hit, +2 when mounted; +2 to hit, +3 at 9th level.” No stat increases. No alignment rules. No armor restriction. Immune to Fear, and 1” aura +4 save vs. Fear. No inherent “charge/no retreat”. d10 for HD. Additional Parry abilities. See DRMG #148.

J. Rangers: Only 1 HD at 1st level. Per Thief of the same level, the ranger can Move Silently when in natural surroundings. DRMG #94 for tracking ID. Tracking per Proficiency, +1 @ 3rd, 6th, etc.

K. Thief/Assassin: Back stab must be from rear. MS permits Charge and provides Surprise bonus prior to back stab. Multi-classed back stab uses best THAC0 while meeting race criterion re: weapons while using light armor and no shield (see UA errata for multi-class armor penalties). Back stab multipliers apply to total damage. Find/Remove Traps (mechanical) d4 rounds. Failed FR[Set]T triggers on the inverse of the chance of success. Pick Locks d4 rounds (up to d10). Can attempt PP 2× / round, detected if failing by >20%. Can use shield. Can use 2e skills determination (≤95%). Assassination (melee thieving ability) brings humanoid (Imagine #8) target to -3 HP. 25% scroll failure, w/ 10% chance/spell level of reversal on failure. HiS can make small movements: draw weapon, uncork potion, etc.

L. Duelist: Treated mostly as Dragon #73. XP bonus only if facing opponent totally alone. d10 for HP. If receiving weapon (incl. claw, etc.) damage ≥ current HP, a Save vs. Death will negate the damage, once per rest period. Duelist code forbids a two-weapon advantage over a one-weapon opponent. Surprised as Ranger. No Fencing Master training.

M. Magic Items: Magic-item restrictions do not include single-use items (potions, arrows, other items destroyed by Dispel Magic, etc). Followers will NOT return/loan magic-items. Magic items in one’s fortification are still “possessed.”

N. Races: Grey/wood/wild/valley/dark elves, grey dwarves/svirfneblin are not PC races. All races move base 12” (A4). Halflings/gnomes get a size -2 defense bonus similar to dwarves (Gygax) and are considered Dex 18 for bows/slings. Halfling/dwarf 20% ring failure checked **each time worn**. Half-elves can wear human- *or* elf-sized armor depending on weight. Gnome/dwarf detection abilities take 1 turn [DMG]. 90% (30%) sleep resistance applies to spell name, not school (DRMG #60).

VIII. MISCELLANY

A. Waking Up: When appropriate, characters are allowed to make a WIS check to wake up (or remain asleep).

B. Weight: 20 coins = 1 lb. or 10 encumbrance. 8 coins/cubic inch (loose), or up to 13,824 / cubic foot. A cubic foot of water weighs 62 lbs. A stone statue weighs 3× the non-stone weight. A normal person can lift 150#, modified by STR (DMG Appendix O). Drag provides 2×, a travois provides a 3× multiplier. 50' rope (2 hp) supports 1500# (falling 20' exerts 1500 lbs force, 20% chance of break). Crowbar provides advantage.

C. Encumbrance:

S. Pouch/L. Pouch/Backpack/s. sack/l. sack/s. saddlebags/l. saddlebags 2.5/5/40/30/40/25/50 lbs.^{Moldvay, Appendix O}
Bulky: encumbrance 2-3× weight, very bulky 5× weight (WSG, p. 30).

≤ 8 (+STR mod) Unencumbered: Magical non-bulky. 12” MV.
>8-35# (+STR mod) Light/Normal: Weight or non-bulky (leather armor). 12” MV^b.
> 35-70# (+STR mod) Moderate^a: Weight or fairly bulky (cold, chain/ring/scale)^b, 9” MV^b.
> 70-105# (+STR mod) Heavy^a: Weight or bulky (very cold, splint/banded/plate). 6” MV^b. +1 segment Surprise
>105-150# (+STR mod) Severe^a/Encumbered: Weight or very bulky. 3” max. +2 AC. No Charge, DEX AC. +2 segments Surprise

^aNo DEX Reaction for Surprise

^bIf armor is magical, weight is 50% and move one class better, but bulk is unchanged [DMG, p. 28, see also PHB, p. 36, Poly #1].

^cVery cold clothing is bulky (6”, AC: 8, 10% failure on somatic spells). [WSG, p. 20]

Generic encumbrance: [PHB, p. 102. Also see WSG]

- 0#: clothes, normal spell components, thieves' picks and tools, helmet.
- **2.5#: Bracers of defense**
- 5#: pouch, weapon (2 daggers=1 weapon, bow + arrows=2 weapons, grapnel=1 weapon, 2-handed=2 weapons).
- 5/10#: Shield: Small or normal(non-)/ large (bulky) (magical shield has no bulk but is not lighter).
- 15/30/45#: Leather/chain mail/plate (if magical, weight halved and move next higher rate).
- 35#: Backpack with spell book or "standard" adventuring gear (includes dagger, ¾ full).
- Chest (large iron/small iron/large wooden/small wooden): 100-150/20-50/10-25/50-150.

Example stats for 16 STR: <28N/<70L/<105M/140H/<185S: 85 enc.

D. Paralysis: 5d4 rounds unless stated otherwise [DMG wand, Poly #2].

E. Powers that “renew” on a daily basis renew at dawn, after rest (alternatives are dawn, midnight, dusk, after reset, etc.).

F. Numbers round normally: 3.1 becomes 3, 3.5 becomes 4. Combining multiplicative powers will, generally, be additive. Doubling an effect that is doubling already will add the two effects together, not multiply them. *Doubled damage includes any magical multipliers*, but not ability modifiers (STR or proficiencies).

G. Undead: *The cleric must see and face their target and present their holy symbol within 9"*. Turning is not interrupted if attacked or Silenced [Poly #17, Imagine #16]. A Turned undead provokes a free attack at the end of the round; attacking a turned undead will (likely) cause the undead to return. Undead turn from lowest to highest HD, move away for 3-12 rounds, and avoid the cleric for one day if otherwise left alone. Failure to Turn (any) Undead disallows further attempts against that group. Unconsciousness of the cleric ends the clerical compulsion.

H. Note the Errata for DMG, PHB, and UA where it does not conflict with the above.

I. Armor takes 10-AC rounds to put on, half that to remove.

J. New characters are any method in DMG/UA, twice, drop one set, create another one. Pick. Starting characters will generally be two XP levels lower. 1st level hit points rolled < average become average (UA). Total new leveled PC HP must be a light average; if invoked will have died once.

K. Attunement. Some magic items require attunement to function—rest while focused on the item in physical contact. An item can be attuned to only one creature at a time. Attunement ends if the item has been more than 100 feet away for at least 24 hours, if the creature dies, or if another creature attunes to the item.

L. Free Actions. A character gets only one free/bonus action per round, regardless of circumstance.

M. At Will. Creatures that have "at-will" (incl. gaze) may use one such ability once per round, in addition to normal movement or physical attacks [DRMG #150, Imagine #1]. Occur at Base Initiative. *"Spell-like" abilities do not need to be cast (Poly #10).*

N. Light. Magic weapons which shed illumination spoil infravision as well as ultravision. Ultravision will not work underground/underwater at > 200' (range halved at 100' underwater) [DMG, p. 58]. Dungeon-dweller infravision base 12" (PHB). In darkness, safe movement is 1/3 normal; faster movement requires a Dexterity check each round.

O. Noise. Moving characters in metal armor can be heard for 90', hard boots at 60', and relatively quiet movement can be heard at 30' [DMG, p.68]. Spell-casting can be heard at 120'. Combat can typically be heard at 6d4" (modified). Mules can be heard at 360' (90' muffled). Doors reduce by 10', substantial interposing walls 20' (UA, p. 51). Sounds can be heard at 2× above water, and 4× below water.

P. For creatures affected by only silver or [+x or better], non-magical area-of-effects (fire, acid, etc.) still apply [Poly#2].

Q. Combined STR uses an adjusted ability score determined by combined Weight Allowance (+ baseline minimum 350) [ALT: Strength determined by combined BBLG %]. BB / LG can only be attempted once; combined attempts does not permit repeated tries of similar feats. *Up to 3 PCs can simultaneously attempt Open Doors against a 10' door.*

R. Target AC/To Hit Modifiers:

Positive adjustments (anything that makes the target easier to hit) affect the attacker's die roll, negative adjustments (anything that makes the target harder to hit) affect the target's AC. This is necessary because of the "repeated 20s" on the To Hit tables.

Auto-hit	Opponent magically sleeping, held, paralyzed, or totally immobile, max damage x2
+2	Rear (enough opponents can trigger this, no Dex AC), Severely Encumbered, held by one leg, off balance, Charge, etc.
+4	Stunned, prone, held by both legs, slowed, partially bound; Backstabbed from Surprise, Flee
-4	Invisible/Attacker is blind/Darkness/Avoiding gaze
-1 per round	Missile attack while Flying or Levitating. Cumulative, Max -3
-2 per round	Melee attack while Flying or Levitating. Cumulative, Max -6
-2/-4/-7/-10	25/50/75/90% Cover
-1/-2/-3/-4	25/50/75/90% Concealed
No Dex AC	Giants w/ boulders, siege weapons, while spell-casting/charging/Severely Encumbered/Levitating
+1/+2	Striking a Charging Opponent if Dex < 15, Dex ≥15
-1 / +1	Flying mount to grounded target or when mounted against same size foes / Grounded to mounted target
-1/-3/-5	Mounted To Hit at > 0 / ½ / ¾ speed.

S. Search

1 round: Listen at a door; search a door for traps; search 10'x10' for secret door

1 turn: Thoroughly search a 20'x20' room; determine means to open secret door

Appendix A: Initiative

CHARACTER ACTION	INIT. MODIFIER
<u>Movement</u>	
Charging (150% MV, +2/+2, no DEX)	+4
Movement (Prevents casting, normal melee)	
Movement $\leq \frac{1}{2}$ / Withdraw	+4
* Movement $> \frac{1}{2}$ Movement	+8
* Turn to Flee (free attack at +4)	-2
* Standing Up	Round
<u>Environment</u>	
Hindered (Tangled/Climbing/Held)	+3
On Higher Ground	-1
Opening a door	+6
<u>Weapon</u>	
* Use of Weapon	+Weapon Speed¹
Multiple melee targets	+1 for each
Draw Weapon ^{2,4}	+4
Change Weapon ^{3,4}	+10
Sheath Weapon ^{4,5}	+6
Drop Weapon	+2
* Pick up Weapon	+8
Parry	0
Set to Receive Charge	-2
Missile Weapon	-Dex Attack Bonus
<u>Magic</u>	
* Turn Undead	+6
* Breath Weapon/ At Will	+2
* Casting a Spell⁶	+6 + Spell Lvl
(except spells > 1 round = as normal)	
* Scroll	As Spell
* Other Magic Item	+4
Potion effect	d4+1
Slowed ⁷	-
<u>Other</u>	
Wake up	+8
Hide in Shadows	+8
Infravision	+5 ⁸
Expect <something>	+5
Respond to Expect	-3+Init Reroll+Action
Change Action	+2+Init Reroll+Action
* Unarmed Attack/Action, S/M/L	+2/+3/+5

Notes:

***Primary Action—no further actions**

¹SF for bows/darts nocked/ready is +1, +7 arrows, +10 quarrels, +2 darts, +4 other thrown objects. If MV, fire rate halved. Dex Attack bonus affects Init. Grenade-like AC:5.

²Characters with IAIJUTSU do not suffer this modifier.

³Characters with IAIJUTSU in *both* weapons are +5.

⁴Changing/drawing weapons prevents 2nd attack.

⁵Characters with IAIJUTSU have this halved.

⁶(+8 + Spell Lvl) without spell cards. Max 20.

⁷Slowed move/attack at one-half of the current rate.

⁸Choose to swing before or after, prior to init. DMG p.59

COMBAT SEQUENCE

I. Announce Actions

- Attack, Close, Charge, Cast, Expect, etc.

II. Roll d10 Base Initiative

III. Determine total Initiative

- Add movement, environment, and/or weapon speed, magic adjustment(s)

IV. A. Physical Combat

1. Roll "To Hit" (d20)

- If a Natural 20 or Natural 1, determine whether a critical/fumble (see *V. Attack Rolls*)

2. Add "To Hit" modifier(s) (STRENGTH, Magical Weapon, Proficiency, etc.)

3. Add opponent's AC

4. Compare total to character's THACO (To Hit AC 0): $d20 + \text{Bonus} + \text{AC} \geq \text{THACO}$

If total \geq THACO, you hit; calculate damage:

- Roll weapon damage
- Add damage modifier(s) (STRENGTH, Magical Weapon, Proficiency, etc.)

IV. B. Spell Casting

- Hand the GM the spell card.
- Note when you complete spell. A mage damaged before completing spell checks for spell failure.

V. Wait for your initiative turn

- When your initiative turn occurs, say your initiative number
- Tell DM: Either "Hit for X damage" or "Missed"

If a hit, was it a Critical?

VI. Complete Actions (Secondary Attacks, etc.)

Damage during casting: Save vs. Spell,
d20 – Spell Level + Level of Caster – Damage taken

Unarmed Combat Checks (CCs), low to succeed:
d20|d30 + NWS + 1/opponent [+1/ Opponent leg > 2] +4
vs. Multiple Attackers

APPENDIX B: SPELL CLARIFICATIONS

If a spell is cast on an object, and the object moved, the spell effect will move with it. If the spell is cast on a creature, the frame of reference is the planet. Range 0 non-personal spells are, by default, immobile.

Save against spell with no apparent physical effect (such as charm, hold, or magic jar) may cause a definite force or tingle that is characteristic of a magical attack. But the exact effect cannot be deduced.

Characters who increase in age from magical effects do not gain the benefits of increased Wisdom and Intelligence—but the character does suffer the physical losses to Strength, Dexterity, and Constitution associated with aging (2e).

The small disturbance in the air caused by magical viewing/scrying can be detected, as the best of the crystal ball or Detection of Invisibility table. Consider spell-casters as 8% (2e) for the crystal ball calculation.

Spells of a physical nature cast on a creature that then polymorphs/shape changes do not persist. Mental effects (such as hold or charm) do persist. Spells such as Wall of Fire remain in the location of the change.

Alarm: 2d4 hours + 1 hour/level.

Alter Self: 3d4 rounds + 1 turn/level.

***Animal Summoning*: The duration is a specific fight or specific (short-term) task; they can be sent away earlier.**

Animate Rock: A 24-cubic-foot boulder has the following statistics: AC 0; MV 3"; HD 10; #AT 1; Dmg 5-30. A statue of the same size with a human shape would have the same armor class and hit dice, but would move at 9" on its legs and strike twice per round for 2-16 hp damage per blow. Neither of the above "rocks" is as good offensively as the elemental a druid could get with a *conjure earth elemental* spell at the same level, but the animated rocks are not balked by water nor dismissed by a *holy word* spell. DRMG #153.

Augury: Can ask whether task will accomplish short-term goal.

Barkskin: Bestows a natural AC 6, and decreases AC by 1 for every 4 levels. Will absorb 4 points of damage + 1 / level of caster, and then vanish.

Bigby spells: AC 0 (2e).

Call Lightning: Max 12d8 damage.

Change Self: Can be used to appear a specific individual if well-known.

Charm: +1 bonus to save for each HP damage sustained that round (DMG). A successful save vs spell indicates awareness (modified +1 to 4 by changes in nature). Awareness of caster not required. Those charmed will be 25% likely to cast a spell as close as possible to the opposite of that he or she is instructed to cast (DMG). Limited as per henchmen. Person includes: Aarakocra, Atomie, Azer, Booka, Brownie, Buckawn, Bullywug, Dark Creeper, Dark Stalker, Derro, Dryad, Duergar, Dwarf, Elf, Firenewt, Flind, Forlarren, Frost Man, Gibberling, Githyanki, Githzerai, Gnome, Goblin, Grig, Grimlock, Halfling, Half-elf, Half-orc, Hobgoblin, Jermlaine, Kenku, Killmoulis, Kobold, Korred, Lizard Man, Meazel, Men, Mite, Mongrelman, Nereid, Norcker, Ogrillon, Orc, Pech, Pixie, Quaggoth, Quickling, Qullan, Svirfneblin, Swanmay, Taer, Tasloi, Troglodyte, Xvart (Dragon #90). Survives caster death. Shade, Sirine, Snyad, Spriggan, Sprite.

Cloudkill: d10/round to those immune by HD (PH#21).

Color Spray: In a mixed HD situation, will affect lowest HD first. Saving Throw at -2.

***Commune*: Note "Will" vs "Would" for questions about the future. Unanswerable questions are questions.**

Continual Darkness: Does not block infravision. **Dispels *Continual Light*. Illusionist *Continual Darkness* functions as *Darkness 15'*.**

Continual Light: A caster may have as many active as they have levels. [alternate? 1 [duration]/100 gp gem]. Dispelled by *Continual Darkness*; suspended in *Darkness* and *Darkness 15'*. Can impact Surprise.

Cure Disease: Will cure lycanthropy if cast by an 11th level cleric. (Cyclopedia)

Cure Insanity: Cleric 4th, Druid 3rd.

Cure Serious Wounds: Cleric, 3rd level, not 4th.

Darkness: Dispelled by Light. Does not block infravision.

Darkness, 15' Radius: Dispelled by Light, suspended in *Continual Light*. Blocks infravision.

Dancing Lights: Can move up to 36"/round. Must stay within 10' radius of each other. (3e)

Delayed Blast Fireball: 10d6+6 max damage—"glowing orb hanging in mid-air".

Detect Magic: Detects plus value on armor and weapons. If MU (not illusionist) 10% chance per level of the caster that the type (abjuration, alteration, etc.) can be found as well (DMG). Stone walls of 1' or more thickness, solid metal of but 1/12' thickness, or 3' or more of solid wood will block the spell.

Dig: Can create non-contiguous holes each round. Saving Throw.

Dispel Illusion: Also works on magic-user Illusion/Phantasm spells.

Dispel Magic: Checked for each effect.

Divination: If the dice roll is failed, the caster knows the spell failed, unless specific magic yielding false information is at work (2e).

Endure Cold/Heat: Either/or protection, canceled by either.

Enlarge: Does not affect To Hit, but Damage increases by the % of the spell. Max 3:1, min 1:3.

Entangle: By means of this spell, the caster is able to cause plants in the area of effect to entangle creatures within the area for the duration of the spell. The grasses, weeds, bushes, even trees wrap, twist and entwine about the creatures, holding them fast for the duration of the spell. Any creature entering the area is subject to this effect. A creature that rolls a successful Save vs. Spell can escape, moving at 50% per round until out of the AoE. Exceptionally large/strong creatures may suffer little or no distress from this spell, dependent upon the type and strength of the plants entangling the creature. 3rd level druids are immune to the effect. You can see.

Find Familiar: See below. "Special" familiars neither add or remove HPs.

Fireball: Max 10d6 damage. AoE 33,000 sq. ft. Expands to use appropriate volume (with little pressure) & applies 1/2 siege point/level (e.g., will destroy closed doors, but not pass through them).

Flame Blade: Does not require proficiency.

Fly: Class B. Can carry up to max capacity (DRMG #168). Most spells can be cast while hovering or moving (or being moved) slowly (3" or less). Descend/Ascend at 2x / 1/2x. Melee penalty -2/round, max. -6. If moving, treat Short Range as Medium, Medium as Long. Move 9" underwater (DMG).

Globe of Invulnerability: Doesn't move. Visible [PH #21].

Golem: Duration: 1 day /level. One/method of summoning / type.

Haste: As written with the following exceptions: Affects only 1 creature. When the spell expires, the affected creature must rest for one turn for each round they were hasted, performing nothing more strenuous than a slow walk. Can be countered with *Slow*, and will negate *Slow*. Additional attacks/actions are at the end of the round. System Shock check for aging.

Heat Metal: Magic armor Save vs. Magical Fire for no effect (DMG). Disables opponent for rounds 3, 4, and 5.

Hold Portal: Door must be closed.

Improved Phantasmal Force: The AoE can move with the caster at half move.

Insect Plague: Saving Throw OR 4 damage per round for creatures by-not actively warding off swarm (see Summon Insects).

Invisibility: Will remain invisible until an attack or casting a spell (BECMI). -4 To AC. On an object <= 100 lbs/lvl lasts 1 turn/level. Footsteps can be seen by infravision for a round or two.

Jump: Can be used more than once/round.

Knock: Determines door size, not floor space.

Know Alignment: Not a spell.

Levitate: Moving the target horizontally requires enough force to move/pull/carry their weight. *Levitate* is relative to current position, and will revert if moved at the usual rate. *Levitate* fails if weight limit exceeded. Levitating targets gain no DEX bonus. Missile penalty of -1/round, max. -3, melee penalty 2x missile penalty. Vertical movement requires no other action. 20'/round caster, 10'/round other, same round as cast. Connects to world, not local objects. Spell cannot pause (on then off then on). If caster is otherwise occupied, no vertical movement is possible.

Light: Dispelled by *Darkness* and *Darkness 15'*.

Lightning: Max 10d6 damage. Rebound direct to caster. If the bolt strikes a creature more than once, it does no more damage. However, the victim must save for each contact, and if any saving throws are missed, full damage is incurred (Poly 4, p.13).

Limited Wish: As *Wish*, usually with a timer (typically 1 day / level).

Magic Jar: The caster retains his own attack rolls, class knowledge and training, and any adjustments due to his Intelligence or Wisdom. The host body retains its own hit points and physical abilities. If the host body is slain beyond the range of the spell, both the host and the caster die. Trapped in host (to try again? Or back to gem?) Life force of host stuck in receptacle (2e). Any life force with nowhere to go is slain. Attempt can be sensed.

Magic Missile: The target creature must be seen or otherwise detected to be hit. Memorizing MM more than once prevents: the INT bonus for 1st level spells; the ability to exchange 2nd for 1st level spells; the ability to exchange 1st level spells 2:1 for unmemorized spells; the ability to upcast.

Massmorph: 1"x1" square / level. Alteration.

Mordenkainen's Faithful Hound: The spell lasts for a maximum of one hour plus half an hour per caster level, but once it is activated by an intruder, it lasts only one round per caster level.

Negative Plane Protection: Damage is not doubled on a failed save. Lasts 1 round/level after hit.

Neutralize Poison: Will revive a victim slain by poison (or under *Slow Poison*) if cast within 1 turn.

Obscurement: Works under water.

Passwall: Forms physical hole.

Phantasmal Force (and associated illusions): Must be an illusion of something (not nothing).

When Emulating a Spell (Footprints #8)	Level	Spell Damage	Successful Saving Throw
Phantasmal Force	1	1 hp/level of the caster	0 damage
Improved Phantasmal Force	2	1d2 hp/level of the caster	0 damage

Spectral Force	3	1d3 hp/level of the caster	0 damage
Shadow Magic	4	1d6/level of the caster (maximum)	1 hp/level of caster (maximum)

Phantom Armor: Will not function with other forms of magical protection. Protection items still affect saves.

Phantom Steed: **Base material component: small silver horseshoe (DRMG 117)**. A phantom steed created underwater is a hippocampi with a black forebody and silver-gray scales, without the abilities of the regular phantom steeds, MV 4"/level of the caster (maximum 48"), 12 hp, AC:2 (UA, 2e, CWH). **16th level able to pass into the Ethereal (consumes 1000 gp black gem)**.

Plane Shift: Destination arrival point is random (tho dependent on plane mechanic).

Polymorph: In general, limited to living creatures (2e). Gear melds into the new form (cf. druid). Will only expand to reasonable size in constrained space. **Does not bestow magical/planar ability (DRMG 133)**.

Polymorph Self: Can end at any time by voluntarily returning to own form and heal d12 hp. **Falling Hippo 114 hp damage, save vs death for half**.

Precipitation: Does not convey immunity to magical fire.

Produce Flame: d3 damage

Protection from Evil (all versions): Moves with caster. Preventing contact by conjured/summoned creatures.

Quest: ?

Raise Dead: Not limited to humans.

Read Magic: One spell level / round.

Reflecting Pool: Level 3. Adjacent plane.

Regenerate: A character fully healed by regenerate is revitalized.(???)

Sanctuary: All or none. (???)

Shocking Grasp: Requires THACO.

Silence 15' Radius: Sound will pass through the area, just not be created (or heard) within. Blocked per *Detect Magic*.

Sleep: Save negates. In a mixed HD situation, affects 2d8 HD, from low to high (using Sleep table). AoE.

Slow: Slowed creatures move and attack at half the normal rate. Otherwise, they can perform only one primary action every other round (do nothing and then act). Initiative is normal. In the round the character is *Slow*'d, if they haven't acted, double their Initiative to determine their action. +4 to AC. Not cumulative. *Slow* cancels *Haste*.

Slow Poison: Works prophylactically (Poly #7, p. 7).

***Snake Charm*: Will not attack unspecified targets unless Damage/Interaction.**

Solid Fog: Can cast through it if LoS isn't required. Does not impede casting.

***Sticks to Snakes*: Non-magical wood. Each stick has encumbrance of 20 (2#). Affected by *Dispell Magic*.**

Speak with Animals: "Speaking" to animals is a matter of tone, facial expression, and body language. The communication with and/or between semi-intelligent creatures must be very similar, though these latter types might comprehend a few simple words. Animals only know of the Now, the immediate past, and have no conception of the future.

Spike Growth: Cleric Level 4. Can stop movement per segment.

Spike Stones: Cleric Level 5.

Stinking Cloud: +4 to hit. Unable to attack.

Stone to Flesh/Flesh to Stone: Instantaneous. Creates non-magical statues. System Shock check.

Stoneskin: Max duration 1 hour/level.

Telekinesis: Two possible effects: Moving objects around, and "violently thrusting" them. Range is 1"/level. When cast against an individual to move them, they would get a save, but not when thrust.

Moving objects: Objects can be telekinetically manipulated as if with one hand. For example, a lever can be pulled, a key can be rotated, an object can be moved, etc. (as long as the force is within the limits of the spell). You might even be able to untie simple knots. Objects moved this way would move at 2"/round in any directions within range.

Violent Thrust/Pull: Considered a <1 round effect, so an object would hit the round you cast, in a straight line. You need to roll to hit if aimed at something, with range S/M/L: 2", 1vl", 2 x 1vl". Objects cause damage ranging from 1 hp per 25 lbs moved (aka 1 hp/level) for lightweight or flimsy objects (such as a barrel), to 1d6 damage per 25 lbs for hard, large, dense objects. Simply hurling a person directly (against a wall for example) will do d6 per 11 as a 20' fall, but you could do that to full range.

Tenser's Floating Disc: Water and air do not count as ground.

Tongues: Lasts 1 turn/level. Understand all languages (can speak only one at a time).

Transmute Rock to Mud: Affected get Saving Throw. Sink 10'/full round.

True Sight: Effectively no way of hiding from it (Hide in Shadows included).

Unseen Servant: Do not need to be able to see the servant as long as you can command what you want.

Volley: Max duration 1 hour/level.

Wall of Fire: While it burns, that which it burns will not set other things on fire. Concentration + 1 round/level for Druids. Cannot move and concentrate. "In a ring" creates thin (~6 inches) opaque ring. When cast in an enclosed space, will conform to the space.

Conforming doesn't count as going through. When the mobile version is employed, enemies moved into get a Save vs. Spells for half damage **once / round**. Radius determined at time of casting.

Wall of Fog: One 2" cube / level.

Wall of Force: 10,000 gp of diamond dust (DMG). 20 sq ft / level (4' × 5').

Wall of Ice: Pulls together shards of ice to create a barrier requiring BB/LG or 1/4 to 1/2 points of structural damage. Bashing through the flexible nature of the wall causes the ice to close up again behind the person who bashed through, thus forcing everyone breaking through to take damage.

Warp Wood: *<how much can it affect?*

Web: Does not cause suffocation. Slightly opaque (10'). Giants are "strong and huge". **Expands to fill available space.**

Write: Does not accelerate spell copy.

X-ray Vision: a) it takes at least one round to penetrate something (or more if it would be more), b) once you penetrate something, the next round you can see to the full extent/range of the x-ray, c) You don't need light or other effect to be able to see; you just can.

Find Familiar:

The familiar's hit points are added to the total of the master when within 12". Normal familiars have 2-4 hit points (added to mage's HPs) +1 / caster level. When a familiar dies, the spell caster temporarily loses 2× the familiar's HPs, to be recovered at 1/week.

While the wizard cannot see out of the familiar's eyes, the wizard has an empathic link with the familiar and can communicate with empathic (basic) commands at the range of 1 mile. A wizard thus is surprised on 1 less when accompanied by the familiar. Note that empathic responses from the familiar are generally fairly basic—while able to communicate simple thoughts, these are often overwhelmed by the familiar's instinctual responses. The familiar suffers no damage if the saving throw is successful and half damage if the saving throw is failed. Without its empathic link with the caster, the familiar loses 1 hit point each day, and dies if reduced to 0 hit points.

As an alternate to a sensory link (fixed at time of acquisition of familiar), the wizard can see out of familiar's eyes if within 12".

All familiars gain an intelligence rating of 4 (the highest semi-intelligent rating), plus some limited ability to plan for the future as humans do. Such intelligence will be qualitatively different from that of humans and demi-humans, however; these animals will not be able to learn speech, not as a human would understand it, anyway. When a magic-user dies, for whatever reason, the familiar attached to that magic user dies, too. This explains why familiars are "absolutely faithful." Indirectly causing or allowing a master to die means suicide for a familiar; therefore, the health and well-being of a familiar's master should be the creature's utmost concern.

All small familiars take little damage from a fall because the strength of their bones and flesh is greater in proportion to their weight than in humans. In addition, a familiar's body has a greater surface area in proportion to its weight. Therefore, it will reach terminal velocity much sooner than a human body. The upshot of all these assertions is that a rat can probably survive a fall from the roof of a house (and may even be undamaged by the experience). Small animals should receive 0-3 points of damage (1d4 -1) from a fall of 20 feet or less and another d3 for each additional 20 feet, up to a maximum of 6d3.

Hearing is described as either good (significantly better than human) or superior (the kind of hearing that locates the slightest sound at 50 paces) taking into account sensitivity, audible frequency range, and ability to locate direction. Animals with good hearing have a 10-20% better chance of locating invisible or hidden creatures (based on hearing alone, when it applies) than creatures with normal hearing—depending on conditions. Those with superior hearing will be about twice as good.

Animals with olfactory (smelling) abilities above the human norm have the same improved chances of noting hidden enemies as those with good hearing, depending on circumstances and on how good they are at identifying scents. In addition, those with a good sense of smell can track about half as well as a ranger. Those with superior capability can track equally as well as a ranger. The conditions under which tracking is possible, and any information gained by tracking, will of course differ for familiars and rangers, according to their physical and mental capabilities.

Visual ability involves several different aspects. All animals generally have wider fields of vision than humans, but where this is especially so it has been noted. Such animals should be harder to sneak up on, negating surprise in some situations. Color vision is present only in diurnal animals, and as a general rule, diurnal animals that are active only in dim light do not see color well, if at all. Animals that see well in poor light also tend to have poor acuity, since sharpness of vision and sensitivity to light are opposed to one another. This means that animals with sharp vision will have poorer-than-human night sight. In addition, animals with night vision will not see as clearly as a human in good light. Those animals with night vision can see either one (good) or two (superior) classes better than human on the following scale: daylight, twilight, full moon, half moon, starlight, and cloudy with no moon. By this rough measure, an owl (superior) sees as clearly under a full moon as a human does by day. Remember that there must be at least some light for night vision to be effective.

For list of familiars see DRMG #84, and Familiar notes DRMG #147. Special familiar DRMG #086.

The Complete Ranger's Handbook suggests an animal follower assists in tracking: +1.

Only followers capable of tracking prey by scent are eligible to learn to track. The follower can follow the trail of an animal, human, or demi-human; in general, the follower must be familiar with the creature being tracked, or the ranger must provide a sample of the scent (a piece of clothing, a scrap of hide). It can retrace its path to lead the ranger to the creature. If the follower assists the ranger in tracking, the ranger adds +1 to his Tracking proficiency checks (see Chapter 2). If the follower is tracking by itself, it makes Tracking

checks independently of the ranger. Assume that the base Tracking score of a wolf, lion, or similar predator ranges from 13-16. A hunting dog's score may be as high as 19, while a young badger's score as low as 11; the DM makes the call.

APPENDIX C: MAGIC ITEMS

Bag of Holding: Objects come out in the order they were put in (Watt-Evans). Has the mass and volume of its appropriate weight bag. A character can get out from the inside... usually. Given the size of the hole (1.3' wide bag), best case it's very slow.

Boat, Folding: Ejects contents.

Boots Levitation/Boots, Winged/Cloak of the Bat: Will not prevent falling.

Boots Elvenkind: Not effective in metal armor ("move without sound of footfall"-DMG). Poly #16.

Boots of Springing and Striding/Leaping: Range halved underwater.

Broom of Flying: Below half speed will not fly (392 lbs). Mount/dismount takes d8 segments and landing reduces multiple-attack capability by 1 (Poly #21), non-primary. Requires connection to air.

Carpet of Flying: Requires connection to air.

Cloak of Protection: Won't work with magic armor, nor non-leather armor.

Crystal Ball: Can try 1/day.

Decanter of Endless Water: Allows MV 6" underwater, MC: D. 10 hoses of water.

Dust of (Dis)Appearance: Can be washed off with a lot of work.

Elfin chain: Magical chain mail will improve in movement, but not bulk. Only elfin chain will be non-bulky.

Gauntlets of Ogre Power: Do not affect encumbrance.

Girdle of Giant Strength: 200 xp, 2500 gp per point of damage bonus.

Holy Water: Faintly magical.

Mace of Disruption: See Errata

Polymorph Self: Can end at any time by voluntarily returning to own form and heal d12 hp.

Ring of Free Action: Wearer unaffected by water for purposes of movement DRMG #166. Affected by Paralysis DRMG #207. Can move and otherwise operate as if not encumbered, unless severely encumbered, in which case operate as if moderately encumbered. Wearing this ring does not enable a character to carry more encumbrance than he can normally; if such an attempt is made, the power of the ring is negated until the wearer rids himself of the excess baggage. No change to actual weight or encumbrance.

Ring of Protection: Magical shields are not "armor".

Ring of Regeneration: Only heals damage received while worn.

Ring of Water Walking: Wearer rises to the surface at 5"/round. Water current acts as conveyor belt. Treat water as solid.

Rope of Entanglement: Attacks as 4 HD.

Wand of Force: Blade does NOT require proficiency in bastard sword (nor non-proficient penalty). DRMG#147. Half-sphere $r=5.6'$

Wand of Wonder: See DRMG #147.

Wings of Flying: Will prevent falling, if falling "a great distance."

APPENDIX D: MONSTERS

Dragons are generally treated as 2e for abilities, tho not size. Damage does not decrease as the dragon is injured (Poly).

APPENDIX E: LEVEL BY COMBAT

Druids

At such time as a druid attains sufficient XP to advance to 12th level or higher, they may temporarily elevate themselves to that level in preparation for attempting to best the current holder of that level. If they fail in the attempt, they return to the beginning of the lower level. Druids are summoned to meet for combat, should other opportunities not present themselves.

Both are provided two days to purify and put their minds on order (reorganize and relearn spells). They must have enough "Cure" spells prepared to, with certainty, heal their opponent 11 points (Example: 11 CLW for 11 points min, 2 CCW at 12 points min), so they can return them from death's door at the end of the combat. They may not memorize any spells that could result in 'certain death' for their opponent (e.g., "Finger of Death"). They must put aside any potions or scrolls, and must use only their own equipment.

They are then put on vigil, where they have 8 hours to prepare, casting any spells they might want in preparation (summoning, protection), with a sand timer providing them a reasonable estimate of time remaining. They may not rest during this period. Spells may not be cast into the proving ground, but will affect the surrounding area. They both then step through a portal to the proving ground, 32" square. Visibility will vary depending on the density of the forest, ranging from 6" to 24". Combat is complete when either character yields. Characters cannot be forced out or leave the proving ground unintentionally; leaving intentionally counts as a default.

Combat can be in the form of hand-to-hand, spell-casting, or animal-form, at the choice of the defender. For spells, the choice of which spells are to be allowed in combat are decided by the defending druid, and can include any of the spells available to druids. In

such competitions, a list of spells (usually more than five, but less than ten) are agreed upon by both combatants. The spell lists for each may be identical, or they may be decided by each druid depending upon the personal preference of each. In any event, both lists must be agreed upon by both combatants, and by the attendant of the rite of ascension. See DRMG #119.

Monks

Typically meet starting 2" farther apart than the current movement. The monk must find and defeat in single combat, hand-to-hand, without weapons or magic items. See UA: Appendix R (Vanquishing) and DRMG #2(p.4) for combat.

APPENDIX F: PSIONICS

Molecular Manipulation: Up to 2 in³/round, to the limit of the Level of Mastery

Appendix G: Other thoughts for consideration

[Were there two-class, time to change is the class age delta, and stats are as new class.]

220607: w/ Lori, Strength, each 10% caps at 18/00, then to 19, with a bonus of +3, +7.

In combat, individuals move 10' for each movement " / round. In normal movement, they move half that (e.g., 12" = 60'/round). In exploratory mode, they move 1/10 that (e.g., 12" = 12').

[Replace multiple attacks with +1 damage/level?? Faster. True Fighter class adding +1/lvl, others +2] [Archers firing into melee have their firing rate reduced by 1?]

Instead of or in addition to halving fire rate into melee, apply a -4 modifier for cover.

Modify two-weapon second weapon to be effective if winning init. Better reflects shield advantage.

Specialization: -1 to usage of all other weapons? Attack as cleric in other weapons? +20% xp required

Removing Strength/00 scores. Replace with +2 damage for fighters, + 500, +1 on open doors, + 10% on BBLG.

Humans get to roll twice for hit points every time they level up, take the higher? Or reroll all HP?

BECMI:

3:-3
 4,5:-2
 6,7,8:-1
 9,10,11,12:+0
 13,14,15:+1
 16,17:+2
 18:+3

? Modify bonuses to match BECMI/5e: 3d6 in order is the Basic way, but they countered that by expanding the range of stats which get bonuses to compensate (+1 for a 13 to 15, +2 for 16 or 17, +3 for 18). Or limit the top bonus of +4 to prime attribute? Or double the bonus from the prime attribute? Or :

str 0/+1, +1/+2, +2/+3, to +3/+4 | (better and closer to existing chart: 0/+1, +1/+1, +2/+2, to +2/+3

dex 0/-1, -1/-2, etc to -3/-4

wisdom to +4

con to +4

Rick: My inclination is, however, more like a combination of the Con limit and how the rest of the stats work:

15 +0 to hit, +1 for damage

16 +1 to hit, +1 for damage

17 +1 to hit, +2 for damage

18 +2 to hit, +2 for damage

Limit of +1/+1 to non-fighters.

So each stat at >=15 is better than the previous one, but fighters are best at it. But it takes away the absolute emphasis on the extreme leap of 17 to 18 for fighters, that isn't true for any of the other classes.

MitFH: For all STR scores

Bonus	To-hit	Damage	Weight*	Doors
01-50	-	+1	+25	-
51-75	+1	+1	+50	+1
75-90	+1	+2	+75	+1
91-99	+1	+3	+125	+1 (1) **
00	+2	+4	+225	+2 (2) **

Or:

18	+1	+2	1-3	750	16%
18/1-50	+1	+3	1-3	1000	20%
18/51-75	+2	+3	1-4	1250	25%

18/76-90	+2	+4	1-4	1500	30%
18/91-99	+3	+5	1-4*	2000	35%
18/00	+3	+6	1-5*	3000	40%
18	+1	+2	1-3	750	16%
/1-50	0	+1	-	+250	+4%
/51-75	+1	+1	1-3	+500	+9%
/76-90	+2	+2	1-3	+750	+14%
/91-99	+2	+3	1-3	+1250	+19%
/00	+2	+4	1-4*	+2250	+24%

Opposed Ability checks, using the delta of success

~~Stats provide the following bonuses: 13-15: +1, 16-17: +2, 18: +3. Non-Fighters have a -1 penalty on STRENGTH, and a +2 max in CONSTITUTION.~~

Interestingly enough, if we take the five steps

18 (01-50)
 18 (51-75)
 18 (76-90)
 18 (91-99)
 18(00)

and just rename those 19, 20, 21, 22, and 23 respectively.

And then go on with hill giant strength (currently 19) = 24 ,and keep that all the way up to titan strength (25 at present)=30

Then we get a progression that not only works, arguably better, but also matches the FF description of giants (something like "these creatures have strengths of from 21 to 30 relative to humans")

~~See DRMG 225 Back in the Saddle Again~~

Max of +3 to hit, +3 to damage from a combination of STR and Profs

Cap Strength damage to the weapon itself. So a weapon that does d3 can't get a larger than +3 bonus.

Withdraw is 50% move according to Supplement 5 Swords and Spells p. 18