

AD&DTM Revived

House rules and revisions for first edition
Advanced Dungeons and Dragons

by Malcolm Bowers
Version 1.7, October 2013

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In memoriam
Steel, 1998–2012
Felis optimissimus

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ADDRev • Introduction

These house rules are for playing AD&D first edition. They need the original PHB, DMG, and UA (or clones). They are for use in a fairly generic campaign with no settings quirks. The variant rules replace parts of the original rulebooks, so it helps to know the PHB and DMG. Original rules et alia apply unless replaced. Topics are covered compactly, sometimes in note-like form. The less fiddly bits of UA are used, with some basic D&D and 2E ideas. There are many tweaks and changes. These revisions are for my own campaign and reflect personal preferences (e.g. using mage because it's shorter than magic-user), but are published for the role-playing community in case others might find the ideas and reworkings interesting or useful.

Layout is single-column, so it can be read fairly easily on screen, or printed at 2 pages per sheet. Apart from this introduction, there are three sections of about 20 pages each.

General Rules. New or revised rules for character generation, time and movement, encounters, combat, damage, healing, spellcasting, counterspells, luck. Tables for classes, combat, turning, saves. DM's notes to self on world, monsters.

Character Classes. Full descriptions of 20 classes and subclasses: 4 basic, 12 expert, 4 advanced. Partial or full rewrites of PHB and UA classes, and 6 new (but fairly archetypical) ones, 2 of which (black magician, witch) are mainly meant for NPC use.

Skills and Spells. Class skills for thieves and others, general skills, table for use with skills. Combined spell lists for classes and subclasses sorted by rarity. Revised spell progression tables. Brief descriptions for 100+ new or altered spells.

Players should use the last two sections, and consult perhaps the first half of the General Rules, although the details are the purview of the DM, who should know it all. Players still need the PHB and UA for spell and gear descriptions. Spell summaries of new and 2E spells should be enough to work with, or work up. The revisions work together; while you can of course use what's here as you wish, take care with time scales and damage if you use parts piecemeal. For a simpler game that feels more like early first edition, restrict classes to (Basic) Fighter, Mage, Cleric, Thief; (Expert) Ranger, Illusionist, Druid, Assassin; (Advanced) Paladin; and don't use the Rare spells.

Changes at a glance

Gone are psionics, non-weapon proficiencies, multiple attacks, exceptional strength, different weapon damage for large creatures, surprise segments, new UA races, and comeliness. Fighters do more damage as they gain levels (skill trumps attributes), so combats stay brief. Magic-users can get extra spells at first level, and clerics choose spells as needed rather than in advance. Initiative matters more and missiles can be deadlier. Weapons versus armour and non-lethal combat are simpler, rest and curing is more effective, and characters can use luck to influence events. Some monsters have adjustments to HD and damage. Spell lists and character classes are reorganised. Most classes are recast a bit (e.g. rangers and paladins get no spells at high levels), bards and monks are rewritten, and there are some new classes with the 1E flavour. Much has been simplified and streamlined. I was inspired in this endeavour by the famous dictum of Saint Cuthbert, SQUARE CORNERS CAN BE POUNDED SMOOTH.

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ADDRev • General Rules and Revisions

Creating the character

Character abilities

Character generation. Methods are as follows. The method used affects bonuses to earned experience and determines the minimum scores for the prime requisites of subclasses. The player has one try using his or her method of choice to generate a character, rolling for six abilities (Str, Int, Wis, Dex, Con, Cha) as usual. Rerolls are allowed if all scores are below 9 or more than one is below 6.

<i>Method</i>	<i>XP bonus</i>	<i>PR minimum</i>
1. Best 3 of 4d6 per ability, arrange as you wish	0%	16
2. Best 3 of 4d6 per ability, in order	5%	15
3. 3d6 per ability, arrange as you wish	10%	14
4. 3d6 per ability, in order	15%	13

Once the character is rolled up, scores can be altered for race, sex, age, and social class. Race as per PHB 14, age as per DMG 13. Social class is rolled as per UA 82. Optional social class ability bonuses are: for methods 3 and 4 (3d6), lower class = +1 Str+Con (hard labour), middle = +1 Dex+Int (skilled work), upper = +1 Cha+Wis (leadership); for methods 1 and 2 (4d6), only the first ability of the pair is raised.

The DM *may* allow characters to enter professions (or be of races) without the required scores. However, any such characters suffer a 5% xp penalty for each point they are short of the requisite numbers. Characters whose attributes are reduced below required scores through play suffer the same penalties to earned experience.

Abilities. Ability scores are as described in the PHB, with fewer trimmings. There is no percentile strength. Any class can have any bonus (or penalty). The bonuses can apply to combat rolls, saving throws, and class skills. Int helps save against illusions and trickery, Wis against mental and spiritual attacks, Dex against attack forms that can be dodged such as wand rays or breath weapons, and Con against poison.

<i>Ability</i>	<i>Bonus</i>	<i>Description</i>
2–3	–3	Poor
4–5	–2	Low (e.g. weak, stupid, foolish, clumsy, frail, repulsive)
6–8	–1	Fair
9–12	0	Average
13–15	+1	Good
16–17	+2	High (e.g. strong, clever, wise, agile, robust, attractive)
18–19	+3	Great

There are two tests directly related to ability, standard and hard. For a *standard* test (such as opening stuck doors or checking the chance to know a listed spell), a roll less than or equal to the ability on a d20 succeeds. For a *hard* test (such as bending bars or lifting gates), a roll less than or equal to the ability on a d% succeeds, or twice the ability if it is a prime requisite of the class (e.g. Str for a fighter type).

Strength. Muscular power and ability to apply it, physique, and endurance. The bonus applies to all attack and damage rolls in melee. Open doors/ bend bars as above. Weight allowance: 10x penalty in lb, or for Str 13–15/ 16–17/ 18/ 19 = +20/ +50/ +100/ +200 lb.

Intelligence. Ability to reason, learn, remember, and apply knowledge. The bonus is the number of extra spell levels a mage can memorise, e.g. 18 could give 3 bonus level 1 spells or 1 bonus level 3 spell (if castable). One extra language can be learnt per point over 10. No min or max spells per level, since common spells are not checked.

Wisdom. Common sense, willpower, sanity, insight, enlightenment, and intuition. The bonus is the number of extra spell levels a cleric can prepare, e.g. 18 could give 3 bonus level 1 spells or 1 bonus level 3 spell (if castable). Ignore the PHB chance of spell failure: see spellcasting notes for new rules.

Dexterity. Quickness of action and reaction, coordination, balance, and precision. The bonus applies to missile attack rolls and avoiding surprise, and improves AC through dodging and parrying; it also applies to many thief class skills.

Constitution. Vitality, fitness, health, stamina, and resilience. The bonus adds hp to each hit die gained. System shock is a standard (d20) test to stay conscious after major trauma, or to survive magical transformation or resurrection: for these two, add 1 per 3 levels of the caster to Con, + the caster's wisdom bonus for revivification attempts.

Charisma. Attractiveness, persuasiveness, charm, force of personality, and leadership ability. Governs all social interactions. The bonus applies to loyalty and reaction rolls (+1 = +5%). Maximum number of henchmen = 4 + bonus + 1 per point over 10.

Level limits. Ability scores determine level limits for *all* player characters (but not necessarily NPCs). If there are multiple prime requisites for a class, the lowest score limits the character. Single-class demihumans can advance 1 level higher than shown, + 1 for thieves, + 1 if the class is favoured by the race. The last applies to humans as well. Higher ability scores (a rare thing) and powerful magic allow further increases.

Prime requisite	Max level for class	
	Human	Demihuman
2–3	1	1
4–5	3	2
6–8	6	3
9–12	9	4
13–15	12	6
16–17	16	8
18–19	20	10

Character races

The standard PHB player races are available. The subspecies (e.g. grey, high, or wood elf) does not affect game mechanics, but may affect appearance or social interactions. Player character half-orcs can pass for human and half-elves can look elven or human: these two encompass all mixes and ratios of human and seelie or unseelie races. (Seelie = elf, nymph, sylph, djinni, etc. Unseelie = orc, ogre, hag, giant, etc.) Other races will be looked at case by case — any humanoid, demihuman, or similar race, with similar adjustments to the standard races. (Social reaction to obviously unusual races will tend to be strongly negative, save in some wild and woolly settings.) Halflings of any type have a 2 in 6 chance of (30-foot range) infravision and underground lore skill. Dwarves, gnomes, and halflings all get –4 to AC vs giants and ogres in combat (size difference).

The range of the six character abilities is from 3 to 18 for male humans. Non-human races may have different minimum and maximum scores for some abilities. Half-orc females may have 18 strength. The females of other races have maximum strength 1 less than males, so if racial max = 18, as with humans, female max = 17. A female with excess strength rolled up transfers one point to another ability (player choice, but not to exceed racial maxima). All other excess scores are lost.

<i>Race</i>	<i>Minima</i>	<i>Maxima</i>	<i>Favoured class</i>
Dwarf	Str 9, Con 9	Con 19, Cha 16	Fighter
Elf	Int 9, Dex 9, Cha 9	Dex 19	Mage
Gnome	Int 9, Dex 9	Str 15	Illusionist
Halfling	Dex 9, Con 9	Str 15, Dex 19	Thief
Half-elf	Int 9, Dex 9, Cha 9	[All 18]	Ranger
Half-orc	Str 9 Con 9	Wis 14, Con 19, Cha 12	Assassin
Human	[All 3]	[All 18]	Cleric

Character classes

There are four basic adventuring classes, representing broad archetypes: Fighter (Fighting Man), Mage (Magic-User), Cleric, and Thief — F, M, C, T. Principal abilities for these must be 9 or more. There are also specialist subclasses, better at some things but worse at others than the general class that defines the group. Minimum score for their prime requisites is 13 to 16, depending on the character generation method. All subclass attack rolls and base saving throws in the same group are as for the core class.

Character class table. Classes, subclasses, hit dice, and prime requisites.

General classes		Specialist subclasses			
Basic	PR	Expert	PR	Advanced	PR
Fighter (d10)	Str	Ranger (d12) Barbarian (d12) Cavalier (d10)	Str+Dex Str+Con Str+Cha	Paladin (d10)	Str+Cha+Wis
Mage (d4)	Int	Illusionist (d4) Elementalist (d4) Black Magician (d4)	Int+Dex Int+Str Int+Con	Witch (d4)	(None)
Cleric (d8)	Wis	Druid (d8) Mystic (d8) Monk (d8)	Wis+Cha Wis+Int Wis+Dex	Votary (d8)	Wis+Cha
Thief (d6)	Dex	Assassin (d6) Bard (d6) Mountebank (d6)	Dex+Str Dex+Cha Dex+Int	Acrobat (d6)	Dex+Str

Hit dice and starting hit points. All classes start with one hit die of the indicated type. Minimum starting hp for characters are half the hit die + 1 (i.e. 3 for a d4 to 7 for a d12), before adjusting for constitution. A result of 1 (1–2 for F group) can be re-rolled at any level. The maximum number of hit dice depends on the die type for all classes: d12 = 8, d10 = 9, d8 = 10, d6 = 11, d4 = 12. Hit point progression thereafter depends on the core class only: Fighter +4, Cleric +3, Thief +2, Mage +1, per level to level 20. There are no fixed level limits (as there were for the original druids, assassins, and monks).

Experience points. Old and new XP level tables are based on the core class tables and multipliers. Fighter: Ranger +30%, Barbarian +40%, Cavalier +20%, Paladin +40%. Mage: all subclasses as core class. Cleric: Druid +20%, Mystic +15%, Monk +15%, Votary varies +0–15%. Thief: Assassin +15%, Bard +20%, Mountebank +25%, Acrobat +15% of base class or as base class.

Weapon proficiencies and initial number of weapons depend on the core class: Fighter 4 + 1/ 2 levels above 1st, Cleric 3 + 1/ 3 levels, Thief 2 + 1/ 4 levels, Mage 1 + 1/

5 levels; non-proficiency penalties −2, −3, −4, −5 to hit respectively, and no skill bonus to damage. The to hit penalty is halved (round up) for related weapons, e.g. long and broad swords. A longbow takes 2 proficiency slots to learn unless taken at first level.

Improvised or unusual weapons are treated as existing weapons, as decided by the DM (e.g. katana = long sword, shuriken = dart, African throwing knife = hand axe). Unusual weapons do full damage, but improvised weapons (and those used in an improvised way, e.g. a thrown sword) do half damage, except when used by monks.

Armour and weaponry: Mostly as per UA. New class weapons are as for base class. Only nobles and those ennobled (e.g. cavaliers, paladins) may wear field plate or full plate armour. Rangers and barbarians are skirmish-style fighters, limited to light, flexible armour if they are to get full dexterity bonuses and skill use. Thieves can use *short* but no other swords. Only barbarians use the primitive aklys, atlatl, etc.

Alignment requirements: Paladins are lawful good only, rangers good, barbarians non-lawful, black magicians and witches evil, monks non-chaotic, druids and bards any neutral. Cavaliers must be non-evil at start, thieves, mountebanks, and acrobats non-good at start, assassins evil at start.

Racial restrictions: Humans and half-elves can be any class. Elves can be any basic or expert class except for barbarians, black magicians, monks, and mountebanks. Dwarves can be fighters, clerics, thieves, assassins, or acrobats. Gnomes can be fighters, illusionists, druids, thieves, mountebanks, or acrobats. Halflings can be fighters, clerics, druids, thieves, bards, or acrobats. Half-orcs can be fighters, black magicians, clerics, thieves, or assassins. NPC classes are not necessarily as restricted.

Combination classes: Barbarians, bards, cavaliers, monks, and advanced subclasses are single-class vocations only, and cannot be combined with other classes. Players may opt for a character who combines two or three of the other classes. These characters use the best attack rolls, saves, and weapon proficiencies for the classes. Effective level for sleep spells etc. is the highest level plus half the second (and third) class levels.

Only demihumans can be *multi-classed*. Subject to race and alignment, any pair of classes can be chosen if they are from different groups and no more than one is a subclass. For example, you cannot have a fighter/ranger (from the same group), or an illusionist/assassin (two subclasses). The one exception is a ranger/druid, where the specialisations overlap in the right way. A combination of three classes is possible if all are basic, e.g. fighter/magic-user/thief. A multi-classed character cannot be weapon specialised, and is restricted to clerical weapons if a cleric, thievery armour if a thief, and non-bulky non-steel armour if a mage. He is always the same level in each class, and his highest attainable level is limited by his lowest prime requisite. Experience points needed to gain a new multi-level are the sum of the xp for each class. An energy drain attack drains a half (or third) of that total. Hit points per level are the sum of the rolls for each class divided by the number of classes (round up), before adjusting for Con.

Only humans can have *two classes*, or be *dual-classed*. Someone with two classes switches vocations at some point, ceasing to progress in the first class and advancing from the start of the second. A dual-classed character chooses which class to use for each adventure, abides by its restrictions, and gains experience only in that class over that time. In either case, the prime requisites scores indicated by the character generation method must be met for both classes, whether basic or expert.

Equipment

Common armours are leather, ring mail, chain mail, plate mail, normal shield. Common weapons are axe (battle, hand), bow (long, short), club, dagger, hammer, mace, sling, spear, staff, sword (broad, long, short). Others can be hard to find. The rest in the PHB are uncommon, and those in UA, and any more, are rare.

Armour. Armour is divided into four types (L, M, H, P) with AC as shown:

Light	None (10), padded (8), leather (8)
Medium	Studded leather (7), ring (7), scale (6), chain mail (5)
Heavy	Banded (4), splint (4)
Plate	Plate mail (3), field plate (2), full plate (1)

Bulk and weight in pounds is as shown (N, F, B = normal base move 12", 9", 6"):

Non	Elfin chain (15), leather (15); shield (buckler 3, small 5, wooden 3)
Fairly	Chain (30), field (50), full (55), padded (10), ring (25), scale (40), studded (20)
Bulky	Banded (35), plate mail (45), splint (40); shield (large 10)

Field and full plate are rare and must be custom-made (for nobility only). All plate armour absorbs physical damage: mail/ field/ full absorbs 1/ 2/ 4 hp/rnd from all sources, to a total of 6/ 12/ 24 before needing repair at half a day and 50/ 150/ 150 gp a point to continue to do so (ignore UA 75–76). *Half armour* is available. It covers only the vital areas (head and torso), and is half the weight and a step less bulky. It has an AC penalty of +1/ +2/ +3 for armour types L/ MH/ P. Bows long and short can only be used with LM or half armour. Magic armour is half the weight, a step less bulky, and with a 3" better base move. Fighters, cavaliers, and paladins train to fight in heavy armour, and treat full MHP armour as being a step less bulky and with a 3" better base move. A large shield makes LM armour a step bulkier for other classes.

Donning armour takes 1 round per AC better than 10, half that if assisted. Doffing armour takes 2/ 4/ 6 rounds for LM/ H/ P armour, half for HP if the straps are cut.

Shields. Shields give a bonus of –1 to AC. A *buckler* protects against one, a *normal* shield (small or small wooden) against two, and a *large* shield against three foes at once. A normal/ large shield reduces total physical damage sustained by 1/ 2 hp per round, and gives an extra bonus of –1/–2 to AC against missile weapons. Repairs must be done after each adventure; on a 1 in 6 a non-magical shield is unrepairable. If used to protect adjacent characters (e.g. a spellcasting mage), shields act as hard cover.

Weapon damage. Weapons do the damage listed vs size S or M opponents against creatures of *all* sizes. A short bow arrow does 1–6, a longbow (cloth yard) arrow does 1–8. A light crossbow bolt does 2–5, a heavy crossbow bolt does 3–6. Arrows or bolts have half range and damage if fired from the wrong bow or crossbow. The bastard sword and battle axe both do 2–8 one-handed, 2–9 two-handed.

Other metals. There are bronze and silver versions of chain mail and plate mail, which are one AC worse than standard steel armour. Bronze or silver weapons do 1 hp less damage (minimum 1). Bronze costs half and silver 10x as much as steel, and both require frequent repair if faced with steel in melee (bronze chips, silver is softer).

Weapon size. Weapons are rated as small, medium, or large depending on size, weight, and wieldiness. Generally, speed factor 1–3 = S, 4–6 = M, 7+ = L. Longbows,

staff slings, and heavy crossbows are size L, but their missiles are size M. For initiative purposes in missile combat, short bows, daggers, darts, and knives count as S, staff slings, lassos, and heavy crossbows as L, and the rest as M.

Size L weapons require 12+ Str to wield effectively, and must be used two-handed. Size M weapons require 9+ Str to wield effectively. Halflings and gnomes cannot use size L weapons at all, and treat size M weapons as size L (can use them two-handed). They likewise count bucklers as small shields and small shields as large. Dwarves are broad-shouldered enough to use size M weapons one-handed, but can only use a few size L weapons (battle axe, heavy crossbow), and nothing taller than they are (e.g. pole arm, 2-handed sword, longbow). Note also that dwarves, gnomes, and halflings are too small to ride horses (except perhaps in saddle-bags), and must ride ponies instead. Longbows, heavy crossbows, and staff slings cannot be used while mounted.

Weapons versus armour types. A simple system, rather than redoing tables.

Size S weapons are –1 vs M, –2 vs HP armour.

Size M weapons are –1 vs HP armour.

Size L weapons are –1 vs L armour.

Non-metal weapons (clubs, staves, stones) are an extra –1 vs MHP.

Optionally, size ML cutting/ piercing/ bludgeoning weapons are +1 vs L/ M/ HP.

C/ P/ B examples: axe, sword, scimitar/ arrow, dagger, short sword, spear/ club, mace, hammer, flail. There are some special cases. A few polearms have two attack types. Longbow arrows can have war (P) or broad, hunting (C) heads. Heavy crossbow bolts get +1 vs all armour and no other adjustments; flails get +1 vs shields (they tend to wrap around them). The wearers of type P armour are immune to damage from whips, saps, sticks, blowgun needles, and pummelling, nor can most physical attacks stun them. Monk unarmed attacks strike as if they were small non-metallic weapons.

Natural attacks by animals or monsters are adjusted by their size (S, M, L) only.

Weapon size (and only that) affects attacks on creatures not wearing armour. Their natural hide will have a value of L (normal skin, hide, or fur), M (tough hide or scales, thick fur or blubber), or HP (thick chitin, horny plates, huge size, stony, metallic).

Burning oil. Flaming oil does 3d4 over 3 rounds, not 3d6 over 2, and rolling over and over or smothering the flames with a heavy cloak or blanket puts it out in a round. This is a light kerosene-like oil, not the less flammable kind for oiling weapons and armour.

Luck

Hit points are partly luck bestowed by supernatural powers, and can be expended (in a special effort or silent plea) to improve a character's lot, lessen disaster, or get a lucky break. To use luck, roll a hit die of the type for the character class and lose that many hp. Especially lucky types (bards, halflings, seventh sons, someone with a luck blade) lose only 1 hp on their first attempt to use luck in a day.

Luck allows the re-roll of a die or dice in play (reaction, initiative, attack, damage, skill, save; but obviously not hp for a level!), or an adjustment by 1 up or down. Depending on the situation, it can also let a character gain a clue or contact, find items, save his horse or sword, etc., or perhaps even have some unexpected peril affect a hireling rather than himself. Multiple luck dice can be used, but overuse, especially at low levels, could easily be fatal. If you run out of luck, you really are out of luck.

The adventure

Time and movement

Combat rounds are reduced to 20 seconds each (roughly), and consist of ten 2-second segments for purpose of spellcasting etc. All comments regarding the activity over a 1 minute melee round still apply. A turn remains 10 minutes long (now 30 rounds). Movement is given in ‘inches’, in 3" increments. Outdoors rate of travel in miles per hour is as below; the usual day’s journey is 8–12 hours, with breaks totalling 1–2 hours (see DMG 58 for effects of terrain and burden on daily movement). Normal human movement is 9", energetic or athletic is 12" (most adventurers) or 15" (barbarians, monks). Normal movement for dwarves, gnomes, and halflings is 3" slower (short legs).

<i>Speed</i>	<i>Human gait</i>	<i>Full move</i>		<i>Constrained move</i>	
3" = 1 mph	amble	30 ft/round	30 yd/minute	10 ft/rnd	30 ft/min
6" = 2 mph	stroll	60 ft/round	60 yd/minute	20 ft/rnd	60 ft/min
9" = 3 mph	walk	90 ft/round	90 yd/minute	30 ft/rnd	90 ft/min
12" = 4 mph	brisk walk	120 ft/round	120 yd/minute	40 ft/rnd	120 ft/min
15" = 5 mph	stride	150 ft/round	150 yd/minute	50 ft/rnd	150 ft/min

Full movement rate is taken outdoors, when passing through known territory, fleeing, or pursuing. Constrained movement is a third normal speed, slower because of the threat of hostile action or concentration on the surroundings. It is used in combat, exploration and mapping underground, moving through city streets, etc. Cautious movement (e.g. trying to move silently or probing ahead for traps) is half that. In combat, one can move up to half the constrained distance in a round and still engage. Each combat takes a full turn once cleaning weapons, binding wounds, etc. is done.

In 1 turn of exploration, 10 minutes’ distance is covered: 300, 600, 900, etc. feet. Resting is necessary 1 turn in 6. However, a character engaged in solo exploration needs to try and do everything at once (map, check ahead, stay alert) and is reduced to a tenth of full speed: 30, 60, etc. feet per turn as per original AD&D rules.

<i>Base move</i>	<i>Max speed</i>	<i>Rate</i>	<i>Duration before rest or Con check</i>
3"	Walk	x1	4 hours
6"	Jog	x2	1 turn per constitution point
9"	Run	x3	1 minute per constitution point
12"	Sprint	x4	1 round (20 s) + 1 per Con bonus

Surprise

Surprise is rolled on a d6 for all sides in an unexpected encounter. A *high* roll is good. The usual chance of surprise is 2 in 6 (1–2 on a d6). An impromptu ambush or superior sneakiness can raise this to 3 in 6, a well-laid ambush or magic to 4 or 5 in 6. A ranger or barbarian will reduce the chance of surprise; circumstances will often negate it.

If both sides are surprised, or both unsurprised, then there is no effect. If one side only is surprised, the other gets one full round (20 s) of free action. They *can* cast spells. If they are near enough, they can close and ready attacks or strike without being struck back. Unencumbered defenders with high dexterity can fend off surprise attacks against them if their Dex bonus is greater than or equal to the surprise die number. A planned ambush grants successful ambushers an initiative of 1 on the next round.

Initiative

Initiative represents the shifting tides of fortune in battle, and a group's ability to act decisively in general. Initiative is rolled on a d6 each round for each side in an encounter. A *low* roll is good. Those who win act first. Usually, only the initiative score matters when determining order of actions in a round. Except as noted below, weapon speed and Dex bonus apply only in single combat, not general melee. Players declare actions before the initiative roll, including the specific spell to be cast.

The initiative roll indicates the segment on which action is taken (e.g. spell or attack routine started). *Hasted* and insanely fast combatants attack on segment 0. Readied attacks (daggers held to throats, bows aimed at point-blank range: 10 ft) take place on segment 1. *Zombies* and *slowed* combatants attack on segment 7, those delaying or modifying actions on segment 8 at the latest. Multiple attack routines take place on successive segments. (This timing is relative, so there is some flexibility.)

On the first round of combat (not counting any surprise round) or when engaging new combatants in melee, the longest weapon goes first ($S < M < L$). In later rounds, *if initiative is a tie*, the shortest weapon goes first ($S > M > L$), and in the case of S vs L, the wielder of the size S weapon does maximum damage if he hits.

A foe not striking blows in melee (e.g. spellcaster, missile firer) is hit during the segment equal to the attacker's initiative roll *plus* 1/ 2/ 3 for a size S/ M/ L weapon (missile or melee). Spellcasters complete their spells after the number of segments indicated in the spell description. If a spellcaster is struck before casting is finished, the spell is spoiled and lost from memory. Devices take 1 segment to use and are not so easily thwarted (10% chance per hp taken for user to fail to activate the device).

Combat

The most important thing is that characters have only *one* attack roll, unless *hasted*, or can cast only *one* spell per round. The level skill bonus replaces multiple attacks. (Optionally, you *may* let PCs shift some or all their level skill bonus from damage to attack, to increase hits.) This applies to missile weapons too; rate of fire just tells you how many missiles are used. Combat is abstract: damage is what is inflicted over the round, what connects forcibly or accurately amid the many strikes, ducks, parries, and ripostes. The attack roll represents the whole attack sequence, whether a series of cuts and thrusts, or deft manoeuvres followed by a telling blow, or a barrage of darts.

Turning undead. Clerical abilities to turn undead, and similar subclass abilities, suffer a cumulative –1 penalty each time they fail over the course of a day. A roll of 1 always fails, even if the cleric would otherwise turn those undead automatically. A cleric's strength of faith et alia is restored after a good night's sleep.

Hurled weapons. Any Str bonus adds to damage caused by sling missiles and thrown size M missiles at *close* range only. It also adds 1" per +1 to all hurled weapon ranges.

Firing into melee. Combat is much more active and fluid than many imagine. It is hard to aim shots accurately into a confusing throng of combatants in constant motion. A natural 20 hits the target aimed at, as does a shot by a missile weapon specialist. Otherwise, unless foes are much larger than one's allies, shooting into melee strikes a random combatant (size matters, as per DMG 63).

Multiple attackers. If multiple attackers engage one foe, they press him harder, and get a bonus to hit equal to their total number -1 , up to $+3$ (beyond that they get in each other's way). Smaller attackers (size S vs M, size M vs L) need double the numbers, so each 2 over the first 2 gain a $+1$ bonus to hit for all. No multiple attacker bonus is given for tiny vs medium (rats vs human) or medium vs huge (humans vs dragon), but the usual $+1$ flank and $+2$ rear attack bonuses might still apply. Up to 6 can attack a foe of the same size, $+2$ per size the foe is larger, -2 per size smaller ($T < S < M < L < H$).

Special attacks

Helm rule. Those rolling 1 on initiative, and only those, can strike at the head of an opponent with no helm (AC 10 adjusted by Dex and magic), or at a similarly vulnerable part of a monster (e.g. if it has multiple ACs), or make a similar called shot.

Mercy. A combatant may choose to pull a blow that reduces a foe to 0 hp, causing non-lethal damage (*qv*) on the last attack only, knocking out the foe for 1–3 turns.

Readied attacks. These are stand-offs where someone has the drop on a person: daggers or knives held to throats, bows or crossbows aimed at point-blank range (10 ft), and so on. If the victim declines to surrender, tries to break free, etc., the attack can take place on segment 1 of the round. Readied attacks are equivalent to a thief's back stab attempts (*qv*): $+4$ to hit and double or better weapon damage if they hit.

Helpless foes can be hit automatically (DMG 67), with normal damage accruing. If there are any other foes still active or the attack is hurried the chance to kill is the same as for an assassin's assassination attempt (*qv*): 10 or less on d20, ± 1 per level difference. If no opposition is active, a foe can be killed automatically in a round.

Wielding two weapons. To fight with a weapon in each hand there is a penalty of -3 to hit, offset by any dexterity bonus (0 penalty at 18 Dex). Thieves and mages can only use pairs of daggers or knives. Fighters in LM armour can also use pairs of hand axes, short swords, horseman's maces, or fighting sticks (clubs); clerics in LM armour can use the latter two. Fighters in any armour may use a one-handed weapon plus a dagger or knife. Specialists in the primary weapon get the specialisation bonus to hit. If a fighter or cleric opts to defend with the off-hand weapon, it acts as a buckler (-1 to AC vs one foe). In all other cases, roll damage for both weapons and use the higher score.

Carry over damage. Fighter group only. Any damage left over from reducing a foe to 0 hp (killing it) can be applied to another foe in range (10 feet in melee). The number of foes killed by missile attacks is limited to the rate of fire unless two could plausibly be hit at once (e.g. size M arrow impaling 2 size S creatures). The same attack roll is used, and if it fails to hit a better armoured foe, no further damage is carried over. This replaces the rule about multiple attacks against creatures of less than 1 HD (PHB 25).

Weapon specialisation. Fighter group only. If chosen, it costs an extra proficiency slot for and gives $+1$ to hit with one specific weapon (such as a broad sword or dart). One free slot can be allocated for this at any level where a proficiency slot is gained (1st, 3rd, 5th, etc.). Multiple specialisation in the chosen implement(s) of destruction is possible, but at the cost of foregoing proficiency in, and hence skill bonus with, other weapons. Specialising in a missile weapon lets one shoot into melee without random target allocation. Rangers may only specialise in a bow, light crossbow, or spear; cavaliers in a lance, broad sword, horseman's mace, or scimitar; barbarians not at all.

Melee options

Participants in a melee can opt to attack, parry, fall back, or flee. Attacks can be normal, aggressive, or defensive:

- Normal attack: Normal to hit roll and AC.
 - Aggressive attack: +1 to attack roll and +2 penalty to AC.
 - Defensive attack: –2 to attack roll and –1 bonus to AC.
- Parry: No attack, but –2 bonus to AC, and subtract all to hit bonuses (strength, magic) from one foe's attacks (all foes for cavaliers and acrobats). Flails can not be parried.
- Fall back: Fighting retreat, half move backwards facing foe. May attack or parry.
- Flee: Run away! Foe gets one free attack at the yellow streak on your back, ignoring Dex and shield, but gets the +2 rear attack bonus only if you lose initiative. Skill bonus and carry over damage do *not* apply for this extra attack.

Combat ploys. Fighter and thief groups only. These are manoeuvres such as feints, trips, arm-drags, dust or pepper in the eyes, shield smashes, drops and lunges, taunts, distraction, intimidation, and so on; dubbed 'feats of arms' by fighters, 'dirty tricks' by thieves (who use the underhanded ones). A ploy gives a bonus of +4 to hit for a round if it works, the same bonus to a foe if it fails. Thief types only can try a ploy in a surprise round, with no penalty for failure. Fighter types and acrobats can try complex actions such as disarming a foe, pushing him back or over, breaking through (or leaping over) lines, (ex)changing opponents without having won initiative, somehow winning initiative, or tricking a foe into charging at or striking a wall. Failure means the foe does what the character failed at (or is at +4 to hit for a round if that makes no sense).

A character can try such a move but once per combat. The chance to succeed is 50%, +5% per level higher than the foe, –5% per level lower (10 or less on d20, ±1 per level difference). The DM may adjust the base chance for the situation (e.g. for weaponry, foe numbers, size, weight, strength). Ploys apply just as well to non-lethal combat.

Non-lethal combat

Brawling in all its forms, boxing or wrestling matches, jousts, or subdual are all meant to overcome a foe without killing. They are treated much as normal combat, except that someone reduced to 0 hp is merely incapacitated — either knocked out or choked unconscious, held immobile, subdued, or forced to yield, as appropriate. Incapacity lasts 1–3 turns. Damage is subdual damage: 75% temporary, 25% real. Hit points should thus be noted at the start of the fight. After incapacity ends, temporarily lost hit points are regained at a rate of 1 per minute. The rest heal at normal rates.

Subdual. This covers non-lethal attacks with weaponry used against natural or faerie creatures of low to high intelligence, and at times to nab felons. The flat, butt, haft, or pommel of the weapon is used. Combat runs as normal, but does subdual damage only. If reduced to 0 hp, the creature is subdued. A subdued creature such as a dragon or giant will submit and will not further attack its subduers except in self-defence... as long as they have a clear upper hand. It will likely still try to escape when it can, and may attack if they seem obviously weakened (use morale checks).

Vanquishing. This covers non-lethal attacks with weaponry used in tournaments, duels of honour, or trials of worth. In a joust, all initiative is simultaneous, and whoever is hit and fails a Riding skill check (or reaches 0 hp) is unhorsed. Else, combat is as normal, but does subdual damage only. Each combatant holds back blows that

could kill outright, proving his or her mastery by superior weapon handling. The first to be reduced to 0 hp must surrender, or in mass melee, retire from the field. Where a prize is not the goal, the vanquisher may demand a single reasonable service or item from the vanquished. The lawful are honour-bound to comply, others less so (poisoned weapons used by such persons work as usual too).

Weaponless combat. There are two main styles of unarmed attack, *pummelling* (punches, kicks, head butts, striking with objects) and *grappling* (wrestling, throws, holds, choking). The differences in the game are minor. Both are hard against well-armoured foes, since hands and feet are size S non-metallic weapons (–2 vs M, –3 vs HP armour), and those in plate are unaffected by pummelling. As well as brawling in taverns, it is possible to wrestle with crocodiles, punch camels, and so on. Despite initiative, a combatant fighting lethally always strikes first against those using non-lethal attacks: those taking damage are prevented from attacking that round. Monks and others suffer no ill effects if striking or wrestling undead bare-handed.

Normal attack rolls are made. Tumbling acrobats add +2 to hit; cavaliers suffer –2 if bare-handed, since they are unaccustomed to such crude pursuits. Base damage is by creature size: small/ medium/ large = d4/ d8/ d12. (Use d3/ d6/ d10 for slighter or weaker creatures such as most females, and 1/ d20 for tiny/ huge creatures.) Strength bonuses to hit and damage apply. Skill bonuses are +1 hp damage per 2/ 3/ 4/ 5 levels for fighters/ clerics/ thieves/ mages, except for monks and barbarians, who get +1 hp per level. Thief ‘back stab’ benefits apply to surprise non-lethal attacks, e.g. coshing someone, breaking a chair over his head, dragging him down.

- Pummelling with saps, clubs, dagger pommels, mailed fists, brass knuckles, bar stools, bottles, etc. adds +1 to hit and damage. No proficiency needed.
- Grappling attackers who make successful attacks hang on. A grappled but still standing combatant who then loses or draws initiative is at +1 to +4 to be hit if held by that many foes of the same size; if he wins, he breaks free and suffers no penalty.

A natural 20 to hit when pummelling or grappling requires a defender of the same size or smaller to save vs paralysation (at –2 if smaller) or be stunned or overborne:

- A pummelled defender not in plate is stunned (+4 to be hit) for a round. If hit with an adjusted 20 during that time he stays stunned for another round, or if he fails to save vs paralysation, is knocked out.
- A grappled defender with legs is overborne and knocked prone (+4 to be hit) for a round. If hit with an adjusted 20 during that time he stays prone for another round, or if he fails to save vs paralysation, is rendered helpless.

Lethal damage. Note that responding to non-lethal attacks with lethal force is a social solecism and often a criminal offence. The shock of taking real damage in a normal brawl, subdual, or vanquishing causes instant recovery of temporarily lost hit points, and the fight can continue on a less ‘friendly’ basis.

Combat Tables

The combined attack matrix is a smoothed progression, after DMG +Lakofka +WG6. (2HD monsters end up –1 to hit, but 5 and 7–16 HD get slight bonuses.) Do *not* adjust monster HD for pluses (excepting 1+): monsters of 3, 3+3, and 3+12 HD all use the same attack column. A natural 20 always hits in this revision (so the matrix has no string of six repeated 20s as in the DMG), but lower scores raised beyond 20 by bonuses need the number specified on the table.

Compact attack matrix. Read level/ HD of character/ monster (top) vs foe's AC (left) to find the minimum d20 roll to hit. (Level range = from nr shown to nr on right – 1.) Negative numbers indicate extra damage inflicted on hit (e.g. –5 = –5 hp to target).

Class / AC		Level or HD of attacker																			
Mstr	0	1-1	1	1+	2	3	4	5	6	7	8	9	10	12	14	16	18	20	22	24	26
F	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
C		1	3	4	6	7	9	10	12	13	15	16	18	19	21						
T	1	3	5	6	8	9	11	13	15	17	19	21									
M	1	4	6	8	10	11	13	14	16	18	21										
-10	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11
-9	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10
-8	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9
-7	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8
-6	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7
-5	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
-4	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
-3	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
-2	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
-1	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
0	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
1	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
2	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1
3	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
4	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
5	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
6	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
7	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
8	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
9	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
10	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9

Turning Undead matrix. Roll number or higher on d20 to turn d12 undead (* = d6+6 undead, ** = 1–2 minor demons, devils, etc.) for 3d4 rounds. One attempt only: a roll of 1 fails, else T = automatic turning, D = undead destroyed (or are friendly to evil cleric).

Type of undead	HD	Level	Level of cleric attempting to turn														
			1	2	3	4	5	6	7	8	9	10	13	16	19		
Skeleton	1		10	7	4	T	T	D	D	D	D*	D*	D*	D*	D*		
Zombie	2		13	10	7	4	T	T	D	D	D	D*	D*	D*	D*		
Ghoul	3		16	13	10	7	4	T	T	D	D	D	D*	D*	D*		
Shadow	4		19	16	13	10	7	4	T	T	D	D	D	D*	D*		
Ghast			20	19	16	13	10	7	4	T	T	D	D	D	D*		
Wight	5		—	20	19	16	13	10	7	4	T	T	D	D	D		
Wraith	6		—	—	20	19	16	13	10	7	4	T	T	D	D		
Mummy	7	1	—	—	—	20	19	16	13	10	7	4	T	T	T		
Spectre	8	3	—	—	—	—	20	19	16	13	10	7	4	T	T		
Vampire	9	5	—	—	—	—	—	20	19	16	13	10	7	4	T		
Ghost	10	7	—	—	—	—	—	—	20	19	16	13	10	7	4		
Lich	11+	9	—	—	—	—	—	—	—	20	19	16	13	10	7		
Special**		11+	—	—	—	—	—	—	—	—	20	19	16	13	10		

Also used for druids/ mystics influencing animals/ people. HD applies to these or to non-standard undead; level applies to witches/ paladins turned by good/ evil clerics.

(The turning undead matrix is smoothed and expanded. Use 10 12 14+ for the 10 13 16 columns to match the DMG more closely if the table offends your sensibilities as is.)

Saving throws

The saving throw matrix is a slightly smoothed progression, after DMG +Lakofka. Monsters save as the character type they most resemble (usually fighters), getting the best save if they have the abilities of multiple classes. Ignore additional pluses. Non-intelligent creatures save at half HD except vs poison or death magic. A natural 1 always fails and a natural 20 always succeeds.

Saving throw matrix. Read level vs character class under attack to be saved against.

Class	Level or HD																				
[21]	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Paralysation, poison, or death magic																					
F	16	14	14	13	13	12	11	10	10	9	8	7	6	5	5	4	4	3	3	3	3
C		10	10	10	9	9	8	8	7	7	6	6	6	5	5	5	4	4	3	2	2
T	[8]	13	13	13	13	12	12	12	12	11	11	11	11	10	10	10	10	9	9	9	9
M	[8]	14	14	14	14	14	13	13	13	12	12	11	11	11	11	11	10	10	10	9	9
Rod, staff, or wand																					
F	18	16	16	15	15	14	13	12	12	11	10	9	9	8	7	6	6	5	5	5	5
C		14	14	14	13	13	12	12	11	11	10	10	10	9	9	9	8	8	7	6	6
T	[4]	14	14	13	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5
M	[3]	11	11	11	10	10	9	9	9	8	8	7	7	7	6	6	5	5	5	4	4
Petrification or polymorph <i>(except rod, staff, or wand attacks)</i>																					
F	17	15	15	14	14	13	12	11	11	10	9	8	8	7	6	5	5	4	4	4	4
C		13	13	13	12	12	11	10	10	10	9	9	9	8	8	8	7	7	6	5	5
T	[7]	12	12	12	12	11	11	11	11	10	10	10	10	9	9	9	9	8	8	8	8
M	[5]	13	13	13	12	12	11	11	11	10	10	9	9	9	8	8	7	7	7	6	6
Breath weapon <i>(except those that petrify or polymorph)</i>																					
F	20	17	17	16	15	14	13	12	11	10	9	8	7	6	5	5	4	4	4	4	4
C		16	16	16	15	15	14	13	13	13	12	12	12	11	11	11	10	10	9	8	8
T	[11]	16	16	16	16	15	15	15	15	14	14	14	14	13	13	13	13	12	12	12	12
M	[7]	15	15	15	14	14	13	13	13	12	12	11	11	11	10	10	9	9	9	8	8
Spells <i>(except those specified above, such as death or petrification)</i>																					
F	19	17	17	16	15	14	14	13	12	11	11	10	9	8	8	7	7	6	6	6	6
C		15	15	15	14	14	13	12	12	12	11	11	11	10	10	9	9	8	8	7	7
T	[5]	15	15	14	14	13	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6
M	[4]	12	12	12	11	11	10	10	10	9	9	8	8	8	7	7	6	6	6	5	5

Damage and healing

Player characters are lucky and resilient, and can potentially survive damage that would kill most normal men. The ability to survive the perils of an adventuring life is represented in the game by hit points.

Level-based hit points represent skill, luck, confidence, magical factors, and some physical stamina (perhaps half the initial HD plus constitution bonuses). Loss of these indicates bruises, scratches, cuts, sprains, strains, fatigue, dazing, stress, and self-doubt rather than severe wounds. It can still take days to recover after losing hit points, just as it can take days to recover after a gruelling sports match. A character

reduced to zero hit points or below must make a system shock roll or fall unconscious (comatose for d6 turns), but he still clings to life.

Negative hit points indicate severe wounds. If they exceed a character's level he continues to lose 1 hp per round thereafter due to bleeding and shock. If they reach half his constitution score rounded up, he dies. If still conscious he can still function, but the negative hp score acts as a modifier to attributes, attack rolls, movement, and saves, and gives a 10% chance of spell failure per point (e.g. -3 hp = -3 to Str, Int, etc. and a 30% chance of failure). Any excursion into negative hit points leaves a scar, but not always an obvious or disfiguring one. Reaching half the number at which one dies may cause lasting injuries. Rare events, special attacks (broken bones, lopped limbs), and some diseases may cause negative hit point damage without stripping away all level-based hit points first. If so, record both totals. Mystics and good cavaliers keep going and ignore penalties until -10 hp, at which point even they face reality and die.

Shock. A character who takes over half his maximum hp in damage in a single round must make a system shock roll or be dazed (+2 to be hit) for the next 2 rounds.

Falling. Someone falling a long way may break a random limb, and suffer d3 negative hp even if he retains positive hp. If the fall is over 3x his height + level in feet, save vs Dex to avoid this unlucky break, with a penalty of +1 per die rolled for falling damage. Monks, acrobats, and those in full or field plate armour save vs Dex at a +1 penalty per 6 rolled. The number of damage dice rolled are doubled for landings on rough surfaces (boulders, jagged rock, spikes), halved for soft surfaces (snow, foliage, mud, water).

Subdual damage

Subdual damage is 75% temporary, 25% real (round down). It applies in attempts to subdue creatures, in non-lethal combat, to illusionary damage (unless quasi-real effects increase it), or to severe environmental fatigue or stress: blizzard, desert heat, powerful evil auras, forced marches, punishing terrain, lack of sleep, starvation, etc. Small fairly harmless beings such as juveniles or domestic cats and dogs also do subdual damage only. At 0 hp or less the victim is unconscious or exhausted or otherwise incapacitated for 1-3 turns. If he continues to take damage, he will eventually die. If he stops being beaten, thaws out by a fire, has a hot meal, falls unconscious and so is no longer affected by an illusion, etc., damage ceases. When incapacitation is over, temporarily lost hit points are regained at a rate of 1 per minute. The rest heal at normal rates.

Healing

First aid, if successfully applied, will prevent continued hp loss from bleeding etc., and also grant a second save against poison or disease. Only one attempt can be made. If someone is above 0 hp, it will restore 1 hp immediately. It will not cure negative hp.

Rest and recovery. Normal hit points are recovered at 1 hp per level per day of full rest, up to the maximum for the character class die (e.g. thief, d6, = 6). Normal men heal 1 hp. Half (round down) for non-barbarians who have partial rest, sleep rough, etc. Magical healing during a day lets partial rest be treated as complete. A character's Con bonus applies daily after 7 days (7 - Con bonus for barbarians). Anyone in negative hit points needs full rest of at least 7 days (7 - Con bonus for barbarians); double if bones are broken, limbs lost, etc. Negative hp are recovered at 1 hp per day of rest thereafter, followed by positive hp. Healing rates are x 0.75/ 0.5/ 0.25 at middle/ old/ venerable age.

Magic. A cleric's *cure* spells re-invigorate and restore spirits and luck as well as treating cuts and bruises. Cure wounds spells heal one or more character class hit dice, plus a level-based amount, of hit points. CLW heals 1d + the recipient level; CSW 2d + 2x level; CCW 3d + 3x level. The level bonus is limited to the maximum for the class die (e.g. for a thief d = d6, max level bonus = 6). Cure spells do not affect negative hp (that needs a *heal* spell) but act as successful first aid instead, e.g. stopping continuing hp loss. Healing spells cannot be cast on those fighting; recipients must remain still.

Spells and spellcasting

Spellcasting of any sort requires extensive training. Both mages and clerics (and their subclasses) cast spells using words, gestures, and materials to trigger the release of energy from elsewhere, but acquire and use them differently. AD&D assumes that spells are hard to come by, and often must be found in lost hoards or revealed by deital minions to initiates. All spells have a frequency affecting how often they turn up in scrolls, spellbooks, or NPC memories, and how easy they are to learn. Only common spells are usually available from mentors, guilds, etc. To determine spell type randomly in treasure troves etc. roll a d6: 1–3 common, 4–5 uncommon, 6 rare. (Original OD&D spells are common, other PHB spells are uncommon, and the rest rare, except Ceremony and Cantrip (UA), and Create Water (OD&D, but was 4th level).)

Mages

Mages use arcane spells, mastered by long years of study, recorded in spellbooks. All mages start with one spellbook containing Read Magic, Cantrip (2E spell, 1E effects), and a small selection of other starting spells that they know and can use. When a mage finds, through adventuring or research, a spell usable by virtue of his class and level, he checks to see if he can learn and use it. Common spells are known automatically. Other spells require a standard test: roll Int or less on a d20. Success means the mage can understand the spell, transcribe it to his spellbook, and learn it for casting when he wishes. Failure means he can not understand the spell and can never memorise it (unless his Int score improves, giving another chance to check).

Mages memorise spells prior to an adventure, studying spellbooks to impress potent mystical energies temporarily upon the mind. The slots on the spell progression table show the number and level of spells that can be learnt. Keeping identical spell patterns distinct is taxing, so the number of instances of a spell is limited by the caster's level: 2/ 3/ 4 of the same spell at levels 4/ 8/ 16. Memorisation takes about 10/ 20/ 30 minutes per spell for spells of level 1–3/ 4–6/ 7–9. It also requires that the caster be nourished and well rested: at least 1 hour's sleep per maximum spell level to be studied.

Casting a spell triggers the release of energy via the spell pattern. Once cast, it is gone from the brain, and the spell slot is empty until filled once more by a memorised spell.

Clerics

Clerics use divine spells, understood through wisdom and faith. They do not need spellbooks, as their spells are gifts from the gods, granted by some higher power, deity, or deital servant... if they have been pious and true to their alignment. Clerics do not memorise spells in advance, but they must pray devoutly or meditate for the same time

under the same conditions as mages to prepare their minds for spell use. The slots on the spell progression table show the number and level of spells that can be cast: these are fixed, even though the spells themselves are not.

Clerical casting is in effect petitioning for a miracle. Clerics choose which spell to cast out of any available. Common spells can be cast automatically. Other spells require a standard test: roll Wis or less on a d20. Success means the cleric's request was found worthy and the spell was cast. Failure usually means the cleric must try again next round; sometimes another spell is granted instead. After 3 failures in a row, the spell slot is lost, and the spell attempted cannot be used again until the cleric performs some suitable deed, sacrifice, atonement, or abasement. Some common spells opposed to a deity's nature may need a check, e.g. if an evil cleric tries to cast a cure spell (although a reversed version would be fine). Optionally, spell choice can be restricted by rarity, reflecting degrees of initiation (e.g. common/ uncommon/ rare 1st-level spells available at 1st/ 2nd/ 3rd level, 2nd-level spells at 3rd/ 4th/ 5th level; or some similar scheme).

Casting a spell successfully causes a miracle to be granted. Once cast, its spell slot remains empty until readied once more by the energies of prayer or meditation.

Area of effect

1" = 10 feet indoors and 10 yards outdoors for spell range *and* area of effect, except in mass battles. The reduction in spell area of effect outdoors only applies when using the ground scale and figure ratios normal in wargaming. See PHB 39. When using scale maps and figures in role-playing, ground scale is usually the same as figure scale, with 1" (25 mm) = 5 feet. Spells like fireball may require an Int check to target precisely.

Spells high and low

Spells with Roman numerals after them (Extension I–III, Monster Summoning I–VII) are the same spell, cast at different levels. The formulae are variations on a theme. A caster who knows one knows the rest, and can use them when he is of high enough level. It may be possible to research or discover variant levels of other spells.

Maximum damage for level-dependent spells of levels 1–3/ 4–6/ 7–9 is 10/ 15/ 20 dice of damage. Add 3 to the spell level of an existing spell to determine a higher variant. For instance, a 3rd-level Fireball does up to 10d6; a 6th-level Fireball II up to 15d6; a 9th-level Fireball III up to 20d6. Spellcasters over level 20/ 25 add 5/ 10 to the limits.

Cantrips. The cantrip spell lets mages produce minor magical effects at will for its duration (1 hr/ level). While most often used to light pipes, blow fancy smoke rings, pour wine, flavour food, and so on, the spell can also alter spell appearances — in no way changing the mechanics, but tweaking the form, colour, sound, etc. slightly to add individual style and panache. Strong cantrips (DM's call, e.g. Two-D'lusion) reduce duration by 30 minutes each. Some cantrips are treated as speciality spells (UA 30–31): Reversed (B), Personal (E), Minor Illusion (I). There are no clerical equivalents.

Wizard's wand. Traditionally, the first magic item a mage makes at 12th level is a wand (or staff) whose charges can be used in lieu of material components, other than valuable ones such as gems. It uses 1/ 2/ 3 charges for spells of levels 1–3/ 4–6/ 7–9.

Ritual magic. Most magic can be cast in a ritual manner. This takes longer than is usual for adventuring spells, generally a turn or an hour per level of spell to cast, and

relies on the stars (or place) being right, complex ceremonial trappings, and rare and costly materials. It follows the rules for magical research, so is rarely undertaken by adventuring mages, but may be able to bypass some side effects of expeditious spell use such as ageing. It is used to enchant items, the process often taking many days. Spells of a level higher than can be memorised may be able to be cast ritually, but with at least the same chance of failure and reverse or harmful effect as scrolls (DMG 128).

High-level spellcasters other than bards wield magic so well that (at your option) it is harder to save against their spells: −1/ −2/ −3 at levels 15/ 20/ 25.

Counterspells

A (level 5+) spellcaster other than a bard who knows and can use *dispel magic* may try to counter spells cast by others during casting. He must have a spell readied to cast. Instead of casting it as normal, he discharges its raw magical energy at the opponent's spell to try and disrupt the magic's pattern. This takes but a second, and so can be (and often is) done if he loses initiative. If the action succeeds the opponent's spell is negated; if it fails, the spell is energised and works as if cast at a level higher.

The chance to counter the spell is 50% ±5% per level difference between both casters and spells, +10% if the caster knows and can use the spell being cast, −10% if the spell is outside his area of expertise (specialist vs specialist, arcane vs divine magic). For example, a 6th-level mage using a 3rd-level spell to counter a 5th-level cleric using a 2nd-level spell would have to roll 10 or under on a d20 ($10 + 1 + 1 - 2 = 10$).

Spell failure

Adventuring spells have been finely honed over the ages to work reliably (within certain limits). There is a chance of spell failure in unusual circumstances:

- Casting spells when one has negative hit points (10% per −hp).
- Black magicians casting spells beyond nominal ability (10% per excess level).
- Casting spells with substitute material components.
- Trying to alter spells (e.g. range, area of effect, duration, damage) on the fly.

Failure means the magic is wasted. The DM decides on suitability of substitute spell components: these may have a chance to fail, or reduce range, area of effect, duration, or damage (see PHB 54). Those variables can be altered on purpose when casting. Spell damage can be reduced as if cast at a lower level chosen by the caster. Otherwise one variable can be doubled if two others are halved or one quartered (e.g. double range but quarter area of effect). This needs a normal test vs Int (mages) or Wis (clerics). To increase spell damage thus or make other modifications requires a hard (2d%) test.

Optionally, a mage may also try *in extremis* to cast an unmemorised spell he knows and can use, reshaping the magical pattern of a spell in memory to cast a spell of less than its level on the fly. This also requires a hard (2d%) test, but in this case the alteration is difficult enough that failure may cause a reverse or harmful effect: the chance of a magical mishap is 10% per level of the attempted spell. This is the only emergency casting allowed: no casting directly from books (as per UA 80) is possible. A cleric *in extremis* may try to cast an extra or higher-level spell, use a second specialist spell (druid, mystic) in a day, or if a druid use a mystic spell or vice versa, at the same chances of success and misfortune. Rather than a mishap, in this case the cleric's hubris incurs divine displeasure, requiring atonement of some sort.

The unadventurous world

Normal men. For game purposes, human children (1–9 years) use 1d6 for stats, youths (10–17 years) use 2d6, and adults (18+ years) use 3d6. Most normal adults have average stats (8+d4); 1 in 6 have the full 3d6 range. Some exceptions may apply, e.g. cannibals and cavemen may take the best 3 of 4d6 for physical abilities (Str, Dex, Con) but only use 2d6 for mental abilities (Int, Wis, Cha).

Normal zero-level adult humans get 1 die (d4 to d12 depending on robustness) to determine hp only, take serious wounds at half their hp total, and die at 0 hp. (With one round's grace for magical healing, which cures normal folk to 1 hp, or first aid, which if successful allows someone on 0 hp a chance to heal naturally if they make a successful system shock roll.)

Animals. Most animals and monsters also take serious wounds at half their hp total. Animal types will usually retreat if so damaged (unless defending young etc.). Creatures also die at 0 hp unless otherwise specified, and *could* be magical healed.

Sedentary members of classes. Non-adventuring types (such as sedentary clerics, mages, fighters, etc.) get 1 die (d4 to d12 depending on class), +1/ 2/ 3/ 4 hp per level for M/ T/ C /F, and limited spell selections (1 of each level to maximum level known): these are more usually practical or ceremonial not adventuring spells. Level gains for sedentary members of classes are slower than for adventurers. (Limitations due to abilities, and hence age, still apply.) Maximum human level gains are as follows:

<i>Starting at level 0, 20 years old:</i>		<i>Years</i>	<i>Years total</i>	<i>Age</i>
Levels 1–4	1 year per level	4	4	24
Levels 5–8	2 years per level	8	12	32
Levels 9–12	4 years per level	16	28	48
Levels 12–16	8 years per level	32	60	80
Levels 17–20	16 years per level	64	124	144

If the NPC is not wholly dedicated to his or her profession (e.g. takes time to raise a family, run a business, get involved in politics), gains are halved, and age will reduce abilities. Demi-human level gains are at half the rate in proportion to their life span.

Primitive spellcasters

This means not only tribal shamans and witch doctors, but also hedge magicians, wisewomen (folk ‘witches’), and other amateurs in spellcraft. Such persons learn spells orally or work through fetishes and so on. They can use common spells from (d6): 1–3 cleric lists; 4–5 mage lists; 6 both, and can make common potions (with a good chance of failure). Their powers are strictly limited:

- They are limited in level as demihumans, but rarely have exceptional stats.
- As sedentary classes, they can only memorise 1 spell per level to the maximum level known. They can know at most d4 spells of each level.
- They cast most spells as rituals, but may manage a few (d4) more quickly.

Class levels in the world

Most people are normal. Classes are mainly adventuring classes, although a few citizens will have served in the army and have some fighter skills and so on. Many such

are sedentary: retired, or soldiers, town guards, temple priests, hedge magicians, et al. There are no classes for scribe, sailor, merchant, shepherd, gypsy, courtesan, etc.

Classes. Typical ratios of classes found are: F : T : C : M = 10 : 5 : 3 : 2. Specialists are 10% of a class, of which 9% are expert subclasses, 1% are advanced (so, for instance, 1 in 100 fighters may be a paladin). 25% of demi-human adventurers are multi-classed.

Levels. Distribution of class levels in the game world.

<i>Numbers</i>	100,000	1000	100	10	1
<i>Levels</i>	zero (0)	low (1–4)	medium (5–8)	high (9–12)	upper (13+)

Level 13+ distribution is (d10): 1–4 low (levels 13–15), 5–7 med (levels 16–18), 8–9 high (levels 19–20), 0 special (level 20+d10). In many campaigns, characters retire and build strongholds at high level — most at 12–15 — having gained sufficient esteem to become famed or historic figures that others look up to (and players admire for good play).

Renown by level

A 1st level character is a trained professional, at the start of his or her career.

- 5th level is an expert (a hero at 5 ± 1)
- 10th level is a master (a renowned hero at 10 ± 2)
- 15th level is a grand master (a great hero at 15 ± 3)
- 20th level is a living legend (a legendary hero at 20 ± 4)

Reputation precedes some characters. To determine if someone 5th level or over is known or not, roll d20. If the roll is under the character's level, the person or group encountered knows him by repute. Add to the roll d8 if in town or shire and d4 if in country of origin, but subtract d6 or 2d6 if in distant or isolated lands or areas. A reaction roll may modify how bright or blackened the reputation is perceived to be.

Organisations and hierarchies

Adventurers actively seek out danger on its own ground, whether for profit and excitement (the usual knaves and ne'er-do-wells), or from a calling or duty to stem the tide of chaos and evil and make the world a better place. Adventurers can for the most part act as knights errant or semi-free agents, although most will owe allegiance to kings, lords, temples, guilds, and so on (whether obligated by birth or social position, or in return for favours, help with training, or being healed or raised). Vocational and class associations may play some part in this or not, but will play a part in the world regardless. Fighter organisations include standing armies and fighting brotherhoods. Clerics have churches and temples, or the worldwide druidical league. Thieves and assassins have city-based guilds; acrobats or mountebanks may join the former (or piratical boat-based brotherhoods). There are bardic colleges. Mages have loose affiliations, and maybe a few colleges, but often tend to be loners.

Most organisations have branches, and room to go ones own way, but not all. Druids, monks, and assassins have strict hierarchical protocols for advancing, although not quite as in the PHB. Once a character has reached name level (max HD for the class), then for each level thereafter, he or she must either be lucky enough to fill a vacancy (1 in 6 chance annually), or must challenge an incumbent to combat. Monks and druids usually fight vanquishing combat. Assassins always assassinate or duel to the death, and anything goes once a challenge has been made: duplicity, trickery, ambush, and all

forms of treachery are considered fair by the class.

The various vocational level titles are technical terms used within organisations, and not generally by those outside the profession. Some titles fixed in the PHB vary in level: a Guildmaster Assassin or Great Druid is 14th level+; a Grandfather of Assassins or Grand Druid is 15th level+; a Grand Master of Flowers is 17th level+. Unless players care to invent new level titles, new subclasses use those of their core class.

There are some titles of high-level characters in wider use. A cleric of 16th level+ is a Hierarch (or if evil, Heresiarch). A magic-user of 18th level+ is an Archmage. A mage of levels 21+ who researches and creates new spells and magic items is known as a Savant, having acquired sage-like knowledge of his areas of interest and settled down. Savants still venture forth from their laboratories on occasion to harvest ioun stones from the hearts of dead stars and the like. Spellcasters of levels 21+ of *all* types who continue regular adventure become Heirophants, able to change appearance, explore inner or outer planes, and so on (like the UA druidic powers, adjusted by class and interest). They can learn any number of instances of the same spell, and even master a few higher-level spells (e.g. 10th+). Fighters and thieves who venture with them gain near-mystical heights of ability but stay non-magical. At levels 21–30, fighters are often conquerors and kings, and even thieves could have suitable worldly titles.

Common usage

Vocational level titles, exact monster classifications, and so on, are a mystery to most of the populace. They use terms such as ghosts, wraiths, apparitions, phantoms, spirits, and spectres interchangeably. They will know what fighter, magic-user, cleric, or thief means, but will tend to describe all mages (good or bad) as wizards or witches depending on sex, clerics as priests or priestesses, and so on. Anyone on horseback is a knight, anyone in fancy armour is a lord, anyone who uses poison is an assassin. The more educated know a bit more, and may understand archmage and hierarch, perhaps even heresiarch, hierophant, and savant, if only vaguely.

Monsters

All monsters get allocated a die type, like characters: d4 (small, weak) to d12 (large, robust). Strong d10 and d12 monsters such as ogres and giants get damage bonuses equal to their HD, weaker ones of the same type half that. As a rule of thumb, sturdy adults have over 50% hp, sick or immature sorts less than 50%. Psionics is gone: once-psionic monsters get replacement powers. Vampires drain energy levels by bite, but only drain blood and vitality from 0-level humans. A save vs death magic loses 1 energy level rather than 2 (same for spectres). Single-level energy drains still get no save. Mummies draw on negative not positive energy; ghouls are 2+3 HD. Some old basic and expert D&D monsters are used (e.g. there are two shadows: one is undead). Monsters' surprise chances are rated out of 6. Small animals such as juveniles, cats (d4 die type but lucky), and dogs (d6) do subdual damage; war dogs and wild cats do full damage.

Monsters base their abilities on straight hit dice, so a creature with 4+4 dice attacks and saves as a 4 hit die creature. The rule about adding a HD for each addition of 3 hp is dropped. Pluses may be adjusted for die type changes (e.g. 13d8+39 => 13d10+26). Monsters still roll multiple times for their attack routines, which occur in 1 segment.

Dragons get d12s for HD (number as per MM) and damage bonuses to melee attacks, and 12 age categories (new ones in italics on the table below). They can use their breath weapons up to 3x per day + 1 per stage over very old, doing damage equal to their *current* hp total (as in Beowulf). All adjustments apply to standard MM stats. The stage gives hp per hit die. The pluses or minuses to AC also apply to saves against the dragon's breath weapon and its fear aura; minuses reduce physical damage to the dragon by that many hp per attack. Size multipliers apply to the breath weapon as well as the dragon itself. Size increases also indicate the chance of a larger treasure: 20% chance of 20% more for an ancient dragon, up to 80% chance of an 80% larger hoard for a great wyrm (younger dragons are as per MM). Spell use beyond ancient age increases logically. About 1/3 of a dragon's length is its tail, 1/2 body, 1/6 neck and head.

Dragon growth table. Age categories and adjustments.

Stage	Years	Size	AC/Saves	Damage
1 <i>Hatchling</i>	0–1	x0.2	+3	x0.5
2 Very young	2–5	x0.4	+2	x0.75
3 Young	6–15	x0.6	+1	+0
4 Sub-adult	16–25	x0.8	+0	+1/2HD
5 Young adult	26–50	x1	+0	+1/2HD
6 Adult	51–100	x1	+0	+1/HD
7 Old	101–200	x1	+0	+1/HD
8 Very old	201–400	x1	+0	+1/HD
9 Ancient	401–600	x1.2	–1	+1/HD+1
10 <i>Elder</i>	601–800	x1.4	–2	+1/HD+2
11 <i>Wyrms</i>	801–1000	x1.6	–3	+1/HD+3
12 <i>Great wyrm</i>	1001+	x1.8	–4	+1/HD+4

Dragons get extra melee attacks if they win initiative: 2 wing buffets (front or front flanks) and 1 tail swipe (rear or rear flanks). These do damage equal to base claw damage only, with a natural 20 to hit requiring *any* defender to save vs paralysation or be knocked down and stunned for a round (lose attack this round while regaining feet, and be at +4 to be hit next round). Wing or tail damage increases, the number to roll decreases, and the save is penalised, by 1 per stage over very old, so a great wyrm would do base claw attack damage +4 for its extra attacks and knock someone down on a 16–20 if he or she failed to save vs paralysation at –4. Unless being subdued, all dragons can fight until reaching negative hp equal to their HD (at penalties).

Greater dragons are also rumoured to exist, with +3 HD, –3 to AC, +3" move, +15% treasure, 1.5 x size, next dice up for damage, and 5% magic resistance per stage over 6, with the same % bonus to chance of speaking and magic use.

Supernormal abilities. Giants, supernatural beings, deities, and demigods may have ability scores beyond the normal human range. Characters may also gain such abilities, usually briefly through magic. Bonuses are as follows. Weight allowance: 400 lb + 200 lb per Str point over 20. NPC level limits are not necessarily as restricted.

<i>Prime</i>		<i>Max level for class</i>	
<i>Requisite</i>	<i>Bonus</i>	<i>Human</i>	<i>Demihuman</i>
20	+4	25	12
21	+5	30	15
22	+6	30	15
23	+7	30	15
24	+8	30	15
25	+9	30	15

ADDRev • Character Classes

Class summaries

Basic:

Fighters fight. They are warriors skilled at using weapons and armour in combat.
Mages enchant. They are wizards who cast a wide variety of arcane magical spells.
Clerics heal. They are priests who serve higher powers with spells and arms.
Thieves steal. They are rogues who use skills to prevail where force alone cannot.

Expert:

Rangers are vigilant fighters adept at woodcraft, tracking, scouting, and spying.
Barbarians are hardy, primitive warriors expert in wilderness survival.
Cavaliers are noble knights who follow a code of chivalry and live for glory.
Illusionists specialise in subtle spells of misdirection, deceit, and shadow.
Elementalists specialise in practical spells that deal with the primal elements.
Black magicians specialise in evil spells to do with demons, death, and darkness.
Druids specialise in spells attuned to nature, the outdoors, and the elements.
Mystics specialise in spells to do with divination, adaptation, and other planes.
Monks are ascetic disciples of bare-handed combat, with some mystical powers.
Assassins are stealthy killers, adept at disguise, infiltration, spying, and ambush.
Bards are musicians and singers versed in charm, skills, lore, and spellsongs.
Mountebanks are confidence tricksters proficient in guile and deception.

Advanced:

Paladins are fighters or cavaliers who have taken holy orders for law and good.
Witches are evil magic-users who have made pacts with infernal entities.
Votaries are dedicated priests of a particular god who have taken special vows.
Acrobats are swashbuckling cat-burglar types with gymnastic and acrobatic skills.

Basic class descriptions

The basic classes are simpler to play and less constrained than their subclasses, giving you more freedom to do as you wish with a character. Their dispositions underlie all their subclasses to some extent.

Fighter

Fighters are warriors, champions, and soldiers competent in the use of weapons and armour, and skilled in the arts of combat and war. They fight to live and live to fight. They are the best with melee and missile weapons. Fighters seek power, and aim to engage in combat. They boldly lead, bear the brunt of battle, rely on strength, weapon skills, and sheer defiance, and confront challenges directly with might and main.

Their prime requisite is strength. They can be of any alignment. They can use all forms of armour, shields, and weapons, and a few magic items. At 9th level or above they may establish a freehold and attract followers (the DM has details). They may freely hire men-at-arms, servants, henchmen, and so on at any level.

Because of their skill and constant practice with weapons, fighters add 1 hp per level to the damage scored in hand-to-hand or missile combat. Damage can carry over if a foe is slain. Fighters may opt for weapon specialisation in any weapon if they wish.

Fighters have no other special abilities, but their endurance, power, and superior fighting skill makes them the backbone of an adventuring party. They are still just as capable of negotiating and thinking through problems as anyone else, and those clever enough can be experts in strategy and tactics. Examples include Achilles, Hercules, Beowulf, Lancelot, Jirel of Joiry, Little John, D'Artagnan, and John Carter of Mars.

Mage

Mages or magic-users are masters of arcane magical energies, able to memorise and use a wide variety of magic spells. Mages seek knowledge, and aim to cast spells. They plan, reason, and advise, avoid melee, rely on intelligence, spells, and arcane secrets and devices, and solve problems directly or indirectly by magical means.

Their prime requisite is intelligence, and they gain additional spells for having high scores. They can be of any alignment. They draw on arcane powers to wield mighty spells, and can use many magic items (scrolls, wands, staves) unusable to other classes. At 12th level or above they may construct a stronghold (the DM has details). They may freely hire men-at-arms, servants, henchmen, and so on at any level.

Mages are weak in combat. They can wear no armour, use few weapons, and gain skill slowly, adding 1 hp per 5 levels to the damage done in hand-to-hand or missile combat.

The mage starts his profession with one spell book, in which the formulae for the spells he knows are written. He needs a new spell book for each level of spells to record those found through adventuring or research. He must memorise the spells to cast from his spell books before an expedition. Once cast, they are gone from memory until relearned the next day. The number and level of spells that can be learnt is shown on the spell progression table. A mage can use spells from any speciality (illusion, elemental, black magic) as well as core magic-user spells, but can only memorise one of a particular spell level of a particular speciality per day (2 per day if over level 20).

A mage may brew potions, enchant items, and inscribe magic scrolls (the DM has details). The process is costly and can take weeks or months to complete, so it is rarely undertaken by actively adventuring mages. There is always a chance to fail, especially at lower levels (+5% per level below 11). Generally a magic-user can:

- Make potions at 6th level
- Write scrolls at 9th level
- Create magic items at 12th level

Mages are well-educated (magic is part of natural philosophy) and can be somewhat eccentric. They have many spells of offensive, defensive, or informational nature to help an adventuring party succeed. They are possibly the most fearsome of classes at high levels, but survival to that point can be a problem, as they are quite weak at the start. Examples include Merlin, Circe, Prospero, Gandalf, Saruman, Maal Dweb, and Rhialto the Marvellous.

Cleric

Clerics are priests who serve a deity, pantheon, or greater cause (such as law or light). They offer spiritual guidance and protection via spells and force of arms. Clerics seek understanding, and aim to use their abilities to aid. They support others, rely on wisdom, spells, and combat skills, and employ faith, divine magic, or force as needed.

Their prime requisite is wisdom, and they gain additional spells for having high scores. They can be of any alignment acceptable to the powers they serve. They can use all forms of armour and shields, limited weaponry, and a fair number of magical items. At 9th level or above they may establish a religious stronghold, and attract followers (the DM has details). They may freely hire men-at-arms, henchmen, and so on at any level.

The cleric class resembles religious orders of knighthood of medieval times, with a dash of fearless vampire hunter thrown in. They are skilled combatants who use spells serving mainly to fortify, protect, and revive. All clerics have holy symbols that help them focus and cast spells. They must pray or meditate for spells before an expedition. Once cast, spells must be prepared for again the next day. The number and level of spells that can be cast is shown on the spell progression table. A cleric can use spells from any speciality (druid, mystic) as well as core cleric spells, but can only cast one of a particular spell level of a particular speciality per day (2 per day if over level 20).

Good and neutral clerics have the ability to turn undead (drive them away or destroy them), and evil clerics to command them, by presenting their holy symbols and calling on their faith. Undead are unnatural and evil creatures that were once alive, such as ghosts, zombies, skeletons, ghouls, vampires, and mummies. As a rule of thumb, a cleric can affect creatures of hit dice no greater than his own. High-level clerics have a chance to turn demons, devils, and witches. Turning suffers a cumulative –1 penalty each time it fails over a day, but strength of faith is restored after a night's sleep.

Second only to fighters in battle, clerics add 1 hp per 3 levels to the damage scored in melee or missile combat. Their selection of arms is limited to blunt, bludgeoning weapons: they are forbidden to use edged or pointed weapons that shed blood directly.

Clerics have other abilities and benefits:

- *Inspiration*: The cleric's presence gives allies in 1" a second save vs fear effects.
- *Guidance*: May pray or meditate for insight (hint or clue). Once/ 5 levels/ day.

Clerics play an important support role for an adventuring party, backing up fighters, strengthening resolve, keeping everyone going, and smiting the undead. As agents of the divine, they are accorded respect in society. Examples include Moses, Asclepius, Saint Patrick, Archbishop Turpin, Bishop Odo, Friar Tuck, and Professor Van Helsing.

Thief

Thieves are rogues who survive using wit and nimbleness, able to apply a number of well-honed talents to prevail where force alone cannot. Thieves seek riches, and aim to make gains slyly. They use skills where they can, take what they can, avoid frontal attacks, rely on dexterity and stealth, and solve problems obliquely with cunning.

Their prime requisite is dexterity. They can be of any non-good alignment at start. They can wear some LM armour (usually leather) but not use shields, and can use a fair number of (small or concealable) weapons and magic items. Thieves do not build strongholds as such, but can build a tower or small castle-like fortified building for their own safety, in or within a mile of a town or city. At 10th level or above a thief can set this up for a gang of thieves, although this will incur the deadly enmity of any local Thieves' Guild. They may freely hire henchmen, men-at-arms, and so on at any level.

All thieves and their associates know “Thieves’ Cant”, a series of slang terms in the common tongue used to discuss thieflly matters without non-thieves understanding. Literate thieves can accurately map areas when scouting or ‘casing the joint’ as the cant expression has it (it is up to the player to map properly though). The profession is opportunistic, and while not entirely dishonourable, is neither honourable nor much respected in many quarters. Most thieves tend towards evil, although player character thieves tend to be more neutral, and can even strive to be (non-lawful) good.

Thieves add 1 hp per 4 levels to the damage scored in hand-to-hand or missile combat. Although they can fight only slightly better than mages, they can attack more effectively by using stealth to *back stab* a human or human-like opponent. Back stabbing is striking someone by surprise from behind. If surprise is achieved, an attack is made, at +4 to hit. (The victim also loses shield and Dex bonuses for a rear strike.) Weapon damage is double at thief levels 1–4, triple at 5–8, quadruple at 9–12, quintuple thereafter; add strength and skill bonuses to the result.

Thieves also have some special abilities characteristic of their group.

- *Pick Pockets*: Base 5 in 20 +1/level (6 at level 1, 17 at level 12, etc.). Filch items.
- *Open Locks*: Base 4 in 20 +1/level. Pick locks with no key; solve puzzle locks.
- *Find/Remove Traps*: Base 3 in 20 +1/level. Discover/ disarm small or large traps.
- *Move Silently*: Base 4 in 20 +1/level. Move with no or little sound, to sneak up etc.
- *Hide in Shadows*: Base 3 in 20 +1/level. Blend into dark areas, stay unobserved.
- *Hear Noise*: Bonus of +1 per 2 levels. Listen for faint sounds behind doors etc.
- *Climb Walls*: Base 8 in 20 +1/level. Go up, down, or across sheer surfaces unaided.
- *Read Languages*: At 4th level, base 4 in 20, +1/level after. Puzzle out strange texts.
- *Use Scrolls*: At 10th level, decipher magical writings and use arcane scrolls.

Thieves are principally meant to take by cunning and stealth. Their scouting and burglarious skills make them valuable to an adventuring party that can use a subtle approach. Examples include Autolykus, Jack the Giant Killer, the Grey Mouser, Cugel, Bilbo Baggins, Jack of Shadows, Indiana Jones, the Stainless Steel Rat, and Raffles.

Expert subclass descriptions

The expert subclasses are more complex and specialised than their basic classes, providing distinct areas of expertise or approaches to play. They require familiarity with the base class.

Ranger

Rangers are a subclass of fighters, adept at woodcraft, tracking, scouting, spying, and infiltration. They are primarily frontier scouts, hunters, and guides who protect the borders of civilisation from the perils of the wilderness. Tough, alert, independent, and pragmatic, with good fighting skills, they tend to act alone or in small groups.

Prime requisites are strength and dexterity. Rangers must be of good alignment, and any change to this strips them of all special abilities forever. They may not hire men-at-arms, henchmen, and so on until 8th level. They may attract followers at 10th level or above, however (the DM has details). No more than 3 rangers may ever operate together at one time. They may never own more goods than they and their mount can

carry; all excess must be donated to a worthy cause. The ranger usually operates in woodlands, but the class is adaptable, so you can have desert rangers and so on. Rangers can accurately map areas when scouting (it is up to the player to map properly though). In unfamiliar territory, wilderness skills are at half effectiveness for about a month until fauna, flora, and climate are better understood.

Rangers are skirmish-style fighters restricted to LM armour and small shields. If wearing non-bulky armour, they get an AC bonus of –2. If in bulky or fairly bulky armour, they lose this bonus. They can use any weapon, but their first weapons of proficiency must be bow/ light crossbow, dagger/ knife, spear/ axe, and sword.

Rangers add 1 hp per 2 levels to the damage scored in melee or missile combat. When fighting ‘giant class’ humanoid races and dangerous natural predators this increases to 1 hp per level. (This includes orcs, goblins, ogres, giants, wolves, and bears; but not bandits, undead, dragons, and most monsters.) Damage can carry over if a foe is slain. Rangers may opt for weapon specialisation with a bow, light crossbow, or spear only.

Rangers have other abilities and benefits:

- *Keen senses*: Bonus of +2 in 20. Surprise bonus of 1 in 6 (normally, surprise on 1–3, surprised on 1).
- *Tracking*: Base 8 in 20 +1/level, outdoors and in. Follow and identify tracks.
- *Outdoor craft*: Survival and Natural Lore. Base 6 in 20 +1/ level.
- *Scouting*: Move Silently and Hide in Shadows, in natural surroundings; chances halved elsewhere. Base 6 in 20 +1/level.
- *Infiltration*: Disguise (basic, mingle and fit in only). Base 4 in 20 +1 per 3 levels.
- *First aid*: Bonus of +3 in 20. Treat wounds; lessen bleeding, shock, poison, disease.
- At 10th level, can employ non-written magic items used for surveillance. Chance to use items successfully = Wis + 1 per 5 levels out of 20.

Rangers’ skills and alertness are useful to an adventuring party in the wilderness and elsewhere. Examples include Aragorn, Faramir, Orion, Robin Hood, Belphebe, Pathfinder, Daniel Boone, and the Lone Ranger.

Barbarian

Barbarians are a subclass of fighters: primitive warriors expert in wilderness survival. They are tough and vigorous hunters and masters of beasts, hardened by the savage lands of their birth and quick to recover from injury. They instinctively distrust arcane magic and civilisation, and tend to live life for the moment.

Prime requisites are strength and constitution. Barbarians must be of non-lawful alignment. Once they reach 8th level, they may temporarily summon a barbarian horde (the DM has details). Barbarians start the game illiterate, knowing only their tribal tongue and common, but can gain literacy and learn new languages if so inclined. The native territory of a barbarian is some wild area of the world: arctic, coastal, desert, forest, jungle, mountain, plains, steppes. (This helps set the tribal model, e.g. apache, bedouin, mongol, viking, zulu.) In unfamiliar territory, wilderness skills are at half effectiveness for about a month until fauna, flora, and climate are better understood. Barbarians get experience for destroying rather than gaining magic items.

Barbarians are skirmish-style fighters restricted to LM armour and small shields. If wearing non-bulky armour, they get an AC bonus of –3. If in bulky or fairly bulky

armour, they lose this bonus. They can use any weapon, but their first weapons of proficiency must be hand axe, knife, spear, and another weapon suited to their tribe of origin (e.g. aklys, atlatl, battle axe, blowgun, bolas, club, scimitar, short bow).

Barbarians add 1 hp per 2 levels to the damage scored in melee or missile combat. By unleashing their native ferocity in battle rage they can increase this to 1 hp per level for up to 2 rounds per level per day, + their Con bonus in rounds. Damage can carry over if a foe is slain. Barbarians may not choose weapon specialisation.

Barbarians have other abilities and benefits:

- *Keen senses*: Bonus of +3 in 20. Surprise bonus of 1 in 6 (normally, surprise on 1–3, surprised on 1); in familiar terrain, bonus of 2 in 6.
- *Fast movement*: Base movement rate of 15". Can also jump better than most.
- *Climb*: Climb Walls, base 8 in 20 +1/level for natural surfaces; else halved.
- *Outdoor craft*: Survival and Natural Lore. Base 8 in 20 +1/ level.
- *Tracking*: Base 8 in 20 +1/level, but outdoors only. Follow and identify tracks.
- *Danger sense*: Base 6 in 20 +1/level, 20 ft r; automatic, also applies to magic.
- *Scouting*: Move Silently and Hide in Shadows, in natural surroundings only. Base 6 in 20 +1/level.
- *First aid*: Bonus of +5 in 20. Treat wounds; lessen bleeding, shock, poison, disease.
- *Hardiness*: Roll twice and take the best result when determining hit points, any form of healing, disease effects, or system shock. Gain +2 on all saves except versus spells.
- Other native skills (e.g. running, riding, brachiation). Base 4 in 20 +1/level.

Barbarians start with a number of restrictions and superstitions. Some are removed or diminished as the barbarian gains experience. Some taboos will remain (never lying, and d4 things such as never entering a tavern last). Barbarians also never lose their suspicion of magic users, or their belief that civilisation weakens a man.

Limitations are lifted by level as follows:

- 2 May associate with clerics
- 3 May use magic potions
- 4 May use magic weapons
- 5 May use magic armour
- 6 May associate with mages — if necessary
- 7 May use other magic items
- 8 May associate with mages — occasionally

Barbarians' skills and alertness make them very useful to an adventuring party in the wilderness, although their aversion to magic can be problematic. Examples include Conan, Fafhrd, Tarzan, Tonto, Alaric the Visigoth, and Attila the Hun.

Cavalier

Cavaliers are a subclass of fighters: noble knights who follow a code of chivalry and live for deeds of glory. They are skilled fighters, especially on horseback. They must be in service to a monarch, greater noble, order of knighthood, deity, or special cause, and place honour, bravery, and personal heroic feats above all else.

Prime requisites are strength and charisma. Cavaliers must be non-evil to start. Good cavaliers are duty-bound to hunt down and destroy known evil cavaliers. They can use many types of armour, shields, weapons, and magic items. At 4th level or above they

will attract retainers; at 9th level or above they may travel without them if they wish; they may also establish a freehold and attract followers (the DM has details). Cavaliers revert to being fighters if their knighthood is revoked or renounced.

Cavaliers must be noble (upper social class). A candidate of great promise but lesser birth must be sponsored by a noble, earn 1500 xp as a normal fighter, perform gallant deeds worthy of the honour, and be sworn to knighthood. He then starts from zero xp again as a cavalier. Cavaliers have a coat of arms and armorial bearing to identify themselves in battle and at tourney, displayed on shield and surcoat (and from 4th level, on the field of battle, displayed on a lance pennant and duplicate flag held by retainers). Cavaliers must fight fellow nobles on equal terms and never take unfair advantage. They can take armour, mount, or ransom from knights defeated in tournament or battle, and must spare knights who surrender and release them on parole. Honour is gained for winning battles, tournaments, and challenges, defeating foes, completing quests, providing lavish hospitality, and fulfilling oaths; it is lost for the reverse, refusing challenges, or losing a battle flag. Cavaliers gain no experience for adventures where they act in an un-knightly way.

Cavaliers see armour as a badge of station as much as a means of protection, and will always wear the finest-quality armour available, preferably (decorated) full or field plate, regardless of magic. Else they will wear HP armour or chain, but nothing more lowly. They can use any weapon, but their first weapons of proficiency must be, in any order: lance, sword (bastard, broad, long, short), horseman's mace/ flail/ pick, dagger, scimitar, and javelin. Elves or half elves also add short bow to the list.

Cavaliers add 1 hp per 2 levels to the damage scored in melee or missile combat. When fighting from horseback or facing preferred foes this increases to 1 hp per level. Damage can carry over if a foe is slain. Cavaliers may opt for weapon specialisation with a lance, broad sword, horseman's mace, or scimitar only. (Preferred foes are powerful legendary monsters such as dragons, enemy leaders, and opposing knights of renown. Chaotic cavaliers will charge at any such foe in sight on a battlefield, regardless of army cohesion, intervening friendly troops, or other such concerns.)

Cavaliers have other abilities and benefits:

- *Riding*: Base 8 in 20 +1/level. Plus attack at 1 level higher when mounted.
- *Immunity to fear*: Magical or other fear has no effect on the cavalier (or his mount).
- *Inspiration*: The knight's presence gives allies in 1" a second save vs fear effects.
- *Indomitable*: Save at +2 vs illusions; 10% immune/ lvl (to 90%) to mind-based attacks.
- *Tenacity* (good cavaliers only): Function normally at negative hp, until -10.
- *Parrying*: The to hit subtractions when parrying apply to all attacks in the round.
- *Knightly prowess*: Training regimen, noble blood, and habitual excellence grant +1 to a chosen ability (Str, Int, etc.) every 3 levels (3, 6, 9, etc.), but only once per ability.

The knightly virtues are bravery, courtesy, glory, good faith, honour, liberality, pride, and unselfishness. The code of chivalry can be summed up as: noble service willingly rendered; defence of any charge unto death; courage and enterprise in obedience to rule; prowess exercised in service to your lord; honour betters, respect peers, protect lessers; scorn the ignoble; courtesy to women; war is the flowering of chivalry; battle is the test of manhood; combat is glory; death before dishonour.

Cavaliers are physically capable and socially eminent, and make valuable if rigorous comrades. Examples include Hector, Gawaine, Mordred, Britomart, and Siegfried.

Illusionist

Illusionists are a subclass of mages, specialising in subtle spells of misdirection, deceit, colour, and shadow, primarily affecting the minds and senses of others. They are often, but not always, tricksters and practical jokers or of deeply mysterious mien.

Prime requisites are intelligence and dexterity. In most other respects except spell choice, illusionists are the same as magic-users (*qv*): combat, number and level of spells that can be learnt, creating potions, scrolls, and magic items.

An illusionist can freely use spells from the general magic-user and illusion lists, but may not use spells from the other specialities (elemental and black magic). One exception applies: gnome illusionists can use earth-based elemental spells because of the race's affinity with that element (but no more than one per spell level per day).

Illusionists have other abilities and benefits:

- *Focus*: Bonus of +3 to learn uncommon or rare spells from the illusion list.
- *Research*: On reaching a new spell level, automatically gain an illusion spell.
- *Insight*: Save at +1 vs illusions; others save at –1 vs illusionist illusions.
- *Extra spells*: Can memorise an extra illusion spell at each spell level.

Illusions are by and large magical trickery. They tend to manipulate light, shadow, sound, or other perceived phenomena, and affect the senses to magnify the effects on the perceiver. Some phantasms exist only in the minds of their victims, with no external cues. Some illusions (flame, illusionary monsters) might convince a victim that he is being harmed. Hit points are not wholly physical, so this has some effect — direct damage caused to those who believe an illusion to be real is treated as subdual damage: the victim is knocked out for 1–3 turns once reduced to 0 hp, and later regains 75% of the hit points lost. If the illusion was especially horrific, a system shock roll might be needed to avoid dying of fright. Usually illusions can only do up to d6 subdual damage, and affect up to one creature, per level of the illusionist. Higher level spells may exceed these limits. Some spells are quasi-real or real, causing actual harm, destruction, alteration, and so on. Those perceiving an illusion get a save if they actively disbelieve it for a round (usually after noting an anomaly). Bonuses or penalties to the save may apply based on number of senses affected (more seems more real), how believable the illusion is in context, and how well it reacts (more interaction = harder to maintain).

Illusionists have little direct firepower, but since misdirection is an excellent tactic, they can achieve much with it, and greatly benefit most adventuring parties. Examples include many faerie enchanters, such as Morgan le Fay, and The Shadow.

Elementalist

Elementalists are a subclass of mages, specialising in practical spells that deal with the elements (earth, air, fire, water), elementals, and related primal and natural forces. They are often bluff, bold, and vigorous, but may show particular 'elemental' personality traits too (e.g. obdurate, flighty, hot-tempered, changeable).

Prime requisites are intelligence and strength. In most other respects except spell choice, elementalists are the same as magic-users (*qv*): combat, number and level of spells that can be learnt, creating potions, scrolls, and magic items. An elemental

can freely use spells from the general magic-user and elemental lists, but may not use spells from the other specialities (illusion and black magic).

Elementalists have other abilities and benefits:

- *Focus*: Bonus of +3 to learn uncommon or rare spells from the elemental list.
- *Research*: On reaching a new spell level, automatically gain an elemental spell.
- *Affinity*: Save at +2 vs element-based attacks; do at least 2/ die with them (re-roll 1s).
- *Control*: Can conjure multiple elementals of the same type in a day. Can control them with minimal effort (if conscious and not charmed; save vs Str if wounded), and any breaking free have only a 25% chance to attack (75% chance to return to own plane).

Elementalists are much in demand for practical and battle purposes, and tend to make their presence felt with a flash and a bang. They suit parties desiring a direct approach and ample firepower. Examples include many OD&D wizards, and Tim the Enchanter.

Black magician

Black magicians are a subclass of mages, specialising in evil spells dealing with the dead and undead, demons and devils, and darkness and destruction. They tend to be arrogant, unscrupulous, and cruel, but this is not always apparent since they are frequently devious and manipulative as well.

Prime requisites are intelligence and constitution. Black magicians must be of evil alignment. In most other respects except spell choice, black magicians are the same as magic-users (*qv*): combat, number and level of spells that can be learnt, creating potions, scrolls, and magic items. The potions are often used to mask or alleviate the signs of their practices in the unspeakable arts.

A black magician can freely use spells from the general magic-user and black magic lists, but may not use spells from the other specialities (illusion and elemental).

Black magicians have other abilities and benefits:

- *Focus*: Bonus of +3 to learn uncommon or rare spells from the black magic list.
- *Dark gift*: On reaching a new spell level, automatically gain a black magic spell.
- *Darkness visible*: Gain 1 turn of infravision + ultravision once per level per day.
- *Dark power*: Can memorise and use spells beyond normal ability and capacity.

Dark power. Black magicians can try to learn spells of higher level than they could normally cast, at +1 penalty on the roll for each level above the normal maximum. (If they fail, they can try again each time they gain a level, until the level at which it could normally be learnt.) Any spell known can be memorised and used in any spell slot. There is a chance of spell failure when casting of 10% per excess level, so a 6th-level spell in a 3rd-level slot will fail 30% of the time. Spells extra to slots can be memorised at double the chance of failure, e.g. 40% for a level 2 spell.

Black magicians call on vile forces to augment their power, and have to pay the price. Any spell failure means they must make a corruption check at the end of the day: roll d20; if the score is less than or equal to the number of excess spell levels memorised that day, some taint of evil is acquired or aggravated. The DM rolls d10 to see what:

1. Age d4 years (body withered by eldritch occult forces).
2. Lose 1 wisdom (sanity crumbles at ineffable knowledge).

3. Eyes go solid white, black, red, yellow; or get slit pupils etc.
4. Fear something, e.g. bells, fire, eggs, wolfsbane, mirrors.
5. Grow intolerant to sunlight and nocturnal in habits.
6. Look cadaverous (pallid or parchment skin, sunken eyes).
7. Scare animals and children, wither plants (10 ft r).
8. Shadow is deformed, bestial, monstrous, or missing.
9. Skin turns scaly, piebald, or warty; or nails to claws, etc.
10. Smell bad, e.g. fungus, corpses, sulphur, vermin (10 ft r).

Apart from the first two, the debilities become worse in three stages: mild, middling, and major. The last requires magic to mask or overcome. For instance, if #3 is rolled thrice, the first time the eyes are tinged, the second filmed, the third solid. Fear or a scary aura would cause unease, aversion and dread, then sheer terror; and so on.

Black magicians can be useful to an unscrupulous adventuring party, since their magic can be very powerful, but will usually be foes to vanquish. Examples include the many villainous sorcerers, diabolists, and necromancers of pulp fantasy.

Druid

Druids are a subclass of clerics, specialising in spells attuned to nature, its spirits, the outdoors, and the elements. They are priests of nature, holding trees (especially oak and ash), the sun, and the moon as sacred — they may worship these, or nature deities, or simply nature itself. They have their own secret druidic language.

Prime requisites are wisdom and charisma. Druids can be of any neutral alignment, but will always tend to see good and evil, law and chaos, as balancing natural forces. They may only wear L (usually leather) armour and use wooden shields, but have a wider range of weaponry than clerics. They use mistletoe as their holy symbol. Apart from spell choice, druids are otherwise much the same as clerics (*qv*) in combat and number and level of spells that can be learnt. Druids usually roam the woodlands, but the class is adaptable, so you can have desert druids and so on. Spells alter to fit local fauna, flora, and climate. Druids prefer to live in sacred groves, in smallish cottages or sod huts. Above 11th level, when they gain a retinue (the DM has details), they tend to dwell in modest building complexes set in natural surroundings.

The druid class can be thought of as medieval cousins of what the Celtic Druids might have become had they survived the Roman conquest, with some shamanistic aspects. They have an obligation to protect trees and wild plants, crops, and to a lesser extent animals and their human followers. They avoid slaying wild or even domestic animals except for self-preservation or sustenance. They will likely seek retribution for the destruction of woodlands and their other charges. Human sacrifice by savage neutral evil druids is not unknown, but most are not hostile.

Because of their concentration on living, growing things, druids have no power to turn or control undead, demons, or devils. They can however influence natural animals, using the Turning Undead rules: a success means animals of the indicated hit dice temporarily ignore the druid and his party, or are friendly (D result). A save vs spells applies if the animals are actively hostile to start with.

A druid can freely use spells from the general cleric and druid lists, but may not use

spells from the other speciality (mystic).

Druids have other abilities and benefits:

- *Outdoor craft*: Survival and Natural Lore. Base 8 in 20 +1/ level.
- *Natural insulation*: Save at +2 vs fire and electrical attacks.
- *Identify*: At 3rd level, can identify plant type, animal type, and pure water.
- *Languages*: At 4th level and each level thereafter, learn a woodlands language of choice (centaur, dryad, elvish, lizardman, nixie, sprite, treantish, etc.).
- *Pass freely*: At 5th level, can pass through overgrown areas (briar patches, tangled undergrowth) without leaving a trail and at normal movement rate.
- *Immunity*: At 6th level, immune to charming by woodland beings (e.g. dryads).
- *Transform*: At 7th level, can change form to up to three different natural animals daily, bat-sized to bear-sized. Each change heals d6 x 10% damage.

Druids are less able in combat than normal clerics, but their spells are powerful, and they are supreme in the wilderness, and so valued by roaming adventurers. Examples include shamans, Cathbad, Chydonax, Saint Francis, Tom Bombadil, Dalan, and (naturally) Getafix.

Mystic

Mystics are a subclass of clerics, specialising in spells concerned with divination, detection, adaptation, and other planes of existence. They are holy men, visionaries, and seers who intuitively seek enlightenment and harmony with the multiverse.

Prime requisites are wisdom and intelligence. Mystics can be of any alignment. They do not wear armour, but can use shields and normal clerical weaponry. They may use a holy symbol or crystal to help them focus and cast spells, or just make esoteric hand signs. They can use magic items usable by clerics, and any connected with ESP, clairvoyance, planar travel, and the like. Apart from spell choice, mystics are otherwise much the same as clerics (*qv*) in combat and number and level of spells that can be learnt. At 9th level or above they may attract students eager to learn at the guru's feet (the DM has details). They may hire henchmen, but not men-at-arms.

Mystics may be part of an established religion, perhaps a mystery tradition, or may be solitary adepts. In either case, they have insight into the world beneath surface reality, have a deep spiritual understanding, and can commune wordlessly with higher powers. Individual dispositions can vary wildly: normal, serene, numinous, aloof, or mesmeric. Although many mystics are ascetic hermits living a life of self-denial or wandering prophets for good or ill, some remain attached to a temple, and some even live in luxury thanks to wealthy patrons or a place as court advisers.

Mystics have no power to turn or control undead or the like. They can influence people, however, using the Turning Undead rules: a success means persons of the indicated hit dice are convinced by what the mystic says ("these are not the druids you want") or swayed some way towards a particular emotion or point of view. The effect is temporary, but people often think they made up their own minds. A save vs spells applies if the attempted influence is directly contrary to nature or beliefs. Sentient beings other than persons (as defined in *charm person*) are affected as 'special'.

A mystic can freely use spells from the general cleric and mystic lists, but may not use spells from the other speciality (druid).

Mystics have other abilities and benefits:

- *Sense presence*: Once per round by concentration, 20 ft r, sense unseen beings or magical influences; 5% chance per level for inkling of type, power, intent, etc.
- *Mind over body*: Can go without food, water, rest, or sleep for 1 day/ level. Will need a feast and 2 days' complete rest to recover before using the ability again.
- *Tenacity*: Unaffected by pain; function normally at negative hp, until –10.
- *Mental mastery*: 10% immune per level (to 90%) to mind-based attacks, ESP, etc.
- *Guidance*: May pray or meditate for insight (hint or clue). Once/ 5 levels/ day.
- *Use Scrolls*: At 10th level, decipher magical writings and use arcane scrolls.

Mystics are fair to middling in combat since they concentrate on the mental side of things, but their spells and abilities can be very useful to adventuring parties. Examples include Rasputin, Saint Teresa, Dr John Silence, and Obi-Wan Kenobi.

Monk

Monks are a subclass of clerics: ascetic disciples of bodily training and bare-handed combat, with some mystical powers. Typically followers of some secret order, perhaps wanderers from afar, they focus on inner awareness, cultivating harmony between mind, spirit, and body. They thereby gain the ability to perform amazing mental and physical feats, but sacrifice most overt spell use. They are otherwise much like mystics.

Their prime requisites are wisdom and dexterity. They gain the normal bonuses for ability scores. They can be of any non-chaotic alignment, most often lawful, and start over at first level if they succumb to chaos. They can use neither armour nor shields, few weapons, and fewer magical items (weaponry, rings, and clerical and thieflly miscellaneous magic). They may not hire henchmen, men-at-arms, and so on until 6th level. They may acquire two henchmen at 6th level and up to one per level thereafter (henchmen must be fighters, thieves, or assassins). Hirelings may be taken on only on a short-term, one-adventure basis. At 9th level or above a monk will gain followers (the DM has details), and may construct a monastery or similar headquarters, or he may live a simple meditative life as a hermit, as aged martial arts masters often do.

Monks avoid attachment to worldly things. They may own no more than two magic weapons and three other magic items at any time. They retain wealth enough to live modestly, support henchmen, and perhaps to build a monastery (up to 250,000 gp construction costs, and maintenance later; although strictly the property belongs to the monk's order). All other treasure must be bestowed upon religious institutions; in fact they may be adventuring to support their order or a related temple.

Because of their rigorous focus on mental and physical training and discipline, monks have no power to turn undead or the like. They gain spells as a mystic, but can only cast those that affect them personally (usually abjuration, alteration, necromantic; range, touch or 0; area of effect, caster or one creature, no radius; as adjudicated by the DM). At high enough level they can also cast the druidical *finger of death* on a foe, by touch (the so-called 'quivering palm'). Monks meditate and prepare as do other clerics, but just concentrate to cast spells rather than using words, gestures, and holy symbols.

Monks add 1 hp per 3 levels to weapon damage scored in melee or missile combat; per 2 levels with martial arts weapons (e.g. bo or jo sticks). When attacking unarmed (open-handed), this increases to 1 hp per level. All martial art styles (blows with hands, feet, elbows; nerve strikes; throws, locks, holds) have the same end results. Base damage is

d4 hp, increasing to d6/ d8/ d10/ d12 at levels 5/ 10/ 15/ 20. The monk draws on mystical power to strike as a +1/ +2/ +3/ +4 weapon at those levels. On a natural 20 to hit, open-handed or with martial arts weapons, a foe not in plate is stunned (+4 to be hit) for d6 rounds, or knocked out for 1–3 turns if he fails to save vs paralysis. Creatures of up to 6 ft tall + 6 in per level (6 ft 6 in at level 1, to 16 ft at level 20) and the same mass as a human of that size can be affected.

Monks improve AC as they become more adept at blocks, feints, and dodges, and can deflect or evade missiles that would normally hit if they are aware of them. They can use gymnastic skills to climb quickly or fall safely. They can also try to break wooden boards and beams, but take the base damage of the blow if they fail.

Monks have the following abilities and benefits:

- *Move Silently*: Base 4 in 20 +1/level. Move with no or little sound, to sneak up etc.
- *Hide in Shadows*: Base 3 in 20 +1/level. Blend into dark areas, stay unobserved.
- *Climb Walls*: Base 8 in 20 +1/level. Go up, down, or across sheer surfaces unaided.
- *Fast movement*: 15" at level 1, +1 per 2 levels (16" at level 2 to 25" at 20).
- *Improving AC*: Base AC 9 at level 1, –1 per 2 levels (AC 8 at level 2 to –1 at 20).
- *Break wood*: 1" +1 per 3 levels (2" at level 3 to 7" at 18), +1" soft –1" hard wood.
- *Mental mastery*: 10% immune per level (to 90%) to mind-based attacks, ESP, etc.
- *Deflect missiles*: Save vs petrification to deflect incoming spears, arrows, etc.
- *Fast climb*: Scramble up irregular surfaces at speed; mv + 2x (height + level) ft/round.
- *Tumble fall*: Save vs Dex to take quarter damage from falls up to height + level in feet; half from falls up to 3x that. Need chances to touch wall, or room to roll.

Monks are unusual and self-contained characters, deadly at high levels. The class has drawbacks but is strong overall, and its special talents are effective. Examples include oriental martial artists from story and film, and Magnus the robot-fighter.

Assassin

Assassins are a subclass of thieves: quiet, stealthy killers of evil nature, masters of the ambush and treacherous attack, bounty hunters adept at disguise, infiltration, and spying. They have the abilities of thieves as well as their own. They tend to think that the end justifies the means, and are usually loyal only to strength, power, and profit.

Their prime requisites are dexterity and strength. They can be of any evil alignment at start, and remain so while they kill for hire (perforce, since the killing of humans and other intelligent life forms for profit is essentially the antithesis of weal). They can become neutral (LN, N, CN) later, if they slay or capture only in a just cause, but remain somewhat ruthless. Assassins can wear some LM armour, and use any shields and weapons and a fair number of magic items. They do not build strongholds as such, but can take over guild headquarters (the DM has details). An assassin can have henchmen, but cannot have hirelings until 4th level: at this stage these must be low-level assassins. At 8th level, thieves can also be hired, and at 12th level most classes (although no cavaliers or good characters will ever serve an assassin).

Assassins are generally organised in guilds controlling an area of 10 to 100 miles radius around a town or city. An assassin found in a guild area and not a member will be invited to join (and come under local guild command). He need not join, but if he performs a killing for hire without such sanction, he will be marked for death.

The act of assassination is an attempt to murder by surprise, whether by ambush or from a position of trust. It cannot be tried in general melee or if using a shield, but is possible with a missile weapon, e.g. sniping with a crossbow. If surprise is achieved, the chance to succeed is 50%, +5% per level higher than the victim, –5% per level lower (10 or less on d20, ±1 per level difference), and normal damage accrues from the hit even if the attempt as such fails. The player involved must prepare a full plan of when, where, and how the dirty deed is to be done. The DM checks this against the precautions of the prospective victim, if any, and adjusts the base chance up or down. Live captures are resolved in the same way. Infiltrations are role-played as needed. Assassins may freely use poison, but this can be risky in a crowd, since its use is widely abhorred. Anyone in 10 ft of a bared poisoned weapon has a 10% cumulative chance per round to notice and (d10): 1–2 attack the assassin, 3–7 raise a hue and cry for the watch, 8–0 both. Poison to be ingested rather than insinuated by weapon must be added to food or drink, and the player needs to detail how this is done. The DM has details of assassination fees.

Assassins add 1 hp per 4 levels to the damage scored in melee or missile combat. When fighting humans and human-like races this increases to 1 hp per 2 levels because of their superior knowledge of vulnerable anatomy. If they gain surprise, they may choose to back stab an opponent as does a thief, make a missile attack at *close* range with the same effects, or attempt an impromptu assassination at –10% (by garrotting, throat cutting, neck breaking, poison dagger in the heart, etc.).

Assassins have the same abilities as thieves (*qv*) of half their level, rounded up (1st level at level 1) and can speak Thieves' Cant. They can use disguise to infiltrate and spy on foes, gain the opening to poison or surprise a victim, etc. They begin with an extra weapon proficiency (3 to start), and get +1 to surprise when setting an ambush.

Assassins have the following extra abilities and benefits:

- *Disguise*: Mingle and fit in, appear as almost anyone. Base 8 in 20 +1/level.
- *Tongues*: Learn 1 secret language (e.g. druidic) per point of intelligence over 14.
- *Poisons*: Through repeated exposure, save at +1 per 4 levels against poison; 5% chance per level to identify type/ effects. At 9th level, can study poisons in depth (DMG 20).

The main function of assassins is killing by stealth (e.g. of enemy leaders). They have the same uses to adventurers as thieves, can work with those who do not object to their outlook, and can use disguise to fool others. Examples include Vlad Taltos, secret agents, devotees of Kali, and any number of skulking, black-clad killers.

Bard

Bards are a subclass of thieves: musicians and singers with a large stock of ballads, stories, sagas, and lore, who make their way in the world through charm, wit, luck, and talent. Whether light-hearted or grave, they are wandering performers, sociable and skilled in dealing with others, smooth-voiced, silver-tongued, and if need be fleet-footed.

Their prime requisites are dexterity and charisma. They can be of any neutral alignment. They can wear some LM armour (usually leather) but can not use shields. If wearing non-bulky armour, they get an AC bonus of –2. If in bulky or fairly bulky armour, they lose this bonus. They can use any weapon, and any magic item usable by fighters, druids, or thieves. Bards do not settle down or build strongholds until 20th level, if then. They may associate with organisations of fighters, mages, druids, and thieves, and will employ only these classes as henchmen. (No bard will himself be a

henchman for more than 1–4 months.) They can have at most 1 henchman per 3 levels (1 at 3rd, 2 at 6th, etc.). Until 15th level, they will not associate with bards over 3 levels lower, but once there they will happily aid, by advice and suggestion, any other bard.

The bard class resembles a blend of Celtic bards, Norse skalds, medieval minstrels and troubadours, and the like. Bards are skilled singers, storytellers, musicians, and poets, adept at riddles and rhymes, able to entertain a crowd or soothe savage beasts. They are natural jacks-of-all-trades, extensively trained and curious about everything, have some thiefl skills, and soak up languages, legends, history, lore, and rumours like sponges. (The DM may choose to give bards extra hints and rumours.) Since they bring news and diversion, they are welcomed by most. Bards can sing for bed and board in poorer places, drink and silver in taverns and inns, and gold in courts and halls. Even so, folk tend to lock up their valuables and daughters around them.

Bards add 1 hp per 4 levels to the damage scored in hand-to-hand or missile combat. They can back stab as does a thief, and can gain +1 on their attack rolls if they sing or chant in combat (in addition to the bonus for inspiring allies, if that is in effect).

Bards must always have a stringed (and portable) musical instrument. They can perform magic by singing and playing — and can walk while doing this, but take no other action. This can lull creatures, influence them, or counter song-based attacks, or fascinate listeners and let the bard implant a reasonable *suggestion* in his song.

Bards have the following abilities and benefits:

- *Hear Noise*: Bonus of +1 per 2 levels. Listen for faint sounds behind doors etc.
- *Climb Walls*: Base 5 in 20 +1/level. Go up, down, or across sheer surfaces unaided.
- *Open Locks*: Base 4 in 20 +1/level. Pick locks with no key; solve puzzle locks.
- *Read Languages*: Base 3 in 20 +1/level (4 in 20 at 1st). Puzzle out strange texts.
- *Use Scrolls*: At 10th level, decipher magical writings and use arcane scrolls.
- *Inspire*: 2 rounds of poetic rallying raises morale and gives allies a bonus to hit.
- *Influence*: Shift reaction of listeners a step towards friendly or hostile; 2 rnds.
- *Soothe*: Calm agitated creatures in 4" (horses, shriekers, children, etc.); 2 rnds.
- *Countersong*: Negate song-based magical attacks (harpies, other bards, etc.).
- *Bardic charm*: Base 2 in 20 +1/level. Entrance listeners within 4"; suggestion.
- *Legend lore*: Base 1 in 20 +1/level; recall legends and identify magic items.
- *Linguistic skill*: Learn 1 new language per level; locate origin by dialect.

Spellsongs. Bards can use special songs to affect people, creatures, or even rocks and trees. These mainly charm, allow communication, or enhance the vibrational effects of sound. Spellsongs are part of the bardic repertoire and not memorised or cast in the normal manner. Instead the bard begins to sing and play: the player must make a bardic charm roll for the bard to work magic; if it fails he can try again next round. On success, the bard can cast some mainly mage and druid spells by song, taking 1 round per normal segment of casting time (10x as long), or 2x as long if casting time is in turns. This is not obviously spellcasting, except to another bard. Bards cast spells at their current level, and can cast that many spell levels per day (e.g. an 8th-level bard can cast 4x 2nd-level spells or 1x 8th-level spell or some other mix each day). Bards can maintain most spellsong effects with a duration as long as they keep singing.

Bards' varied skills let them fill in for several classes. They can not only help a party when adventuring, but also bruit its fame thereafter by immortalising its deeds in song and saga. Examples are Orpheus, Taleisyn, Allan-a-Dale, Blondel, and the Pied Piper.

Mountebank

Mountebanks are a subclass of thieves: slippery confidence tricksters who use guile to part fools (or others) and their money. They are skilled liars and impersonators, adept at persuasion and manipulation, whose stock-in-trade is fluency, speed, sleight of hand, deception, and disguise. At worst they can scrape a living by acting or performing carnival tricks; they also make consummate politicians.

Their prime requisites are dexterity and intelligence. They can be of any non-good alignment at start. They use the same armour and weaponry as thieves, and may set up safe houses and hire henchmen and so on as they do. They can use magic items usable by thieves, and from 3rd level, any connected with illusions.

Mountebanks can win arguments and seem able to prove that black is white by specious logic, rhetorical tricks, and sheer verbal dexterity. They can talk cleverly enough to beguile, confuse, distract, or persuade a small group. Their pick pockets skill is usually used for sleight of hand, and patter to increase the chance of success. Their signature confidence tricks are scams in which they win a mark's trust to gain his money or goods. The mountebank exploits a weakness (gullibility, greed, fear) and leaves with the loot before the mark realises he has been conned. Disguise helps sell the swindle: a weary adventurer trading a bloodstained treasure map, a savant from afar who gains the baron's trust only to relieve him of his jewels. Elaborate schemes ('long cons') need planning, and perhaps forged documents, fake officials, and so on. The player involved prepares a full plan of when, where, and how the swindle is to be worked. The DM works out chances based on the precautions and suspicions of those involved. Portions of the scam are role-played as needed.

Mountebanks are fast learners who pick up a bit of everything. They back up their verbal and thespian skills with juggling and knife throwing, counterfeiting, and some spell use. They have a natural aptitude for illusionist magic. They study, gain, and cast illusion spells as a mage of one third of their level (no bonuses), often preferring cantrips. They usually have only a travelling spell book for spells.

Mountebanks add 1 hp per 4 levels to the damage scored in melee or missile combat. If they gain surprise, they may choose to back stab an opponent as does a thief. They throw knives for double the normal ranges and at +2 to hit. Their juggling ability lets them deflect *small* missiles that would normally hit if they are aware of them.

Mountebanks have the following abilities and benefits:

- *Pick Pockets*: Base 4 in 20 +1/level. Bonus of +4 for sleight of hand uses. Filch items.
- *Open Locks*: Base 3 in 20 +1/level. Pick locks with no key; solve puzzle locks.
- *Find/Remove Traps*: Base 2 in 20 +1/level. Discover/ disarm small or large traps.
- *Move Silently*: Base 3 in 20 +1/level. Move with no or little sound, to sneak up etc.
- *Hide in Shadows*: Base 2 in 20 +1/level. Blend into dark areas, stay unobserved.
- *Hear Noise*: Bonus of +1 per 2 levels. Listen for faint sounds behind doors etc.
- *Read Languages*: At 4th level, base 4 in 20, +1/level after. Puzzle out strange texts.
- *Fast Talk*: Base 8 in 20 +1/level. Beguile, confuse, distract, or persuade (lie).
- *Counterfeit*: Base 5 in 20 +1/level. Imitate jewels, coins, items, and documents.
- *Detect Lie*: Base 5 in 20 +1/level, thanks to familiarity and 'reading' people.
- *Disguise*: Mingle and fit in, appear as almost anyone. Base 8 in 20 +1/level.
- *Deflect missiles*: Save vs petrification to deflect incoming knives, darts, etc.

Mountebanks are useful everywhere there are sentient beings to converse with, convince, and cozen. Examples include folk-tale tricksters and pranksters like Reynard the Fox, and many other cheats and charlatans who ‘fleeced sheep’ under false names.

Advanced subclass descriptions

The advanced subclasses are more dedicated or specialised than basic classes or expert subclasses. One can start play with such a character, or qualify for and change to it at a later stage in a campaign (some retraining might be required).

Paladin

Paladins are a subclass of fighters: noble fighters or cavaliers who have taken holy orders. Exemplars of the good and true, they live by the ideals of justice, piety, honesty, and righteousness. They are confident and uncompromising, but never arrogant.

Prime requisites are strength, charisma, and wisdom. Paladins must be of lawful good alignment, and any change strips them of all special abilities forever. Law and good deeds are their meat and drink. A knowingly chaotic act requires penance; a willingly evil act forfeits paladinhood instantly and irrevocably. Paladins are usually cavaliers, but they can be worthy fighters, either of noble blood or knighted or granted title in the course of play. Fighters require 7 weeks of intense training. Vows of service are made to a religious order of knighthood, lawful good deity, or the like. Fighters retain basic class abilities, but adopt knightly virtues and a chivalric code.

Paladins may own no more than ten magic items (including 1 suit of armour, 1 shield, and 4 weapons). They pay an immediate tithe (10%) of all income to a lawful good charitable religious institution. They never retain wealth to do more than live modestly, pay henchmen, retainers, and so on (and when the time comes, to build a castle; but they do not then attract followers as does a regular fighter). They will only take on lawful good henchmen, and will never associate with evil characters. They prefer the company of lawful good nobles, clerics, fighters, and cavaliers.

Paladins are infused with positive energy when their paladinhood is bestowed. This grants these abilities and benefits:

- *Protection*: The paladin continuously emanates a 1" radius protection from evil.
- *Immunity*: Make all saves at +2; immune to disease.
- *Detect evil*: Once per round by active concentration, 60' straight ahead.
- *Lay on hands*: Heal by touch once per day, curing 2 hp per level of the paladin.
- *Cure disease*: Once per week per 5 levels, by touch (1 at level 5, 2 at level 10, etc.).
- *Turn undead*: Once per day per 5 levels, as a cleric of half the paladin's level.
- *Dispel evil*: At 12th level, once per week, by touch; duration 7 rounds.

Furthermore, at 4th level or above, a paladin can summon an intelligent heavy warhorse which will magically appear and serve him (but if the first is lost the paladin must wait 10 years for another). There are some drawbacks as well: the paladin can be damaged by unholy water, and is subject to turning by evil clerics.

The paladin follows a code of religious rather than feudal chivalry. He is more interested in tangible victories over evil than personal glory and worldly honours, and

is not so driven to prove his worth. Temper the knightly virtues with piety, humility, and *noblesse oblige*; add to the code of chivalry: defend the innocent; aid the weak; avoid excess; war against evil without cessation or mercy; defend and obey your faith; uphold the law; forever champion the right and the good against injustice and evil.

Paladins are in many ways the ultimate heroes, and a linchpin in any basically good adventuring party. Examples include Roland and other paladins of Charlemagne, Joan of Arc, King Arthur, Galahad, and Holger Carlsen (Ogier the Dane).

Witch

Witches (warlocks, if male) are a subclass of mages: evil spellcasters who have made a pact with infernal entities such as demons, devils, or malign deities. Spiteful, hateful, and harmful, witches are pledged to spread wickedness, suffering, trouble, corruption, desecration, dissent, disease, and death in the world.

The class has no prime requisites. Witches must be of evil alignment, and a change will breach their pact. Pacts are irrevocable contracts with an evil ‘master’, signed in blood, whereby witches sell their soul and swear to serve evil and carry out baneful deeds. On signing, they promptly get 6 black magic spells of their choice in their spellbooks which they can cast even if not black magicians. They also get an evil familiar such as an imp or quasit, or their existing familiar is transformed into one. This creature is linked telepathically to the witch or warlock by its name and will serve her or him reliably for the duration of the pact. (A lost familiar may be replaced after sufficient entreaty, but the master will exact a steep price for it.)

Witches are infused with negative energy by their pact. This grants these basic abilities and benefits:

- *Vermin view*: Once/day, for up to 6 turns, see via the eyes of a noxious animal (e.g. rat, mouse, crow, toad) up to a mile away, controlling it to spy but not attack.
- *Beast form*: Can transform to a savage beast (e.g. bear, boar, lion, wolf, hyena) that needs silver or +1 weapons to hit, from midnight to dawn when moon is full or new.
- *Evil eye*: Cast personal-effect spells by staring fixedly at victim for casting time.
- *Command undead*: Once/ day/ 6 levels, as an evil cleric of half the witch’s level.

There are drawbacks other than sooner or later losing one’s soul: the witch can be damaged by holy water, and is subject to turning by good and neutral clerics. As a side effect, flames will burn blue within 1 foot per level of the witch.

Pact. A typical pact grants the witch power for 6 years (13 if a black magician), after which payment of the witch’s soul is exacted. Duration can be extended in the initial negotiation to 26 or at most 39 years by pledging frequent deeds of vilest malevolence. The scale of the evil must balance the benefits gained. Collection *may* also be delayed, if a Cha test succeeds, for d12 months per innocent victim murdered or corrupted into witchcraft. The pact will have many strict conditions drawn up (hell has no shortage of lawyers for this), any breach of which results in immediate forfeiture. To simulate an inadvertent breach, the witch character must make a standard wisdom test every d6 years. Failure, as with failure to do evil zealously enough, is fatal. At the end of the pact, or if the witch dies, or if the contract is breached in even the tiniest way, the witch is dragged down to the infernal pits (bodily if not already dead, usually by the familiar) to be rewarded with eternal torment or being consumed by the master. Such a fate means those who make a pact cannot be raised, resurrected, or reincarnated.

Typical negotiated extra pact benefits are 3 + Cha bonus of the following:

- *Youth & beauty*: Hide ageing and signs of evil via some Dorian Gray effect.
- *Demon lover*: Succubus or incubus available at weekends.
- *Deathless*: Regenerate damage, 1 hp/ turn, except from burning or beheading.
- *Time* (can be taken up to 3x): extend duration of pact to 13/ 26/ 39 years.
- *Power* (can be taken up to 3x): xp bonus of 13% and +1 to 3 attributes.
- *External soul*: Cannot be slain normally: soul object must be destroyed (if youth & beauty chosen, soul must be in portrait or statue showing witch's true form).
- *Perquisite* (1 per major skill, skill bundle, or benefit): Gain skills outside class or level (e.g. assassination), other abilities (e.g. artistry); ignore race limits, etc.

Covens and conventicles. Witches will usually belong to a clandestine 13-member coven, which has the ability to cast combined spells of calamitous power. There are two sorts of coven meetings, mandatory in all pacts. Quarterly *sabbats* are held at the solstices and equinoxes; monthly *esbats* at the dark of the moon save in those months when sabbats occur. Both involve feasting, dancing, debauched revelry, recounting of evil deeds, ritual sacrifices, and the like. At sabbats, the evil master himself may appear, and witches may receive experience, new spells, materials, and gold to help their evil workings. Witches can make a special flying ointment to get them to and from coven meetings; it is applied either to their bodies or their brooms, and lasts from dusk till dawn. Solitary witches must still make sacrifices.

Witches are about as nasty a cauldron of villains as you can get, and fearsome foes to adventurers as well as humanity. Their path is only taken by the foolish and greedy. Examples include Baba Yaga, Medea, and the witches of Macbeth and of fairy tales.

Votary

Votaries are a subclass of clerics: dedicated and favoured servants of a particular god who have taken special vows beyond regular ordainment. They gain extra powers and abilities (and possibly restrictions) appropriate to the gods that they worship.

Prime requisites are usually wisdom and charisma, although some deities may stipulate a different second ability, e.g. strength for a war god. Votaries can be of any alignment that their deity finds acceptable. They must hew to their alignment and the rules of their faith more closely than generic clerics, and any deviation will require penance. On the other hand, they are favourites, whose chance to call on divine aid is increased by 1% per level (see DDG). Clerics may gain benefits on acceptance as a votary, or may have to complete a quest to prove themselves worthy first. Benefits could be spell powers, skills, and abilities, new or from other classes, depending on the god's nature and spheres of influence. This may be balanced by increasing the xp cost to rise in levels by 5, 10, or 15%, or limits on armour and other equipment, or conditions sworn to in the vows, or all three. The benefits could be as simple as being able to use an edged weapon favoured by the god or getting bonus spells, to a (short) list like those of other subclasses.

The DM works out the benefits and costs for the votaries of particular gods as needed, keeping things simple and flavourful, and ensuring votaries stay primarily clerics. A god of thieves would grant his votaries a few thiefling abilities (at half or third of their level if scalable), not usually the whole bundle. A god of magic might grant a few mage spells, not the ability to cast them in general. A god with a special attack form might grant a minor form of it at certain levels (say, 5–9).

Some examples of votaries of particular gods follow:

- *Archer god*. Can use bows and arrows, but restricted to LM armour. No xp cost.
- *Forest goddess*. Track as a ranger; animal friendship spell at 5th level. xp +5%.
- *Dionysus*. Use thyrsus (staff) as holy symbol and weapon. Bonus spells water to wine, call woodland beings, and polymorph self, at levels 3, 6, and 9. Can speak with dolphins, great cats, or bears. Must get drunk to relearn spells. xp +10%.
- *Spider god*. Can use sling as weapon; can cast spider climb, web, and spider stone (1 sling stone per level changes to large spider on hit) at levels 2, 4, and 8. Save at +4 vs poison; can command spiders as per undead. xp cost +15%.

Votaries fill the clerical support role for an adventuring party, providing more variety and interest for players. Their special abilities can often make a difference.

Acrobat

Acrobats are a subclass of thieves: swashbuckling cat-burglar sorts who have expanded or altered their repertoires to emphasise gymnastic and acrobatic skills over manual dexterity. They train to leap, vault, tumble, swing, walk tightropes, and survive falls.

Prime requisites are dexterity and strength. At start, acrobats can be of any non-good alignment. A thief (or subclass other than bard) may start off as an acrobat, or forego normal thievery at 5th to 8th level, and become an acrobat next level. This requires 1 week of intense training per said level (6 to 9 weeks). The regimen of exercise to build coordination and balance is demanding. The character must either give up the skills of pick pockets, open locks, find/remove traps, and use scrolls or keep them and need an extra 15% xp to rise in levels. Former skills of a 'split-class' acrobat remain at former ratings. New skills are rated by level regardless of when the regimen began.

The gymnastic and acrobatic skills gained by the acrobat are tightrope walking (and fighting), pole-vaulting, jumping, and tumbling. Jumping is just done better than most; the others are peculiar to the acrobat subclass. Except for tightrope walking, the character must be unencumbered (normal maximum move) and wearing no backpack when using these skills. Tumbling comprises gymnastic tumbles, rolls, leaps, springs, somersaults, and so on that can be used to attack, evade, climb quickly, or fall safely.

Acrobats attack as their base class, but if there is space may use a tumbling routine, including leaping or swinging from ropes, chandeliers, and the like, to add +1 to the attack roll, or +2 if in non-lethal combat. If they win initiative and opt not to attack, they can tumble, dodge, duck, and so on to try to evade each melee attack that would otherwise hit, and gain +1 per 4 levels to saves against dodgeable magical attacks.

Acrobats have the following extra abilities and benefits:

- *Tightrope walk*: Base 8 in 20 +1/level. Traverse ropes or beams at up to 45°.
- *Pole vault*: Base 8 in 20 +1/level. Spring atop or over obstacles using device.
- *Parrying*: The to hit subtractions when parrying apply to all attacks in the round.
- *Evoke* : With initiative, save vs petrification to dodge melee attacks; bonus vs spells.
- *Fast climb*: Scramble up irregular surfaces at speed; mv + 2x (height + level) ft/round.
- *Tumble fall*: Save vs Dex to take quarter damage from falls up to height + level in feet; half from falls up to 3x that. Need chances to touch wall, or room to roll.

Acrobats provide a daredevil variation with unique physical abilities for thieves with flair. Examples include motion picture swashbucklers, Lara Croft, and Gord the Rogue.

ADDRev • Skills and Spells

Character skills

These are expanded descriptions, where needed, for character class skills, skills known by all adventurers, skills dependent on upbringing, and so on.

Background knowledge. All characters know something of the fantasy world. This is mainly used by the DM to decide who has a relevant general area of expertise and which character gets which rumours or insights. Roughly:

Fighters understand arms, armour, logistics, strategy, and tactics roughly to the level of Int (5% per point) or social class (10% per status level). *Mages* understand legends, history, magical theory, arcane lore, ancient mysteries, the stars, and other planes. *Clerics* understand theology, gods, religions, cults, ethics, other planes, sacred lore, tradition, ritual, and history. *Thieves* know how to assess precious items, likely marks (e.g. intent, nature, wealth), security (e.g. lock or guard quality), and risk or threat.

The *upper class* understand heraldry, courtly behaviour, diplomacy, hunting, estate management, leadership, command, government, and fortification and siegecraft. The *middle class* understand trading, commerce, skilled crafts (architecture, lapidary skills, navigation, etc.), society, etiquette, administration, and politics. The *rural lower class* understand farming, hunting, fishing, village and country life, handicrafts, and weather. The *urban lower class* understand town life, laws, crime, local contacts, bartering, handicrafts, and basic trades (carpentry, cobbling, brewing, etc.).

General skills. All player characters are fairly competent in general adventuring skills. They can jump, climb, swim, and ride. They can survive in the wilderness (set up camp, hunt, fish, light fires, cook) and town (find contacts and trade outlets, negotiate, fit in). They can raft, boat, and sail. They can maintain weapons, armour, horses, and adventuring gear. They can listen at doors, find secret doors, and find plain pit traps and the like. They can estimate the value of standard coins, gems, and goods. They can map and perform first aid. They are literate, unless barbarian or especially dim.

Defined basic adventuring skills are as follows:

- | | | |
|-------------|--------------|------------|
| • Appraisal | • Hear noise | • Riding |
| • Climbing | • Jumping | • Survival |
| • First aid | • Mapping | • Swimming |

Using skills

Cleverness and creative thinking matter more than rolling the dice. The player should describe or role-play what his character is doing, and how well this is done determines how easy the task will be, or if a skill check is necessary at all. If, when a mountebank tries to distract a guard, the player has the character point and say “Hey, isn’t that Zoltan the Iniquitous on that flying carpet?” any roll might simply determine if the distraction is brief or sustained. *Anyone* could distract a guard like this (players are free to try anything, and need no specific skill to do so), but the skill helps in difficult conditions. Simple uses of a skill always succeed: if a character can ride, for instance, he can just mount a horse and ride off with no rolls required. For difficult uses, chances are given out of 20, and a d20 roll less than or equal to the skill level succeeds.

Modifiers may apply for the situation, high or low attributes, race (e.g. elves noticing secret doors), acute senses, and taking time and care. Be generous. If no definitions are given, a standard (d20) or hard (d% or 2d%) test can be made against an attribute.

Adventurers are versatile, and gradually pick up skills from association with others and general experience. This is already dealt with for combat (at which even mages improve), but applies to other skills also. Anyone can try to pick a lock, for instance. Most skills given in the character class descriptions have set chances of success that improve by level. General skills usually have a base chance of 3 in 20 (about 1 in 6) before modifiers. Attempting skills from other classes (picking pockets, magic item use) has a base chance of 1 in 20 before modifiers. General skills / skills from other classes also improve gradually, by 1 per 4 / 1 per 6 levels. One can try to use the magic items of other classes at high levels, but failure can be risky, as with reading scrolls (DMG 128).

Optionally, adventurers can learn extra mundane skills (max nr = Int bonus) from any class, for a full level's xp plus training costs. Train as if to go up a level, but gain skill and reduce xp to min for current level. DMG 86, score 1–4 for how well skill fits class.

Useful tables: Die rolls expressed as percentages; and skill increments per x levels.

Percentages								Increment per X levels					
#	d3	d4	d6	d8	d10	d12	d20	1	2	3	4	5	6
1	33	25	17	12	10	8	5	1	0	0	0	0	0
2	67	50	33	25	20	17	10	2	1	0	0	0	0
3	100	75	50	38	30	25	15	3	1	1	0	0	0
4		100	67	50	40	33	20	4	2	1	1	0	0
5			83	62	50	42	25	5	2	1	1	1	0
6			100	75	60	50	30	6	3	2	1	1	1
7				88	70	58	35	7	3	2	1	1	1
8				100	80	67	40	8	4	2	2	1	1
9					90	75	45	9	4	3	2	1	1
10					100	83	50	10	5	3	2	2	1
11						92	55	11	5	3	2	2	1
12						100	60	12	6	4	3	2	2
13							65	13	6	4	3	2	2
14							70	14	7	4	3	2	2
15							75	15	7	5	3	3	2
16							80	16	8	5	4	3	2
17							85	17	8	5	4	3	2
18							90	18	9	6	4	3	3
19							95	19	9	6	4	3	3
20							100	20	10	6	5	4	3

Skill descriptions

Appraisal. Estimate the value, authenticity, soundness, etc. of coins, gems, and goods (e.g. trade goods, antiques, art objects, weapons, armour, gear). It applies to class-related evaluations too. Fighters can gauge the relative skill of foes (after a round or so of combat), cavaliers can judge the worth of a steed, and so on.

Bardic Charm. If the roll is successful, the singing and playing of a bard may affect listening creatures within 4" if not already allied. Creatures sit entranced while the

bard sings, or for just one round if they save vs spells. Loud noise or physical attacks negate this charm. The bard can also try to implant a reasonable *suggestion* (as the spell) in his singing. This takes 3 rounds. Those entranced save vs spells at –2, but if they succeed are free of the charm effect as well. A creature can be affected in this wise only once per day. The roll is also checked to cast spellsongs.

Break Wood. This lets a monk break dry planks and boards (or ice) to a thickness of 1" +1 per 3 levels (2" at level 3 to 7" at 18). Add 1" for soft, decayed, or damaged wood; subtract 1" for hard or cross-braced wood (i.e. layers with the grain perpendicular), and 2" for iron bracing. If the monk fails to break through, he takes base open-hand damage. Stone/ metal of a quarter/ tenth the thickness can be broken/ dented, but base damage is always taken, double if misjudged. Note that a blow that could smash a door's timbers will more than likely just take it off its hinges or break the latch.

Climb Walls. A thief can climb up, down, or across vertical surfaces unaided, at his or her movement rate in feet per round (12" = 12 ft/ rnd), modified by the surface. A check is made every 60 ft (or part thereof), with failure meaning a fall at the mid point of the climb. Checks are made at 3/4 normal chances for damp (slightly slippery), half for wet (slippery) surfaces. Those who fall can make a similarly adjusted Dex check to try to grab a hold. Most old walls and natural cliffs are fairly rough to rough, with cracks for toe holds etc. Slopes in/ out make the climb rate faster/ slower and at +2/ –2.

Climbing rates	<i>Surface condition</i>		
<i>Surface type</i>	Dry/ firm	Damp/ friable	Wet/ icy
Smooth	0.5	0.25	0
Fairly smooth	1	0.5	0.25
Fairly rough	1.5	0.75	0.5
Rough (ledges)	2	1	0.75

Climbing. Anyone can climb trees, or steep and rough slopes; cliffs also if they have tools, ropes, and pitons (spikes) or there is ample vegetation. Movement and checks are as for climbing walls, but a standard test is used vs strength, +4 for rope or a fair number of handholds (branches, roots, etc.), +8 for knotted rope or many handholds, + Dex bonus. Those with the climb walls skill can climb thus without making any rolls.

Counterfeit. Imitate items, make paste jewels or counterfeit coins, forge or alter documents and seals. Ink, paper, materials, and tools will cost 10–20% of the item to be copied, time is usually d4 to d12 days depending on difficulty. Generic items can be made with an intelligence check, specific duplicates require close examination of the real documents, jewellery, and so on to be copied as well. The DM makes the counterfeit roll. Success means the work will pass casual inspection, failure means an Int check discovers the fraud. The forger always thinks he has been successful.

Countersong. Negate the song effects of harpies, and similar song-based attacks, including spellsongs by another bard. Chance to succeed is 50%, +5% per level higher, –5% per level lower (10 or less on d20, ±1 per level difference). Also gives +2 to saves against other sound-based magical attacks, e.g. androsphinx, dragonne, groaning spirit.

A bard vs bard song duel is not countersinging, just music, but is resolved using the same method. Whoever wins initiative rolls the die. The bard with the higher tally after rounds equal to the lower bard's level, or 3 wins in a row, *vanquishes* the other.

Danger Sense. This lets a barbarian sense danger automatically within 20 ft. It

applies to natural hazards, traps, harmful intent (e.g. monsters, ambushers), and any form of magic or illusion. He may notice a faint noise, smell, anomaly, etc., or just get a bad feeling about something. It not directional or specific, but can negate backstab attempts, wake the barbarian from sleep, or make him wary of a person, place, or item.

Deflect Missiles. Save vs petrification to deflect missiles from each source, e.g. darts thrown in an attack routine, if the attack can be seen. Monks cannot deflect size L missiles (boulders, ballista bolts); mountebanks can only deflect size S missiles.

Disguise. Basic disguise is used to look and act like a general type of person (peasant, pilgrim, merchant, guard) other than oneself and be able to mingle and fit in. One can seem $\pm 4''$ in height, a bit younger or much older, a bit slimmer or much heavier. This may require make-up, costuming, etc. Advanced disguise is used appear as someone of another race or sex, or to impersonate someone in particular. This is done at half the normal chances, a third if trying to impersonate a specific person of another race or sex. Success means the disguise will pass casual inspection, failure means an Int check by an interested party discovers it. The disguiser always thinks he has been successful.

Fast Climb. Scramble up or down irregular surfaces at speed; movement rate + 2x (height + level) ft/round. Same chance of success as possessor's climb walls skill, but involves jumping and swinging rather than careful movement. It can be used for one round at a time, once per turn, and requires a very rough wall with protrusions, an inside wall corner, or crates, statues, and so on to leap on and off and brace against.

Fast Talk: Using the gift of the gab, the mountebank can get the notice of, engage with, and manipulate a small group. Numbers affected are up to $d4 + \text{Cha bonus} + 1$ per 4 levels: the effect lasts that many minutes per use. Failure means people see through the flim-flam. Cha bonuses (+1 = +5%) apply to all attempts to use this skill.

Beguile. Make audience think that one is likeable and trustworthy. Gives +20% to reactions, persuasion attempts, etc.

Confuse. Mislead about events, throw doubt on facts, or muddle understandings, so as to cause inaction or re-evaluation (e.g. guards go to get orders clarified).

Distract. Deflect attention away from person, thing, action, or intent and towards something else. Gives +20% to pick pockets rolls and so on, may let someone slip by unnoticed, or make people forget original purpose (e.g. arresting the mountebank).

Persuade. Lie or win over; convince audience that something is true or reasonable.

Find/ Remove Traps: Either function takes $d10$ rounds/ turns/ hours ($d4$ for simple traps), for 1st/ 2nd/ 3rd attempts at thief's current level. The thief can search an item or area for small or large mechanical traps (poisoned needles, spring blades, concealed pits, alarms). If a trap is found, the thief has an idea what it is, and can try to disarm it. Success deactivates the trap, failure means he thinks he has been successful, but the trap will still work. Magically concealed traps are dealt with at half normal chances, magical traps may be found (suspected) likewise, but cannot be disarmed. Simple and sensible precautions can help one avoid the effects of, or bypass, many traps.

First aid. Know how to clean and bind wounds, splint limbs, suck out poison, apply herbs, poultices, or salves, or give restoratives. If successful, it will prevent infection, stop hit point loss from bleeding or shock, and grant a second save against natural poison or disease. Only one attempt can be made, which takes $2d3$ rounds: chances are at +1 per skilled person helping, -1 per round since victim was wounded, bitten, etc. If someone is above 0 hp, it will restore 1 hp immediately. It will not cure negative hp.

Hear noise. This is attentive listening for faint sounds (behind doors or windows, in the background, etc.). It requires doffing headgear and pressing an ear against a door or otherwise concentrating for a round. Any sounds heard may well be unclear. Base chances by race for non-thieves (2 to 4 in 20) are given in the DMG, p 60.

This skill can be used as a marker for *all* senses (sight, hearing, smell, taste, touch) as a general perception skill, not only to hear noise, but also to detect a faint odour, spot something hidden in a quick search, and so on. Finding secret doors, pit traps, and so on fall into this category, although class or racial skills or player-defined searches should almost always give better odds. Thieves enhance their senses as they advance, and rangers, barbarians, and certain individuals get bonuses for notably keen senses.

Hide in Shadows. Blend into dark areas, conceal oneself amid bushes or curtains, flatten, and stay unobserved. This requires dark or camouflaged clothing, cannot be done under direct scrutiny, and only lasts while the thief stays still (very slow motion is possible *if* no-one is looking). A thief who hides while being watched is as obvious as a coal pile in a ballroom. Otherwise a thief can still be spotted by those with infravision unless he is near to a heat source, by spells that detect invisibility, and so on. He always thinks he has hidden successfully.

Inspire. The bard can use poetic ability to raise morale and inspire ferocity in attack for one combat, no more than once per hour. After 2 rounds of stirring stanzas or oratory, during which the bard can fight but not use other abilities, the bard's party adds his Cha bonus to morale and to hit rolls (e.g. 17 charisma = +2 or +10%).

Jumping. Anyone can jump if not encumbered. A running jump requires a 20' running start. Distances in feet are as follows:

Running broad jump = $dx + x + \text{Str bonus} + 1 \text{ per } 2 \text{ levels (times any speed reduction)}$.

Running high jump = $\text{running broad jump} / 3$.

Use a die (x) equal to race height: d6 for humans, d5 for elves, d4 for dwarves, d3 for gnomes and halflings. Acrobats and barbarians get an extra die roll (i.e. $2dx + x$); they land and regain their feet in seconds after a running jump, others spend a round prone. Standing jumps are half running distances. Characters who fall short in a leap over a chasm, pit, etc. can make a Dex check to grab the far side if within half their height.

Legend lore. Recall something about a legendary person, place, or thing, or identify the general function of a magical item. Legendary information is rhymes, riddles, and tales about noteworthy persons and so on: this works like the *legend lore* spell. A bard needs to examine a magic item closely to know what it is, although he need not touch it, and read any magical inscriptions (all bards are familiar with runes, glyphs, and symbols). This reveals the general nature of the item, and perhaps its history if it is notable, but not usually its exact functions or command words.

Mapping. Literate characters can accurately map areas they can observe, outdoors or indoors. They are familiar with estimating distances and dimensions, and do not need to pace things out. If magical or atmospheric conditions (fog, clear mountain air) do distort things, they can usually correct the map. Thieves/ rangers mapping indoors/ outdoors will always know within d6 turns/ hours if anything went wrong.

Move Silently. Move with no or little sound, even (at -3) across a squeaky wooden floor or with dry leaves and twigs underfoot. Movement rate is half the constrained rate

(12" = 20 ft/ rnd) as the thief quietly creeps up on the victim or area ('croodles', in cant), trying to achieve surprise or move unnoticed. He always thinks he has succeeded.

Natural Lore. Know likely habitats and locales for flora and fauna. Identify plants, animals, and potable water in the outdoors, determine direction, and predict likely weather over the next few hours. Interpret animal signs and behaviours (e.g. to identify disturbance, find a water hole) and imitate common calls. At levels 3/ 5/ 8, know enough about common/ uncommon/ rare animals to handle then tame then train them. Roll for each stage of training in series: a failed roll means a trainer cannot proceed further with that animal. Exotic breeds (e.g. animal-like monsters) need hard tests.

Open Locks. This takes d10 rounds/ turns/ hours (d4 for simple locks), for 1st/ 2nd/ 3rd attempts at the thief's current level. The thief can pick locks and padlocks, and solve puzzle locks (with sliding panels, hidden releases, etc.). Thieves' picks and tools grant the normal chances for success, improvised tools such as bits of wire are at -10 to 20%. Magical enclosures (*not* wizard-locked ones) can be foiled at half normal chances.

Pick Pockets. One attempt can be made per round; failure allows additional attempts. The thief uses a light touch to filch a small item from a victim's pocket, girdle, pack, purse, garment folds, etc. The item is a random possession unless it and its location are specifically known. The skill also lets one pilfer, palm, switch, or hide small items, and work other sleights of hand. The chance to succeed is adjusted by +5% per level higher than the victim, -5% per level lower (± 1 on d20). If the number is more than 20% (4) over the number required for success, the victim notices the thief's attempt.

Pole Vault. A pole vault requires a 30' running start, and a long flexible pole that is dropped at the end of the vault. The acrobat can vault a distance equal to 1.5 x the pole length, clear heights equal to the pole length, and land on his feet if clearing or landing atop obstacles of half or less the pole length. Maximum effective pole length = character height + 1 ft per 2 levels (+1 at level 2, +2 at level 4, etc.). A springboard or teeter board might serve as well as a pole in some cases: this must be custom-made.

Read Languages. This can be tried only once per document (until the thief gains a level). From his past exposure to languages, the thief can puzzle out nonmagical writing, for instance treasure maps, secret notes, and the like, understanding about the same percentage of a document as his chance of success at reading it. Some ancient and strange languages will always remain unreadable via this skill. Int bonus applies.

Riding. A check is usually only made to avoid being dismounted if hooked by a pole arm or struck by a lance, or hurt should the mount fall, or if trying some fancy move: leaping from horse to horse, to the ground, onto the horse from a roof, or hanging alongside one's steed to hide or shield oneself (-4 to AC). Horsemanship improves with experience. At 3rd level, a cavalier or paladin can vault into the saddle even in bulky armour and ride off at once. At 4th level, a good-aligned elven maid can ride a unicorn. At 5th level, any rider can urge a mount to greater speed (2" bonus to move) for up to 6 turns. At 8th level, a rider can ride exotic steeds (e.g. tiger, pegasus, griffon, hippogriff, giant lizard). To manage untamed steeds, exotic or not, a riding roll is made initially and every d6 + Cha bonus turns after, otherwise the rider is thrown from the saddle.

Survival. Keep oneself alive in the wild. Find food, water, warmth, shade. Hunt, fish, and trap small game, make snares and traps, build shelters and fires, cook, make clothing and blankets from skins and plant materials. Know climate, terrain, and hazards well enough to minimise risk/ encounters, and to find routes. Areas abundant

in game, edible plants, and so on require no check to find food/ water. Else a successful check finds sufficient to keep alive a number of people equal to a die roll equal to level (d4 for 4th level, d6 for 6th, etc.), x2 for fairly fertile areas, x2 for familiar terrain. Time taken depends on terrain: d4 hours (fertile, easy) to d12 hours (barren, rugged).

Swimming. Most characters can swim at their constrained movement rate (12" = 40 ft/rnd = 120 ft/minute) if unencumbered. As with normal movement, it is possible to swim faster for a shorter time (see Time and movement notes). Swimming is not possible in metal armour or if encumbered (reduced to 1/4 full movement). Dwarves, like those in magical metal armour, swim like stones... and can at best tread water for their Con score in rounds. Characters can hold their breath up to their Con score in rounds, half if exerting themselves, half again if they didn't get a gulp of air first.

Tightrope Walk. Traverse ropes or beams from place to place at up to 45°, as long as the acrobat is not encumbered. Movement rate is half the constrained rate (12" = 20 ft/rnd); a check is made every 60 ft (or part thereof), with failure meaning a fall at the mid point. Moderate/ strong winds decrease the chance of success by 2/ 4; a balancing pole increases it by 2. Checks for beams are made at +1 per inch width. Check on rounds when damage taken if fighting on beams, spars, ropes, rigging, etc. Those who fall can make a Dex check to grab a hold of the rope, beam, etc.

Tracking. The ability to follow a trail and identify tracks. Indoors (e.g. a dungeon), a ranger must have seen the creature within 30 minutes and must track it from where it was. The base chance is for normal ground outdoors or a slightly dusty floor indoors. Success means a trackable trail has been found. It can be followed until the chance decreases (e.g. other tracks cross the first set) or tracking is broken off (e.g. to rest or eat). Another check is then made. If a trail is lost, only *one* check is made to find it again in the vicinity, after d6 turns casting about for the spoor. Tracking movement rates for obvious, occasional, faint tracks are x1, 2/3, 1/3 in good light; x3/4, 1/2, 1/4 in poor light (moonlight or torchlight). A second tracking roll may let a tracker identify creature type (if he knows it) and number, travel direction, pace, time since the trail was made (if outdoors), and possibly size, weight, actions, distinctive gait, if a horse had two riders, and so on. About 10% of such data is gleaned per tracker level (to 90%).

Tracking Modifiers

Soft ground (holds obvious footprints)	+4
Occasional signs of passage, dust	+2
Every two creatures being trailed	+1
Every 12 hrs since trail made outdoors	-1
Every hour of precipitation (rain, sleet)	-4
Trail hidden or goes through secret door	-4
Stony/ clean ground, streams, overtracking	-8

Underground Lore. Dwarves and gnomes if concentrating make a Wis check for bearings and an Int check for safety; halflings check bearings only; + 1 per 5 levels.

General: identify natural cave flora, fauna, and formations, and potable water.

Bearings: determine depth and direction underground, and slope of passages.

Safety: detect new stone construction; sliding or shifting walls or rooms; unsafe walls, ceiling, or floors; and stonework traps, pits, or deadfalls.

Use Scrolls. At 10th level, decipher magical writings, and use arcane (mage) scrolls. Accuracy and chance to read scrolls correctly = Int + 1 per 5 levels out of 20. See the rules for reading scrolls (DMG 128) if the attempt fails.

Spell Lists

Cleric spells — by frequency

General cleric spells, except D = druid, M = mystic. Also, * = new spell,** = 2nd edition spell or version. Common spells are cast automatically; the rest require a wisdom check. Rare = not in the PHB.

COMMON

Nr	1st Level	2nd Level	3rd Level
1	Bless	Find Traps (M)	Continual Light
2	Ceremony	Hold Person	Create Food & Water
3	Cure Light Wounds	Speak with Animals	Cure Disease
4	Detect Evil		Locate Object (M)
5	Detect Magic		Remove Curse
6	Light		
7	Protection from Evil		
8	Purify Food & Drink		

UNCOMMON

Nr	1st Level	2nd Level	3rd Level
1	Animal Friendship (D)	Augury (M)	Animate Dead
2	Command	Barkskin (D)	Call Lightning (D)
3	Create Water	Chant	Cure Blindness
4	Detect Snares & Pits (D)	Charm Person/Mammal (D)	Dispel Magic
5	Entangle (D)	Detect Charm (M)	Feign Death (M)
6	Faerie Fire (D)	Fire Trap (D)	Glyph of Warding
7	Invisibility to Animals (D)	Heat Metal (D)	Hold Animal (D)
8	Locate Animals/Plants (D)**	Know Alignment (M)	Plant Growth (D)
9	Pass Without Trace (D)	Obscurement (D)	Prayer
10	Predict Weather (D)	Produce Flame (D)	Protection from Fire (D)
11	Remove Fear	Resist Fire/Cold (M)**	Pyrotechnics (D)
12	Sanctuary	Silence, 15' r	Snare (D)
13	Shillelagh (D)	Slow Poison	Speak with Dead
14		Snake Charm (M)	Stone Shape (D)
15		Spiritual Hammer	Summon Insects (D)
16		Trip (D)	Tree (D)
17		Warp Wood (D)	Water Breathing (M)

RARE

Nr	1st Level	2nd Level	3rd Level
1	Combine	Aid	Cloudburst
2	Detect Balance (D)	Detect Life	Death's Door
3	Detect Poison	Dust Devil	Flame Walk (M)
4	Empathy (M)*	Enthrall	Magical Vestment
5	Endure Cold/Heat (M)	Flame Blade (D)	Meld Into Stone (M)
6	Find Secret Doors (M)*	Goodberry (D)	Negative Plane Protection
7	Invisibility to Undead	Holy Symbol	Remove Paralysis
8	Magic Stone	Messenger	Spike Growth
9	Penetrate Disguise (M)	Mystic Shield (M)*	Starshine
10	Portent (M)	Sense Past (M)*	Ward I (M)*
11	Precipitation	Withdraw (M)	Water Walk (M)
12	Trace (M)*	Wyvern Watch	

...Cleric spells...

COMMON

Nr	4th Level	5th Level
1	Cure Serious Wounds	Commune (M)
2	Neutralise Poison	Dispel Evil
3	Protection from Evil 10' r	Insect Plague
4	Speak with Plants	Quest
5	Sticks to Snakes	Raise Dead

UNCOMMON

Nr	4th Level	5th Level	6th Level
1	Animal Summoning I (D)	Animal Growth (D)	Aerial Servant
2	Call Woodland Beings (D)	Animal Summoning II (D)	Animal Summoning III (D)
3	Control Temperature (D)	Anti-Plant Shell (D)	Animate Object
4	Detect Lie (M)	Atonement	Anti-Animal Shell (D)
5	Divination (M)	Commune with Nature (D)	Blade Barrier
6	Exorcise	Control Winds (D)	Conjure Animals
7	Hallucinatory Forest (D)	Cure Critical Wounds	Conjure Fire Elemental (D)
8	Hold Plant (D)	Flame Strike	Feeblemind (D)
9	Lower Water	Pass Plant (D)	Find the Path (M)
10	Plant Door (D)	Plane Shift (M)	Fire Seeds (D)
11	Produce Fire (D)	Transmute Rock to Mud (D)	Heal
12	Protection from Lightning (D)	True Seeing (M)	Part Water
13	Repel Insects (D)	Wall of Fire (D)	Speak with Monsters
14	Tongues		Stone Tell (M)
15			Transport via Plants (D)
16			Turn Wood (D)
17			Wall of Thorns (D)
18			Weather Summoning (D)
19			Word of Recall

RARE

Nr	4th Level	5th Level	6th Level
1	Abjure	Air Walk (M)	Forbiddance
2	Cloak of Fear/Bravery	Animate Dead Monsters	Heroes' Feast
3	Energy Control (M)*	Animate Tree (D)*	Liveoak (D)
4	Etherealness (M)*	Aura Alteration (M)*	Mind Blank (M)*
5	Free Action (M)**	Golem	Prophecy (M)*
6	Giant Insect	Magic Font (M)	Safe Passage (M)*
7	Imbue with Spell Ability	Moonbeam	Transmute Water to Dust (D)
8	Non-detection (M)*	Rainbow	Ward IV (M)*
9	Reflecting Pool (D)	Spike Stones	
10	Spell Immunity (M)	Telepathy (M)*	
11	Spike Growth	Ward III (M)*	
12	Ward II (M)*		

...Cleric spells ...

UNCOMMON

Nr	7th Level
1	Animate Rock (D)
2	Astral Spell (M)
3	Chariot of Sustarre (D)
4	Confusion (D)
5	Conjure Earth Elemental (D)
6	Control Weather
7	Creeping Doom (D)
8	Earthquake
9	Finger of Death (D)
10	Fire Storm (D)
11	Gate
12	Holy Word (M)
13	Regenerate
14	Reincarnate (D)
15	Restoration
16	Resurrection
17	Symbol
18	Transmute Metal to Wood (D)
19	Wind Walk (M)

RARE

Nr	7th Level
1	Adaptation (M)*
2	Changestaff (D)
3	Clairsentience (M)*
4	Exaction
5	Succour
6	Sunray
7	Ward V (M)*

Mage spells — by frequency

General mage spells, except I = illusion, E = elemental, B = black magic. Also, * = new spell, ** = 2nd edition spell or version. Common spells can be learnt automatically if discovered or researched; the rest need an intelligence check. Rare = not in the PHB.

COMMON

Nr	1st Level	2nd Level	3rd Level
1	Cantrip**	Continual Light (E)	Clairaudience
2	Charm Person	Detect Evil	Clairvoyance
3	Comprehend Languages	Detect Invisibility	Dispel Magic
4	Detect Magic	ESP	Fireball (E)
5	Hold Portal	Invisibility (I)	Fly (E)
6	Light (E)	Knock	Haste
7	Phantasmal Force (I)	Levitate	Hold Person
8	Protection from Evil	Locate Object	Infravision
9	Read Magic	Wizard Lock	Invisibility 10' r (I)
10	Sleep		Lightning Bolt (E)
11			Protection from Evil 10' r
12			Protection from Normal Missiles
13			Slow
14			Water Breathing (E)

UNCOMMON

Nr	1st Level	2nd Level	3rd Level
1	Affect Normal Fires (E)	Blindness (I)	Blink
2	Audible Glamer (I)	Blur (I)	Continual Darkness (B)
3	Burning/Freezing Hands (E)	Darkness 15' r (B)	Dispel Illusion (I)
4	Change Self (I)	Deafness (I)	Explosive Runes (E)
5	Colour Spray (I)	Fog Cloud (I)	Feign Death (B)
6	Dancing Lights	Fools Gold	Flame Arrow (E)
7	Detect Illusion (I)	Forget	Gust of Wind (E)
8	Enlarge	Hypnotic Pattern (I)	Illusionary Script (I)
9	Erase	Impr Phantasmal Force (I)	Leomund's Tiny Hut
10	Feather Fall (E)	Leomund's Trap	Monster Summoning I
11	Find Familiar	Magic Mouth	Non-detection
12	Friends	Mirror Image (I)	Paralysis (I)
13	Gaze Reflection (I)	Misdirection (I)	Spectral Force (I)
14	Hypnotism (I)	Pyrotechnics (E)	Suggestion
15	Identify	Ray of Enfeeblement (B)	Tongues
16	Jump	Rope Trick	
17	Magic Missile	Scare (B)	
18	Mending	Shatter	
19	Message	Stinking Cloud (E)	
20	Nystul's Magic Aura	Strength	
21	Push	Web	
22	Shield		
23	Shocking Grasp (E)		
24	Spider Climb		
25	Tenser's Floating Disc		
26	Unseen Servant		
27	Ventriloquism		
28	Wall of Fog (I)		
29	Write		

...Mage spells ...

RARE

Nr	1st Level	2nd Level	3rd Level
1	Alarm	Alter Self (I)	Animate Item*
2	Armour	Bind	Blight (B)*
3	Chill Touch (B)**	Charm Animal*	Cloudburst (E)
4	Choke (B)*	Deeppockets	Conjure Animentals (E)*
5	Chromatic Orb (I)	Exchange Auras (B)*	Delude (I)
6	Copy (I)*	Fascinate (I)	Exhume (B)*
7	Debase (B)*	Flaming/Frosty Sphere (E)	Gaseous Form*
8	Detect Undead (B)**	Foaming Fit (B)*	Guard Skull (B)*
9	Dissension (B)*	Glitterdust**	Hag Ride (B)*
10	Firewater (E)	Irritation	Hold Undead (B)**
11	Fragility (E)*	Jack O'Lantern (B)*	Infestation (B)*
12	Grease	Know Alignment	Item
13	Heat/Cool (E)*	Melf's Acid Arrow (E)	Magnetism (E)*
14	Melt/Freeze (E)	Preserve	Material
15	Mount	Protection from Cantrips	Melf's Minute Meteors (E)
16	Phantom Armour (I)	Rebound*	Paralysis Ray (B)*
17	Precipitation (E)	Shut In (B)*	Phantom Steed (I)
18	Run	Snuff Out (B)*	Phantom Wind (I)
19	Solecism (B)*	Spark Shower (E)*	Rot (B)*
20	Spook (I)	Spectral Hand (B)**	Secret Page
21	Taunt	Summon Swarm**	Sepia Snake Sigil
22	Wizard Mark	Tasha's U Hideous Laughter	Speak with Undead (B)*
23		Vocalise	Vampiric Touch (B)**
24		Whip	Vex (B)*
25		Whispering Wind (I)	Wind Wall (E)
26		Zephyr (E)	Wraithform (I)

COMMON

Nr	4th Level	5th Level	6th Level
1	Charm Monster	Animal Growth	Anti-Magic Shell
2	Confusion	Animate Dead [Monsters] (B)	Control Weather (E)
3	Dimension Door	Cloudkill (E)	Death Spell (B)
4	Hallucinatory Terrain (I)	Conjure Elemental (E)	Disintegrate
5	Massmorph (I)	Contact Other Plane	Geas
6	Plant Growth	Feeblemind (B)	Invisible Stalker (E)
7	Polymorph Other	Hold Monster	Lower Water (E)
8	Polymorph Self	Magic Jar (B)	Move Earth (E)
9	Remove Curse	Passwall (E)	Part Water (E)
10	Wall of Fire (E)	Telekinesis	Project Image (I)
11	Wall of Ice (E)	Teleport	Reincarnation
12	Wizard Eye	Transmute Rock to Mud (E)	Stone to Flesh (E)
13		Wall of Iron (E)	
14		Wall of Stone (E)	

...Mage spells ...

UNCOMMON

Nr	4th Level	5th Level	6th Level
1	Dig (E)	Airy Water (E)	Bigby's Forceful Hand
2	Dispel Exhaustion (I)	Bigby's Interposing Hand	Conjure Animals
3	Emotion (I)	Chaos (I)	Demi-Shadow Magic (I)
4	Enchanted Weapon	Cone of Cold (E)	Enchant an Item
5	Extension I	Demi-Shadow Monsters (I)	Extension III
6	Fear (B)	Distance Distortion (E)	Glassees (E)
7	Fire Charm (E)	Extension II	Globe of Invulnerability
8	Fire Shield (E)	Leomund's Secret Chest	Guards and Wards
9	Fire Trap (E)	Major Creation (I)	Legend Lore
10	Fumble (B)	Monster Summoning III	Mass Suggestion
11	Ice Storm (E)	Mordenkainen's F Hound	Monster Summoning IV
12	Improved Invisibility (I)	Shadow Door (I)	Otiluke's Freezing Sphere (E)
13	Minor Creation (I)	Shadow Magic (I)	Permanent Illusion (I)
14	Minor Globe of Invulnerability	Stone Shape (E)	Programmed Illusion (I)
15	Monster Summoning II	Summon Shadow (I)	Repulsion
16	Phantasmal Killer (I)	Wall of Force	Shades (I)
17	Rary's Mnemonic Enhancer		Spiritwrack (B)
18	Shadow Monsters (I)		Tenser's Transformation
19			True Sight (I)
20			Veil (I)

RARE

Nr	4th Level	5th Level	6th Level
1	Conjure Weird (E)*	Advanced Illusion (I)	Chain Lightning (E)
2	Contagion (B)**	Avoidance	Conjure Netherfiend (B)*
3	Detect Scrying**	Danse Macabre (B)*	Contingency
4	Dirge (B)*	Dismissal	Death Fog (I)
5	Enervation (B)**	Dolour (B)	Ensnarement
6	Evard's Black Tentacles (B)	Domination (B)**	Eyebite (B)
7	Fetch (B)*	Dragon's Teeth*	Ghost Touch (B)*
8	Foul Rain (B)*	Dream (I)	Infiltrate Tomb (B)*
9	Hex (B)*	Fabricate	Mirage Arcane (I)
10	Illusionary Wall (I)**	False Vision (I)**	Mislead (I)
11	Leomund's Secure Shelter	Hand of Glory (B)*	Mordenkainen's Lucubration
12	Magic Mirror	Leomund's L Belabourment	Nightmares (B)*
13	Malediction (B)*	Protection from Turning (B)*	Phantasmagoria (I)
14	Otiluke's Resilient Sphere	Seeming (I)**	Power Word, Mute*
15	Pestilence (B)*	Sending	Scarecrow (B)*
16	Poison Touch (B)*	Slow Ruin (B)*	Transmute Water to Dust (E)
17	Rainbow Pattern (I)	Stampede (B)*	
18	Rust Touch (B)*	Tempus Fugit (I)	
19	Shout	Thunderclap (E)*	
20	Solid Fog (I)		
21	Stoneskin (E)		
22	Ultravision		
23	Vacancy (I)		
24	Wall of Vermin (B)*		

...Mage spells...

UNCOMMON

Nr	7th Level	8th Level	9th Level
1	Alter Reality (I)	Antipathy/Sympathy	Astral Spell
2	Bigby's Grasping Hand	Bigby's Clenched Fist	Bigby's Crushing Hand
3	Cacodemon (B)	Clone	Gate
4	Charm Plants	Glassteel (E)	Imprisonment
5	Delayed Blast Fireball (E)	Incendiary Cloud (E)	Meteor Swarm (E)
6	Drawmij's Instant Summons	Mass Charm	Monster Summoning VII
7	Duo-Dimension	Maze	Power Word, Kill
8	Limited Wish	Mind Blank	Prismatic Sphere (I)
9	Mass Invisibility (I)	Monster Summoning VI	Shape Change
10	Monster Summoning V	Otto's Irresistible Dance	Temporal Stasis
11	Mordenkainen's Sword	Permanency	Time Stop
12	Phase Door (E)	Polymorph Any Object	Wish
13	Power Word, Stun	Power Word, Blind	
14	Prismatic Spray (I)	Prismatic Wall (I)	
15	Reverse Gravity	Serten's Spell Immunity	
16	Simulacrum	Symbol	
17	Statue (E)	Trap the Soul (B)	
18	Vanish		
19	Vision (I)		

RARE

Nr	7th Level	8th Level	9th Level
1	Banishment	Adorn (I)*	Cataclysm (E)*
2	Bewitch (B)*	Binding	Crystalbrittle (E)
3	Control Undead (B)**	Create Monster*	Energy Drain (B)
4	Create Undead (B)*	Demand	Foresight**
5	Finger of Death (B)**	Enslave (B)*	Mass Domination (B)*
6	Forcecage	Otiluke's Telekinetic Sphere	Mordenkainen's Disjunction
7	Fracture (B)*	Plague (B)*	Prolong Life (B)*
8	Mordenkainen's M Mansion	Quicksilver (E)*	Quern's Eversion (B)*
9	Sequester	Screen (I)**	Succour
10	Shadow Walk (I)	Sink (E)	Weird (I)
11	Spell Turning**	Spontaneous Combustion (B)*	
12	Teleport Without Error	Sunburst (E)*	
13	Torment (B)		
14	Truename		
15	Unhallow (B)*		
16	Volley		
17	Voodoo Doll (B)*		
18	X-ray Vision*		

Bard spellsongs

General mage spells, except I = illusion, B = black magic, C = cleric, D = druid. Also, * = new spell, ** = 2nd edition spell or version. *Italics* = changed spell level. A bardic charm roll is needed to work the magic; spells are cast by singing (takes 10x as long).

Nr	1st Level	2nd Level	3rd Level
1	Charm Person	Charm Animal*	Cloudburst
2	Comprehend Languages	<i>Entangle</i> (D)	Dispel Magic
3	Friends	Forget	<i>Sleep</i>
4	Precipitation	Knock	Suggestion
5	Speak with Animals (D)	Shatter	Tongues
Nr	4th Level	5th Level	6th Level
1	Animal Summoning I (D)	Animal Summoning II (D)	Animal Summoning III (D)
2	Charm Monster	Animate Tree (D)*	Disintegrate
3	Confusion	Control Winds (D)	Geas
4	Emotion (I)	Domination (B)**	Mass Suggestion (I)
5	Speak with Plants (D)	<i>Speak with Monsters</i> (C)	Weather Summoning (D)
Nr	7th Level	8th Level	9th Level
1	Animate Rock (D)	Mass Charm	Mass Domination (B)*
2	Charm Plants	Otto's Irresistible Dance	Mordenkainen's Disjunction
3	Control Weather (C)		

Spell progression

Spell Progression table. Spells usable by class and level for clerics and mages, and all subclasses. There are some changes at high levels. (Bards have their own rules.)

Cleric level	Spell level							Mage level	Spell level								
	1	2	3	4	5	6	7		1	2	3	4	5	6	7	8	9
1	1	—	—	—	—	—	—	1	1	—	—	—	—	—	—	—	—
2	2	—	—	—	—	—	—	2	2	—	—	—	—	—	—	—	—
3	2	1	—	—	—	—	—	3	2	1	—	—	—	—	—	—	—
4	3	2	—	—	—	—	—	4	3	2	—	—	—	—	—	—	—
5	3	3	1	—	—	—	—	5	4	2	1	—	—	—	—	—	—
6	3	3	2	—	—	—	—	6	4	2	2	—	—	—	—	—	—
7	3	3	2	1	—	—	—	7	4	3	2	1	—	—	—	—	—
8	3	3	3	2	—	—	—	8	4	3	3	2	—	—	—	—	—
9	4	4	3	2	1	—	—	9	4	3	3	2	1	—	—	—	—
10	4	4	3	3	2	—	—	10	4	4	3	2	2	—	—	—	—
11	4	4	4	3	2	1	—	11	4	4	4	3	3	—	—	—	—
12	5	5	4	3	2	2	—	12	4	4	4	4	4	1	—	—	—
13	5	5	5	4	3	2	—	13	5	5	5	4	4	2	—	—	—
14	5	5	5	5	3	2	—	14	5	5	5	4	4	2	1	—	—
15	6	6	5	5	4	3	—	15	5	5	5	5	5	3	2	—	—
16	6	6	6	5	4	3	1	16	5	5	5	5	5	4	2	1	—
17	6	6	6	5	5	3	1	17	5	5	5	5	5	4	3	2	—
18	7	7	6	6	5	4	2	18	5	5	5	5	5	4	3	2	1
19	7	7	7	6	6	4	2	19	6	6	6	5	5	4	4	3	1
20	7	7	7	6	6	5	3	20	6	6	6	5	5	5	4	3	2

New spells — summaries

Range, area of effect, material components, type of magic, duration, etc. where not stated are as for spells of similar type or level.

Adaptation. Survive in one chosen environment as if native to it, e.g. arctic waste, underwater, active volcano, another plane. Lasts 1 day, affects up to 7.

Adorn. Fit out area (up to 100 x 100 ft) with quasi-real (costly) furnishings, e.g. gold throne, marble pillars, begemmed statues, tapestries, silks, furs. Last until dispelled or removed. Material components embroidery/ fabric scraps, marble chips, gold pieces, etc.

Animate Dead [Monsters]. A mage can animate most skeletons or corpses with the one combination spell; a cleric must use different spells for humans and monsters.

Animate Item. Move small item or flexible part (e.g. rope, belt, puppet, cloth) or move and shape fluid (fire, water, fog). Affects 12 cubic inches/ level for 1 rnd/level at will.

Animate Tree. Cause a tree to come to life, move, and attack as if treant-controlled (see MM), 1 rnd/level. Tree AC = 4, HD = caster level; if < 7 HD, does 2x 2d6 damage.

Aura Alteration. Lasts 1 hr/ level, or with amulet 1 day/ level. Recipient's alignment disguised as another. Amulet costs 500 gp per shift, e.g. CE to LG would cost 2000 gp.

Bewitch. Victim charmed by, loyal to, and if of opposite sex infatuated with caster. Initial save is at -1 per point of caster's Cha over 10. Save normally after each month so enchanted or be seduced to caster's alignment as well. Cured as per insanity.

Blight. Affects a contiguous area, up to an acre, of plants of one type (e.g. field of oats). 10% per level wither and die in d4 days. Or do 1d4 hp/ level to plant creature.

Burning/Freezing Hands. Cold version projects arctic cold; can freeze liquids in area of effect. Damage as flame -1/ 2/ 3 hp for light/ medium/ heavy clothing or armour.

Cantrip. Produce minor magical effects (light pipe, flavour food) at will. 1 hr/ level.

Cataclysm. Empowers already summoned elementals to cause disaster: earthquake, tsunami, eruption, tornado. Area & duration as C7 earthquake x nr elementals x 2.

Charm Animal. Charms a natural animal of HD ≤ caster level; else as charm monster.

Chill Touch. Touched creature takes 1d4 hp damage and loses 1 point of strength.

Choke. Strangles victim for 1d4 hp/ rnd for up to 1 rnd/ lvl at range 1"/ lvl while caster concentrates. If caster of higher level, then victim also levitated by d3 feet if desired.

Clairsentience. As magic font, but only need concentrate to get all senses plus ESP.

Conjure Animals. Lasts 3 rnds/lvl for clerics & mages; animals will obey all orders.

Conjure Animentals. As conjure animals, but components as per elemental, brings minor animal-like elementals for 1 rnd/lvl, +1 weapons to hit, immune to own element.

Conjure Netherfiend. As monster summoning, but brings minor demon, devil, etc. of HD < caster, e.g. imp, abishai, mephit, dretch, rutterkin, up to type I, II, or III demon.

Conjure Weird. Conjure an unusual elemental creature (e.g. water weird, vortex, crysmal, salamander, grue, rare animental). Must bargain with it for services.

Contagion. Causes disease and weakness; creature's Str, Dex, Cha, to hit are at -2.

Control Undead. Command 1d6 undead, HD < caster level, for 3d4 rounds + 1/ level.

Copy. Touch. Create temporary material duplicate of non-magical item. As fools gold, but any precious item copied is only up to a cubic inch per level, not a cubic foot.

Create Monster. Combine 2+ newborn or unborn creatures into new hybrid monster, and/or infuse traits or powers, in lab with prepared vats. Chance of success 5% per level, -5% per alteration. Materials 200 gp/ HD (+ cost of raising it over 2d4 months).

Create Undead. Creates 1 undead being of HD < caster level. Needs research, an unhallowed body (caster's if to be lich) + materials worth higher of xp or 100 gp/ HD.

Danse Macabre. Summons skeletal fiddler (AC/ HD/ hp as caster, no physical attacks) for 1 rnd/level. Foes in 4" r save vs death magic on rnds 1, 3, & 6 or dance helplessly to its tune while taking d6 subdual damage per rnd, even if they fall unconscious or die.

Debase. Transmutes gold or silver into lead, cracks and discolours gems or ivory, etc. causing (level + d6) x 100 gp of damage or degradation to precious materials.

Detect Scrying. Discern attempts to observe by clairvoyance, magic mirror, etc.

Detect Secret Doors. Caster sees them in 60 ft. 5% chance/ level to see how to open.

Detect Undead. Locates undead within 60 ft (direction; 5% chance/ level for specifics).

Dirge. 1 rnd/level, 4" radius; eerie funereal song causes hopelessness (as symbol) in foes of 6 HD or less who fail a save; those 2 HD or less die after 4 rounds' exposure.

Dissension. Inflames contention in group of up to 1 person/ level by 1 step: agreement to argument to quarrelling to combat. (Bardic soothing can counter.)

Domination. As psionic power. Telepathic charm-like control of person or animal.

Dragon's Teeth. Caster sows real teeth of 1 dragon as spell material component. In 1 turn, some grow to human fighters (hoplites with sword & spear, *cf.* Horn of Valhalla) of level = dragon's age category. Nr grown = 12 – age category + d4; serve up to 6 hrs.

Empathy. As psionics. Sense basic needs, drives, emotions of natural creatures.

Energy Control. As psionics. 1 turn/level, take 1 die less damage each round from each and any natural or magical energy type (fiery breath, lightning, cold, etc.).

Enervation. Temporary energy drain of 1 level per 4 levels; lasts d4 hours + 1/ level.

Enslave. Victim becomes mindless zombie-like slave of caster. Shuffles listlessly to do simple tasks as caster instructs, ignores damage until dead, cannot speak. Else as charm monster. Remove curse or dispel magic cures, protection from evil suspends.

Etherealness. As psionics. Recipient becomes ethereal for 1 rnd/level.

Exchange Auras. 1 rnd/level, 3" range, save negates. Caster's alignment detects as victim's alignment and vice versa.

Exhume. Disinters 1 unblessed corpse/ lvl from grave or crypt in 3" r. Reverse *inhume* inters 1 creature in crypt, or 6 ft under in earth. Save = get free in 6 – Str bonus rnds.

False Vision. Prevent scrying and substitute what caster concentrates on in place.

Fetch. Caster attacks sleeping victim, 'sending forth the fetch' (own spirit) up to a mile as a wraithform (*qv*) animal shape. Can alter dreams (e.g. give false omens), deliver lvl 1–4 touch spell, or cause nightmares (*qv*). At lvl 10/ 15 can manifest as a full werewolf/ vampire or succubus to destroy/ seduce victim. Damage to fetch taken by caster's body.

Finger of Death. Mage spell as the 7th level druid spell. Kills victim. If 1000 gp ruby sacrificed in casting, showier version rips out heart and brings to caster's hand.

Flaming/Frosty Sphere. Cold version is globe of frigid air; contact freezes water 1/8 in/ rnd. Damage as flame –1/ 2/ 3 hp for L/ M/ H clothing or armour. MC = mica flake.

Foaming Fit. Victim convulses, thrashes about, and foams at the mouth for d4+1 rounds, and is dazed (+2 to be hit) for the same time thereafter.

Foresight. Caster senses any impending danger to recipient, knows how to react.

Foul Rain. 6" range, 2" radius. Rotting blood, fishguts, worms, maggots, and muck rain down. Causes nausea (as troglodyte stench) to those in area until cleansed; also save vs poison or catch random disease. Ground affected as grease spell for 1 hour.

Fracture. Either breaks limb of victim (2d6 hp, + d3 –ve hp if not in negatives, no save) or item of up to 10 lb/level, e.g. wheel, weapon (magic items save vs disintegrate).

Fragility. As psionic power molecular manipulation. Weakens substances.

Free Action. As the ring. Recipient ignores web, slow, paralysis, underwater effects.

Gaseous Form. As the potion. Recipient + gear turn to cohesive gas for 1 turn/ level.

Ghost Touch. Ages victim 10 years + causes fear. Save vs death negates ageing only.

Glitterdust. 2" cube of golden specks coats, outlines invisible, may blind creatures.
Guard Skull. Skull animates, triggered by event. Levitates, eye sockets glow, alerts caster by telepathy. May (50 gp each) scream/ bite/ flame, to cause fear/ d4 / +d4 hp.

Hag Ride. Person or herd animal transformed unknowingly into tireless horse for caster's use at night; bedridden or exhausted next day, takes 4d6 subdual damage.

Hand of Glory. Cast on candle set in palm of criminal's severed hand (one use only). Burns for up to 13 hrs with a blue glow seen only by holder of hand, who can pick locks as a thief of the same level (x2 if a thief). Sleepers in 30 ft r will not wake normally.

Heat/Cool. As psionic molecular agitation. Make items heat/cool, perhaps burn/freeze.

Hex. Corrupts an area of 5 ft square per level as desired (e.g. to ruin garden):

Dirt. Area covered with the dirt of decades: grime, grit, stains, and thick dust.

Potholes. Area becomes pitted, some holes large enough to step in (1 in 6 chance if careless: if so, save vs petrification else person sprains ankle or horse breaks leg).

Spoil. Food and drink turn foul, rancid, putrid, mouldy, pest-ridden, unfit to eat.

Toadstools. Poisonous toadstools grow; 5% per level look like edible mushrooms.

Vermin. Chosen pests appear: d6 score fleas, lice, midges, larvae, locusts, weevils, woodworm, termites, ticks, caterpillars, bookworms; or 2d6 mice, or a pair of rats.

Weeds. Area grows thick with rank weeds. Impassably overgrown in month if left.

Hold Undead. Immobilises 1d3 undead of total HD less than or equal to caster level.

Illusionary Wall. Create permanent 10 x 10 ft illusion of wall, floor, or ceiling.

Infestation. Victim hallucinates bugs crawling from mouth, erupting from skin, etc. Can only scream and wipe them off for 2d4 rnds; takes 1 hp/rnd from psychic trauma.

Infiltrate Tomb. 2 rnds/level, caster can cross sanctified ground, bypass tomb wards, traps, and guardians, and open locks and seals, without being noticed, harmed, or hindered. Protections stay intact. No effect on anything unrelated to tombs.

Invisibility. Small objects (up to 12 cu in/ lvl) are made invisible until firmly grasped.

Jack O'Lantern. Hollowed gourd or pumpkin with tallow candle, carved with face, illuminates as lantern. Lights, snuffs, or levitates on command, moves within 13 feet of caster. Can be dissipated into 10 ft cube of smoke (lasts d6 rnds), else rots on 6th day.

Locate Animals/Plants. Locate animals or locate plants as PHB spells (choose one).

Magnetism. 3 rnds/level. Iron + steel in 3" drawn to victim or item. Str check to pull free/ apart, each round if in radius or trying to attack in ferrous armour and using ferrous weapon. Failure means stuck for 3 rnds; even with success, attack rolls at -3.

Malediction. Victim suffers a chosen misfortune: becomes balding, hirsute, half-blind, stammering, ailing (flu-like symptoms), impotent, unlucky (-1 penalty on all rolls), or similar. Lasts d6 days. Only one curse/ malediction/ vex can affect a victim at once.

Mass Domination. As psionic power. Mass telepathic charm-like control of subjects.

Melt/Freeze. Cold version lowers temperature, freezes water to ice or snow as desired.

Mind Blank. Mystic spell as the 8th-level mage spell. Protect from ESP, scrying, etc.

Mystic Shield. As mage shield spell, but works by enhancing shield caster is using.

Nightmares. Victim suffers 6 nights of bad dreams thwarting good sleep (only get d3 hrs). Irritable, does not heal naturally. Attacks, moves, saves at -1 per night, plus 5% chance of spell failure (so 6 nights = -6 and 30% fail). 7th normal night's rest restores.

Non-detection. Mystic spell as 3rd-level mage spell. Shields thoughts, stops scrying.

Paralysis Ray. Sickly grey-green ray, range 6" + 1"/ level, paralyses one person for

3d4 turns just as if touched by a ghoul (so elves are unaffected).

Pestilence. Affects an area, up to an acre, of herd animals of one type (e.g. field of sheep). 10% per level sicken and die in d4 days. Or do 1d4 hp/ level to one animal.

Plague. Causes outbreak of disease among people in an area the size of a village. Con check for immunity if exposed: those who fail sicken. Epidemic takes d4 weeks to run its course: 5% of sick per level die in that time if untreated (2nd Con check if treated).

Poison Touch. Lasts 1 turn or for 3 uses (on different targets). Touched or breathed-upon creature takes 1d4 hp per caster level over 3 rounds (save vs poison halves).

Power Word, Mute. Renders 1 creature unable to speak; duratn as power word blind.

Prolong Life. Ritual sacrifice of human or similar extends caster's life by d4 years. If victim is pure of heart (a virgin of good alignment), regain a year of youth as well.

Prophecy. Lets caster foresee the future, 1 day ahead, up to once/ month. In effect, can rewind game time up to a day. Player states when in retrospect spell was cast; what occurred from then becomes just what was foreseen; and exact predictions can be made, or different choices taken to try to improve a bad outcome. Good record-keeping helps!

Protection from Turning. Lasts 1 day/ lvl, or with amulet (100 gp/ HD) 1 week/ lvl. Recipient harder to turn (1 row lower/ casting on turning matrix + 1–3 always fails).

Quern's Eversion. 1–4 creatures (as in hold monster) save vs death magic or turned inside out, dying messily in a welter of gore. Shapeless slimes etc. are only stunned.

Quicksilver. Recipient becomes living liquid metal for 1 turn/ level. Can seep through gaps, change shape, form solid weapons (do d12). Damage heals near-instantly, except magical cold (freezes 1 rnd/ die) and magical fire (half damage). Alter self disguises.

Resist Fire/Cold. Resist fire or resist cold as PHB spells (choose one).

Rebound. Up to 1 turn/lvl, first physical attack to harm caster harms attacker instead.

Rot. Decays worked organic material: rope (10 ft/ level), cloth, canvas, leather (1 sq yd/ level), or wood (1 cubic ft/ level), leaving it fragile, deteriorated, and barely intact.

Rust Touch. 1 rnd/level, recipient's touch has same effect as rust monster. Corrodes one item up to sword or shield size or about 10 lb (36 cu in) of ferrous metal per round.

Safe Passage. 3 rnds/level, caster can walk safely past guards or monsters, through wards, fire, glyphs, over traps, lava, etc. without being noticed, harmed, or hindered.

Scarecrow. Ritual animates a scarecrow, as the FF monster, using an evil animal spirit. Used as a servant, but can also be ordered to attack. Touch can be the default 'charm' (paralysis), scare, fear, or another touch-based attack known by the caster.

Screen. Prevents observation or scrying and substitutes specified illusion in place.

Seeming. Disguise one person per 2 caster levels, including clothes and gear.

Sense Past. As psionics: object reading and sensitivity to psychic impressions. Sense something of object's past owners, or powerful past emotions in an area. If cast on a body within 1 hour per caster level of death, recall last 1 rnd/lvl of that person's life.

Shut In. All doors, windows, shutters, etc. to a place (normal house or large hall or room, up to 100 x 100 ft) are slammed shut and wizard-locked for 1 minute per level.

Sleep. Change base dice used from d4 to d6/ d8/ d10/ d12 at caster levels 5/ 10/ 15/ 20.

Slow Ruin. Curse causes crops and beasts in contiguous area of up to an acre (e.g. field) to give half normal yields, people to heal at a fifth the normal rate, and buildings to decay ten times as fast as normal. Remove curse cast on buried 'hex bag' fixes.

Snuff Out. All candles, tapers, torches, lanterns, braziers, etc. in a place (normal house or large hall or room, up to 100 x 100 ft) are snuffed out. Larger fires or magical lights are dimmed (can be seen but don't illuminate much) for 1 minute per level.

Solecism. Causes a chosen form of impropriety for 1 segment (2 s) per level: bodily noises, ogling, muttering, giggling, scratching, sneering, yawning, making faces, etc.

Victim seems boorish and loutish, and if the timing is right, rude and insulting.

Spark Shower. As ring of shooting stars. 2" long x 1" wide cone of sizzling purple sparks does 2–8/ 4–16 to those in area without/ with metallic weapons or armour.

Speak with Undead. Converse with any undead beings (as speak with monsters).

Spectral Hand. Ghostly hand can deliver touch attack spell of 4th level or less.

Spell Turning. As the ring. Spells cast at caster rebound on whomsoever cast them.

Spontaneous Combustion. Victim burns up from the inside, taking d4 hp/round until dead ashes, suffering pain as the symbol. Stopped by dispel magic, remove curse, etc.

Stampede. Herd of normal animals is terrified and stampedes as directed (or if save for typical herd member is made, towards caster). If cast on a single normal animal, it gets no save and will panic, e.g. causing a horse to bolt or throw its rider or both.

Summon Swarm. Small creatures (e.g. rats, insects) attack all in 1" cube. If only defending against swarm take 1 hp/ rnd, else take d4 hp + 1/ 3 caster levels per rnd.

Sunburst. 1 seg to cast. As wand of illumination, but range 1"/ lvl, radius 1"/ 3 lvls; undead take d8/ 2 lvls no save; blindness/ inaction lasts d6 rnds, x2 if light-sensitive.

Telepathy. As psionics. Communicate mind to mind with any sentient creature.

Thunderclap. Sonic boom 2" r, 1d4 subdual damage/ level, deafens for 1 rnd/ lvl, acts as shatter spell on items. Save halves damage/ duration; on failed roll of 1, deafness is permanent. Noise-sensitive save at –2, also stunned (+4 to be hit) for d4 rounds.

Trace. Marks being/ item magically and invisibly for 1 day/ week per level. Using compass enchanted in casting, can find lost valuables, track vampires to coffins, etc.

Unhallow. Desecrate consecrated corpse, altar, or other item or area (up to 1" sq). Chances to succeed are per as dispel magic: 50% ±5% per level difference. Failure causes backlash damage of d3 hp per level of cleric who hallowed the place or item.

Vampiric Touch. Drain d6 hp per 2 caster levels from victim (to 6d6) and add to own.

Vex. Victim suffers pernicious affliction (boils, warts, dandruff, halitosis, itching, coughing, sneezing) or influence (gives into pride, greed, envy, anger, lust, gluttony, dishonesty). 1 day/ level. Only one curse/ malediction/ vex can affect a victim at once.

Voodoo Doll. Make wax, clay, or cloth doll of victim (identifiable or fails). Save at –1 for each of these used: victim's hair, blood, tears, saliva, nail parings, sweat, clothing. Spells cast at doll affect victim, pins cause pain, heat causes fever, etc. for up to 1 day/ level (can be recast). With full concentration, can control words or actions of victim in line of sight. Efficacy and chance to kill if desired 5% per caster level. Link suspended by protection from evil, but only broken by casting remove curse or dispel evil on doll.

Wall of Vermin. A static wall up to 2" square x 1 ft thick nasty biting and stinging insects, arachnids, and myriapods. Any breaking through (Str check) take 2 hp/ level of caster + d6 damage (save vs poison for half) + d6 next round from attached bugs.

Ward. Like protection scrolls (*qv*), protects a 10 ft r vs chosen creature, item, or effect type (e.g. gas, devils). If it moves with caster lasts 1 round/ level; if static 1 turn/ level.

Ward I. Either animals, ordinary weapons, vermin (insects et alia), or water.

Ward II. Either gaze weapons, magical weapons, paralysation, plants, or traps.

Ward III. Either acid, cold, death magic, electricity, fire, gas, or poison.

Ward IV. Either curses, illusions, lycanthropes, petrification, possession, or undead.

Ward V. Either breath weapons, demons, daemons, devils, elementals, or magic.

Water Breathing. Mystic spell transferred from druid list. Breathe underwater.

X-ray Vision. As the ring. See through solids. 1 rnd/level.