

Ken's Rulings for First Edition Advanced Dungeons & Dragons v3.2

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Foreword

I changed the name from “House Rules and Clarifications” to “Ken’s Rulings” because that more accurately reflects what this document contains. Most of it is devoted to making this great game run smoothly, from figuring out what weapons a halfling can use in one hand to integrating races & classes from various supplements. The design goal of v3 was to gear it towards the earlier era of AD&D in stat block compatibility so that I could run a series like GDQ without adjustments, and that meant a move away from much of Unearthed Arcana and even some of my most cherished house rules. While a document like this is never truly “done”, it’s time to stop for now. I’d like to thank everyone on the Dragonsfoot forums who helped me arrive at these rulings.

Character Creation and Advancement

What’s In Play?

Books

Players mainly only need the Player’s Handbook. A copy of Unearthed Arcana should be at the table for the spells, weapons, and rules in the DM’s section. Books like the Survival Guides, Manual of the Planes, Deities & Demigods, or Greyhawk Adventures make for fun reading but I rarely, if ever, consult them in-game, and I don’t use non-weapon proficiencies.

Check With Me On These

Here are a list of rules I sometimes use (also see **Appendix C**):

- Max hit points for the first hit die. Classes with a second hit die at 1st level (monk, ranger, any half-ogre) roll with a minimum of half the die rounded up (d4=3, d8=5). Rolling lower than the minimum grants it (instead of a re-roll).
- Healing spells cast out of combat (1 turn casting time instead) allow rolling twice for hit points restored.
- Each character starts with rumors equal to what their charisma gives for max henchmen.
- Experience points from magic items kept are divided up amongst all characters, not just given to the owner.
- No matter whether a magic item is kept or sold, the experience point value is the lesser “keep” amount. This avoids the meta-game decision of whether to sell an item so that the party gets more experience points or not.
- Training time is disregarded, though not the gold expenditure.
- The height and weight charts from Dragon #91 are more fiddly than the DMG ones, but create proportionate characters.

Race and Class Choices

Races are the standard Player’s Handbook ones, plus the Half-Ogre from Dragon #73 / Best of Dragon IV. Class choices I allow are listed below. Note that for these the racial combinations that are specified as NPC-only I *do* allow for player characters; so elves, gnomes, and dwarves can be clerics, halflings can be druids, elves can be mystics, and half-ogres can be thieves, assassins, or scouts.

Class	Non-Human Races	Source	Minimum Requirements*	10% XP Bonus
Cleric	All except Halfling	Player’s Handbook	Wis 9	Wis 16+
Druid	Half-Elf, Halfling	Player’s Handbook	Wis 12, Cha 15	Wis and Cha both 16+
Fighter	All	Player’s Handbook	Str 9, Con 7	Str 16+
Paladin	-	Player’s Handbook	Str 12, Int 9, Wis 13, Con 9, Cha 17	Str and Wis 16+
Ranger	Half-Elf	Player’s Handbook	Str 13, Int 13, Wis 14, Con 14	Str, Int, Wis all 16+
Magic-user	Elf, Half-Elf	Player’s Handbook	Int 9	Int 16+
Illusionist	Gnome	Player’s Handbook	Int 15, Dex 16	-
Thief	All	Player’s Handbook	Dex 9	Dex 16+
Assassin	All except Halfling	Player’s Handbook	Str 12, Int 11, Dex 12	-
Monk	-	Player’s Handbook	Str 15, Wis 15, Dex 15, Con 11	-
Bard	Half-Elf	Player’s Handbook	Str 15, Int 12, Wis 15, Dex 15, Con 10, Cha 15	-
Dragon Bard	Dwarf, Elf, Half-Elf, Halfling	Dragon 56 / Best of Dragon III	Str 9, Int 15, Wis 12, Dex 16, Cha 15	-
Psionicist	Half-Elf	Dragon 78	Int, Wis, and Cha all min 10 but at least one must be 16; Con 9	average of Int, Wis, and Cha is 16+
Incantatrix	Half-Elf	Dragon 90	Int 9	Int 16+
Scout	All	Dragon 161	Dex 9	Dex 16+
Mystic	Elf, Half-Elf, Gnome	Dungeoneer 16 & 17	Int 14, Wis 12	Int 16+
Barbarian	Half-Orc, Half-Ogre	White Dwarf 4 & 12 / Best of White Dwarf I	Con 9, but recommended are Str 13, Dex 13, Int 9, Wis 14 as well	-
Elementalist	-	White Dwarf 23 (+ monsters in 14 & 15)	Int 14, Wis 16	Int and Wis 17+
War Priest	Same as Cleric			
Warrior Monk	Same as Monk		Str 15, Wis 9, Dex 15, Con 11	Con 16+
Summoner	Same as Mystic			

* In addition, any ability score of 5 or below restricts the character to a single class; see ability score charts.

Multi-Class Choices

In the following list of choices, War Priest can be substituted for Cleric, Scout for Thief, Summoner for Mystic, and half-elves may substitute Incantatrix for Magic-User. The choices include all the npc multi-class options available from the MM and DMG.

Class	Dwarf	Elf	Gnome	Half-Elven	Halfling	Half-Orc	Half-Ogre
Cleric/Fighter	yes ¹	yes ²	no	yes ³	no	yes	yes
Cleric/Fighter/Magic-User	no	yes ²	no	yes ³	no	no	no
Cleric/Ranger	no	no	no	yes ³	no	no	no
Cleric/Magic-User	no	yes ²	no	yes ³	no	no	no
Cleric/Thief	no	no	no	no	no	yes	no
Cleric/Assassin	no	no	no	no	no	yes	no
Fighter/Magic-User	no	yes	no	yes	no	no	no
Fighter/Illusionist	no	no	yes	no	no	no	no
Fighter/Thief	yes	yes	yes	yes	yes	yes	no
Fighter/Assassin	no	no	yes ⁴	no	no	yes	no
Fighter/Magic-User/Thief	no	yes	no	yes	no	no	no
Magic-User/Thief	no	yes	no	yes	no	no	no
Illusionist/Thief	no	no	yes	no	no	no	no
Illusionist/Assassin	no	no	yes ⁴	no	no	no	no
Mystic/Fighter	no	yes	yes	yes	no	no	no
Mystic/Cleric ⁵	no	yes	yes	yes	no	no	no
Mystic/Cleric/Fighter ⁶	no	yes	yes	yes	no	no	no
Barbarian/Cleric	no	no	no	no	no	no	yes
Barbarian/Thief	no	no	no	no	no	yes	no
Barbarian/Assassin	no	no	no	no	no	yes	no

¹ MM page 35 lists dwarves as fighter/clerics, but to balance with half-elves, this requires a minimum wisdom of 14

² MM page 39 lists elves as capable of multi-classing with cleric giving cleric/fighter and cleric/fighter/magic-user as examples, but to balance with half-elves, this requires a minimum wisdom of 15, though note that mystic/cleric may only require a 14 (see note 5)

³ Half-elven clerics who multi-class require a minimum wisdom of 13 (PHB pg. 11, 20)

⁴ DMG page 18 lists gnomes as eligible for fighter/assassin and illusionist/assassin

⁵ Mystic/Cleric requires a minimum wisdom of 14 (15 for good aligned)

⁶ Mystic/Cleric/Fighter requires a minimum of 17 in strength, intelligence, and wisdom (making such characters exceedingly rare!)

Racial Abilities

Elves & Half-Elves

- Sleep/Charm Resistance - The elven resistance to sleep & charm does not vary according to the opposing caster level like regular magic resistance.
- Move-Shoot-Move – An elf may move, shoot with a bow, and move again, on his action segment. The movement must be continuous; this is a “shot on the run”, not jump out from cover, shoot, and jump back under the same cover again.
- Limited Class Switching – Single-class half-elves that meet the ability score requirements for the PHB bard class may switch classes like a human from fighter to thief or thief to fighter, whether or not they decide to take up bard in the future.

Dwarves

- Sub-races - We aren't using the Mountain Dwarf sub-race.

Halflings

- Sub-races - We aren't using the Stout or Tallfellow sub-races.
- +3 to hit with slings and bows from the Monster Manual – Halflings get this benefit, but unlike the elven bonus with sword & bow, this one **doesn't** stack with dexterity. High dexterity is still useful for a halfling firing a bow or sling, because it imparts a surprise and initiative bonus. Note that while the average halfling of the same level as an elf will be a better archer, the best elves will be superior because they can have a +4.

Half-Ogres

Despite the article stating that thief or assassin half-ogres are “rare birds”, the ability score rolling mechanism makes this common. They roll 2-12 for wisdom, and a result of 2-5 indicates a thief. They roll 2-8 for charisma, and a result of 2-5 indicates an assassin. Even with the bonus points, they may have to take one of these, if the set is not outright illegal (since for instance, a thief must have a 9 dexterity, and they roll 3-12 for dexterity). The level “limit” for these classes is 4 (scout is 6), and the racial skill modifiers are:

Race	Pick Pockets	Open Locks	Find/Remove Traps	Move Silently	Hide in Shadows	Hear Noise	Climb Walls	Read Languages
Half-Ogre	-20%	-10%	-5%	-10%	-10%	+5%	-20%*	-15%

* Their height gives them an advantage in reaching higher handholds, their sheer weight and bulk makes their footholds unreliable.

The magic attack adjustment for 2 wisdom is -4. Such a character effectively acts nearly entirely on instinct. A 2 charisma character cannot have henchmen. Charisma this low indicates a feral intensity that leaves the character inherently untrustworthy.

Character Generation

1. Roll for the six ability scores using 4d6 drop the lowest *in order*, with one swap of any two scores allowed. Then sprinkle around 3 bonus points as you see fit, with the caveat that boosting a 16 to a 17 costs 2 points and boosting a 17 to an 18 costs all 3 points. If the set is illegal (2 scores of 5 or below, doesn't qualify for any character class); roll a new set. For half-ogres, follow the rolling system in the magazine article and don't worry about the human parent being below norm in an ability. A swap of strength and constitution or intelligence and dexterity is allowed, and then assign the 3 bonus points.
2. Unless half-ogre was chosen in step 1, pick a PHB race and gender in which the ability scores qualify for the minimums and adjust the ability scores accordingly, including lowering any ability scores above the maximum to the maximum. If an ability score must be lowered due to *gender* choice, the number of points lost become transferable points that work like the ones in step 1. For example, if the character has chosen to play a female elf but rolled an 18 strength, the 18 is lowered to 16 and this gives 2 extra points that can be spread around to other stats, with the usual limitation that improving a 16 to a 17 will cost both of them.
3. Pick a class or multi-class combination. If the ability score set doesn't qualify for the class(es) you want to play, you may purchase additional bonus points at the cost of -100 xp per point to bring the relevant scores up to the minimum required. A magic-user or illusionist who starts play in this way is still considered as a 1st level character, not a 0th.
4. If a fighter or fighter sub-class is chosen and the character has 18 strength, roll for percentile strength. A roll above the racial maximum is rerolled, not lowered down to the maximum. If the character is a half-orc and the character was already at 18 without the +1, then add +10% to the roll, subject to the half-orc maximum of 75%/99% as per gender choice. If a barbarian is chosen and the character has 18 dexterity, roll for percentile dexterity (it helps them catch missiles).
5. Determine height, weight, and starting age. The starting age roll determines the **maximum** age a character can be, which is generally the most desirable. However, any age from the young adult minimum up to that may be chosen. After choosing an age, once again adjust the ability scores accordingly. If the character is a fighter or fighter subclass with percentile strength already and mature age is determined, +10% is gained (up to the racial maximum). Halfling druids have the same starting age as halfling thieves.
6. Roll for starting hit points (subject to UA minimums). Multi-class characters need to keep track of the separate rolls made for each class. A multi-class fighter or ranger with a 17 or 18 constitution grants the additional bonus to all of the classes, so an elf fighter/magic-user/thief with an 18 constitution averages the rolls of a d10, d4, and d6 then adds 4. Half-ogres get an extra hit die, and half-ogre barbarians get an extra 1d8+1 (instead of just 1d8).
7. Choose an alignment.
8. Non-psionicist human, half-elf, dwarf, and halfling characters get a (secret) roll to determine psionic ability if their stats are high enough. Dwarves and halflings must have **two** statistics that qualify, not just one. If psionic ability is determined, the character's full potential in psionic strength, attack modes, defense modes, and disciplines are rolled and recorded (see **Psionics** section). The player then rolls for the character's first minor discipline. Like psionicists, *mind blank* is the only defense mode possessed at the start, and the character has no attack modes.
9. Class-specific choices and computations:
 - a. The DM determines initial spells for magic-users, illusionists, mystics, elementalists, and incantatrixes and the player gets one additional choice. The character starts with a scroll containing these 5 spells, as well as a free traveling spellbook. Magic-users and mystics who start with the spell *find familiar* can only start play with a familiar if they can pay the 100 gp cost out of their starting funds, or if they cast it off of their starting scroll.
 - b. Clerics pick a religion. Dedication to one specific deity within a pantheon is for temple-bound priests and priestesses, not adventuring clerics. A cleric can, however, favor one specific deity within a pantheon.
 - c. Druids may start play with 2 hit dice worth of animal companions (via the *animal friendship* spell), but choices are limited to typical domestic or docile animals (hawks included).
 - d. Thieves record their skill percentages, adjusting them for race, dexterity, and armor (or lack of) worn. You may also choose to use the 2E method of point allocation. The 2E system has base percentages of Pick Pockets 15%, Open Locks 10%, Find/Remove Traps 5%, Move Silently 10%, Hide In Shadows 5%, Detect Noise 15%, Climb Walls 60%, and Read Languages 0%. To that, racial, dexterity, and armor adjustments are applied (use the 1E tables, not sure if there are any differences). The thief then gets 60 points to spread around his scores, with 2 caveats: (1) no more than 15 points can go into any one skill and (2) no score can be raised above 99% except Pick Pockets. At each level the thief attains after first, 30 points can be spread around, with no more than 15 going into any one skill.
 - e. Monks and scouts compute their thief skill percentages, taking into account the unarmored bonuses from UA/Dragon 161 and their dexterity. They are not eligible to use the 2E method of point allocation.
 - f. Psionicists pick their initial discipline and compute their IWC and psionic strength.
10. Choose weapon proficiencies from the **Master Weapons List**, according to the class restrictions (UA pg.13), adding maul to the cleric list, scythe to the druid and monk lists, sickle to the druid list, and shortbow and crossbow to the Dragon Magazine bard list. Also see Physical Training in the **Proficiencies** section. Multi-class characters have slots for each class that they have. All characters (magic-users and druids included) get weapon proficiency in club and knife for free. One slot in bow allows for rate of fire 1, two slots gives the full rate of fire of 2. Proficiency slots can be saved for later.
11. Roll for starting gold and purchase equipment. Armor suitable for half-ogres is three times as expensive.
12. Compute bulk (according to armor and shield), total carried encumbrance & category, and movement rate.
13. Choose starting languages. A character starts with none, some, or all of the additional language slots from intelligence filled as the player's choice. It is often wise to leave a few slots open to learn new languages during the course of play. All characters with the exception of barbarians have literacy in any languages they start with. I don't use alignment languages.
14. If using a skill system, choose non-weapon proficiencies. Otherwise, each character gets a roll on the secondary skill table.
15. Spellcasters choose their default spells memorized list. Itemized lists for 'travel' vs. 'dungeon' vs. 'city' are fine.
16. Choose a name for your character, and any other pertinent background or physical details. Non-clerics may choose a religion if they so desire.

Level Limits

Limitations Past Level “Limit”

I don't halt advancement or experience point accrument for player characters (it has a more dramatic effect for NPCs, see **Simulated Advancement**). A character past his level limit does have some limitations, however:

Minimum Hit Points - A character who reaches a level past his level limit gains only the minimum hit points (see **Hit Points**); constitution bonus included if the level is a hit die increase. For instance, a 17 constitution halfling fighter with the standard level limit of 4 who reaches 5th level gains 6 hit points; 3 for the minimum result and 3 for constitution. Note that some level limits are high enough that this limitation has no effect, such as 10th level half-orc fighters or 11th level elf wizards who are at or past the maximum class hit die anyway.

Effective level is the level limit - Whenever a demi-human is subjected to an effect in which his level or hit dice are compared against another's or checked against a set amount, the maximum is what the Player's Handbook level limit table dictates. Examples of where this applies:

- In these house rules *slow* allows a save if the character is 11th level or higher. A 16th level elven fighter with 18 strength is treated as a 7th level character in this regard and thus is not entitled to a save. Similar spells are *sleep*, *death*, *cloudkill*, *color spray*, and *holy word*. Multiclassing with thief is a great way around this.
- A *dispel magic* spell cast against a 17th level half-orc cleric dispels his magic as if he was 4th level. The reverse isn't true, in that when the cleric casts *dispel magic* on others, he uses his full level.

A simple way to remember this rule is that from the player's point of view, he uses the character's actual level. A 20th level elven archmage fires a 20 die fireball, and all range and other spell variables use the character's level of 20. However, when the DM needs to check the character's level to defend against an effect, he uses the level limit instead if lower, so if that same elven archmage is subject to a *holy word*, he will be stunned instead of just deafened.

Attack per round limitation - The level limit is the cap for how many attacks per round demi-human rangers and fighters get against less than 1 hit die opponents. For example, a 12th level halfling fighter with 17 strength maxes out at 4 attack routines per round against goblins.

Must avoid level-up challenges - Demi-humans past their level limit whose class requires a challenge to level up (such as halfling druids or gnome assassins) must take the self-training route instead.

Level “Limits” for Magazine Classes

Italics indicates that this race-class combination can only be taken initially.

Character Class	Racial Stock of Character							
	Dwarf	Elf	Gnome	Half-Elven	Halfling	Half-Orc	Half-Ogre	Human
Barbarian	no	no	no	no	no	8	<i>U</i>	<i>U</i>
Dragon Bard	5	<i>U</i>	no	<i>U</i>	5	no	no	<i>U</i>
Elementalist	no	no	no	no	no	no	no	<i>U</i>
Incantatrix	no	no	no	<i>U</i>	no	no	no	<i>U</i>
Mystic	no	5 ¹	8 ²	7 ¹	no	no	no	<i>U</i>
Psionicist	no	no	no	<i>U</i>	no	no	no	<i>U</i>
Scout	<i>U</i>	<i>U</i>	<i>U</i>	<i>U</i>	<i>U</i>	<i>U</i>	6	<i>U</i>

¹ Mystic level limits are one lower with a 17 intelligence, 2 lower with a 16 intelligence or less, and mystic/fighter multi-classes have their fighter level limit as one less.

Experience Awards

Experience points from combat and achieving goals are awarded after each session. A character that dies does not (generally) receive experience from the encounter in which he died and subsequent ones that were missed. Treasure experience is awarded as per the DMG: “Treasure must be physically taken out of the dungeon or lair and turned into a transportable medium or stored in the player's stronghold to be counted for experience points.” Turned into a transportable medium means that the character can carry the wealth around on his person, for instance converting a 10,000 gp hoard into a gem. Stored in the player's stronghold also includes storage in a bank. Experience from either is only earned if the DM considers the acquisition of it constituting “an adventure”, and the DM will be up front about whether an enterprise the party is considering undertaking meets that criteria (bank robbing usually does not).

Award Cap

The DMG says (page 86) that once an experience point award puts a character into the next level's range, no further experience can be acquired until the character trains, and 2 levels cannot be trained for at the same time. This implies a single award cap of 1 point below what is required to reach a 2nd level; i.e. a 1st level 0 xp character who finds a 10000 gp gem caps at 4000 xp, 1 shy of 3rd level. I prefer to be a bit more generous and allow 2 levels to be trained at once, with the cap at the mid-point of that 2nd level's range. So for the same example, the character caps at 6000 xp, which is the midpoint of 3rd level (4001-8000 xp). This lines up fairly nicely with how lost levels work, in that they too place the pc at the midpoint xp-wise of the level below.

Henchmen

Henchmen get half shares of the party's combat/DM-awarded xp. The DMG proposes having each henchman count towards a full share, but then only getting half of the award, but I dislike losing any xp in the process. The way I calculate this is that each henchman gets a full share of xp and each player character gets a *double* share. For instance, in a party with 6 player characters and 6 henchmen,

a 10000 xp award is divided by 18 (6 pcs x 2 + 6 henchmen). Each henchmen gets 1/18th of the xp (556) and each party member gets 1/9th of the xp (1111).

Treasure

Selling or trading a magic item – either to the market or another party member - that was initially kept does not net additional experience points (DMG pg. 121). If the players decide that a magic item is being kept for “party treasure” – or simply fails to assign an owner or designate the item as being sold, then the item’s experience is added to the combat experience given out. This often happens when an item has not yet been identified.

Regardless of how much the party actually manages to sell an item (magical or otherwise) for, or money-changing fees, the party receives treasure experience equal to the item’s actual worth as listed in the module’s encounter matrix.

Leveling Up

Hit Points

After 1st level, a roll below the hit point minimum for the class results in a reroll. Hit point minimums are defined as the fixed amount of hit points that the class receives per level after its last hit die, constitution penalty (if any) included. For example, fighters receive 3 hp per level from 10th level onwards, therefore the minimum hit points a player character fighter can receive at levels 2-9 is 3. The minimum for classes that do not run out of hit dice (druids, assassins, etc.) is 2. Monks do not get a reroll on a 1 because they already get +2 hit points per level, so a 1 is a 3 anyway. This system is only used for player character and henchmen hit point rolls. Characters past their level limit receive the minimum only.

Multi-class characters add their new hit points to the actual (fractional) total. For instance, let’s say an elf fighter/magic-user with 17 constitution started off at 1st level with a roll of 8 in fighter and 4 in magic-user. His starting hit points are 8 + 3 constitution for the fighter part plus 4 + 2 constitution for the magic-user = 11 + 6 = 17, divided by 2 is 8.5. His starting hit points are 9, but his actual total is 8.5. He levels up in fighter next and rolls a 5. 5 + 3 constitution = 8, divided by 2 is 4. Adding 4 to his total of 8.5, he now has 12.5 actual hit points; 13 for game purposes. Next he levels up in magic-user and rolls a 1. 1 + 2 for constitution = 3, divided in half is 1.5. 12.5 + 1.5 = 14 hit points. Even non-multi-class characters should take care to record every hit point roll separately from the total, since level loss due to energy drain rolls the total back by the amount gained for the previous level(s).

Proficiency Slots

Characters with more than one class (either by multi-classing, switching, or adding) gain proficiency slots at the regular rates for each class they have, and these slots are restricted to the choices available for that class. For example, a magic-user/thief starts out with 3 slots, two that can be filled with a thief weapon and 1 with a magic-user weapon. At level 5, the character gains a thief slot, at level 7 a magic-user, at level 9 another thief, etc.

Proficiency slots can be saved for later. Saved slots can be filled whenever a character trains for a new level. Some other proficiency slot options aside from what is listed in the **Master Weapons Table** are:

Siege weapon (weapon) – Prerequisite: fighter only (not even a subclass). Fighters can learn how to use one of the siege weapons listed in the DMG pg. 108: either ballista, catapult, ram/sow, or trebuchet. A ballista can be mobilized on a horse-drawn cart, loaded by a fighter’s followers, and he can act as crew chief (which the attack roll is based off of).

Physical training – The character focuses on training his body and embarks upon a rigorous workout regimen. The game effect is to allow the character to re-roll hit points for any one level, and if the new figure is higher than the old, to keep it. If the roll is the same or lower as before, then the training had no effect. There are two limitations to this proficiency:

1. It can only be used to reroll hit points for a level that is within the level “limit” of that class, as those were the only levels that a roll was made for. For example, a 10th level halfling fighter can use the proficiency slot he gains at that level to reroll hit points for any of his levels 1-4, but not for any of the levels beyond that at which he received the minimum.
2. It can only be used to reroll a hit die whose size is the same or smaller than that of the class the proficiency slot comes from; i.e. a thief proficiency slot can be used to reroll hit points for a thief or magic-user level, but not a cleric or fighter level. The way this applies to psionicists with their descending hit die is that the hit die size at the level the proficiency slot was gained (or a d4 for psionicist levels after 11th) is compared to the hit die size of the level being rerolled. Monks with their d4+2 hit dice count as having 8 sided hit dice. A ranger or monk can use a proficiency slot from any level to reroll their first level hit points – when they had 2 dice to roll – but the slot must come from those classes. For example, a monk // fighter can use a fighter proficiency slot to reroll hit points for any monk level but the first.

This proficiency is another important reason to keep track of hit point rolls made for each level. This can be taken at 1st level.

Specialization – See the Fighter class variant, as this proficiency comes with some drawbacks.

Training

A druid or monk that manages to win a duel does not have to pay for advancement; the defeated opponent is obligated to provide the training. Assassins who win a duel achieve the needed training by successfully killing their opponent, no other cost necessary. Barbarians do not have to train at all, nor do scouts once they reach name level. A character who spends double the training cost can skip the training *time* requirement by saying, “They’ve been training all the while.” That option is not available for training to switch to or add a class. Note that bards are required to make a large contribution to a druidical college in order to level up (DMG pg. 86) instead of the standard training costs. If they want to skip the 1 week of training, only the 1000 gp per level need be doubled to do so.

I'm opposed to grading a player's performance; also keeping a character away from the action for many weeks pretty much requires a multi-character-per-player system that doesn't work for every campaign, so instead I'm always giving a rating of 1. The by the book training expense does not work well for low levels, so what I use is either the 1500 per week times current level figure, or 1/10th the xp required to reach the new level, times current level, whichever is lower. For instance, a fighter needs 8001 xp to reach level 4; therefore his training expense is 800 xp per current level per week, which comes out to 2400 gp if he trains for a week or 4800 gp if he trains while adventuring. As achieving level 5 in fighter requires 18,001 xp, 1/10th is 1800 which is higher than 1500, so for training to levels 5 to 9, the fighter uses the 1500 gp per level per week figure. After that, he has achieved name level and drops to 1000 gp per level per week as per the DMG. Training for adding a new class, or moving up in 0 level ranks and to achieve level 1, is 1500 gp per week.

Training for...	Weeks Required
Normal level gain	1, 0 if training all along
Avoiding a duel or already outside the hierarchy	4
Switching to a class, adding a class, adding the PHB bard class, a cleric switching to war priest, or a monk switching to warrior monk	6*

* based upon the UA rule that a thief switching to thief-acrobat requires 6 weeks of training, even though I'm not using that class

As training costs lower when a character reaches **Name Level**, here are the level titles corresponding to that for the magazine classes we are using:

DRAGON BARD	Bard	MYSTIC	Mystic
ELEMENTALIST	Lord of the Land	PSIONICIST	Master
INCANTATRIX	Incantatrix	SCOUT	Master Scout

Untrained Levels

When a character gets enough experience points to go up a level, he or she does so immediately "untrained". Put untrained in parenthesis next to the level on the character's sheet (except for those classes that do not need to train). Most of the character's abilities remain frozen at the previous trained level and new proficiencies are not acquired, but each untrained level does deliver these benefits regardless of class:

- New hit points
- Saves are made at the new level.
- Level the character is considered to be at with regards to external effects (avoiding being pickpocketed, spell effects like *color spray*, etc.), unless the character is over his level limit in that class
- Psionic characters improve their level of mastery in known disciplines.
- Spell-casting classes (cleric, druid, magic-user, illusionist, mystic, etc.) count their untrained level as their casting level. For example, a human magic-user who has just reached 18th level but has not trained for it yet casts at his full 18th level of ability, but only memorizes spells as a 17th level magic-user. He would have no problem opening a door under the effects of a *hold portal* spell as cast by a 14th level magic-user as his effective level is the requisite 4 levels higher.
- Monks continue to improve in their chance to kill and surprise percentages. In addition, the lettered special abilities that have already been acquired continue to improve with an untrained level, if the effect is level-dependent.

Since the experience point rules dictate that a character can improve by 2 levels at once, the maximum untrained levels a character can have in any one class at a time is two.

Duels

High-level monks & druids *can* engage in a non-lethal duel to go up a level, although there might be a vacancy (see below). Losing a duel places the character's experience at the half-way point of the lower level, as opposed to the by the book rule of the beginning of it. If the duel is won, the teacher does not lose a level, but he moves outside the hierarchy from that point onwards (see below). The other option besides a duel, and this applies to assassins as well, is to voluntarily move outside the hierarchy and self-train.

Vacancies - There is a % chance that there is a vacancy in the position that the high level druid, monk, or assassin must otherwise duel to achieve equal to the number of openings times the level (and then divided by 2 in the case of druids). For instance, when a monk reaches 7th level there is a 21% chance of a vacancy (level 7 times 3 possible positions). When a monk reaches level 8, that percentage drops to 8% and matches the level from then on, since there is only one opening after 7th. The percentages gradually increase to reflect the fact the higher level positions are often filled by older monks & druids who occasionally retire or die of old age. The vacancy for any given position should only be checked once every game year.

Outside the hierarchy – A character who does not want to be part of the established hierarchy, or is not eligible due to being a demi-human above the level "limit", does not duel and instead self-trains for 4 weeks and loses and cannot gain any followers. The training cost is 2000/level/week. Once outside the hierarchy, the character can never return to it.

Switching Classes

The PHB pg. 33 stipulates that to switch classes, a human character must have a 15+ in the starting class' principal attribute(s) and a 17+ in the new class' principal attribute(s), but it does not define what a principal attribute is. UA provides a clarification in the first sentence of the cavalier class provided you equate principal attribute with prime requisite, from which we can derive that a principal attribute is any ability score that grants an experience point bonus if it is high enough (and Oriental Adventures basically confirms

this). For classes that do not grant an experience bonus for high ability scores, the character must have a 15 or 17 as appropriate in all of the ability scores that require a minimum of 9 or higher. A character must reach 2nd level before he switches to a new class. To distinguish switched to classes from demi-human multiclassing on the character sheet, // notation is used instead of /. A character may break off progress in a class and switch to a new class as many times as he wants, provided he has the ability scores for it and each time he switches, his level in the new is higher than the level in the old (so a character who switches often may have class A 2 // class B 3 // class C 4 // etc).

When switching to a class, the character gains new weapon proficiency slots as a character starting off in that class would. An arcane caster gets a spellbook, 5 spells for it, and a scroll containing those 5 spells. A non-fighter with 18 strength switching to fighter improves to 18/01 strength, and rolls percentile dice to see what his maximum strength actually is. For every level of fighter gained after that, the character's strength further improves by 2d10 percentile points, until the maximum is reached (unless, of course, the maximum is 18/01). The same character with an 18 constitution does not now get +2 hit points for each level he had in the non-fighting class. Vice versa, a fighter who switches to a non-fighting class does not get the benefit of 17 or 18 constitution when new hit points are obtained after the new level exceeds the fighter one.

Any character with more than one class uses the best attacks and saves of any of them, even if the character's level in his new class has not yet exceeded that of the old (as per Oriental Adventures). This includes the ability to make multiple attacks. While a character is at or below the level he attained in his previous profession, he is limited to weapons on the proficiency list of the current class, but he can use weapons on that list that were learned while a member of the previous class. Note that a fighter who switches to assassin effectively loses none of his class abilities while at a level lower than fighter, except the ability to use fighter-only magic such as a *rod of lordly might*. If a psionicist 4 // magic-user 3 is psionically attacked, he can defend normally, but can't lock to engage in further psionic combat without sacrificing the xp for that adventure.

A human or half-elf on the path to becoming a bard may switch from fighter to thief or vice versa within the specified level range without requiring a 17 in the principal attribute; qualifying for bard alone is hard enough! Both switches (fighter to thief, thief to bard) take the standard 6 weeks of training. Note that bard hit points begin to accumulate right away, not when the bard level surpasses the character's highest level.

Note that when switching to an arcane spell-casting class such as magic-user, illusionist, etc., the character begins at level 1. This is in contrast to when those classes are simply added (see below). The barbarian class can't be switched to.

Adding Classes

In addition to multi-classing and switching classes, I allow any character, human or demi-human, to add a class and continue to progress in all of them, thus creating a more Deities and Demigods like game. A character need only meet the ability score requirements of each class, and can't have more classes than his highest level in any of them. For example, a character must be 2nd level before adding his second class, third level before adding his third class, etc. The classes that by the book are npc-only (dwarf/elf/gnome cleric, halfling druid, elf mystic, half-ogre thief/assassin/scout), as well as the barbarian, can't be added later; they must be taken initially. To distinguish added classes from switched classes on the character sheet, + notation is used instead of //.

Added classes have the same restrictions for using all abilities as a switched class character who has exceeded his previous class level. For instance, a fighter + cleric + magic-user can't wear armor and is restricted to blunt weapons only. He can wear armor and forego casting magic-user spells, but the blunt weapon restriction is an oath that can't be shaken off. Hit points are gained from whatever class reaches a new highest level first and the character uses the best attacks and saving throws of any of his classes. 1 weapon proficiency is gained in the newly added class (at level 1, not level 0, see below). Any other rules are as switching classes.

To reflect the difficulties of learning the profession of magic-user or any of its subclasses without a full-time commitment (i.e. an outright switch), the character starts off play as a 0-level neophyte with -2000 xp, as per UA pg. 45 and must work their way up to level 1 through the 0-level ranks. Each rank achieved, as well as level 1, requires training. 0 level magic-users and their subclasses cannot use their class list of exclusive magic items, or cast spells from scrolls since *read magic* and *read illusionist magic* have not been gained yet. When level 1 is finally achieved, the character gets a spellbook and the 5 starting spells in it, but does not gain the spell scroll that full-time arcane casters otherwise get.

Experience points are distributed to each class by what percent of the character's total levels the character has in that class, treating 0th level as half a level. For instance, Jobob is a fighter 7 + magic-user 0 + thief 8 + monk 4. He earns 10,000 xp. His total character levels are 19.5. He therefore earns 3590 xp ($7/19.5 \times 10,000$) for the fighter class, 256 xp ($0.5/19.5 \times 10,000$) for the magic-user class, 4103 xp ($8/19.5 \times 10,000$) for the thief class, and 2051 xp ($4/19.5 \times 10,000$) for the monk class. After the separate class xp totals are computed, bonuses for high ability scores are added on.

Mixing Adding Classes with Multi-Classing and Switching Classes

When a character that is multi-classed adds a class, the experience point computation is slightly different. The class levels are still totalled up and used as the divisor, but the points allotted to the classes within the multi-class are then divided evenly among them. For instance, a gnome mystic 6 /fighter 5 + illusionist 2's total levels are 13, so 11/13 goes to the mystic/fighter multi-class and 2/11 goes to illusionist. The 11/13 is divided evenly between mystic and fighter. As a mystic/fighter, the gnome may wear heavy armor and still cast mystic spells, but when illusionist is added, he cannot cast illusion spells and wear any armor (not even the studded leather that mystic allows).

When a character switches classes, he foregoes progression in **all** of his previous classes to focus on the new one (allowing for rapid advancement). After a character's level in the class switched to exceeds the level in all previous classes, not only can he use the

abilities of his older classes, but he is now eligible to add a class. Experience is divided between only the currently progressing classes. For instance, a fighter 7 switches to magic-user. When his magic-user level reaches 8, he also adds assassin. As a fighter 7 // magic-user 8 + assassin 2, his experience total is divided by 10, and 8/10 goes to magic-user and 2/10 goes to assassin. If he were to switch classes again to say psionicist, he would never allocate experience to his fighter, magic-user, or assassin abilities again. The notation would be fighter 7 // magic-user 8 + assassin 2 // psionicist 1.

Example of a character adding a casting class

Ragnar the Strong is a 7th level human fighter with stats STR 14 INT 12 WIS 8 DEX 12 CON 16 CHA 11 and 120,000 xp. He decides it is time to learn the arts of magic, seeing as how he just acquired *bracers of defense* and doesn't feel the need for wearing armor anymore. It takes Ragnar 6 weeks to train, for a cost of $1500 \times 6 = 9000$ gp. After that, Rath is now a level 7 fighter // level 0 neophyte magic-user, with -2000 xp in the latter class capable of casting 1 cantrip. He adventures for a while and earns enough xp for his magic-user class to allow him to improve to a 0-level initiate. He then trains to become an initiate, this costs another 1500 gp. He then adventures some more, and earns enough xp to improve to a 0-level apprentice, spending another week training and paying 1500 gp again. Another 500 xp later, and he finally trains to become a level 1 magic-user spending another week and 1500 gp. At last he has access to 1st level magic and perhaps more importantly, he can now use magic-user only magic items, such as wands and staves. When Ragnar is ready to reach level 2 in magic-user, his training fee is only 250 gp ($1/10^{\text{th}}$ of 2500 for the xp to reach level 2, times the current level of 1).

Classes

Clerics

Cleric

- Turn Undead – This gets a whole section in the **Special Abilities** chapter.
- Weapons – They can use the maul with the hammer proficiency.

Variants

- War Priest – The War Priest can be proficient in any weapon, but cannot cast - not even via scroll - a necromantic spell. War Priests start with 3 proficiency slots, and they can actually make use of the free knife proficiency available to all characters. War Priests have a few spell changes; see below. Otherwise they conform to clerics. A character can start play as a cleric and later become a war priest through 6 weeks of ritual, at a weekly training cost commensurate with the character's current level. The character also gains an extra weapon proficiency slot. Conversion from war priest to cleric is not possible. Most half-ogre clerics are, in fact, war priests.

Spiritual Weapon (War Priest Level 2) – as *spiritual hammer*, with the following differences:

The War Priest uses whatever melee weapon he likes, provided he has a deity he can appeal to that uses that weapon, and the weapon *does* get the bonus to hit and damage that it otherwise has for determining what creatures it can hit (max +5).

Hold Monster (War Priest Level 4) – as the magic-user spell, with the following differences:

Level 4; Casting Time: 7 segments; Area of Effect: 1 to 3 creatures (save -1 vs. 2 creatures, save -2 vs. 1 creature)

Poison (War Priest Level 4) – War Priests can use this spell to poison the business end of a weapon. The weapon remains poisoned with full potency for 1 turn/level. Every turn after that the poison weakens, representing a +1 cumulative bonus to the save, until 6 turns later when it wears off entirely.

Druid

- Official PHB Errata - Druids gain bonus spells for high wisdom like clerics do.
- Shape-change - Druids cannot cast spells while shape-changed.
- Weapons – I have added knife, sickle, and scythe to the list of proficient weapons. Note that the scythe is a potent two-handed weapon for them (except against large-sized creatures).

Fighters

Attack Chart: As per the DMG optional rule, fighters (and all classes that use the fighter table) increase their to hit chance by 1 every level, as opposed to by 2 every 2 levels.

Variants – These variants are applicable to all fighter classes.

- Archer – When a fighter or paladin reaches 7th level, or a barbarian or ranger 8th level, he can opt to become an Archer (adding –Archer to his class name) if he has two slots in bow (one of which could have come at 7th level) and a 15 dexterity minimum. The Archer forgoes gaining 3/2 melee attacks per round with striking and thrusting weapons in place of increasing his rate of fire with most missile weapons *that he is proficient in* by one. This extra shot or throw is taken during the Pre-Round phase of initiative provided it can be made without movement; otherwise it moves to Post-Round. Either way, this extra shot is not lost by taking 2+ segments of movement during the round. The archer improves his rate of fire not just with bows, but also (potentially) with the hand crossbow, blowgun, and thrown weapons. Light and heavy crossbows and slings cannot be improved in this manner due to their loading requirement, although assistant(s) could be used to circumvent this. Furthermore, range penalties decrease to 0/-1/-2 at S/M/L, and this benefit *does* apply to all missile weapons the Archer is proficient in, crossbows and slings included. Attacks per round against less than one hit die opponents caps at the level prior to becoming an Archer, so a human Fighter-Archer stays at 6 attacks per round against those kind of foes. At 13th level for Fighter-Archers and Paladin-Archers and 15th level for Barbarian-Archers and Ranger-Archers when they would have otherwise gained 2/1 melee attacks per round, the rate of fire increases again by one – this shot or throw taken in Post-Round - and the range modifiers further improve to +1/0/-1 at S/M/L. Note that when the Archer is also a Specialist (see below), the levels at which benefits accrue are altered.
- Specialist – The specialist chooses one specific weapon (longsword, longbow, etc.) and decides to master it above all others. The choice to become a specialist can be made at 1st level or upon any subsequent level gain up to 17th, and to do so requires the expenditure of an extra proficiency slot. With his chosen weapon, the specialist fights as if 1 level higher, which includes eligibility for multiple attacks. With all other weapons, the specialist attacks as 1 level lower (as a 0 level man-at-arms if a 1st level character). For instance, a 6th level fighter specializing in two-handed sword attacks as a 7th level fighter with his two-hander, using the 7th level attack chart and getting 3/2 attacks per round, but with any other weapon attacks as a 5th level fighter. At 18th level, the specialist gains an extra +1 to hit with his chosen weapon, however he remains at 16th level capability with all of his other weapons from this point onwards. Specialist can be combined with Archer, so a 6th level fighter who is a longbow specialist can opt to enter Archer (capping at 5 attacks per round against less than 1 HD foes), although until he reaches 8th level, he will only gain Archer benefits with the longbow, due to the fact that with all other weapons he'd be effectively a level lower.

Barbarian

- Attacks Per Round – Barbarians have the standard number of attacks/level against less than 1 hit die opponents, they gain 3/2 at 8th level, and 2/1 at 15th. If they manage to get multiple first strike attacks in (i.e. before the other party has had a chance to go), they roll percentile dice separately for each.
- Berserk Rage – When a fear effect backfires and gives a barbarian berserk rage, they fight as berserkers do, meaning either double attacks or a single attack at +2 to hit. They lose all dexterity benefit to armor class, including the 2 point dodge bonus. Like berserkers, their battle lust will not allow them to take prisoners, however they won't turn on their friends – unless it was a friend who put the *fear* spell on the barbarian in the first place. Barbarians are also allowed to enter a berserk rage with a successful wisdom check when a morale-checking moment occurs – ally killed, outnumbered, etc.
- Climbing and Hiding – Don't forget modifiers for race as well as armor worn. They can also hide in natural surroundings.
- Dodge – To account for the fact that unarmored in OD&D starts at ac 9 while unarmored in AD&D starts at ac 10, their dodge bonus is +2 instead of +1. It does not alter their armor *type*.
- Experience Progression – White Dwarf #12 forgot to update the experience point chart to AD&D standards; for instance the barbarian needs 575,000 xp to reach level 12, the OD&D fighter needs 600,000 xp to reach level 12, but the AD&D fighter needs 1,000,001. Furthermore, their 125,000 xp for each level after 9th is actually slightly more than the 120,000 the OD&D fighter needs. The corrected chart is as follows (note that it catches up to fighters at 13th level):

Level	Experience Points	Level	Experience Points
1	0	8	100,001
2	1501	9	210,001
3	3001	10	470,001
4	6001	11	730,001
5	13,501	12	990,001
6	26,251	13	1,250,001
7	52,501		(+260,000 per level)

- First-attack Ferocity – The damage multiplier works just like a thief's backstab; weapon + magic bonus only. If the barbarian surprises opponents, he gets his first attack ferocity then, and not during the first round. However, first attack ferocity gets rolled for each attack the barbarian makes during surprise.
- Hit Dice – 8-sided, with a +1 at first level (only). White Dwarf #12 lists the changes needed to the original article from White Dwarf #4 to bring barbarians in line with AD&D, and the Best of White Dwarf article that inlines those missed this one. Also, the +1 hit point per level after 10th needs to be raised to +2 hit points per level (since the xp is doubled).
- Saves – As a cleric 3 levels higher not 4. (In OD&D, cleric saves go up in steps of four, but in AD&D it is by threes). Also, the "twice as resistant to diseases" ability means they get 2 saving throws against any disease.
- Weapon Proficiencies – This also needs updating to AD&D, and to do so we must discard the strength and dexterity considerations. Barbarians have the following weapons on their class list: axe, blowgun, bow, club, dagger, harpoon, knife, quarterstaff, sling, sword (all kinds), spear, and whip. Half-ogre barbarians also have access to the bardiche (great axe), though not the other pole-axes. For slots, they get 3 at 1st level and one additional every 3 levels after that, with a non-proficiency penalty of -2.

Paladin

- Spellcasting – Casting level starts at 1 at the level in which spells are gained (9th), and continues to increase until the maximum spell ability level indicated on the chart (reaching 12th at 20th). They do not gain bonus spells from high wisdom. Paladins can identify what spells are on a cleric scroll, but they cannot activate the magic off of them.
- Turn Undead – This gets a whole section in the **Special Abilities** chapter.

Ranger

- Spellcasting – Casting level starts at 1 at the level in which spells are gained (8th and 9th respectively), and continues to increase until the maximum spell ability level indicated on the chart (reaching 10th for druid spells and 9th for magic-user spells at 17th level). They do not gain bonus spells from high wisdom. Ignore the intelligence minimum spells per level rule for when rangers try to learn a spell. The ranger rolls until a spell is successfully learned, choosing spells in the order that the player desires. Rangers use spellbooks for their magic-user spells and can cast both druid and magic-user spells in metal armor. Rangers can learn and cast *read magic* to identify the contents of a scroll, but they cannot activate the magic off of a druid or magic-user scroll by reading it, nor can a ranger copy a spell from a scroll into his spellbook.
- Surprise – Rangers can still gain surprise 3 in 6 when wearing armor. (Bugbears can do the same.) However, in bulky armor, they lose the 1 in 6 surprised benefit, going up to 2 in 6, although they do not get the additional 1 point reaction penalty.
- UA changes – The only part of the UA ranger section we are using is the expanded humanoid list.

Magic-Users

Starting Spells – All arcane casters get one additional spell entirely of their choice to start with, so a magic-user starts with *read magic*, 3 spells rolled as per the DMG, and one more. They also start play with a magic scroll containing those 5 spells.

Cantrips – All 1st or higher level arcane casters can cast 4 cantrips per day without having to sacrifice a 1st level spell (though they can cast additional ones by doing so). Strike the sentence on UA pg. 45 "Cantrips must be memorized just as higher-level spells are" as the choice can be made on the fly. This applies to 0 level *neophyte/initiate/apprentice* casters too; they just get less cantrips to cast per day. Incantatrixes and elementalists use the magic-user cantrip list. Mystics may draw from both the magic-user and illusionist lists.

Minimum Spells Per Level – A magic-user (and all subclasses that learn spells) does not have to roll the chance to learn percentage until he has reached the minimum spells known for that spell level. For instance, an illusionist with intelligence 15 with 6 known 2nd level spells does not have to make a roll to learn his 7th, but will have to do so upon trying to learn his 8th at 65%. (This is a much more straightforward approach than the ‘complete check through the entire group’ rule in the PHB, which implies that only a given set of spells exists. It also allows the player to better strategize which spells to learn first.)

Illusionist

- When an illusionist reaches 14th level, he or she learns *read magic* and 3 other first level magic-user spells from the provided list in the spell description of *first-level magic-user spells* **in addition to** the standard spell that he or she gets for leveling up. Likewise, at each subsequent level, the illusionist learns both an additional first level magic-user spell from that list as well as any one other illusionist spell. The illusionist does not have to roll his chance to learn these spells, but is unable to add additional magic-user spells to his spellbook in any other way. No matter how many magic-user spells are known, the spell *first-level magic-user spells* counts as just 1 seventh level spell known for the purposes of the intelligence max spell quota.
- When casting magic-user scrolls learned via *read magic*, the illusionist is considered to be a magic-user of the same level – but no higher than 15th – as far as spell failure chances are concerned. The cap of 15th is there because illusionists don’t learn 8th level spells at 16th level, thus a 14th level illusionist has 10% and 20% spell failure chances of reading 8th and 9th level magic-user scrolls, and higher level illusionists have 5% and 15% respectively.

Incantatrix

- Casting – The incantatrix’s spell list is largely a mix of magic-user and illusionist spells. When casting illusions, the incantatrix is considered a full member of the illusionist class.

Magic-User

- Official PHB Errata - When a magic-user attains 7th level (Enchanter) or higher, he or she may scribe magic scrolls and concoct potions, and upon achieving 12th level (Wizard) or higher may attempt to enchant items.

Mystic

- Bonus Spells – Mystics with wisdom 14 gain a 1st level bonus spell and with wisdom 16 gain a 2nd level bonus spell, cumulative with any bonus spells they gain from intelligence. As with all magic-user bonus spells, each one must be different from anything else they have memorized for that level.
- As they have the spell *first-level magic-user spells* as well, they follow the same guidelines as for illusionists above, except that it kicks in when they reach 17th level. Since they already know *read magic*, they get 4 spells from the provided list.

Variants

- Summoner – The summoner has *Monster Summoning I* as a first level spell (instead of a 4th), and each subsequent version of the spell each spell level thereafter, culminating with *Monster Summoning VII* as a 7th level spell. Summoners are not as hardy as regular mystics, dropping down to a d4 hit die.

Thieves

Backstab - Note that a backstab is not an attack on an opponent’s vital organs (see assassination); it is a well-placed thrust or blow on an unsuspecting victim. For instance, it can be a knife slipped in between the shoulder blades or a club smacked down on the head.

- Note the errata from Dragon #103: “A thief attired in anything other than leather, studded leather, padded armor, or elfin chain does not receive the thief’s customary bonus to hit and damage when attacking from behind . . .”
- The text in the PHB for backstab is confusing as to whether surprise is required or not, but the DMG confirms that it is.
- The multiplier is only for the weapon damage, which includes the magical bonus if any. Strength is added afterwards.
- A backstab is a precise **one-handed** attack with a weapon that is on the class proficiency list that grants the backstab ability; thus thieves can backstab with club, dagger, knife, or sword but assassins can backstab with any one-handed weapon. Dwarf, gnome, half-orc, and half-ogre multi-classed thieves are allowed to backstab with any one-handed weapon on their combined class proficiency list (PHB pg. 15-17), so a half-orc cleric/thief can backstab with a mace and a dwarf fighter/thief can backstab with a horseman’s pick. Elf, half-elf, and halfling fighter/thieves are limiting to backstabbing with thief weapons only. Note that a perusal of the handedness chart will show that only half-elves and taller can backstab with a longsword.
- Two-weapon fighting is not allowed while making this attack.
- In every pre-combat surprise segment in which the victim is still surprised and the thief is behind him, the thief can make a backstab attack.
- I allow fighter/thieves and fighter/assassins to make a backstab on the fighter attack table, though note that only one backstab attack may be made per surprise segment, even if the character is otherwise eligible for multiple attacks.
- If the victim’s head is unarmored (such as a helmet removed to listen at a door), the thief may choose to strike at it.
- Since backstabs are *not* an attack on vital organs, any surprised creature with a definable back can be attacked in this manner, undead included.

Climb Walls

- A fail does not necessarily mean a fall. Roll a d6, 1-3 = no progress made, 4-6 = fall. If a fall is indicated, roll percentile dice to determine how far the character progressed before falling. For a rough slippery dungeon wall, a success means 9 feet of movement, so a roll of 66 on percentile dice will mean the character climbed 6 feet before falling.
- UA gives +10% for being unarmored, but this doesn’t match up with the DMG which tracks the inverse of the climb walls skill as a fail multiplier for slightly slippery (x2) and slippery surfaces (x10). A character with 90% base, plus the 10%,

would therefore not have any chance even of slipping on a very slippery surface. So, keep the fail chance as it was before the 10% is added. For example, a 7th level monk has a 94% climb walls, +10% for being unarmored. He has a 104 – 6x2 = 92% chance of climbing a slightly slippery surface and a 104 – 6x10 = 44% chance of climbing a slippery one.

Find Traps - If the thief fails the percentile roll, he/she can still possibly find the trap by asking to check for the right things, as can any other character class. Basically the percentile roll reflects the character's skill, but does not negate the player's skill.

Move Silently – This skill is generally only necessary outside of melee combat. A failure on the check does not mean the thief was heard; the thief is still moving quietly. See Listen Checks and Surprise for more information.

Remove Traps - Failure to remove a trap does not immediately trigger it. Roll a d6, 1-3 = safe and can try again, 4-6 = trap set off.

Assassin

Assassination

Unlike a backstab, an assassin uses his understanding of an opponent's anatomy to deal a quick, killing blow. For instance, it can be a slash to the jugular, a thrust to the heart, or a strangulation with a garrote.

- Note the official errata from Dragon #103 (in the middle summary pages): “*An assassin cannot use a shield during a melee round in which the character is engaged in the act of assassination.*” This also precludes two-weapon fighting.
- Assassination must generally be done with a one-handed slashing or piercing weapon, except the garrote.
- This attack mode is only useful against races listed for the *charm person* spell. That is why the chart says “level of victim” across the top, not “level or hit dice”. The idea is that the assassin is able to use surprise to bypass the victim's additional hit points due to luck and skill and strike a killing blow at a vulnerable spot.
- The assassination chart specifies that the percentages correspond to near optimum conditions. If the intended victim wears armor or magical protective devices, then the percentage must be lowered to account for that. Compute what the assassin requires to succeed on a ‘to hit’ roll, using the standard surprise bonuses: +2 from behind or unseen and +1 otherwise. Also note that if the victim's head is unarmored (such as a helmet removed to listen at a door), the assassin may choose to strike at it. For every point above 10 that the assassin needs to hit the opponent, subtract 5% from the assassination percentage. If the assassin needs a 21 or higher (taking into account the repeating 20s of the attack table), then the assassination is guaranteed to fail. Furthermore, the amount that the percentage is lowered due to high armor class is also the chance that the assassination is a complete miss and weapon damage is *not* done on a fail. See the example below.
- Assassination may be attempted each surprise segment; as with backstabs, fighter/assassins use the fighter attack chart but are still limited to one assassination attack per segment.
- Assassinations may be performed with piercing missile weapons.
- If the assassin cannot harm his foe, for instance due to a *stoneskin*, then the assassination will fail.
- Assassination brings a victim directly to –4 hit points, so a subsequent *raise dead* will succeed.
- In the case of killing a non-magically sleeping victim or a victim pinned by an ally - a situation where all classes get to roll on the assassination table - assassins add 10%.
- An assassin may roll on the assassination table to kill a prone victim held by two allies (assuming just two arms). Armor class is taken into consideration, but with a +4 to hit and the victim is bereft of shield and dexterity bonuses.
- An assassin who attacks from behind with surprise must decide whether to try assassination, a backstab, or regular melee combat, as per the PHB. In making this decision, the player must weigh the chances of being successful on the assassination table and how many segments he has to keep trying vs. the higher damage of the backstab, or the benefit of two-weapon attacking with perhaps both weapons poisoned. The character can choose a different method of attack each surprise segment.

Example: Jonas the level 2 assassin, disguised as a handcuffed slave, encounters his victim who unwittingly thinks he is making a rescue. The victim, a level 4 hero named Silas, removes the handcuffs on Jonas and is rewarded with a dagger to the gut. The DM rules that surprise will be 1 in 3 – since while Silas did not expect this at all, Jonas has to reach into his sleeve to retrieve the dagger in plain sight of Silas. A 3 is rolled, but because Silas has a 16 dexterity and wears non-bulky armor, he incurs only 2 segments of surprise. Silas wears +1 leather armor and has a small shield strapped to his arm, so his armor type is 7 and his armor class is 6 (his dexterity does not help during a surprise segment). Daggers are neutral against armor type 7, and Jonas gets a +1 to hit against a surprised foe. Overall, he needs a 14 to hit, lowering his assassination chance by $4 \times 5 = 20\%$. The percentage on the chart for a 2nd level assassin vs. a 4th level victim is 40%, therefore on a 1-20 he succeeds, on a 21-80 he only does weapon damage, and on an 81-100 he misses completely. On the first surprise segment, Jonas rolls a 66. Weapon damage still accrues, but it is not enough to drop Silas. On segment 2, Jonas rolls a 19 for his assassination roll and finishes off his would-be rescuer.

Other Errata

- **Alignment** – Note the official errata from Dragon #103 pg. 12: “*Likewise, an assassin must be aligned toward evil as a beginning character, but may become neutral or even good later in his or her career. (For an example of a non-evil assassin, think of James Bond. As Gary put it, ‘Assassins kill people as the result of orders or directions from someone else. That makes James Bond an assassin, even if he’s not evil.’)*”
- **Thief Abilities** – Assassins may also use the 2E method of point allocation when they reach level 3.
- **Language Acquisition** - I don't use alignment languages, so instead they can pick any language that they can find a teacher for in addition to thief's and druidic chants.

Monk

Clarifications:

- **Official Errata** - Monks attack on the cleric table and save on the thief table.
- Distance weapons (such as the crossbow) benefit from the monk weapon damage bonus too.
- Treat monks as a thief subclass for purposes such as psionic disciplines, applications of the strength spell, etc.
- The 5 magic item limit does not pertain to one-use items such as magic crossbow bolts.

- Monks may use open hand attacks as off-hand weapons, with the appropriate two-weapon fighting penalties. See "Multi-Attack Rounds" for details on two-weapon fighting during open hand multiple attack rounds.
- When monks deal an extra half point of damage, odd-numbered rolls on the weapon's damage die get an additional +1.
- The ability to knock aside or duck arrows is a Dodge save; thus the monk's defensive adjustment from dexterity is added to the saving throw roll, unless the attack negates a dexterity bonus, such as a giant's boulder throw.
- Special Abilities –
 - A, E – Monks can use *speak with animals* and *speak with plants* as at-will abilities.
 - C – A monk cannot choose to allow himself to be affected by a *haste* spell or *speed potion*.
 - K – Quivering palm reads "the total hit points of the victim cannot exceed those of the monk by more than 200%". This refers to maximum hit points, not current. However, since I have increased monk hit points (see below), I am toning this down to just 100% more hit points; in other words if the victim has more than double the hit points of the monk or has more hit dice, the attack will not work.

Changes

- Ability Score Bonuses - Monks gain all the normal penalties and benefits of their ability scores, including strength to hit and damage and dexterity to improve their armor class and saves.
- Creatures Struck Only By Magic Weapons – Using open hand attacks, monks *are* eligible to hit such creatures just as monsters can with sufficient hit dice, however because their raw hit die type is d4 instead of d8, they require double what monsters do. Thus, monks reach 4+1 HD equivalence at 7th level when they have 8+14 HD. This comes out to:

Monk Level	Able to hit creatures requiring
7	+1 weapons to hit
11	+2 weapons to hit
15	+3 weapons to hit

- Hit Points and Healing – Monks have +2 hit points per level over what the PHB gives. (Note that the Best of Dragon monk has essentially +1 hit points per level, but also levels up *much* faster.) Commensurate with this change, present ability E provides 1-4 +2 hp/level after 6th in healing, so at 7th level it is 1-4 +2, 8th level 1-4 +4, etc.
- Multi-Attack Rounds – When monks have multiple open hand attacks in a round, both hands must be free. Weapons with a speed factor of 3 or less can also be substituted in. Divide the allotted number of attacks evenly between the hands; if the monk has 3 attacks, the extra attack can be made from either hand as the monk decides. For instance, on a two-attack round, a monk wielding a jo stick in one hand and a dagger in the other attacks with both. These are treated as separate attack routines (going in pre-round and post-round, with the lower speed factor weapon going first in pre-round) and do not fall under the two-weapon fighting rules, so two-weapon fighting penalties are ignored. Two-handed weapons can only take advantage of this rule if the weapon can be used in a two-weapon fighting capacity, such as the bo stick.
- Potions & Scrolls - Monks may use potions and protective scrolls as any other class (where applicable, counting as a thief), and as one-use items, they do not count towards the 5-item limit.
- Psionic Affinity – Monks that have ability scores high enough to be eligible for psionics but haven't acquired them yet roll to see if they do every time they level up.
- Stun Ability - Opponents gain a save vs. paralyze against the stun effect, although for every point beyond 5 more than was needed to hit, the save is at an additional -1 penalty. An opponent who makes their save is not eligible for the kill roll.
- Scythe – Monks have the scythe on their class weapon list.

Variants

- Warrior Monk – Warrior monks attack on the fighter chart, save as fighters or thieves (just like a multi-class character), have a lowered wisdom requirement of 9, gain a 10% bonus to experience if they have constitution 16+, are eligible for higher constitution hit point bonuses like fighters, and have an extra weapon proficiency slot to start with. In return, they give up all special abilities A-K, the roll for psionics at every level gain, the thief abilities to find/remove traps and open locks, and their open hand attacks can never affect creatures requiring magic weapons to be hit. Warrior monks have a separate hierarchy. As with clerics training to become war priests, a *non-psionic* monk may train for 6 weeks and switch to being a warrior monk, adding another weapon proficiency in the process. Hit point gain due to high constitution is not retroactive, only affecting hit dice going forward. Switching the other way is not allowed (and usually the character doesn't meet the wisdom requirement anyway).

Other Classes

Bard (Player's Handbook)

Errata:

- The charm & suggestion abilities require the bard to play his or her instrument.
- Bards attempting thief skills in armor heavier than leather suffer the usual penalties.
- Bards do not gain bonus spells for high wisdom.
- Bards cannot cast spells, inspire, charm, or suggest while shape-changed.

Clarifications:

- Start as thief - Note that a character may start out as a thief and then add fighter before taking the bard class. This is even supported in the DMG, where it says that the starting age for a bard character is computed using the class *with which they begin play*, as opposed to saying 'as a fighter'.
- Weapon proficiencies - UA specifies that bards start with 5 slots and accrue additional ones every 4 levels, so that kicks in when the switch to bard is made. This otherwise follows the standard switch class rules; once the character's bard level

exceeds his thief level (or fighter, if thief was pursued first), he can use all the weapons he gained proficiency in as a fighter or thief that aren't on the bard class list.

Bard (Dragon Magazine)

- Weapons – I have added crossbow and short bow to the class proficiency list (similar to what UA did for thieves).

Psionicist

- Power Acquisition - The Attack Mode & Defense Mode acquisition charts are reversed; notice that it says you start with 1 attack mode and no defense mode in the chart but the text rightly says otherwise (all psionically endowed individuals have the Mind Blank defense mode). Other than that, psionicists always choose the powers they acquire.

Equipment

Weapons

New Weapons

Weapon	Cost	Enc.	Length	Space	Speed	vs. S-M	vs. L	Weapon vs. Armor (0 to 10)
Maul	4 gp	125	4'	5'	8	1-8	1-8	+2 +2 +1 +1 +1 +1 +1 +1 0 0 -2
Sickle	6 sp	15	15-18 in.	2'	3	3-6	1-3	(as shortsword)
Scythe	3 gp	140	5'	5'	8	2-9	1-6	(as bardiche)

Clerics can use the maul, druids can use the sickle and scythe, and monks can use the scythe.

Proficiency categories

In the example in the PHB on page 37 it says “a cleric could select flail and staff, club and mace, or any combination of two permitted weapons.” It does not say *footman's* flail, or *horseman's* mace. With this precedent, some of the proficiencies that characters take combine several weapons into categories that roughly match what is listed in the Armor and Weapons Permitted table on page 19 (see **Master Weapons Chart**). In the case where a character is only permitted to learn one of the weapons in the category, such as a monk who is limited to hand axe, only that specific weapon can be learned. If that character later adds a class which has all the weapons of the category on its list, the other weapons from that category – battleaxe in this case – are *not* automatically learned; a proficiency must still be spent on axe to do so. This essentially “wastes” the former proficiency slot.

Handedness

This section was inspired from Dragon #127, although I've adjusted the numbers, added spacing as a requirement, as well as fixed errors and accounted for faulty encumbrance values in the PHB. Where variable lengths exist, I generally use the lowest possible value. I don't stick to the length/weight/space chart 100%, but it is a useful guideline. Definitions:

Secondary (S): This weapon can be used in the off hand for two-weapon fighting, and by logical extension, for dual-wielding.

Primary (P or D): This weapon can be used in the primary hand when two-weapon fighting with any secondary weapon in the other. Some primary weapons can also be dual-wielded – one in each hand – and these will be listed on the chart below as D instead of P. Such weapons fit the weight requirement of the secondary, and their lengths and spaces required added together match the secondary and primary requirements added together.

One-Handed (1): This weapon can be used in one hand, but is too bulky to allow two-weapon fighting. It can be paired with a shield.

Two-Handed (2): This weapon requires both hands to use. Includes shorter, heavier polearms as well.

Pole Arms (2): This weapon also requires both hands to use. Category includes long spears, lances, pikes, forks, tridents, etc.

	Halfling	Gnome	Dwarf	Elf	Half-Elf	Half-Orc	Human ¹	Half-Ogre ²
Secondary	1'	1'	1 ½'	1 ½'	1 ½'	1 ½'	2'	2 ½'
	20 gpw	25 gpw	50 gpw	35 gpw	40 gpw	50 gpw	50 gpw	75 gpw
	1' space	1' space	1' space	2' space	2' space	2' space	2' space	2 ½' space
Primary	2'	2'	2 ½'	3'	3 ½'	3 ½'	4'	5'
	30 gpw	40 gpw	75 gpw	50 gpw	60 gpw	75 gpw	75 gpw	100 gpw
	2' space	2' space	2' space	3' space	3' space	3' space	3 ½' space	4 ½' space
One-Handed	2'	2'	2 ½'	3'	3 ½'	3 ½'	4'	5'
	40 gpw	50 gpw	100 gpw	70 gpw	85 gpw	100 gpw	100 gpw	150 gpw
Two-Handed	3'	3 ½'	4'	5'	5 ½'	5 ½'	-all-	-all-
	100 gpw	125 gpw	250 gpw	170 gpw	200 gpw	245 gpw	-all-	-all-
Pole Arms	7'	8'	10'	12'	14'	14'	-all-	-all-
	60 gpw	80 gpw	150 gpw	100 gpw	125 gpw	150 gpw	-all-	-all-

¹ Note that the bastard sword is 4 ½', not 4', but is still one-handed.

² Half-ogres also can use large-sized weapons as halflings use human-sized ones. See **Appendix B**.

Master Weapons Chart

Weapon	Type	Horse Back	Proficiency Category	Halfling	Gnome	Dwarf	Elf	Half-Elf	Half-Orc	Human	Half-Ogre
Aklys	B	yes		1	1	1	1	1	1	1	1
Atlatl and Javelin	P	yes	(requires javelin)	-	-	-	1	1	1	1	1
Axe, Battle	S	no	axe	-	-	2	2	2	2	1	P
Axe, Hand	S	yes	axe	2	1	S	P	P	S	S	S
Bardiche	S	no	pole-axe	-	-	2	2	2	2	2	1
Bec de Corbin	P/B	no	beaked pole-arm	-	-	2	2	2	2	2	2
Bill-Guisarme	P/S	no	bill	-	-	2	-	-	2	2	2
Blowgun	P	yes		2	2	2	2	2	2	2	2
Bo Stick	B	no	staff	-	-	-	2	2	2	2	P
Bow, Composite Long	P	yes	bow	-	-	-	2	2	2	2	2
Bow, Composite Short	P	yes	bow	2	2	2	2	2	2	2	2

Bow, Long	P	no	bow	-	-	-	2	2	2	2	2
Bow, Short	P	no	bow	2	2	2	2	2	2	2	2
Club	B	yes	(everyone has this)	2	2	2	P	P	P	D	D
Crossbow, Hand	P	yes	crossbow	2	1	1	1	1	1	1	1 ¹
Crossbow, Heavy	P	no	crossbow	-	-	2	-	2	2	2	2
Crossbow, Light	P	yes	crossbow	-	2	2	2	2	2	2	2
Dagger	P	yes		D	D	S	S	S	S	S	S
Fauchard	S	no	glaive	-	2	2	2	2	2	2	2
Fauchard-Fork	P/S	no	glaive	-	2	2	2	2	2	2	2
Flail, Footman's	B	no	flail	-	-	2	2	2	2	2	1
Flail, Horseman's	B	yes	flail	1	1	1	1	1	1	1	P
Fork, Military	P	no	fork/trident	-	2	2	2	2	2	2	1
Garrot	-	no		2	2	2	2	2	2	2	2
Glaive	S	no	glaive	-	2	2	2	2	2	2	2
Glaive-Guisarme	P/S	no	bill	-	-	2	2	2	2	2	2
Guisarme	S	no	bill	-	2	2	2	2	2	2	2
Guisarme-Voulge	S	no	bill	-	-	2	-	-	2	2	2
Halberd	P/S	no	pole-axe	-	-	-	-	2	2	2	2
Hammer	B	yes	hammer	2	1	P	P	P	S	S	S
Hammer, Lucern	P/B	no	beaked pole-arm	-	-	2	2	2	2	2	2
Harpoon	P	yes		2	2	2	2	2	2	2	2
Hook-Fauchard	S	no	bill	-	2	2	2	2	2	2	2
Javelin	P	yes	spear/javelin	1	1	1	1	1	1	1	1
Jo Stick	B	yes	staff	2	2	2	P	P	P	D	S
Knife	P	yes	(everyone has this)	S	S	S	S	S	S	S	S ¹
Lance, Light	P	yes	lance	2	2	2	2	2	2	2	2
Lance, Medium	P	yes	lance	-	-	2	2	2	2	2	2
Lance, Heavy	P	yes	lance	-	-	-	-	-	2	2	2
Lasso	-	yes		2	2	2	2	2	2	2	2
Mace, Footman's	B	no	mace	2	2	1	2	2	1	1	P
Mace, Horseman's	B	yes	mace	2	1	P	P	P	S	S	S
Man Catcher	-	no		-	2	2	2	2	2	2	2
Maul	B	no	hammer	-	-	2	2	2	2	2	1
Morning Star	B/P	no		-	-	2	2	2	2	2	1
Partisan	P	no	long spear	2	2	2	2	2	2	2	1
Pick, Footman's	P	no	pick	-	-	2	2	2	2	1	P
Pick, Horseman's	P	yes	pick	1	P	P	P	D	D	S	S
Pike, Awl	P	no		-	-	-	2	2	2	2	2
Ranseur	P	no	long spear	-	2	2	2	2	2	2	2
Sap	B	yes		S	S	S	S	S	S	S	S
Scimitar	S	yes		2	2	2	P	P	P	D	D
Scythe	S	no		-	-	-	2	2	2	2	1
Sickle	S	yes		P	P	P	S	S	S	S	S
Sling	B	yes	sling	1	1	1	1	1	1	1	1
Spear³ (up to 6')	P	yes	spear/javelin	2	2	1	1	1	1	1	1
Spear³ (over 6')	P	no	long spear	-	2	2	2	2	2	2	2
Spetum	P	no	long spear	-	2	2	2	2	2	2	2
Spiked Buckler	P	yes		1	P	P	S	S	S	S	S ¹
Staff, Quarter	B	no	staff	-	-	-	2	2	2	2	2
Staff Sling	B	no	sling	2	2	2	2	2	2	2	2
Sword, Bastard	S	no	large sword	-	-	-	2	2	2	1	P ²
Sword, Broad	S	yes	medium sword	-	2	2	2	1	1	1	P
Sword, Falchion	S	yes	medium sword	-	2	2	2	1	1	P	D
Sword, Khopesh	S	yes		-	2	2	2	1	1	1	P
Sword, Long	S	yes	medium sword	-	2	2	2	P	P	P	D
Sword, Short	P	yes		1	P	D	D	D	D	S	S
Sword, Two-Handed	S	no	large sword	-	-	-	-	-	-	2	2
Trident	P	yes	fork/trident	2	2	2	2	2	2	2	2
Voulge	S	no	pole-axe	-	-	2	-	2	2	2	2
Whip	-	yes		1	1	1	1	1	1	1	1

¹ Half-ogres may find a hard time finding a model of this weapon that has a long enough hilt for them to grasp

² Half-ogres get the two-handed benefit of the bastard sword using it in one hand.

³ When 2 hands are required to wield a spear, it is effectively a pole-arm and cannot be thrown. Halflings and gnomes throw javelins.

An unlisted proficiency category indicates the weapon proficiency is not shared with any others. Types are B - blunt, S - slashing, and P - piercing. Combinations indicate the weapon can be used in both fashions. For instance, when battling a skeleton, a morning star will score full damage because it can damage as a blunt weapon.

Design Note – I debated considerably about whether to present this the Dragon #127 way with fixed values per race, as opposed to using a custom solution based on the character's rolled strength, height, and weight using Dragon #91. For v3.0, I decided to go with the former as it is easier to do a lookup and memorize common results than double-check for each character's unique figure.

Improvised Weapons

Items used as weapons but not designed for it such as chairs, gardening tools, etc. generally must save vs. normal blow on each successful hit. If they do max damage they must save vs. crushing blow. Generally speaking, improvised weapons use the non-proficiency penalty. However, some weapons allow proficiency in similar improvised ones, such as: rolling pin (club), bottle (club), broomstick handle (bo stick), broomstick handle broken into two halves (jo sticks), torch (club). The DM will determine how much damage such weapons do on a case-by-case basis.

City Usage

Many weapons are restricted in major cities, either requiring "peace bonding" or storage in a central location. The following weapons are generally permitted or easily hid on one's person: bo stick (walking stick), dagger, garrote, hand crossbow (folds up), jo stick (cane), knife, sap, sling.

Space Required

Each weapon has a space required measurement. The combatant must have this amount of space next to him horizontally free of obstruction or allies in order to use the weapon. To determine the total horizontal frontage a combatant takes up, the character's body size + weapon space is added together. A medium-sized creature (mountain dwarf, human, elf, half-orc) has a body size of 2 feet and a small-sized creature (hill dwarf, gnome, halfling) has a body size of 1 foot. Thus a typical longsword wielding human requires 5 feet of frontage to attack. For the standard 10-foot corridor, this amounts to two longsword wielders or three shortsword wielders abreast.

Note that for two-weapon fighting, both space requirements need to be fulfilled, therefore the frontage is weapon one's space required + body size + weapon two's space required. It is possible to have room to swing one of the weapons freely but not the other. Shields do not contribute to the frontage calculation.

Polearms and other long piercing weapons are oftentimes used in formation. In this case the space required signifies the minimum amount of space needed between allies in the forward ranks to allow the polearm wielder in the back to poke his weapon through.

Weapon Errata

A non-proficient user adds the non-proficiency penalty to the speed factor.

Bastard Sword - A bastard sword used one-handed does the damage of a longsword and uses the longsword's weapon vs. armor class table. It retains, however, the weight, reach, and weapon speed of a bastard sword. A one-handed bastard sword cannot be used proficiently by someone only trained in longsword. A proficiency slot taken in large sword allows both one and two-handed use of bastard swords.

Bo Stick – (a) The weight and damage entry for bo stick was mistakenly switched with those of the jo stick in the PHB. (b) Professional-grade bo sticks cost 2 copper pieces. (c) A proficient user can opt to dual-wield a bo stick, hitting a foe with both ends. This is treated just like normal two-weapon fighting.

Bow – (a) Long bows can only be fired from a standing position. Short bows may be fired from a standing or, if the shooter is 5 feet high or taller, a kneeling position (potentially granting improved cover). Composite bows may be fired from standing, kneeling, or sitting positions, including being fired from a mount. If the mount is moving, the firer takes a to hit penalty of -1 (walking mount) to -4 (gallop). (b) One proficiency slot only gives rate of fire 1, a second gives rate of fire 2. (c) Creatures 7 feet tall and above (for pcs, this is half-ogres) can use the great bow. This bow does 2-8 damage per shot and uses heavy crossbow ranges and weapon vs. armor. Its encumbrance value is 150, its arrows are each 4 encumbrance. Cost is 180 gp and a dozen arrows cost 3 gp.

Club – Professional grade clubs cost 1 copper piece. All characters (magic-users included) have proficiency in the club.

Crossbows – (a) Crossbows can be fired from prone as well as placed on top of as much as 75% cover (such as a wall nearly up to the firer's shoulders.). (b) They can remain cocked to fire for an indefinite amount of time. (c) Hand crossbows are loaded by hand (which requires both hands), light crossbows often with the help of one's feet or a lever, and a heavy crossbow requires a winch. (d) I have increased crossbow damage to account for their true penetrating power; the hand crossbow is now a little more potent than a thrown dagger, the light crossbow is a little more potent than the sling, and the heavy crossbow is a little more potent than the staff sling. Hand crossbows do 2-5/1-4, light do 2-7/2-7, and heavy do 2-9/2-11.

Hammer, Lucern – This is a polearm and cannot be used by clerics or druids.

Knife – All characters have proficiency in this. Clerics, of course, are restricted in its use.

Jo Stick – (a) The weight and damage entry for the jo stick was mistakenly switched with those of the bo stick in the PHB. (b) Professional-grade jo sticks cost 1 copper piece. (c) A proficient user who requires two hands to hold a jo stick due to size (dwarf, gnome, halfling) can opt to dual-wield a jo stick, hitting a foe with both ends. This is treated just like normal two-weapon fighting.

Partisan/Pick – I believe the encumbrance values for the partisan and the footman's military pick are mistakenly switched with one another; i.e. the partisan should be 60 and the footman's pick should be 80.

Pike, Awl – All other weapons can be used on those within 1", but pikes can be used to attack opponents between 1" and 2" distant.

Quarterstaff – (a) Professional-grade quarterstaves cost 3 copper pieces. (b) A proficient user can opt to dual-wield a quarterstaff, hitting a foe with both ends. This is treated just like normal two-weapon fighting.

Ranseur / Spetum - These weapons are listed as disarming a foe on a roll to hit armor class 8. In light of the disarming rules from *Unearthed Arcana*, this means that a disarm attempt with these weapons need only hit ac 8 instead of the opponent's normal armor class. The opponent still gets a save vs. petrification.

Spear - Throwing spears are 5 or 6 feet long, with speed factor 6. Long spears are really pole-arms that cannot be thrown and always require two hands. 6 to 12 feet long spears are speed factor 7, and the longest spears, the 13 footers, are speed factor 8. However, when 2 hands are required to wield a spear, it is effectively a pole-arm and cannot be thrown. Halflings and gnomes throw javelins.

Torch – (a) Used as a club, an unlit torch delivers 1-3/1-2 damage. If the torch is lit, add 1-3 points of fire damage to that. (b) A lit torch can also be held to an opponent to burn them. This only needs to hit the opponent's contact armor class, does 1-6 damage, but allows a dodge save for half. It can also cause flammable objects to catch fire, such as an opponent's hair.

Whip – Also add the Bend Bars/Lift Gates percentage to the chance to break free; i.e. an 18/01 strength individual has a 5% base + 18 strength + 20 bend bars = 43%.

Helmets

Helmet, Small - A character purchasing a suit of armor also needs to buy a helmet. A leather cap to go with leather, padded, or studded leather armor only costs 1 gold; otherwise the 10 gp small helmet needs to be purchased. Provided a small helmet is worn, a character's armor class is uniform. For example, a character in splint mail +2 and shield wearing a small helmet has a uniform armor class of 1; even though the helmet is not magical, the character's head is no easier to hit than the rest of him. A character wearing a small helmet and no armor has armor class 5 protection for their head, which gets struck by 1 in 6 hits.

Helmet, Great – As per the DMG, the great helmet provides armor class 1 protection to the head (at the expense of awareness, see the **Surprise** section). If the great helmet's protection is better than what the character's armor provides, the head hit location rules must be used. For instance, a character in splint mail (base ac 4), great helmet (base ac 1), and shield (-1 to ac) effectively has ac 0 for 1 in 6 hits, and ac 3 for 5 in 6 hits. Helmets use weapon vs. armor adjustments, so a longsword against a great helmet and shield (ac 0) is at -4 to hit. If the character's armor provides better protection than the great helmet, then the uniform protection rule applies as above and the character should wear a small helmet instead to avoid the awareness restrictions of a great helmet.

Shields

Shields have a limitation regarding the amount of opponents they can block per round, no matter how many attacks each of those opponents individually may have.

Bucklers - These can block attacks from two size S or one size M or larger opponent per round. Note that spiked bucklers do not necessarily lose the ac benefit when used to attack; however they incur an additional -2 penalty to hit when doing so. Buckler slam or spike attacks cannot be made if the shield is strapped to the forearm; it must be held.

Small Shields - These can block attacks from four size S or two size M or larger opponents per round. Small shields are both strapped to the forearm and held. Characters 5 feet in height or over may carry small, thin objects in the hand holding the strap such as a wand or hand-axe, though it may not be used from that hand.

Large Shields - These can block attacks from six size S or three size M or larger opponents per round. We are using the optional rule granting a +2 to ac vs. missile attacks. Note that this changes the armor *type* calculation as well; for example missile fire against a warrior in plate & large shield uses ac 1 adjustments. A character less than 5 feet in height cannot use a large shield. Large shields are strapped to the forearm and held like small shields, except that nothing else can be held in that hand.

Shield Bash

When shields are used offensively, it is resolved as a pummeling attack. If the shield has a magical bonus, it does not add to the attack or damage roll, though it does allow the shield to hit a creature requiring +1 or better weapons to be hit. A creature with a better defense than that (+2 or better, +3 or better, etc.) will not be affected by a shield bash no matter the bonus of the shield.

Taking Cover Behind A Shield

A character can declare that they are taking cover behind their shield in a given direction as their action for the round. In this case, the character gains a cover bonus but otherwise loses the armor class bonus (and type reduction) of the shield as well as any dexterity bonus to armor class and saves they are entitled to. They also lose situational awareness, which has a similar effect to wearing a Great Helmet with regard to surprise. Movement at 1/3 normal rate is possible, but this drops the cover percentage by one category (90 to 75, 75 to 50, etc).

Cover percentage (5 feet tall or over / under 5 feet tall):

Buckler - 25% / 50%

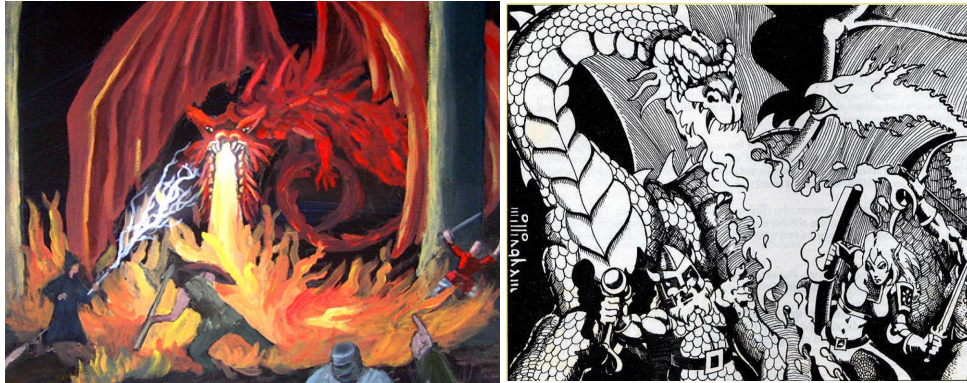
Small Shield - 50% / 75%

Large Shield - 75% / 90% (although a character under 5 feet tall can't ordinarily carry one)

Being adjacent to a comrade who is also taking cover with a same size or larger shield (shield wall) on your non-shield side boosts your coverage by one category. An ally can also take cover behind you if you have declared that you are taking cover with your shield. DM discretion is needed to determine how much cover the ally gets.

Notes:

1. Typically a shield used to withstand dragon breath must make an item saving throw or be destroyed. If destroyed, it will have served its purpose for that attack but then be no longer usable. [Item saving throw rule: -1 to the saving throw for each additional die of damage beyond 5]
2. To successfully take cover behind one's shield, the character must still win initiative in order to complete it in time. Typically, it goes like this: DM declares that dragon is breathing fire. Player responds by declaring that the character will take cover with his/her shield. If the dragon wins initiative, the character did not put the shield in place in time.
3. The listed cover percentages are for a perpendicular assault on the shield. Flanking the cover-taking combatant will reduce the coverage considerably; the DM can determine by how much on a case-by-case basis.
4. Magical shields add their bonus to what cover gives for both ac & saves.



Deluxe Equipment

Strength Bows - Bows can be made for stronger individuals, allowing the user to add their strength to hit and damage bonus up to the rating of the bow. A character must have the strength rating of the bow or greater to string it. In other words, a character with 17 strength cannot string a strength bow designed for 18 strength, but vice versa is fine. The character with 17 strength can still fire a bow made for 18 strength if someone else strings it for him, gaining 17 strength bonuses only. The following strength bows are available assuming the right materials are in the area (tough trees for longbows, horned animals for composite bows) ; anything above these must be specially crafted:

Item	Strength Rating	Price	Item	Strength Rating	Price
Shortbow	16	115 gp	Composite Shortbow	16	175 gp
Shortbow	17	230 gp	Composite Shortbow	17	350 gp
Shortbow	18	460 gp	Composite Shortbow	18	700 gp
Longbow	16	160 gp	Composite Longbow	16	200 gp
Longbow	17	320 gp	Composite Longbow	17	400 gp
Longbow	18	640 gp	Composite Longbow	18	800 gp

Silver Weaponry – Silver weapons are used to hurt wights, wraiths, lycanthropes, and devils. The following silver weapons can be purchased: silver-tipped arrow (1 gp), silver-tipped light quarrel (1 gp), silver-tipped heavy quarrel (2 gp), solid silver sling bullet (2 gp), silver dagger (30 gp), silver-topped jo stick/cane (50 gp), silver-tipped spear (75 gp), silver-topped hammer (125 gp), silver-balled horseman's mace (150 gp), silver ball(s) horseman's flail (200 gp), silver-balled footman's mace (300 gp), silver-topped maul (350 gp), and a footman's flail with a solid silver bar at the 'business' end (400 gp). Silver weapons save as soft metal.

Cold Iron Weaponry – Natural iron has special properties that can harm ghosts and demons, however the normal hot forging process robs it of these qualities. The cold forging process drives up the cost to 10 times normal, +300 gp.

Continual Darkness Globes – Ordinarily, *continual darkness* cannot be confined to a container; it fills the full spell volume. However, these 1 inch globes come in specially prepared boxes that keep the darkness inside. As soon as they are opened, the darkness springs into its full area of effect. Like the *continual light* containers, these also protect them from sunlight decay. The container alone costs 200 gp. The clerical version of the globe (6" radius) costs 150 gp and does not block infravision or ultravision. The rarer illusionist version of the globe (3" radius) costs 300 gp and blocks all sight. Either globe may be thrown as a grenade-like missile the standard 1 1/2"/3" S/M/L range and as they come in spherical form, will generally roll after landing. Note the vulnerability of such items to *light* and *dispel magic*.

Continual Light Rods & Necklaces – Note in these house rules that *continual light* decays in sunlight in 2-5 days, so these rods or medallions come in a velvet-lined case to keep them protected when not in use. Cost: 100 gp per rod, 10 gp for the case. Note the vulnerability of such items to *darkness* and *dispel magic*.

Healing Kit – This kit contains bandages for binding a bleeding character’s wounds and stabilizing them. Cost: 50 gp, encumbrance 10 gp. It can be used for 10 applications.

Miscellaneous Equipment

Boots - These are considered clothing and count as free encumbrance. High boots aid with ankle support and are well suited for such activities as horse-riding or hiking; however they restrict flexibility and limit the acrobatic moves one can do. Hard boots aid in moving through uneven ground such as mud but they are noisy and inhibit a character’s ability to move quietly. Hard boots also protect the feet against caltrops and spike stones.

Tinder Box with flint and steel – Trying to light a torch with this in combat is tricky; each round the character has a 1 in 3 chance of success.

Movement and Encumbrance

Though at first glance it might seem as if one's encumbrance category directly dictates one's movement rate in 1E, this is not the case. I have only included the PHB armors in the charts below but the UA ones are easily extrapolated. What follows is my best interpretation of the rules in the core rulebooks on this topic, filling in the blanks only where necessary.

Movement Rate

Movement Rate Determination

Use this chart to determine your character's movement rate and dice to roll when running to make fatigue (constitution) checks:

Use whichever is worst, weight or armor		Movement Rates			Segments to stand up from prone ²
Weight Carried ¹ in GP	Armor Worn	Human / Elf / Half-Orc	Dwarf	Halfling / Gnome	
Normal Gear (0 - 350)	leather, elfin chain	12	9	9	2 front / 4 back
Heavy Gear (351 - 700)	banded, chain, padded, studded leather, ring	9	6	6	3 front / 5 back
Very Heavy Gear (701 - 1050)	plate, scale, splint	6	5	4	4 front / 6 back
Encumbered (1051 - 1500)	-	3	3	2	5 front / 7 back

¹ Not including any strength weight allowance bonuses or penalties

² For every 3" of movement rate faster than what is shown on the chart decrement by 1 segment never going below 1; a 21" move allows a leather-clad human to stand up from being prone on his back in 1 segment (9" over standard decreases 4 segments to 1).

Magical and masterwork armor improves the starting category by one row; in other words magical plate affords a human a 9 movement rate instead of a 6 assuming no more than 70 pounds (not counting strength + or -) is carried. Magical and masterwork armor also weigh 50% of normal. Note that elfin chain is an example of masterwork armor (and then some since it is also less bulky).

Note that while armors sized for demi-humans certainly weigh less than normal, for the purposes of movement and encumbrance calculations, the human-sized weight is used (along with every other item worn by a character).

Encumbrance Category

Use this chart to determine what game effects, if any, your character's encumbrance incurs:

Use whichever is worst, weight or bulk		Encumbrance Effect		
Weight carried* in GP	Bulk rating of armor or shield	Reaction & Initiative	Armor Class	Fastest Movement Possible
Normal Gear (0 - 350)	Non-: leather, elfin chain, small shield, magic large shield, or no armor worn	normal		Run
Heavy Gear (351 - 700)	Fairly: chain, padded, ring, scale, studded leather	Bonuses negated		Charge
Very Heavy Gear (701 - 1050)	Bulky: banded, plate, splint, (non-magic) large shield	Bonuses negated and +1 additional penalty **		Charge only during action segment
Encumbered (1051 - 1500)	-	Bonuses negated and +3 additional penalty ***	+2 penalty	Normal Move

* Not including any strength weight allowance bonuses or penalties

** My interpretation of the PHB's vague phrase 'slowed'; the character has an effective dexterity reaction penalty of +1, meaning when surprise occurs one additional segment is tacked on, and the character goes one segment later on initiative rolls. Rangers, who are normally surprised 1 in 6, go up to 2 in 6, but don't otherwise incur the additional 1 point penalty.

*** My interpretation of the PHB's vague phrase 'slowed greatly'; the reaction penalty increases to 3 points.

The important thing to note is that the encumbrance effect is not directly tied to movement rate. An unarmored human can have a movement rate of 12" but have his reaction bonuses negated with a +1 penalty on top of that for carrying around a large shield.

Magical armor has no effect on the encumbrance category like it does for the movement rate. This is not true of shields as you'll note.

The reaction adjustment is used for determining surprise as well as physical action initiative (attack, shoot, move, etc.). Encumbrance does NOT affect the "attack" part of the dexterity adjustment used for to hit rolls with ranged attacks as well as two-weapon fighting.

Movement Types

See **Movement in the Melee Round** for how these different movement methods are conducted in combat.

Stealth

All characters may attempt to move quietly, provided they are not wearing metal armor or hard boots. Out of combat, the movement rate for stealth is as per the DMG: normal exploratory movement rate. In combat, the character can do so at half speed.

Charging

It requires at least 2" to build up steam and it must be conducted in a relatively straight line. The terrain must be conducive to faster movement; it can't be slick or excessively populated with stalagmites or other obstacles. The DM may rule that those firing missiles at a fast charger they are perpendicular to may have a penalty to hit based on the difficulty in hitting a moving target. Charging allows a full attack routine from both the charger and the defender, and both may still be eligible for additional Post-Round attack routines.

Running

Running is the fastest movement a character is capable of. It is x3 movement indoors (basically switching to outdoor rate), and outdoors it is 50% more for bipeds and double for quadrupeds. It requires even more ideal conditions than a charge; a straight or gently curving path, and only the most easily avoided of obstacles. Like charging, running has defensive penalties. Running combatants are attacked from all directions in the same manner as a rear attack; any bonus from dexterity is lost with a +2 bonus to hit the runner on top of that. The DM may rule that those firing missiles at a fast runner they are perpendicular to may have a penalty to hit based on the difficulty in hitting a moving target.

Example: A warrior faces off on a battlefield against a longbow archer 300 yards distant. In round one, the warrior runs towards his foe. The warrior wears only leather armor, so his 12" movement rate becomes 18" running, therefore he closes in 90 yards on his action segment, and 90 yards during end of round movement. That first 90 yards is good enough to bring the runner into long range (210 yards), so the bowman either readies an action to shoot if he wins initiative, or shoots on his segment if he loses. The next shot 4 segments later is also made at long range (even if it is segment 10, since arrows go before closing to combat). In round two, the warrior, now 120 yards away, slows slightly to charging speed (16" movement rate) so that he can strike the archer at the end of the round. During his action segment, the warrior will charge 1/2 of that, for 80 yards. This will bring him into longbow short range (120 – 80 = 40, within 70 yards). He will therefore not reach the archer until end of round movement in segment 10. The archer can fire both his arrows before that occurs. It behooves the warrior to delay his action segment until 6, thus making sure that the archer's first shot is at medium range (when he is still 120 yards away).

Climbing

I'm not a fan of *any* of the rules included in the Dungeoneer's Survival Guide, but at least it provides a framework to create better rules off of. This is a revised climbing chart from page 14 of the DSG; when climbing a rope or a pole, going up or down makes a huge difference; note that the *climb walls* ability does not affect these rates, since these surfaces are not walls in any sense. Listed climbing fractions are always based off of indoor rates; i.e. in feet.

Surface Climbed	Non-Slippery	Slightly Slippery	Slippery
Free-hanging rope or pole, going up	1/6 rate	1/8 rate	1/12 rate
Free-hanging rope or pole, going down	1/4 rate	1/4 rate*	1/4 rate*
Rope or pole bracing feet on wall, going up	1/3 rate	1/4 rate	1/6 rate
Rope or pole bracing feet on wall, going down	1/2 rate	1/2 rate*	1/2 rate*

* Slipperiness does not affect movement rate when going down, but check for a fall with a dexterity check (slippery at –2 penalty) each round.

Tree climbing varies greatly by the amount and spacing of branches; simply climbing up a tree trunk is akin to climbing a pole.

Climbing free-hanging ropes, poles, or tree trunks cannot be attempted in bulky armor. Likewise, if the surface is at all slippery, fairly bulky armor precludes ascent or descent as well.

Flight

Charging and running movement rates are not attainable while flying. However, a flier can dive to go faster.

Spells and Magic

Casting Spells

Components

Each component of S and M requires one free hand, so a spell with both components requires both hands. A staff is an excellent choice for a spell caster, as the caster can simply let go with one hand and grasp it again as soon as the spell is completed, provided the spell has only one of the two hand-requiring components. Using a lanyard (loop around the wrist) to let go of a heavy weapon like a mace doesn't work for a spell with somatic components because of the weight of the hanging weapon, though it works well with grasping a holy symbol to turn undead. For all components without a cost, I assume the caster has them handy in a belt pouch.

Spell Disruption

The wording of spell disruption in the DMG is a bit vague, "Any successful attack, or non-saved-against attack upon the spellcaster disrupts the spell". A successful attack is one that causes damage (even if a save for half was made). This does not include damage that solely is absorbed by temporary hit points, such as those granted by the *aid* spell. For example, a magic-user granted with 6 temporary hit points can take up to 6 damage before his concentration is broken. The second part of the clause, non-saved-against attacks, refers to spells such as *cham person* and *fumble*.

Concentration is not necessarily broken, however, if the caster is the subject of *ongoing* damage. This condition comes into play when the caster starts the round in a situation where continual damage is being taken (immersed in lava, constricted, etc.). The caster must declare the spell up front and start casting from the beginning of the round, picking a spell whose components can be provided given the situation the caster is in (which usually restricts this to verbal only), and for each segment up to the spell's completion, he must succeed on a save vs. spells. If the caster is hit by a different successful attack, the spell is still disrupted as usual.

Spell Slots and Effective Spell Level

Lower level spells cannot be memorized in higher level spell slots. A spell caster is free to lower his effective level when casting a spell to as low as the minimum needed to cast the spell. This allows him to cast a weaker *fireball* in case he needs to hit the party as well (like when green slime drops on everybody). Certain spells that create an effect larger than the provided area allows will simply be cut down to size rather than fail; for instance a wall spell that creates a wall 400 feet long cast in a 20 foot wide corridor will create a 20 foot wide wall instead.

Targeting

Spells that target individuals require the caster to know the exact location of the targets. This is usually done via sight, although other senses may compensate (tremorsense, sonar, etc.) Such individuals are still allowed a save (if any) when the caster makes a "called shot" of the target's worn, held, or carried possessions. For instance, *light* cast on someone's clothes will still allow them a saving throw, as will the ever popular *reduce* on someone's helmet. If the item's saving throw is better, than that is used instead. A *detect magic* will not locate an *invisible* opponent enough to target him, but *faerie fire* around him will.

Ordinary walls do not block spells that target an area of effect. For instance, a *sleep* spell can be centered anywhere within range, even if the caster cannot see the area he is affecting.

Targeting an exact spot as the center of an area of effect spell in combat is not easy. The spell caster makes an intelligence check with a -1 penalty for every 5" distant the requested spot is. Failure means a roll on the grenade-like-object miss location table. Opponents partially caught in an area of effect gain the appropriate amount of cover.

Touch Spells

Spells that require a to-hit roll to take effect have the following properties:

1. The (first) touch attack comes on the last segment of casting.
2. Until the caster successfully hits a foe to discharge the spell, he can remain charged with it indefinitely. Casting any other spell immediately discharges the effect, as does falling unconscious. Note that an ally who touches a caster charged with a touch spell is in for a nasty surprise, as is a foe who tries to grapple him.
3. Some of the touch spells – generally those that allow a saving throw to negate as well – only have to hit the opponent's "contact" armor class. Contact armor class ignores armor, shield, and items that give a fixed armor class (robe of the arch-magi, bracers of defense), though note that a *shield* spell gives its full benefit.

Scribing Scrolls and Spellbooks

This section builds on what is in the DMG pages 117-118. For ink costs, use the figures listed for the *write* spell page 45: ink bottles cost 200-500 gp sufficient for 4 sheets. Quills can be bought individually for 10 gp each, or in a pack of 6 for 50 gp, with triple the chances to find the right quill as compared to the ink percentages per shop. First through third level spells take 1 sheet, fourth through sixth level spells take 1.5 sheets, and seventh through ninth level spells take 2 sheets. Protection scrolls take 2 sheets. The advantage of multiple spells per scroll is not only encumbrance, but to make better use of half sheets; a scroll of two 4th level spells takes up 3 sheets, but two separate scrolls of 4th level spells takes up 4. Copying spells into one's spellbook follows the same formula.

Illusions

Disbelief

Non-player characters will attempt to disbelieve an illusion if they either have reason to (“where did that wall come from?”), it doesn’t look right (“I don’t remember George having a beard”) or the illusion doesn’t include all the proper senses (“it’s a troll, but I don’t smell anything”). If in doubt, the DM will give the NPC an intelligence check, modified to match the circumstances. Illusions that come into physical contact with a character (pc or npc) always grant a disbelief saving throw. For instance, even if a *shadow monster* attacks from behind, the victim still gets the normal saving throw vs. the spell. Considerable DM fiat is given regarding modifiers to the disbelief save.

Successful disbelief of strong heat created by an illusion like *spectral force* works much the same as *audible glamor*, the heat recedes to a very faint warmth.

Properties of Illusions

Illusions are opaque. Even successful disbelief does not allow one to see through them, only to recognize the tell-tale shimmers and signs that signify it is not real. The caster of an illusion can see through it while he or she is concentrating on it. The *detect illusion* and *true seeing/true sight* spells can be used to see through illusions. Illusions can’t be seen in the dark, except for ones with a heat component (*spectral force*) with regards to infravision viewers. Even the visual illusion of a torch won’t be seen, since it doesn’t shed actual light.

Illusions cannot be cast effectively with combatants within the area of effect. So while having the ceiling collapse on foes is appropriate, immediately burying foes in a pile of stones will reveal the illusion for what it is.

An illusionist can only create an illusion with as many differently moving parts as he/she has levels. A magic-user is similarly limited, but is considered half his true level rounded down for this purpose. Magic items such as the *wand of illusion* operate in this respect as full illusionists. For instance, a 1st level illusionist can make an illusion of a half dozen soldiers marching along, but since he is only capable of one moving part, all must walk in precise unison, which will certainly allow for disbelief saves. A 6th level illusionist, on the other hand, could create a more realistic illusion where each of the six soldiers has different arm movements; perhaps one of them stops to wipe his nose, etc. Even still, the six soldiers would have identical strides and look suspicious. Note that a background is considered one ‘part’ as well, so it takes a 2nd level illusionist to create the image of a monster rising out of the image of a pit.

Illusionary Damage

Illusion spells without a shadow component do not deliver real damage if believed; the damage is considered "illusionary" instead (this contradicts the *phantasmal force* spell description). DMs need to keep track of real damage and illusionary damage separately, since players will not know that their characters have illusionary damage. DMs should conduct combats with damage-dealing illusions as normal as possible. Healing spells will cure real damage first, then illusionary damage. Illusionary healing magic (such as an *improved phantasmal force* cleric mysteriously coming out of an alcove to aid an injured party member) will naturally only cure illusionary damage (if believed). Creatures with an intelligence of 'non-' such as constructs, mindless undead, and oozes cannot be affected by damage-dealing illusions at all. Such creatures are considered to automatically make their disbelief check when illusionary damage would otherwise be inflicted.

The damage limit for an illusion depends upon whether the illusion makes an attack roll to damage foes or whether it allows for a save for half. Illusions that attack do so on the fighter chart at half the caster’s level rounded up and they can inflict up to 1d6 damage for every other caster level (i.e. 1d6 at level 1, 2d6 at level 3, 3d6 at level 5, etc.). This damage can be broken up into any number of attacks that fit within the spell’s area of effect. For instance, an 11th level caster can create the illusion of a terrible monster that bites for 6d6, or bites for 4d6 and has a pair of claw attacks that do 1d6 each, etc.; either way attacking as a 6th level fighter. If the caster wishes his illusion to inflict more damage than that on a hit, the disbelief saving throw is increased by 2 for every additional die of damage the caster adds. For instance, a 7th level illusionist can normally create a phantasmal *magic missile* effect that shoots 4 missiles (though they must be rolled to hit for; the ‘always hits’ aspect of that spell cannot be mimicked by an illusion), but he can opt to shoot 6 instead in an attempt to fool his opponents into thinking he is a powerful wizard. However, this improves his foe’s disbelief saving throws by 4. In any event, if the illusionist creates an illusion of a standard monster but has it do more damage than it would normally be capable of, the opponent gets a disbelief save. Attack forms that allow a save for half - including boulders rolling into foes or the ceiling coming down - have a damage cap of 1d6 per level. Again, if the caster wishes to make the illusion more powerful than his damage cap, each additional d6 of damage grants a +1 to the disbelief roll. Also, an opponent familiar with how much damage that say a rolling boulder can do and hit by an illusionary one that exceeds this is granted a disbelief roll.

At any time, as his or her action for the round, a character may attempt to disbelieve the damage they have. Each separate source of illusionary damage is saved against separately. For instance, a character may have taken 12 points of damage from 3 separate hits by an illusionary bear and 28 points of damage from an illusionary *spectral force fireball*. The character would get a save to attempt to remove the 12 points from the bear, and a separate save to attempt to remove the 28 points from the fireball. If a character realizes that the source of the illusionary damage is in fact an illusion (in this case the bear or the fireball), disbelieving his/her own damage can be made thereafter at +8 to the save (and the usual +4 if simply told it is an illusion).

Special Abilities of Illusions

It is hard to make a rule to cover all the possible situations, but in general illusionary effects that create some kind of condition such as instant death, turning to stone, poisoning, etc. (a) only have any effect at all if the viewer is aware that result could occur – here’s a case where ignorance is bliss - and (b) an affected creature gets a disbelief saving throw every round, unless it is something that might not have taken effect right away. Examples:

- A character meets the gaze of an illusionary medusa that he believes and fails the save vs. turn to stone. The character gets a disbelief save each round thereafter to shake off the mental effects of believing he has been turned to stone.
- A character is affected by an illusionary curse, whose effect is perhaps verbally communicated by the illusionist. The character is affected by the condition of the curse, but each round gets a new disbelief saving throw to overcome it.
- A character who is aware of the legends regarding Orcus' wand is hit by an illusionary Orcus with it. The character gets an initial disbelief save (unlike the real wand), and if that is failed lies comatose each round until he succeeds.

At any rate, all negative effects of *non-shadow* illusions - illusionary damage included - wear off in 1 turn.

Illusions *with a shadow component* that are believed perform special attacks at full power on the victim, even if the victim is not aware of what the effect may do (making shadow beholders an especially nasty choice). Special attacks from disbelieved shadow illusions are resolved in 3 ways, depending upon the category of effect:

- *Hit point damage* – The damage done by the special effect is reduced according to the spell's percentage of reality. For example, a *shades* red dragon breathes at the party. A fighter in the party successfully disbelieves the illusion. He makes a normal save for half, then takes 60% of the resulting damage.
- *Saving throw to avoid condition* – The saving throw is made at a bonus equal to the tens digit of the inverse of the spell's reality percentage, so 20% real spells give a +8 bonus to the save, 40% real spells give a +6 bonus, and 60% real give a +4.
- *No save, effect other than hit point damage* – The effect occurs with a percentage chance equal to the spell's reality percentage. For instance, a shadow wraith hits a victim. If the victim believes the illusion, he takes a negative level. If he disbelieves the illusion, he is only 20% likely to get energy drained.

Shadow creatures cannot cast spells, although spell-like abilities can be used at the regular percentages. Thus, a shadow magic lich even if believed cannot cast spells (though its *paralyzation* touch attack is still dangerous), whereas a shadow type VI demon (20% real) can use a *symbol of fear* at -4 to the save if believed, otherwise at +4. Shadow creatures do not gain any magical defenses such as requiring a certain plus to be hit, or magic resistance. Hit points for a shadow creature are always rolled for; an illusionist can choose an 11 hit die red dragon, but not an *ancient* 11 hit die red dragon; the 11 dice would be rolled.

Spell Errata By Class

Note: if you think a spell doesn't work "right", i.e. doesn't seem capable of achieving the objective it was meant for, instead of skipping it, bring it to my attention and I'll fix it (if I agree). For instance, the *alarm* spell should allow a party to rest without leaving someone specifically on guard duty (or better yet, to allow a solo magic-user to rest), but the duration doesn't work as written.

Cleric Spells

Aid – Damage taken solely by losing the temporary hit points provided by this spell does not break concentration.

Animate Dead – The cleric is limited to controlling 4 x his level in hit dice of undead, so a 5th level cleric can control at most 20 skeletons or 10 zombies. If he creates any more undead, he must decide which of his current undead to release from control. Undead so released become wandering monsters that attack living creatures on sight, though staying within the general vicinity of where they were released. If the cleric dies, his control is released for all his undead minions.

Blade Barrier - Foes attacked through the barrier via missile, breath weapon or spell gain 90% cover.

Bless – (a) The spell will last up to one hour if the recipient does not enter combat; in other words the 6 round duration (listed as 6 **melee** rounds) does not start ticking until combat is joined. The duration can thus vary by recipient. (b) *Bless* can be cast on a weapon (or single piece of ammunition, such as a crossbow bolt) and will last up to one day until used in combat at which the 6 round duration starts. The weapon's attack bonus is cumulative with any similar bonus on the individual.

Cause Fear – (a) The to hit roll goes against the opponent's contact armor class. (b) Opponents get a saving throw to resist, modified by the wisdom magic attack adjustment.

Chant – Casting time is 1 round, not 1 turn.

Cure/Heal spells - Curative spells can be cast to restore the need for rest (such as when knocked to between -6 and -9 hit points) instead of hit points, as per the *elixir of life* (*cure light* 1 day, *cure serious* 2 days, *cure critical* 3 days, and *heal* 7 days).

Darkness, Continual Darkness – (a) Note that these spells do not block infravision & ultravision, unlike the magic-user and illusionist darkness spells that do. (b) Darkness is uniform in the affected area; i.e. unlike *light* it does not emanate from a point source. One cannot create *darkness* rocks and store them in a pouch and only have *darkness* when they are removed. Walls, doors, floors, or ceilings do not block the globe of darkness, unless coated with a special material. (c) See *light*, *continual light* entries c, d, and e for further details.

Death's Door – Since we are playing that bleeding does not occur at 0 hit points, the duration of this spell is permanent. Note that if the recipient is healed further to positive hit points, he will be able to act immediately.

Dispel Evil – (a) The to hit roll goes against the opponent's contact armor class. (b) A dispelling touch attack can be made each round, but unlike other touch spells the caster cannot remain charged with the ability past the spell's duration even if none of the attacks hit. (c) This spell can also be used to attempt to dispel negative levels (see **Energy Drain**) on a recipient. For each negative

level the recipient carries, compare the caster's level with the hit dice of the creature or level of the caster that inflicted the negative level and use the *dispel magic* formula. If the effect wasn't from a creature (for instance, from a **death lance**) use 6th level.

Light, Continual Light – (a) This spell produces a point source of light (for instance, if cast on a rock, the rock glows illuminating out to the specified radius). (b) The spell can be used to blind an opponent up to ogre-sized, but it will only blind one eye of a creature giant-sized or larger. Opponents with one eye blinded are at half the usual penalties. (c) A living creature affected by *continual light/darkness* may make a new saving throw each day, success means that the effect is displaced from the creature and becomes stationary. (d) *Continual light/darkness* erodes in sunlight and is dispelled in 2-5 days. (e) These spells can dispel all *darkness* effects that they are ordinarily able to, up to their area of effect. The result could mean that a darkened area remains so partially. For example, Bruce walks into a 10' x 10' dungeon room that is filled with *continual darkness*. He casts *continual light*. A 6" radius globe of the room is no longer darkened, but the untouched areas still are. It does not matter how many *continual darkness* spells were used to create the effect in the first place. The reverse is true when *darkness* magic is used on areas of *light*.

Protection From Evil – See the section on this topic under **Special Abilities**.

Raise Dead – (a) All characters are restored to 1 hit point, and all spells memorized at the time of death are gone. (b) For the body to be considered whole, it cannot be damaged beyond repair. Before the resurrection survival check is rolled, the spell's power must bring the body's hit points up to -9 or better. The spell's power does a *cure serious wounds* on the body (2d8+1). Thus, with hit points of -12 or above the roll is unnecessary and for hit points of -27 or below there is too much damage for raise dead to work. A character that bleeds to death at -10 remains at -10, so this spell will work on such an individual without need for this roll. If the healing roll does not bring the character back up to at least -9, the raise dead fails and cannot be attempted again. Otherwise, the resurrection survival check is then made, and if successful the spell's power heals the character further up to 1 hit point. Note that healing spells do not otherwise work on lifeless bodies. (c) Even if the recipient was dead for only one round, a full day's rest is required.

Silence 15'R – (a) Those suddenly finding themselves in the spell's radius will immediately notice the absence of all sound, possibly even those asleep. It actually hurts the eardrum to be without any sound. Surprise chances of someone using this cannot exceed 4 in 6 for that reason, unless it is for missile fire. (b) This spell will not protect against the *power word* line of spells, unless the one pronouncing the *word* is in the spell's area of effect and doesn't have *vocalize* cast.

Spike Growth/Stones – Note that the spell chart has these reversed; i.e. growth is the 4th level spell and stones the 5th.

Wind Walk – The recipients of this spell can only be harmed by magic weapons or spells, and cannot cast spells themselves.

Druid Spells

Animal Friendship - All types of animals may be befriended by this spell, including giant and in-the-real-world-extinct ones. Keep in mind that large animals require significant feeding and leave behind large droppings.

Animal Growth – This spell works on the same kind of animals that *speak with animals* does.

Entangle – Note that if this spell is placed on, or in the path of, a charging creature, the charge is foiled even if the creature makes its save.

Faerie Fire – (a) Unearthed Arcana stipulates that the to hit benefit only qualifies in poor lighting conditions. While reasonable this greatly reduces the spell's usefulness and we will not be using that ruling. (b) Creatures not familiar with this spell will think themselves bewitched and must make a morale check to stay in the combat.

Fire seeds - If a magic-user casts *enlarge* on the acorns or holly berries, the damage from the fire is boosted accordingly. Plus, an enlarged acorn is big enough to do actual damage, so the target victim of the spell first takes 1-2 points of damage from the acorn plus the priest's damage bonus, then he takes full damage from the fire burst (since the target victim does not get a save for half damage versus the seeds). In addition, the burst size is larger.

Fire Storm – (a) The duration is 1 round/level, not just 1 round. As this is basically just a *wall of fire* turned horizontal, I think this was the original intention anyway. (b) Undead take twice the normal damage, just like *wall of fire*. (c) Only those creatures on the edge get a save for half. Those within 1" take half damage automatically (again, similar to a *wall of fire*).

Heat Metal – On the first round of searing or freezing, the victim gets a save vs. petrification at +4 to avoid the disability effect. On the second round, the save is at +2. On the third round, the save is made with no bonus. A victim that makes all 3 saving throws does not suffer a disability. The damage, however, is taken each round regardless of the outcome of the save.

Shillelagh – The duration is 1 turn/level instead of 1 round/level.

Transmute Rock to Mud – The mud is non-magical after being changed, and thus *dispel magic* will not be able to reverse the effect.

Wall of Fire - When the mobile version is employed, enemies moved into get a save vs. spells for half damage.

Magic-User Spells

Alarm - Change the duration from turns to hours, so it becomes 2-8 hours + 1 hour/level. The DM rolls the duration so that it is unknown to the caster.

Animate Dead – The magic-user is limited to controlling 4 x his level in undead, so a 10th level magic-user can control at most 40 skeletons or 20 zombies.

Bigby's Hand spells – The armor class of the hand is 0.

Blink – Blinking occurs in the Avoid Engagement phase of the segment (i.e. very first thing). On the first round of casting, 2d4 are rolled for the segment as usual, but the earliest the blink can occur is that segment, in which case it occurs during the Magic/Missiles phase (i.e. when it is cast). In subsequent rounds, if the caster's action segment occurs before the blink, he can move and attack as normal, but if the caster's action segment occurs on or after the blink segment, he can attack but not move. Onlookers will see the caster in both the former and current position in an out-of-phase way until the end of the round, when he solidifies into the new position to start the next round.

Burning Hands – Damage is 1-3 + 1 hit point per level of the caster.

Animal Growth – See the druid entry for more information.

Animate Dead – See the cleric entry for more information.

Anti-Magic Shell – (a) Anti-magic shell always allow a magic resistance check. A caster with magic resistance who willingly brings up an anti-magic shell must drop his or her magic resistance to do so. (b) A creature who either doesn't have magic resistance or fails the magic resistance check loses their defense against needing certain weapons to be hit. (c) Anti-magic fields block magically animated creatures such as golems and lesser undead in the same way that the protection from evil spell blocks summoned creatures. (d) This power also excludes touch attacks that clearly have a magical origin, such as lich paralyzation, energy drain, or mummy rot. (e) This power also blocks psionics; basically anything supernatural.

Darkness, 15'R – See the cleric section.

Death Spell – (a) The caster can choose whether he is affecting lower or higher hit dice victims first. In either case, roll dice for how many are affected according to the lowest hit die creature present. If going lower to higher, use the vertical column for the lowest creature present and go from the bottom up until out of points to fully affect a creature of the next higher row. If going higher to lower, use the horizontal row for the lowest creature present and go from right to left until out of points. The numbers in parenthesis reflect how many points need to be used to affect 1 creature. (b) As with the *sleep* spell, all characters are treated as n+1 hit dice, so a 4th level wizard is 4+1. (c) Here is the corrected conversion chart:

Creature's Hit Dice:	Equals Creatures with Hit Dice of:			
	Less than 2	2 to 4	4+1 to 6+3	6+4 to 8+3
6+4 to 8+3	20	5	2	1
4+1 to 6+3	8	3	1	0.5 (2)
2 to 4	4	1	0.33 (3)	0.2 (5)
Less than 2	1	0.25 (4)	0.125 (8)	0.05 (20)

Detect Illusion - This spell makes illusions transparent as well (successful disbelief alone doesn't allow someone to see through an illusion). This benefit is also conferred to those who look at an illusion when the magic-user or illusionist with the spell active touches them with both hands. This touch also instantly negates any illusionary damage such an individual may have.

Duo-Dimension – In response to an attack coming from a specific direction, the *duo-dimensioned* wizard may turn sideways against the attack with a successful saving throw and ignore it, but only once per segment. The saving throw is of whatever type the attack normally allows, but if there is none, as from a missile weapon, then the wizard makes a Dodge save. Example: On segment one, a black dragon breathes acid on the caster. As the acid comes in a stream, the wizard's successful save vs. breath weapon (modified by dex) means he turns sideways and is unaffected. In segment two, an enemy archer shoots an arrow at him. He can make a save vs. petrification (modified by dex) to avoid the arrow. Turning in this manner does not impede spell casting, but it does remove segments available to the caster for move or move-equivalent actions.

Enchanted Weapon – (a) This spell will increase an existing bonus by one for the spell's duration, but not past +3 (as per 2E spell description). A -1 cursed weapon will be brought up to 0, but the curse will remain. (b) The reverse of this spell, *Cursed Weapon*, is a touch attack spell with a casting time of 4 segments. The touch is against the foe's weapon and only requires hitting the opponent's contact armor class. It gives a non-magic weapon a -1 bonus or decreases a magic weapon's bonus by one, and adds a curse as well so that the wielder must fight with that weapon. While there is no saving throw against this spell, a miss on the touch attack allows the caster's foe a free attack (the same one granted for retreats). The duration is the same as for *Enchanted Weapon*.

Enlarge/Reduce – Creatures that are enlarged gain 50% more damage done when doubled in size by a level 5 caster and double their damage when tripled in size by a 10th level caster. Reduce flips the percentages for enlargement, so that a 10th level caster can reduce a foe to a third of its size and halves its damage. In either case, as with the *expansion* psionic discipline, to hit rolls are not affected. I have calculated out all the percentages:

Caster Level	Enlarges creature	Enlarge Damage Modifier	Reduces creature	Reduce Damage Modifier
1	120%	1.1	83.33%	0.91
2	140%	1.2	71.43%	0.83
3	160%	1.3	62.5%	0.77
4	180%	1.4	55.56%	0.71
5	200%	1.5	50%	0.67
6	220%	1.6	45.45%	0.63
7	240%	1.7	41.67%	0.59
8	260%	1.8	38.46%	0.56
9	280%	1.9	35.71%	0.53
10 (max effect)	300%	2	33.33%	0.5

As per the *shadow monsters* spell description, fractional damage of 0.4 or higher is rounded up. For instance, a 7th level magic-user reduces a red dragon to 41.67% of its size. It normally does 3-30 on a bite. It hits and rolls 26 for damage. 26 multiplied by 0.59 = 15.34, so it does 15 damage. Take careful note of the errata in the DMG; as far as improving combat ability is concerned, *enlarge* is most useful when cast on animals, monsters or monks.

Extension I, II, III - Strike the update in the DMG; this spell increases the duration of the target spell according to what is remaining, rounded up. If it is cast on a creature, *extension* will extend all applicable spells that are active on that creature. For instance, Theo the 12th level wizard has one turn left of *shield*, 5 rounds left of *levitate*, and 3 rounds left of *fire shield*. He casts *extension III* and he gets another turn of *shield*, another 5 rounds of *levitate*, and another 2 rounds of *fire shield* tacked onto what he already has left.

Feign Death – (a) The caster can delay the onset for the spell’s listed duration (6 rounds + 1 round/level) and have it take instant effect either as a conscious choice, or if the character is knocked unconscious. This allows the caster to seem to be felled by a blow, and then to possibly get away when no one is looking, provided of course that the opponents do not take care to add further damage “just to be sure”. If the caster does not go into feigned death at the end of the duration, the spell is wasted. (b) Beyond that, the duration of the time spent feigning death is 1 turn/level.

Fire Shield – (a) If the attacker happens to do no actual damage to the magic-user due to say a *stoneskin* spell or other magical effect, the attacker still rolls his damage and takes double what he would have done. This even includes the case where the *fire shield* protects an illusion, such as when the spell is active on a *mirror image* or *projected image*. (b) The spell has a reach of 1” (10 feet), so attacks with hand-held weapons such as awl pikes or heavy lances can get past this defense.

Flame Arrow – (a) The missiles can hit creatures requiring +1 or better weapon to hit. (b) The missiles inflict 1d6 extra fire damage to the target (as opposed to just +1 damage). As with the *burning hands* spell, inflammable materials will catch fire. (c) The caster can stay charged with this spell’s power for 1 round/level, so he does not have to touch all the arrows right away. Touching arrows in subsequent rounds is considered move-equivalent activity (at the usual cost of 1 move segment per arrow touched), so it doesn’t impeded future spell-casting either.

Fly – This magical movement does not allow for the charge or running options.

Fumble – Fumbling creatures are at +4 to be hit, just like if they make their save and are *slowed*.

Globe of Invulnerability (both Minor and Major) - These spells move with the caster.

Haste – (a) Weapon speed factors are halved (keep the fractions for breaking initiative ties, otherwise round down for speed factor checks). (b) Whether using melee or missile attacks, the recipient(s) of the spell gains the pre/post round initiative benefits for multiple attack routines, treating a missile weapon’s ROF as one attack routine. If movement is required initially, the pre-round attacks move to later in the round as per **Pre-Round/Post-Round**. For example, a hasted 13th level fighter-archer throwing darts hurls 5 darts in pre-round and 5 darts in post-round. If he had to move first, the fighter-archer could move for 1 segment when his turn to act comes, then throw darts for 5 subsequent segments. If he had to move for 2 segments, 1 throw would be lost as usual; and so on. (c) Haste takes effect right away, granting a free attack routine in post-round to anyone who is engaged in melee combat – there is no benefit for a potential recipient in waiting for the spell to take effect *before* making an attack.

Hold Portal – (a) This spell will actually slam the target portal shut as well as hold it closed, provided the portal is not being held open in some way (spiked, character holding it open, etc). (b) Extra-dimensional creatures don't automatically shatter the spell; they must make their magic resistance check. Note that elementals typically do not have magic resistance, and thus can't usually shatter the spell. (c) Duration is 1 turn/level, not 1 round/level.

Identify – (a) Strike the sentence "The item to be identified must be examined by the magic-user within 1 hour per level of experience of the examiner after it has been discovered, or all readable impressions will have been blended into those of the characters who have possessed it since." (b) Strike the words "... and a live miniature carp swallowed whole ..."

Invisibility – (a) Items picked up after the spell is cast do not become invisible, even if pocketed. (b) As per the spell description, an invisible creature who attacks someone who can’t see it gets the first attack, which means an attack in Pre-Round if surprise is not gained; see the section on **Ambushes**.

Invisibility 10’Radius – The caster can choose one of two versions. The version presented in the PHB is the Separate version. Those made invisible separately are free to move beyond the initial area of effect. The alternate mode of casting this spell is the Cloak

version. In this case, invisibility spreads from a 10 foot radius of the creature touched, but only to those in the area at the time of casting. Affected individuals can see each other. If any attack, invisibility is negated for all. Items pocketed by those in the cloak version *do* become invisible as well.

Light, Continual Light – (a) Note that unlike the clerical version, magic-user *light* is not reversible. *Darkness* is a separate, higher-level spell. (b) See the clerical entry for *light & continual light* for more information.

Lightning Bolt - Once a victim has successfully made a saving throw, they are considered to have jumped out of the area of effect of the spell and can no longer be struck by any additional bolt bounce backs.

Mirror Image – (a) The images are armor class 10, adjusted by the magic-user's dexterity modifier. If the caster is also a monk, the monk's base armor class + dexterity bonus is used instead of armor class 10. The *shield* spell gives its armor class benefit to all of the images. (b) For larger creatures – such as dragons – the images space themselves according to the creature's longest dimension.

Monster Summoning – (a) The location where the monsters appear is chosen at the time the spell is cast, so it is possible that the magic-user has moved a considerable distance away by the time the monsters arrive. If the magic-user is not around to direct them, they will attack any reasonable target. (b) Summoned monsters are dispelled and teleported back to their original locale if they are reduced to 0 hit points, or if a blow would have otherwise brought them lower than 0 (such that the teleportation saves the monster from taking further damage). In that way, summoned monsters aren't generally killed, though other means such as the *death* spell will do just that. Dead monsters are also teleported back to their place of origin. Summoned monsters that are teleported back either due to 0 hp, death, *dispel magic*, or the spell running out return with whatever they are holding, but it is possible for them to leave behind something they dropped.

Otiluke's Resilient Sphere - Dimension door or teleportation into or out of the sphere is not possible.

Polymorph Self – (a) This spell grants a new physical form, but it doesn't grant any magical abilities, even if those abilities are innate to the form and how it moves. Thus polymorphing into an invisible stalker will not grant one invisibility, polymorphing into an earth elemental or xorn will not allow moving through stone, and polymorphing into a spectre will not grant incorporeality. (b) When the spell is ended, the magic-user heals 1-12 points of damage taken while polymorphed only (if any).

Prismatic Sphere – (a) This spell creates a shell; i.e. a *prismatic wall* folded into a sphere. Thus it can be used to give shelter to the caster's party members. As the sphere fully encloses the space contained within it, teleportation and dimension door attempts to get inside it will simply fail. Even the caster's attempts to teleport or otherwise cast spells into or out of the sphere will fail. He can bodily move into and out of the sphere without harm but his magic cannot. (b) A magic resistance check is made vs. each existing layer of the sphere. (c) The listed protections for each layer only apply to objects; sentient beings get the damaging effects instead. Thus despite the fact that the 7th layer provides force field protection against objects, a sentient being can pass through it provided the damage is withstood and all the saves are made.

Project Image – (a) Note that the magic-user cannot see through the eyes of the image. (b) Spells in effect prior to casting the spell may be seen with the image, but are not actually active on the image. For instance, if a magic-user casts *mirror image* then *project image*, the magic-user's projected image will show the mirror images, but someone striking one of the image's mirror images will not cause them to vanish. (c) The magic-user can make his image speak or move while he stays silent and still. (d) Since the magic-user must see the image at all times, he cannot cast *project image* after he's become invisible. He can't even cast *detect invisible* beforehand, since illusions can't be cloaked by invisibility; i.e. project image can't serve as an invisible point source for emanating spells from; it must be visible, and since the image always reflects the caster's appearance, he can't become invisible either.

Protection from Evil 10 foot radius – This spell is mobile.

Protection from Normal Missiles – The reduction by 1 point per die of damage *can* reduce damage to zero, thus if the protected individual is hit by a ballista bolt and two 1s are rolled, no damage is taken.

Push – If the power of the push exceeds the victim's weight by a factor of 2, a failed saving throw indicates that the victim is pushed prone. For example, if a warrior who weighs 250 pounds is *pushed* by a 10th level magic-user and fails his save, the push factor of 10 foot pounds x factor of 50 = 500 is twice his weight so he will be pushed prone.

Rary's Mnemonic Enhancer – (a) The phrase 'or he or she may opt to retain memory of a spell cast by means of the *Enhancer*' means that one or more of the spell levels granted by this spell can be left open so that a spell memorized normally can be cast and then immediately moved into that open slot(s), not that only spells that were memorized in an *Enhancer* slot can be retained. (b) Spells memorized or retained with this spell become actual 4th level spells, so *Rary's Mnemonic Enhancer* can be used to memorize a *lightning bolt* that will puncture a *minor globe of invulnerability*. Example: Falstaff the wizard memorizes *lightning bolt*, *fireball*, and *Rary's Mnemonic Enhancer* before going out to tackle a dangerous foe. He leaves the 3 spell slots of the *Enhancer* open, because he knows that one of fire or lightning will harm his opponent, but he does not know which. He blasts the foe first with his *fireball* to no effect. The next round he hits the foe with a *lightning bolt* and injures it. He immediately retains memory of the *lightning bolt* into the *Enhancer*, so that the next round he can fire it again.

Shapechange – (a) No spells or spell-like abilities of the chosen creature are obtained, so a magic-user shape-changing into a dragon can use its breath weapon but not cast any of its spells. (b) Changing from one shape to another is an at-will ability (c) Special ability limits are enforced as broadly as possible per casting of this spell. For example, dragons can use their breath weapon 3/day. Therefore, in any one given casting of *shapechange*, no matter how many different dragon forms the magic-user takes, he can only use

dragon breath three times. However, if the magic-user casts *shapechange* again later on that day, he is once again free to use dragon breath 3 more times.

Shield - Weapon vs. armor is not used when this spell is active.

Sleep – (a) Just as with the XP chart, all classed individuals are treated as n +1 hit dice; i.e. 1st level is 1+1 HD. (b) As with *haste* and *confusion*, the magic-user does not choose which creatures are affected. Lower hit die creatures within the area of effect are affected before those with higher, and between those of the same hit dice those closest to the spell-caster are affected before those further away. When dealing with varying hit die creatures within the area of effect, roll the dice according to the lowest hit die individuals present. Put as many of them to sleep as possible. Then if any hit dice remain, go to creatures with hit dice of the next row of the chart; they count for two creatures of the lower row. After putting them to sleep, go to the next row of the chart, these creatures count for 4 of the lowest creatures. Keep doubling the effective count for each row increased. For example, a party consisting of 2 men-at-arms, 2 1st level fighters, 2 2nd level fighters, 1 3rd level fighter, and 1 4th level fighter are caught in the area of a sleep spell. The men-at-arms count as “up to 1” hit dice, so 4-16 is rolled. A 16 is rolled! Both men-at-arms are put to sleep, leaving 14 creatures to affect. Next the two 1st level fighters are put to sleep; they count for 2 each, so we’ve got 10 left. Each of the 2nd level fighters counts for 4 creatures, so we are down to 2 creatures left, and the 3rd level fighter counts for 8 and the 4th level fighter counts for 16, so both of them are out. (c) Creatures already sleeping or immune to sleep do not count towards the hit dice affected. (d) Waking someone up is considered a 5 segment action, and bringing them to their feet from prone counts as 5 segments of movement (whether they are on their back or front makes no difference), so to do both in the same round requires the helper to be right next to them at the start of the round. The person woken up from sleep can take no actions at all in that round.

Slow – (a) Cumulative effect is as follows: 1/2 rate goes to 1/3, 1/3 goes to 1/4, etc. No matter how slowed a creature is, *haste* negates the effect completely without need for a system shock check. (b) The magic-user does not get to choose which victims within the area of effect are slowed; as with *haste* those creatures closest to the spell-caster are affected in preference to those farther away. However, the magic-user can choose how many are targeted. (c) Any creature with over 10 hit dice or levels (or saves as a creature with that many) gets a saving throw. A creature that succeeds on its saving throw still counts towards the 1 victim per level limit. (d) Note that the DMG stipulates that *slowed* creatures are +4 to be hit. (e) Weapon speed factors are doubled; otherwise *slowed* victims roll for initiative, on the rounds that they can act, normally.

Stinking Cloud – (a) The spell uses the description "helpless", but as victims are clearly capable of movement, attacks against them should be treated as if they were off-balance (+2 to hit). (b) The affect is considered poison, so the *peripart of proof vs. poison* adds its bonus to the save, 11th level + monks are unaffected, etc.

Stoneskin – (a) This spell has a duration of up to 24 hours if a hit is not absorbed. (b) This spell will protect against burrowing infestations like rot grub and the scarab of death cursed item. (c) This spell will protect against stinging insects, rendering the magic-user invulnerable to spells such as *summon insects*, *insect plague*, and even *creeping doom* (since each insect is treated as a separate 'soft' attack) except for the sight obfuscation effects.

Strength – (a) A fighting class character goes from 17 to 18/01 strength, then to 18/11, etc. (b) This spell stacks with itself, so with enough castings anyone can be boosted to their race and class maximum, though note that with a turn casting time, if the boosts come from successive castings by the same magic-user, the durations will be slightly staggered. (c) If cast on a creature with a natural attack, such as a lizard man, the spell grants a flat +1 to hit and damage. This benefit can be applied 3 times, up to a +3 to hit and damage.

Teleport – (a) Success is automatic if the destination is in sight. (b) Weight limit includes everything except the character’s own body.

Time Stop – (a) Time is not stopped outside the spell’s area of effect, nor is it stopped for the magic-user himself (including the magic-user’s carried possessions). The shimmering described in the spell description lasts not just for an instant, but rather the entire duration of the spell, thus providing a clue to those outside the sphere that entering may not be wise. The shimmering blocks all sight in either direction. Experienced adventurers can tell the difference between a time stop sphere and a prismatic sphere because the latter is multi-colored. (b) Anything frozen in time cannot directly be affected by the magic-user, with one exception. A magic-user may manipulate objects and move sentient beings around (location-wise; they remain in the same posture). Nothing frozen can be moved outside of the time-stopped area. This can be useful for moving an ally out of the way of danger, for example. A magic resistant creature gets a successful check to avoid being moved around. (c) The free segments granted by this spell are treated as surprise segments. Thus, the magic-user may cast spells in rapid succession; for example if the duration of the spell is 11 segments the magic-user could cast any combination of spells adding up to 11 segments. A magic-user can cast a spell like *web*, which will affect frozen individuals when the time stop duration ends. A *delayed blast fireball* is also an effective way to damage frozen foes if it is delayed to go off until just after the spell duration ends. A magic-user who chooses to cast a spell that extends out of the time stop’s area of effect ends the time stop.

Transmute Rock to Mud – See the druid section.

Volley - This spell has a duration of up to 24 hours if a spell is not volleyed. It is typically prepared in the morning, like *stoneskin*, as a ward to last the day.

Wall of Fire - When the mobile version is employed, enemies moved into get a save vs. spells for half damage.

Wall of Force – (a) This spell will simply fail if any objects or creatures are present in the spell’s area of effect. (b) Ordinarily this spell will not prevent teleportation or dimension door past it, except in the case where the spell is used to create a sphere of force. As the sphere fully encompasses an area, attempts to teleport into or out of that area will simply fail. (c) Attempts to localize the spell to

confine a moving creature - particularly if the spherical version of the spell is employed - generally allow the creature a save vs. spells to avoid entrapment. (d) This spell prevents any magical transmission through it, so it would block the creation of a *projected image* to the other side of it, though it will not actually block the viewing of such if the image is created first.

Wish – A wish can be used to grant a character psionics if they have the ability scores to qualify. The ability bestowed is not retroactive to level 1; this is their first psionic level (see **Psionic Acquisition**).

Wizard Eye - Gaze effects are not transmitted back to the magic-user, nor do they affect the wizard eye itself in any way.

Illusionist Spells

Alter Reality – In general, this spell is as powerful as *wish* but is limited by what can be depicted via the *phantasmal force*. However, the DMG gives 4 examples of using *alter reality* that may be hard to depict: increasing ability scores, raising the dead, creating permanent magic items, and restoring alignment, so these usages of the spell are permissible.

Color Spray – (a) Strike the sentence "The spell caster is able to affect 1 level or hit die of creatures for each of his or her levels of experience." (b) This spell can affect the undead.

Darkness, Continual Darkness – See the cleric section.

Detect Illusion – See magic-user section.

Dispel Exhaustion – (a) If 50% of the recipient's lost hit points restored are still not enough to bring the recipient back to consciousness (for example, down at -9 but only having 5 max), then the recipient returns to 1 hit point. See the **Unconscious, Down, and Dying** section for further details. (b) Damage is first taken off the temporary hit points. For instance, Jacques has 60 total hit points, and is down to 20 when the spell is cast. The spell grants him 50% of his lost hit points (40) back, so he has 20 temporary hit points. Whether he takes 1 to 20 points of damage during the spell's duration, when it ends he is back at the 20 he started with. If he takes 21 damage during the spell's duration, when it ends he'll be at 19.

Dispel Illusion – (a) This spell will dispel illusionary damage as well. (b) The chance for an illusionist or incantatrix to dispel a magic-user's illusion/phantasm spell (besides *phantasmal force*, which as the spell description notes is automatic) is adjusted by 1% downward or 10% upward of the level difference.

First-Level Magic-user Spells – When the spell *first-level magic-user spells* is memorized in a single 7th level spell slot, the illusionist actually memorizes a number of the first level magic-user spells he knows equal to the amount of first level illusionist spells he can memorize, minus one: 4 at levels 14-23, 5 at levels 24 and 25, and 6 at levels 26 and up. Such spells are cast at the illusionist's full level but still are considered 1st level spells against defenses such as *globe of invulnerability*.

Light, Continual Light – See the cleric section.

Mirror Image – See the magic-user section. If the illusionist is protected by *phantom armor*, the images adopt its benefit of armor class and type 3 provided the attacker does not disbelieve the *phantom armor*. When an image is successfully struck, it does not count towards the hit points that the *phantom armor* can absorb, since the true *phantom armor* protects the illusionist personally and the image's armor is really an illusion of an illusion (and if the illusionist is using *projected image*, it could be the illusion of an illusion of an illusion ...)

Prismatic Wall – (a) As this spell does not enclose an area, it cannot prevent teleportation and similar effects from circumventing it. (b) A magic resistance check is made vs. each existing layer of the sphere. (c) The listed protections for each layer only apply to objects; sentient beings get the damaging effects instead. Thus despite the fact that the 7th layer provides force field protection against objects, a sentient being can pass through it provided the damage is withstood and all the saves are made.

Projected Image – (a) See the magic-user section for *project image* first, with the big exception that an illusionist **is** able to see and hear through the senses of his projected image, although this doesn't negate the need to have the image within the illusionist's line of sight. (b) An illusionist who casts *non-detection* before projecting his image does not shield the image in this manner, so a cleric armed with *detect lie* active can still sense if the image is lying, unless the image is within the radius of the *non-detection* spell centered on the illusionist. The illusionist can cast *non-detection* after the image is cast, in which case he can choose whether it operates on himself or his image. (c) Note that the image always reflects the illusionist's appearance, so a spell like *change self* cannot be made to originate with the image.

Read Illusionist Magic – I'm not entirely sure why this spell was added, but it seems harmless enough so we'll use it.

Shadow Magic, Demi-Shadow Magic – Note that the disbelief save is in addition to the save for half, if the spell calls for one. For magic missiles, disbelieved shadow magic ones do 2 damage per missile (the minimum) and disbelieved demi-shadow magic ones do 3 damage per missile.

Summon Shadow – (a) Although unlikely to occur given the spell's duration, shadows created by the summoned shadows draining a victim to 0 strength remain under the control of the caster as well until the spell ends. At that point, they are 40% likely to remain haunting the area in which they died (using the % in lair statistic of a shadow), otherwise they depart with the other summoned shadows. (b) An illusionist can use this spell to take control of shadows he encounters.

Mystic Spells

Card Tell – The DM needs to remind the player that due to the fact that D&D is a game, even the DM cannot accurately predict the future. Thus, the response the mystic receives is actually the DM’s best guess as to what will occur.

First-Level Magic-user Spells – When the spell *first-level magic-user spells* is memorized in a single 7th level spell slot, the mystic actually memorizes a number of the first level magic-user spells he knows equal to the amount of first level mystic spells he can memorize, minus one: 4 at levels 17-22, 5 at levels 23 to 25, 6 at levels 26 to 28, and 7 at levels 29 and up. Such spells are cast at the mystic’s full level but count as 1st level spells against defenses such as *globe of invulnerability*.

Mind Blast – As with the mind flayer’s *mind blast*, defenders with psionic ability can raise a psionic defense against this attack as if it were a *psionic blast*. Defenders cannot lock on and begin segment-by-segment psionic combat, however, even if the mystic happens to be psionic, because the source of the attack is magical.

Slay Living – The mystic version of this spell is actually called *death touch*, since it is a touch attack. Death Touch still takes 6 turns to cast like *raise dead*, and once cast, the mystic is charged with the spell (see **touch attacks**, above). No save is allowed if the touch attack succeeds.

Summon Shadow – See the note for the illusionist spell above.

Magic Items

Rings

Ring of Protection – These break down for gold and experience as follows:

+1	2,000 / 10,000	+3, 5' radius protection	3,250 / 16,250
+2	2,500 / 12,500	+4 on AC, +2 on saving throws	3,500 / 17,500
+2, 5' radius protection	2,750 / 13,750	+6 on AC, +1 on saving throws	4,000 / 20,000
+3	3,000 / 15,000		

Ring of Spell Storing – Spells are cast out of the ring at the level they were stored into the ring. Spells are activated by command phrase; they cannot be disrupted.

Miscellaneous Items

Bag of Holding – These break down for gold and experience as follows:

250 pounds	2,000 / 10,000	1000 pounds	4,000 / 20,000
500 pounds	3,000 / 15,000	1500 pounds	5,000 / 25,000

Bag of Tricks – The creature takes 1 round to grow. During that time it can be attacked, but it requires a +1 or better weapon to hit.

Book of Infinite Spells – The owner of the book has a mental connection with it that feeds the correct phrases to say into his brain. Usage is considered like item activation and cannot be disrupted (unlike actually reading a scroll, since a scroll can be torn away).

Gauntlets of Ogre Power – (a) The 15,000 gp sale value listed in the DMG is correct; UA has it as only 10,000 gp. (b) These gauntlets don’t give the wearer any ability to get strength bonuses to hit and damage on hurled items beyond what their encumbrance allows. See **Missile Fire** in the **Combat Basics** section. (c) These gauntlets only increase upper body strength as per the item description, and thus don’t affect encumbrance carried.

Girdle of Giant Strength – (a) The miscellaneous magic items table is missing the notation *per point of damage bonus bestowed*. Thus, a *girdle of hill giant strength*, granting +7 damage, is $200 \times 7 = 1400$ xp and $2,500 \times 7 = 17,500$ gp. (b) Like *gauntlets of ogre power*, the to hit and damage bonus for hurled weapons is up to the encumbrance of what the item allows. (c) Unlike *gauntlets of ogre power*, these girdles do provide the character the full listed strength, so it affects encumbrance and all other aspects where strength is checked.

Magical Helmets – The unique magical helmets work like small helmets in that they match the armor type and magical bonus of what the character wears for armor on his body. They are non-encumbering so that any class can wear them. The *helm of brilliance* will provide a +2 bonus if the armor worn on the body (if any) has less than that, which extends to the person’s whole armor class. If armor is not worn, these helmets provide armor type 5 protection for the head (for 1 in 6 hits).

Periapt of Wound Closure – This item provides 2 concrete benefits: (1) The character automatically stabilizes if struck down to negative hit points. (2) It provides immunity to wounding effects like a hit from a *sword of wounding* or a horned devil’s tail. It is also prized for medical operations and childbirthing.

Artifacts

Casting level is 18 base, +1/2 level per minor benign power (rounded up), +1 level per major benign power, - 1/2 level per minor malevolent effect, -1 level per major malevolent effect and side effect, and +2 levels per prime power. For instance, the Wand of Orcus has 2 more minor benign powers than minor malevolent powers that brings it up to 19, 1 more major benign power than major malevolent power that brings it up to 20, the prime power of death upon contact which brings it up to 22, and one side effect which

gives it a final total of 21. I leave it as an exercise to the reader to calculate the casting level of possessing all 32 of Dahlver-Nar's teeth ☺.

Swords

Magic resistance can offset the effect of swords that deliver an effect beyond damage when striking, such as resisting the chopping power of a *sword of sharpness* or the life draining effect of a *sword of life stealing*. Casting level base for these weapons is as follows, +1 level for each plus of the weapon:

Nine Lives Stealer – 16 (so standard +2 version is 18)

Wounding – 14 (so standard +1 version is 15)

Life Stealing – 14 (so standard +2 version is 16)

Sharpness – 15 (so standard +1 version is 16)

Vorpal – 16 (so standard +3 version is 19)

Flame Tongue/Frost Brand – Damage done is rolled twice, and the higher amount is taken. Against a *fire/frost resistant* opponent where the amount of fire or cold damage matters, tag one die as the “first” die. If the “second” die comes out higher, the difference between the two is the fire or cold damage, respectively. For instance, a flame tongue swings into a troll. Damage on the ‘first’ d12 is a 4, the other an 11, so the fire damage is 7 points. A *ring of fire resistance* would provide immunity to those 7 points, as it doesn't rise to the level of a ‘very hot fire’. When additional fire or frost damage isn't indicated, it means the blade went too fast or cut too cleanly to deliver any extra damage.

Shortsword of Quickness – One of the character's attacks is moved to Pre-Round. Thus, a character with one attack goes in Pre-Round, a character with two attacks takes both in Pre-Round, a character with three attacks takes the first two in Pre-Round and the last in Post-Round, a character with four attacks takes the first three in Pre-Round and the last in Post-Round, etc.

Miscellaneous Weapons

Bows, Crossbows

- **Magic Bonus** - Not only is the total bonus the sum of the firing weapon and missile itself, but that also reflects what creatures it can hit; i.e. a +1 bow firing a normal arrow can hit a creature that can only be hit by +1 or better weapons; a +1 bow firing a +1 arrow can hit +2 or better opponents, etc. Note that the treasure tables reflect this; in *Unearthed Arcana* the best bow is +1 and the best arrow is +4. It is possible for a *crossbow of accuracy +3* to fire +3 bolts for a +6 weapon. (Note that UA added the +3 bolt; the DMG has just +2 bolts, which would have capped a +3 crossbow at +5 total. One can easily imagine that when the time came to add the additional weapons table in UA, the reasoning for such caps was forgotten, but it's not really a big deal anyway.)
- **Strength Bonus** – Magical shortbows accommodate the user's strength up to 18/50. Magical longbows accommodate the user's strength up to 18/00. Thus, an 18/00 strength and 18 dexterity character firing a +1 longbow with a +4 arrow has a +11 to hit and +11 to damage.

Crossbow of Speed – As the item description describes, a hand or light crossbow of this kind will fire in Pre-Round and Post-Round, rather than use the rate of fire 2 initiative mechanic. A heavy version will simply fire once per round.

Dagger +2, Longtooth – Even in shortsword length, this weapon only requires dagger proficiency to use. It also remains like a dagger for handedness, thus halflings and gnomes can dual-wield *longtooth daggers* if they manage to find more than one, or they can be used as a primary weapon with a secondary.

Hammers – Magic hammers have no effective encumbrance limit for strength when hurled, allowing a character's full to hit and damage bonuses, even if the thrower has giant strength. The *hammer of thunderbolts* allows the bonuses from *gauntlets of ogre power* and a *girdle of giant strength* to combine. It does not otherwise combine *gauntlets of ogre power* with say a *potion of giant strength*.

Scimitar of Speed – Similar to the *shortsword of quickness*, this moves one of the wielder's attacks into Pre-Round, as well as improving attacks per round by one place.

Special Abilities

Detect Evil/Good

Be aware that the rules in the DMG on pg. 60 override what the spell description in the PHB says and to a great extent, weakens the ability. I take a middle ground: strike the following sentence from the DMG: "Characters who are very strongly aligned, do not stray from their faith, and who are of relatively high level (at least 8th or higher) might radiate evil or good if they are intent upon appropriate actions." Instead, I take the sentence from the PHB and combine it with "if they are intent upon appropriate actions" to produce:

"This is a spell which discovers emanations of evil, or of good in the case of the reverse spell, from any creature or object. For example, an evilly aligned individual intent upon an evil action or an evilly cursed object will radiate evil, but a hidden trap or an unintelligent viper will not."

Thus, the essential difference between *detect evil* and *know alignment* is that the former can catch someone planning or in the act of committing a crime, whereas the latter can catch someone who has the potential to commit a crime.

A few other points need to be addressed:

- Monster-charmed individuals will detect as evil, if the creature in control would be detectable as such, as they are carrying out its will. The aura will be one level weaker than the creature's; i.e. faint if the creature is moderate, strong if the creature is overwhelming, etc.
- The DMG says, "Powerful monsters such as demons, devils, ki-rin and the like will send forth emanations of their evil or good." In light of the alteration I made, this means they detect as such even without being intent upon taking an evil or good action. Generally, any creature that is hedged by a protection from evil spell will detect as such if evilly aligned, so a night hag will whereas an elemental won't.

Energy Drain

We're using an adaptation of the 3E system. When a character is energy drained, he acquires a negative level(s). The repercussions of a negative level are:

- The character's hit point *maximum* is reduced by the hit points gained for that level, and if that new total is lower than the character's current hit points, any damage along with the energy drain comes off the new lower total. For example, Duke is a 5th level fighter with 22 hit points. He is at 17 hit points when he is hit by a wight for 3 damage and a level of energy drain. He gained 6 hit points when he went from 4th to 5th, so his maximum hit points lower from 22 to 16, and since 16 is lower than 17, the 3 damage comes off this new total and Duke is reduced to 13 current hit points. Furthermore, if the energy drain was done by a creature, it *gains* the drained hit points (6 for the wight in this case), up to its own hit point maximum. This is the only way most undead creatures can heal (see also spell level drain).
- The character is effectively one level lower in all abilities.
- A memorized spell is lost if the character's new effective level won't permit carrying either a spell of that level or the amount of spells of that level. For instance, a 5th level magic-user with 4/2/1 spells memorized is drained by a wraith. 4th level magic-users can only memorize 3/2, so he loses one first level spell of his choice and his third level spell. On the other hand, if the magic-user had already cast one first level spell and his third level spell, then the energy drain would not cause any spells to be lost. If the energy drain was done by a creature, it also gains hit points equal to the amount of spell levels drained (4 in the example above), and these points can temporarily take it above its maximum hit points; such points coming off at the rate of 1/turn until the maximum is reached.
- A character with 1 or more negative levels who dies has a chance to rise as an undead of the type that caused the negative level (or the most powerful, in the case of drain by different creatures) equal to the proportion of negative levels to total levels. For instance, Sol is a 9th level paladin who gets hit by a spectre and a wraith in a battle, giving him 3 negative levels. Later on that day, he gets killed by a dragon. When he died, 3 of his 9 levels were negative, so there is a 1 in 3 chance that he rises as a spectre. Burial in hallowed ground will stop such a fate, or in the case of vampiric energy drain, lack of burial at all.
- If a deceased character with one or more negative levels is *raised*, each negative level is first converted to a constitution point loss, then the resurrection survival roll is made on this lower score.

In 24 hours, a character must save vs. death magic for each negative level carried. Death Masters have a base save of 8. With a successful save, the negative level goes away with no repercussions. If the save is failed, the negative level is converted into a lost level, and then experience points are adjusted as usual. Experience points lost in this manner are kept track of separately in the event that the player starts a new character; see **Appendix F**. *Dispel evil* can remove negative levels (see spell errata), and *restoration* is otherwise required to recover a lost level.

When regaining experience and levels a character previously had, some benefits do accrue:

- 1) Training is not required for any levels that the character already trained for in the past.
- 2) Since training is not required, the character may gain multiple levels at a time, up to the level they used to be at.
- 3) When regaining a level and rolling for hit points, the character takes the **higher** amount of the new roll, or the roll they had the first time through.
- 4) Magic-users still get to add a new spell known for each level regained (unless already at the max spells known for all known levels).

Gaze Attacks

There are two kinds of gaze attacks, active and passive. Active gaze attacks count as the creature's combat action for that round, and can only affect the one opponent being gazed at. For example, when a vampire tries to stare deeply into someone's eyes to dominate them, that's an active gaze attack. The other kind is the passive gaze attack, which affects anyone who happens to meet the creature's glance. The rule for whether the glance is met or not can be found in the dracolisk description in the *Monster Manual II*. Since I don't ordinarily carry that book with me to gaming sessions, I'll repeat it here:

To determine whether a character has met the gaze of a large creature using a gaze weapon, roll a d10. Add 1 to the roll if the creature is man-sized, such as a medusa, and 2 if the creature is small:

Character is completely surprised (2 or more surprise segments): 9 in 10

Character is surprised: 7 in 10

Character is viewing monster: 5 in 10

Character is attacking monster normally: 3 in 10

Character is avoiding gaze (-4 to hit): 1 in 10

For example, a character surprised by an umber hulk bursting in will meet its gaze on a roll of 1-7, but a character surprised by the sudden appearance of a medusa will meet its gaze on a roll of 1-6, since if a 7 is rolled, 1 is added to make that 8.

Immunity to Poison

Characters with poison immunity (high level monks, those who have just partaken of a *heroes feast*, etc.) cannot become intoxicated, as any contaminants to the bloodstream are eradicated. Poison immunity extends to gas attacks in so far as the gas is bodily-function affecting like a *sinking cloud* or nerve gas. However, some poison gas attacks, like a green dragon's, basically cause acid to form in the body and protection does not extend to this.

Magic Resistance

Magic resistance only applies to spells that directly affect the protected creature. An *ice storm*, for instance, is a direct effect, whereas spells that alter the nature of the environment around a creature such as *reverse gravity*, *transmute rock to mud*, and *time stop* are indirect effects. A spell that creates something out of nothing, such as any of the wall spells, can be magically resisted, allowing a successfully resistant creature to pass right through it.

A successfully magic resisting creature can provide cover to others behind them against spells that fire a bolt or ray, or explode in a cone or sphere, as that portion of the spell does not travel past them. The exact amount of cover is situational.

Certain spells are ended instead of temporarily undone when coming into contact with a successfully magic resisting creature.

Examples are most area-affecting abjurations such as *protection vs evil* and *anti-magic shell*, *hold portal*, *wyvern watch*, and *chain lightning*. Prismatic layers are each checked separately against magic resistance. As an abjuration, each successful magic resistance check against a layer dispels it.

Magic resistance is also checked for effects like the head chopping of a *vorpal* sword, the automatic hitting of a *final word* sword, etc.

Magic Weapon Immunity

When a creature with immunity to weapons of less than a certain enchantment takes damage either from a weapon of a larger size category than itself or from another physical source (falling, landslide, etc), use the dice of damage done as if it were a creature's hit dice, treating each fixed addition of 4.5 as another die. For example a +1 or better weapon to hit creature such as a gargoyle will not be harmed by a fall of 40 feet or less because a 40 foot fall does 4d6 damage, and a 4 hit die creature cannot affect a +1 or better to hit monster (4+1 hit dice is required). +5 or better weapon to hit creatures cannot be harmed by non-magical physical damage *at all*, no matter how massive (yup, you can dump a planet on Primus' head and he won't be harmed).

Protection From Evil

A fairly good argument can be made that the section in the DMG that reduces what can be detectable as evil also applies to what can be protected by it for purposes of the +2 to ac and saves, but we will use the more commonly accepted definition of this power as providing protection against any attack by a foe of evil alignment.

Note the protection this power gives against monster charm as per the DMG pg. 65. Such control cannot be established in the first place against an individual already protected by this spell, so paladins never need fear vampire charm. Even if the monster can communicate via speaking with the affected party, the protection from evil power blocks the compulsion to respond. It does not otherwise provide protection against standard charm magic beyond the saving throw bonus.

Psionics

Dragon Magazine #78 is an excellent resource for psionic-related questions, and many of the concepts and rulings below come from that issue. The Sage Advice covers a lot of ground with regards to specific questions and I will not reprint them all here.

Acquisition

[Dragon #78] Psionic characters do not get all their potential at once. The psionic ability rolled at character creation (or whenever psionics are first gained) is instead the character's maximum, to be reached generally after a certain amount of level gain. At first level (or the first level in which the character becomes psionic), a character gains the first 50 points of his psionic ability, 25 going into psionic attack strength and 25 into defense strength. If the character has less psionic ability than that, then the character *does* get his full strength right away. At each subsequent level, the character gains an additional 30 points of psionic ability - 15 into each of attack and defense strength - or up to his maximum. This means that the lowest level in which a character can use *psionic blast* to affect non-psionics (minimum 100 psionic attack strength required) is level 6 (25 + 15*5). Likewise, the number of attack and defense modes rolled for when the character becomes psionic is a maximum, but the character only starts with *mind blank*. At each subsequent level, the character gets one new mode, alternating attack and defense mode choices until the full compliment in each is exhausted.

Detection

[Dragon #78, mostly] The use of psionic powers gives off an emanation that lasts for one turn whereas the emanation from magic of a similar nature lasts only one round. Only the direction of the emanation can be sensed, not its distance or type. Only a rough sense of the psionic point cost can be determined, unless the sensing individual employs the discipline *sensitivity to psychic impressions*. Unless otherwise specified for a specific monster, sensing range is 1" per hit die or level of the sensing individual. The *mind blank* defense mode does not give off emanations and thus can't be sensed, in addition to the disciplines of *invisibility* and *mind bar*.

One psionic individual can sense another's psionic ability by touch, even when neither is actively using his powers. For this reason, many psionics prefer to wear gloves when shaking hands to avoid discovery.

Psionic Combat

Psionic combat operates in two modes; normal and locked. Normal psionic combat is done as a standard action similar to a spell-like ability; the attack is made on the combatant's turn (initiative segment) unless concentration is broken beforehand or the opponent(s) move out of range. Psionically-aware victims of the attack put up the best defense mode possible in response. Such victims may choose to lock minds with the attacker, and starting in the following segment locked psionic combat begins. In locked psionic combat, instead of using the best possible defense mode, both attack and defense modes are chosen by each side beforehand and then both sides reveal their choices simultaneously. Area of effect psionic attacks made during locked psionic combat do not affect anyone who is not a part of it. A psionic unlinks his mind from locked combat by choosing not to attack; this usually grants the opponent a segment without counterattack. In the final segment, the psionic choosing to unlock must still choose his defense mode in advance; this applies even if he was forced out of the lock by losing concentration. If locked psionic combat continues to the end of the round, it continues into the next round beginning right away on segment 1, counting as a combatant's action for that round if he or she chooses to continue attacking. A combatant who chooses otherwise should still pick a defense mode in advance (and note that if the combatant wants to switch to casting a spell, *thought shield* is the only applicable defense mode). Combatants in locked psionic combat cannot move; in fact when one participant stops attacking, the first thing they often do is retreat (which due to the order of combat occurs before the final segment's psionic attack).

The only case where a defender is not allowed to choose the best possible defense against a standard psionic attack is when he is already in locked psionic combat with someone else. In this case, the defense mode he chooses at the start of the segment applies to the new attack as well. The defender can choose to lock this new attacker into the combat as well.

Also note that on tied initiative, if two psionic combatants make a normal psionic attack on one another, both defend to the best of their ability and then both get the choice of locking minds to continue the fight in the subsequent segment.

Example: The evil Lord Manshoon (psionic ability 260) *psionic blasts* a party of adventurers he is in combat with on his initiative segment of 5. One of the adventurers is psionic, and puts up a *thought shield* defense. The adventurer chooses to lock minds into psionic combat, and starting on segment 6, Manshoon and the adventurer each reveal their chosen attack and defense mode and matrix the results. This battle proceeds segment-by-segment and carries into the next round. On segment 3 of the next round, Manshoon is struck physically by the party. He suffers damage and this breaks his concentration. This occurs after the psionic exchange of segment 3 has already taken place, so he is unable to make a psionic attack in segment 4. The psionic adventurer gets one last attack in on segment 4 (and probably doesn't bother putting a defense up) which Manshoon must defend against - if he hasn't retreated out of range - without knowing which one the adventurer is using like in the previous segments of locked combat, then the two minds become unlocked. If in segment 5, a psionic ally of Manshoon psionically attacks the adventurer, the adventurer gets to choose the best defense, and then he can lock minds with this new foe.

Linking Minds - Defenders caught within a psionic area of effect attack and choosing to lock minds with the attacker may choose to link minds with each other or make separate attacks against the aggressor. Otherwise, allied psionic individuals can join a chain on their initiative segment. Each link in the chain must be within 6" of the next link. After the initial action spent to form the link, maintaining the link for all but the final recipient requires no more concentration than maintaining a *thought shield*, so they can take other actions. The final recipient, of course, is probably engaged in psionic combat or using a costly discipline. When links are established, the chain usually goes from weakest to strongest because that is the most optimal unless range dictates otherwise. Link chains can also have a branch in them, i.e. when a single psionic receives multiple links from allies not chaining to each other directly; however the attack mode range improvement only comes from the longest chain leading up to the psionic attacker. Each link in the chain knows exactly how many points he receives from the link before him, and how many people are in the chain(s) up to him. Points are transferred only once, when a link is established. Those in the chain can choose to spend an action to re-establish the link and transfer more points up the chain. When a link is broken, any unused points are lost.

Psionic Blast – Note that this ability can only affect non-psionics while the user's psionic attack strength stays over 100. Since non-psionics obviously can't lock minds to counterattack, a psionic attacker cannot continually pummel such victims segment after segment.

Mind Blank – This is the only defense mode that cannot be detected by other psionics and sensitive creatures. It is a point of strategy for a character to choose *mind blank* in response to a psionic attack if he wants his foe to believe that he was not affected.

Thought Shield – This is the only defense mode that can be employed if the combatant is concentrating on a non-psionic action such as casting a spell without losing it. It is also the only defense mode employable when attacking with *psychic crush*.

Disciplines

In most cases, activation of a psionic discipline is considered an at-will ability. Exceptions will be noted below. The DMG states that two psionic disciplines cannot be in use at the same time. What it actually means is that two disciplines requiring active concentration cannot be in use at the same time. For example, a *mind bar* which lasts 24 hours does not require active concentration and does not prevent use of any other discipline. Unlike psionic attack concentration, discipline concentration cannot typically be cancelled by taking damage or failing a save. **Example:** Bob is currently concentrating on *body weaponry*. Then he gets attacked by a breath weapon and wants to defend himself with *energy control*. Activating the latter negates the former, though the points for both are still spent that round.

Since Arthur Collins was confused by the strength point cost of psionic disciplines in Dragon #78, I will make it plain here that when a psionic discipline is used, the strength point cost comes off of **both** attack and defense strength. If a character has a positive balance in one of those but not the other, he can no longer use a psionic discipline. For instance, Harry has 100 psionic ability which translates to 50 strength points in attack and 50 strength points in defense. After a psionic combat, he is left with 27 attack strength and but 10 defense strength. He then *dimension doors* out of danger. *Dimension door* has a flat cost of 10 points, so he is left with 17 attack strength and 0 defense. He cannot use any further disciplines until he recovers some defense strength.

[Dragon #78] The level of mastery in a psionic discipline is equal to the number of levels in which the character has had the discipline. For instance, a 5th level character with 3 minor disciplines has a level of mastery of 5 in the one picked at first level, 3 in the one picked at third level, and one in the discipline just picked upon reaching 5th level.

Minor Disciplines

Body Weaponry – This discipline can be activated as a free action. The listed weapon equivalency is used for weapon vs. armor type and damage. Length, space required, and speed factor remain as per "fist/open hand". It is permissible to choose a lower weapon equivalency than one's current level of mastery; for instance, a psionic with 2 levels of mastery in this discipline may choose the club over the dagger for its greater damage potential (the dagger otherwise has superior weapon vs. armor ratings).

Cell Adjustment – The healing takes 1 turn to take effect. Each recipient of the healing can benefit from no more than the psionic's maximum in a given day. For instance, a cleric with 3 levels of mastery in this discipline can heal each member of the party, including himself, up to 15 hit points per day.

Lights – When light is targeted on a foe who fails his save, the psionist must maintain concentration at a cost of 1 point per round to keep it on that target. Otherwise, the foe gets a new saving throw every round. If the foe moves out of range of the discipline (3"), the psionic does not get the option to maintain concentration. Similarly, if a recipient of the *faerie fire* option of this discipline moves out of range, a save is granted every round. In either case, if the save is made the psionically-created light effect is "shrugged off" and reverts to become stationary. The psionic can maintain concentration on one light effect per level of mastery.

Sensitivity to Psychic Impressions – As mentioned in the detection section, if this discipline is used when psionic activity is being sensed, it can give an approximation as to the number of psionic strength points involved. It can also discern true psionic activity from a spell that simply gives off a similar aura.

Major Disciplines

Energy Control – This discipline can be activated as a free action. Only energies that deal hit point damage and consist of the standard element types (air, cold, heat, lightning) may be absorbed. The possessor of this discipline can absorb damage on a 1 hit point per 1 strength point basis. Using this discipline negates the chance to make a saving throw against the energy attack, but it does have the benefit of dissipating it in a 10 foot radius so that allies can be protected as well.

Mind Bar – Like the *mind blank* defense mode, this psionic discipline cannot be detected by other psionically-aware individuals.

Teleport – Weight limit carried is 2500 gp + 1,500 gp per level of mastery beyond 1st.

Recovery

When psionic strength is recovered, it is replenished into both attack and defense strength. In the example above with the psionic left with 17 attack strength and 0 defense, if he rests for an hour (12 pts) he returns to 29 attack strength and 12 defense.

Spell-like Abilities

Spell-like abilities are cast the same as regular spells with regards to casting time and the chance to break concentration. Only the verbal component is required (see black dragon description), so for instance a high-level drow female can use *suggestion* without reaching into her pouch for a snake's tongue and sweet oil. A creature with spell-like abilities does not have a spellbook (at least for

its spell-like abilities) and does not need to memorize its spells; each morning upon waking with the proper amount of rest it can cast each of the spells it knows the specified amount of times per day (once each if not specified). Dragon spell-casting ability (save for a few gold and silver dragons) is a good example of this. For instance, a spell-using ancient white dragon knows four 1st level spells each of which can be cast once per day. Unless otherwise specified, casting level is the hit dice of the creature (dragon casting level is furthermore modified by age).

Turning Undead

This affects undead that can hear the cleric's exhortations and see him wave his holy symbol. It is possible for undead to be turned that the cleric cannot himself see. There is no maximum range to this ability per se, but it only affects undead that are "part of the encounter", and the DM should feel free to adjudicate what precisely that means in any given situation.

If the cleric's turn check result indicates that he could have affected undead of a higher category than the ones he is up against, and his first turning does not affect them all, then he can try to turn them again the next round. If the cleric's turn check is successful, but could not have affected the next higher type, then the cleric can make no further attempts against any undead of that type that remain, and likewise if the turn check is outright failed. For instance, a 4th level cleric up against 16 ghouls needs a 4 minimum to turn them, but as he can't get all 16 in one round, for him to have the chance at turning the remainder in round 2, he must roll a 7 or better (he turns shadows on a 7). As long as he continues to roll his turning check and gets the next higher type or better each time, he can continue as long as possible. Note that a cleric can never have a second turn check against creatures turned only on the Special row.

If multiple types of undead are present, the cleric can only continue to turn those whom all of his turn checks in that encounter have succeeded against the next higher type. Let's say an 8th level cleric meets:

10 zombies (D)
4 wraiths (4)
2 mummies (7)
2 spectres (10)

On round 1, he rolls a 10, good enough to affect any of them. Let's say he gets a 12 on the 1-12 roll. He destroys all 10 zombies, and turns 2 of the wraiths as well. The next round, he can try to turn the remaining 2 wraiths and 2 mummies, because his roll was good enough to get spectres. However, he never will get the chance to affect the spectres again this encounter, because they had enough cannon fodder to keep them out of the initial set of affected creatures, and the cleric needed to have rolled a 13 (vampire result) to keep them eligible for future turning. Let's say in the next round the cleric rolls a 13, and gets a 4 on the 1-12 roll. The two wraiths and the two mummies are turned, but the cleric can have no further affect against the spectres, even though in the latest round he did get a high enough turn result.

It gets a little more complicated when the cleric turns the undead present at different amounts. Consider the following example of an 8th level cleric against:

2 skeletons (D, 7-12)
2 mummies (4, 1-12)
3 barbed devils (20, 1-2)

Let's say the cleric happens to roll a 20. First roll the 7-12 and remove that many skeletons, unless there are 7 or less skeletons anyway in which case all are automatically destroyed, as is the case here. Then roll the 1d12 for the mummies and subtract the amount of skeletons destroyed to determine how many of them can be turned. For instance, let's say a 5 is rolled on the 1d12 roll. 5 – 2 skeletons destroyed = 3 left, which covers both mummies. That leaves 1 creature left over, but the only creatures left are the barbed devils, who are ordinarily turned 1-2 in number. Each barbed devil counts for 6 undead, so 6 must be left to get even one of them. If the cleric rolls a 10+ on the 1d12 roll instead, he then manages to get one of them: 2 skeletons + 2 mummies + 1 barbed devil (counts for 6) = 10. Even on a 12 though he has no chance at the 2nd and 3rd barbed devils, and even with the roll of a 20 he cannot attempt to turn them again that encounter because they are already the highest possible check result on the table.

Combat

Combat Basics

Action Types

Combat Action – This is that “one thing” you can do in a round. These actions either affect another combatant or the environment, involve a targeting decision, or deal with activating magic. Unless otherwise specified, combat actions take one segment. Examples are:

1. Make a melee, missile, or unarmed attack, which could be multi-part since some attackers get 2 or more attack routines per round, and many missile weapons have a rate of fire higher than 1.
2. Set weapon vs. charge or guard.
3. Make a charging, diving, or tackling attack. The movement to get there is not part of the combat action itself.
4. Cast a spell either from memory or scroll, or use a spell-like ability.
5. Activate a magic item by command phrase. Again, some are multi-part, such as the *wand of magic missiles* which can be used twice per round.
6. Use a special ability that requires physical movement, such as lay on hands, turn undead, a breath weapon, or an active gaze attack (like a vampire’s or arch-devil’s).
7. Use an at-will ability that requires concentration or a targeting decision, such as *gate* in an ally, or make a psionic attack.
8. Brace a door to try to keep it closed, or try to push one open.
9. Attempt to grab an item held by another.
10. Hurl a flask of oil
11. Toss out a ball from a *bag of tricks*.
12. Turn a crank or pull a lever.
13. Take cover behind a shield.
14. Ready an action.
15. Disbelieve a suspected illusion or illusionary damage taken.

Move Equivalent Action – Pretty much anything else a combatant tries to do falls under this heading. Examples are:

1. Move away from, around, or into combat. Moving towards combat can be at up to charging rate.
2. Parley
3. Draw or put away a weapon or item.
4. Pick up a weapon from the ground.
5. Jump.
6. Open a door.
7. Light a rag wrapped around a flask of oil, or a torch.
8. Load a crossbow or sling.
9. Drink a potion.
10. Spread oil on an item.
11. Put a ring on a finger.

Move equivalent actions require the DM to estimate how many segments they take, as per **Actions During Combat** pg. 71 of the DMG. Heavy crossbows and staff slings take 10 segments to load, light crossbows and slings take 5 segments to load. The load time for hand crossbows, bows, and blowguns is included as part of the 1 segment firing time, as is the time it takes to pull out a dart, dagger, or other hurled weapon from an easily accessible location. Moving and attacking or charging counts as 1 segment of combat action time and however long it took to reach the destination as move equivalent time.

What Can You Do In A Round?

If the chosen combat action takes less than 10 segments to perform, the combatant will have some time for move equivalent actions either before or afterwards, though this caps at 5 segments (half-move and act, or act and half-move). If the combatant chooses to only perform move equivalent actions, he has all 10 segments to use. This chart shows the tradeoffs:

Segments spent for combat action	Segments remaining for move equivalent actions
10	0
9	1
8	2
7	3
6	4
5	5
4	5
3	5
2	5
1	5
0	10

Here is how this plays out with a heavy crossbow:

Round One: All 10 segments are used to load it.
Round Two: Fire first shot, 5 segments are spent starting to reload it.
Round Three: 5 segments are spent finishing reloading it, fire second shot.
Round Four: All 10 segments are used to load it.

Here is another example: A character can spread *oil of sharpness* on his sword for say 2 segments (depends upon the length of the blade), move into combat for 3 segments (with a 6" movement rate, that would be 18 feet underground), and attack.

If a combatant is indisposed to begin the round but comes to later in the round, he has less segments of activity to work with. For instance, let's say Falstaff *dimension doored* on segment 6 of the previous round. With its 7 segment recovery time, he comes to on segment 4. This gives him 7 segments for the round instead of the usual 10, so if he chooses a combat action that takes 3 segments, he'll only have 4 segments of move equivalent activity. If the combatant has less than 5 segments available for the round, he **cannot** take a combat action (actions never start later than segment 6).

Multi-part actions, such as missile weapons with a rate of fire greater than one (see **Initiative Step 4** for other examples), come with an additional restriction. For every 2 segments of move equivalent actions taken, one part of the action beyond the first is removed. For instance, a Bowman (with 2 proficiency slots) who moves 1 segment before or after firing his first shot can still get his second shot, but 2 to 5 segments of movement negate it. A dart thrower who moves 2 or 3 segments reduces his rate of fire to 2, and if he moves 4 or 5 segments, he can throw only one dart (a 13th level fighter-archer proficient in dart would hurl 3 instead of his usual 5). This rule combines with segments lost due to being indisposed, as in the example of Falstaff above. He lost 3 segments of the round, so he'd lose one arrow or dart throw if he was planning on shooting or throwing. If he moved for one segment before throwing his dart, he'd lose **both** of his additional throws, since 3 segments lost + 1 segment moved = 4 segments, negating 2 of his throws. Multi-part actions that occur in Pre- and Post- round are unaffected by movement, so a 13th level Fighter-Archer can shoot an arrow in Pre-Round, move 5 segments and shoot during the round (1 shot lost due to movement), and fire his 3rd arrow in Post-Round, even though he moved for over 3 segments.

Certain at-will abilities (as opposed to spell-like abilities that require verbal casting) can be used in addition to all other activity. These abilities simply activate a power, and do not require any active concentration or targeting decisions (for targets other than 'self'). For instance, a psionic character can turn on *body weaponry* and attack in the same round, a troglodyte can exude its stench and attack, or a demon can shed *darkness* around itself and attack, but if it desires to *cause darkness* at a distance, that counts as its combat action. One of the most potent at-will abilities available to player characters is activating a *ring of invisibility*. A character can use that to become invisible before or after attacking, but not both. No matter how many at-will abilities a combatant has, only one can be used per round. For example, in addition to attacking, Juiblex can shed *darkness* or circle himself with *cold*, but not both, nor could he shed *darkness* and surround himself with *cold*, even if he didn't attack. *Teleportation* requires a targeting decision (where to end up), so it counts as a combat action.

There are other at-will defensive actions that can be activated when necessary and are not limited in per round usage, such as activating *feather fall* when a pit opens up underneath, using a psionic discipline like *energy control* to neutralize a breath weapon attack, bringing up a psionic defense, etc. Thus, a character can use a psionic discipline that only affects himself like *expansion*, make an attack, move for 5 segments, then later in the same round defend against an opposing psionic attack and lock into psionic combat.

Action Choice Limitations

I have deliberately shortened the **Action Declarations** phase to speed up gameplay, so in most cases, a player decides what his character is going to do when his turn in the initiative sequence arrives. However, the following restrictions are in place:

- A combatant who has already taken damage or failed a saving throw cannot begin an action that requires concentration, such as cast a spell or make a psionic attack.
- A combatant who is engaged in melee one to one (or with equal numbers on each side) cannot start a non-melee action that requires using some object that is easily pushed aside or leaves one too vulnerable, such as firing or throwing a missile weapon, reading a scroll, drinking a potion, retrieving something from a backpack, etc. Spells with material components generally do not fall into this category as the components are usually small. If the combatant has allies engaged in the same melee with him and they outnumber the enemy, then he has a relative chance for his action to be overlooked (a logical extension of the who-attacks-whom rule). For example, 3 characters are facing off with an ogre. One decides to drink a potion while the other two continue attacking; he has only a 1 in 3 chance of being stopped. Usually, a combatant will withdraw to take such an action in safety. See the next section for what happens when a non-melee action is already in progress and the individual is engaged in melee by an enemy.
- Charging or running can only be begun when the combatant is not engaged in melee.

Note that other actions can be started, but they may be disrupted, see below.

Disrupting a Non-Melee Action

When a combatant is in the process of taking a multi-segment non-melee action that requires a certain degree of physical coordination or concentration, the action will be disrupted if he is engaged in melee and struck for (non-temporary hit point) damage prior to its completion. For instance, if a thief has thrown one dagger in segment 3, and is preparing for a second throw in segment 7 but in segment 4 an enemy moves up and strikes him successfully with a battleaxe, the second throw cannot be made. This is less severe than the concentration disruption rules regarding spell-casting and psionic attacks, which also extend to damage of any kind and failed saving throws. Note that the utilization of most magic items is not subject to disruption.

Disruption occurs whether or not the defender had planned to move first. For instance, if someone casting *fireball* is hit on segment 2, the spell is lost, even though the caster may have wanted to take a half-move first in accordance with the half-move and act option.

Casting a spell with a somatic component counts as “off-balance” and makes the caster +2 easier to be hit (DMG pg. 67).

Missile Fire

Shooting up - When firing at an opponent in an elevated position, the effective range is computed as the horizontal distance plus twice the vertical component. For instance, an opponent 15” away and 3” up is considered 21” away, at the very edge of longbow range. An opponent directly overhead but 12” up is effectively 24” away, out of range for a longbow.

Shooting down - This rule comes from module D3: long range is extended 1” for every 1.5” of vertical height. For instance, a hand crossbow is normally 20/40/60 feet indoors, but if fired from a 30 foot high wall down at opponents below, it becomes 20/40/80. In most cases, shooting down also grants the +1 higher ground bonus as well.

Strength adjustments - Anyone with a strength penalty to hit and/or damage must apply it in full when using a missile weapon other than a blowgun or crossbow, though such a character may be unable to *load* the crossbow. For example, a magic-user with 3 strength and an 18 dexterity throwing daggers has no modifier to hit (-3 cancels out +3) and is -1 to damage. Strength bonuses, on the other hand, apply to hit and damage but are limited by the encumbrance (weight) of the item. For sling bullets and stones, the torque gives them effectively 10x their actual encumbrance. See the **Deluxe Equipment** section for bows and crossbows, whose common forms do not provide these bonuses. Strength bonuses do not apply to lasso attacks, though penalties do.

Weapon	Encumbrance	Strength Maximum
Harpoon (8 feet length)	60	18/00 (+3, +6)
Harpoon (6-7 feet length), Hand Axe, Hammer¹, Staff Sling Bullet	50	18/99 (+2, +5)
Spear² (5-6 feet length), Staff Sling Stone	40	18/90 (+2, +4)
Aklys	35	18/75 (+2, +3)
Club, Atlatl with Javelin	30	18/50 (+1, +3)
Javelin, Sling Bullet	20	18 (+1, +2)
Dagger, Sling Stone	10	17 (+1, +1)
Dart, Knife	5-6	16 (0, +1)

¹ Magic hammers always allow the character’s full strength to hit and damage when thrown.

² Longer spears are really two-handed polearms that aren’t thrown

Thrown rocks and other items simply need their encumbrance estimated, then they can be looked up on the chart above. The DMG pg. 145 gives the average missile weight for rocks thrown with giant strength, representing the largest item that such strengths are capable of.

Targeting in melee – Depending upon the angle of the shot into melee and the amount of cover the intended target has, a direct shot may or may not be permissible, ranging from no penalty to -4. Examples:

- The party is marching down the corridor when enemies round the corner and charge them, engaging the front rank. The archer wants to shoot behind the front rank at the enemies. This will use the standard random targeting rule, using relative sizes to determine who is hit.
- Now the fight is in a large room and the archer is able to move around to the flank. He can target an enemy at -4 to hit, or shoot without penalty and leave the target to chance.
- Similar to the above situation, but the front rank is using polearms and is keeping their distance from the enemy. In this case, the flanking archer can fire at the enemy with no penalty.

Speed Factor Checks

This is a new mechanic that I’m rather fond of. When a speed factor check is called for (usually with regard to an attack of opportunity), roll a d12. If the roll is equal to or higher than the weapon’s speed factor, the roll succeeds and an attack can be made. Thus, an open hand attack (speed factor 1) *always* succeeds on a speed factor check, a two-handed sword requires a 10-12, and an awl pike (speed factor 13) *always* fails. *Haste* and *slow* alter speed factor (see the spell errata section); for instance a *hasted* pikeman can succeed on a 6 or better. The non-proficiency penalty, if in effect, also adds to the speed factor.

Monsters always succeed on speed factor checks, unless they are slow in some way (specified as always striking last, *slowed*) in which case they always fail.

Unconsciousness, Down & Dying

A non-living being such as an undead or a golem is destroyed upon reaching 0 or lower hit points. A living being is unconscious and:

Hit Points	Condition	Recovery after restored to positives*
0	Stable	No recovery period needed
-1 to -3	Bleeding with a 1 in 6 chance of stabilization	No recovery period needed
-4 to -5	Dead if brought here by damage instead of bleeding, otherwise bleeding continues with a 1 in 8 chance of stabilization	1-6 turns spent comatose
-6 to -9	Dead if brought here by damage instead of bleeding, otherwise bleeding continues with a 1 in 10 chance of stabilization	1-6 turns spent comatose, then weakened for a week. Character is effectively <i>slowed</i> during this time.
-10	Dead, bleeding ceases	

* A *heal* or *death's door* spell negates the need for a recovery period even for those at -4 to -9 hit points before the spell is applied. *Cure* spells can mitigate the weakened condition as per the *elixir of life* item description. *Dispel exhaustion* temporarily suspends it as per the spell description.

Bleeding is 1 hit point per round, occurring on the segment when the character was knocked to negatives. The chance to stabilize is checked before the hit point loss is applied. A *peritapt of wound closure* prevents bleeding, and *dispel exhaustion* temporarily suspends it. Also, as per the DMG, administering aid immediately stabilizes a bleeding individual. However, if the aid is non-magical (i.e. binding wounds), then (a) bandages must be handy (b) the character administering the aid must succeed on an intelligence check and (c) it takes a full 10 segments to do so.

Now where this all gets tricky is when illusionary damage is present and contributes to the character going to 0 or lower hit points. A character that is only in negative hit points because of illusionary damage automatically succeeds at their first stabilization check (which is why the DM always rolls it). Unconscious characters recover illusionary damage at the rate of 1 point per level per round, and as soon as all of it is gone, the character will return to consciousness if he is now in positive hit points. Furthermore, such a character will immediately be able to act (as opposed to being comatose for 1-6 turns). When a player thinks his character died due to being struck to -4 hit points or lower directly but in reality has illusionary damage that makes the difference, the DM will not immediately inform the player otherwise. Another character inspecting the supposedly dead individual will see that he is merely unconscious. The DM secretly keeps track of the illusionary damage until all of it is gone, then informs the player of the result; either consciousness returning, or that the character is just unconscious.

Weapon vs. Armor Class

This system comes out of Chainmail's man-to-man combat system. Accordingly, it should not be used for man vs. giant, even though giants may use weapons and wear armor. I draw the cut-off line at ogres, who (a) are the highest hit dice creature still susceptible to the 1st level *sleep* spell, and (b) are the biggest creatures still described as doing damage by weapon type. Creatures up to ogre-sized (9 feet tall) in general both use the weapon vs. armor class system when attacking provided they are using human-sized weapons, and it is checked when attacking them. It is not used for taller creatures, so a hill giant that wields a two-handed sword - even a human-sized one - doesn't get the +2 or +3 bonus that it usually grants, whereas an ogre would. On the flipside, the ogre is only attacking on the 4 hit die column, whereas the hill giant is on the 9. Since giants use weapons, but don't use weapon vs. armor class, any time a giant uses two hands on a weapon, they get an extra +1 to hit (see **Two-Handed Fighting**). Of course there are some exceptions, for instance Demogorgon's tail is specifically mentioned as striking as a flail for hit determination, meaning it uses footman's flail weapon vs. armor adjustments.

Surprise

The Dungeon Master's Guide has a significant misprint in the **Surprise** section giving the impression that the number of segments spent surprised is subtracted from the difference in the dice. It is not, really; the segments spent surprised are equal to the die result assuming that the result was in the surprise range. The part about subtraction is merely a badly worded acknowledgement that segments in which both sides are surprised can be effectively skipped. So if side A is surprised 2 in 6 and rolls a 3 and side B is surprised 4 in 6 and rolls a 4, side B is surprised for 4 segments, not 1. Otherwise, read Dragon 133 for further details on how surprise works when dealing with die types other than a d6, and make the roll using percentile dice. I am pasting in the charts here:

	Surprises on a							
	2/6 (33%)	3/6 (50%)	4/6 (67%)	6/8 (75%)	8/10 (80%)	5/6 (83%)	7/8 (88%)	9/10 (90%)
Surprised on a								
1 in 20 (5%)	5%	22%	39%	47%	52%	55%	60%	62%
1 in 12(8%)	8%	25%	42%	50%	55%	58%	63%	65%
1 in 10(10%)	10%	27%	44%	52%	57%	60%	65%	67%
1 in 8 (13%)	13%	30%	47%	55%	60%	63%	68%	70%
1 in 6 (17%)	17%	33%	50%	59%	64%	67%	72%	74%
2 in 6 (33%)	33%	50%	67%	75%	80%	83%	88%	90%

Notes
 Monks use the 2-in-6 (33%) row. Subtract 1% if the monk is 2nd level or ((2% x (level - 2)) + 1) if 3rd level or greater.
 If the encountered creature is *silent*, add 17% (1 in 6) to the value in Table 1.
 If the encountered creature is *invisible*, add 17% (1 in 6) to the value in Table 1.

Surprise factor is number of segments surprised.
 Modifiers:
 Dex bonus (only with non-bulky encumbrance)
 Dex penalty
 Encumbrance penalty

Surprise roll	Surprise factor
1-17	1
18-33	2
34-50	3
51-67	4
68-83	5
84-00	6

Modifiers

The base surprise chances are for a generally alert individual or group. Conditions can improve the chance of surprise for both sides, such as fog, darkness, rain, mossy ground that dampens sound, heavy undergrowth, etc. Also, individuals may be less alert than the rest of their group, such as when wearing a great helmet or taking cover behind one's shield, and this is similar to a dexterity or encumbrance penalty that increases the amount of segments that individual is surprised for if the group is surprised. As the extent of the lowered awareness in these cases depends upon the angle of attack, the reaction penalty is anywhere from 0 to 2 segments.

Surprised defenders lose their dexterity bonus to armor class and saves, and are +1 easier to hit. Shield bonus is not lost, however, unless the surprise attack comes from the rear or flank. Note that the +2 to hit for a rear or unseen attack (or +4 for an assassinate or backstab) super-cedes and does not stack with the surprise bonus to hit.

Ambush

When one side attempts to waylay another, it can lead to 1 segment of guaranteed surprise if the DM determines that the victims have no possible way of detecting the attack until the attack is unleashed **and** the victim stays still / within range long enough for the attack to be executed. The most common example of this in play is when a thief or assassin succeeds on a move silent check and backstabs an opponent from behind. Even then, the DM may rule that extenuating circumstances exist, such as the victim has an extraordinary sense of smell, the thief can be seen in a mirror, or perhaps at the last minute the victim may decide to turn around to check to make sure he isn't leaving any tracks if he is concerned about that. If the 1 segment of automatic surprise is granted, normal surprise is then rolled for at 4 in 6 chances. Otherwise, ambushes generally range from 3 in 6 to 5 in 6 surprise chances, as per the following criteria:

Surprises On	Scenario
3 in 6	Attacker has higher stealth than average (ranger, bugbear) against otherwise alert foe
4 in 6	Attacker has considerable stealth (elf, halfling, boots of elvenkind) or attacks from a concealed position against a foe on the move.
5 in 6	Attacker does not have to move prior to making unseen attack. For example, huge spider leap attack, or attack from concealed position on foe standing relatively still.

Note that most ambushes will not be automatic; the party may notice the tracks of those who moved into ambush positions, or hear the pulling back of a bowstring, or the metallic clink of a weapon being drawn, before the attack is launched. Rangers are especially adept at this kind of "sixth sense" which is why they reduce the chance of surprise (if there is one) by 1. Missile weapon ambushes are exempt from the rule that surprise can only take place between parties within 3" of each other.

A thief who fails his move silent check is still moving quietly and may still gain surprise, as can anyone attempting stealth. Elves and halflings in non-metal armor surprise 4 in 6, rangers 3 in 6, and other pcs generally at 2 in 6. See **Listen Checks** for more details.

An ambush which fails to surprise its victim still allows for first strike capability in the upcoming melee round, which means that the attackers get to go in Pre-Round. If the arrow is already in flight, the defender is not going to get a chance to act before that!

Missile Rate of Fire

This is one of the most confusing parts of the DMG. Tripling the rate of fire of a missile weapon does **not** mean that the rate of fire is switched to segments then tripled resulting in say 6 arrows in one segment; it means the rate of fire as used in *rounds* is tripled. This is then cross-checked with **step 4** in the initiative section (treating ½ tripled as 2) to determine when the next missile can be fired:

Surprise Segment	Rate of Fire ½ normally	Rate of Fire 1 normally	Rate of Fire 2 normally	Rate of Fire 3 normally
1	1 shot	1 shot/throw	1 shot/throw	1 shot/throw
2	-	-	1 shot/throw	1 shot/throw
3	-	1 shot/throw	1 shot/throw	1 shot/throw
4	-	-	1 shot/throw	1 shot/throw
5	1 shot	1 shot/throw	1 shot/throw	1 shot/throw
6	-	-	1 shot/throw	1 shot/throw
7	-	-	-	1 shot/throw
8	-	-	-	1 shot/throw
9	-	-	-	1 shot/throw
10 (max)	-	-	-	-

(10 segments of surprise is very rare; it takes 5 segments rolled, 3 more for encumbered, and a 4 dexterity to boot.)

The DMG notes that the triple rate is "provided the weapon/missiles are ready"; this means that the shooter doesn't have to say unbundle arrows from a sack, or hunt for a small rock to sling, and the weapon is in hand prior to the start of surprise (as noted in the sample combat for Arlanni's sling). Also note that in the sample combat, on the second surprise segment, Arlanni sets her crossbow down rather than take a second shot (yes, her sling magically turned into a crossbow which thieves don't even have on their proficiency list). According to the chart above, that makes sense because she wouldn't have been able to take another shot unless a third surprise segment was allotted.

When individual members of the surprised party due to dexterity bonus – or lack of a penalty – shake off surprise, they can fire missiles too at the same rate, joining the schedule above. For instance, let's say a warrior with spear in hand who is a member of a party surprised for 4 segments becomes able to act in segment 2 (18 dex). He can't throw the spear until segment 3.

Engaging A Foe

Due to various modifiers, certain individuals in a surprised party won't be surprised themselves. Once two opponents come together who are both on their guard, they are engaged in melee and can no longer act in subsequent surprise segments, just as Aggro and Balto are in the second surprise segment of the sample combat. During surprise segments, move and attack is not possible; only cautious advance or charge. For opposed parties engaged in missile fire or charge attacks during surprise segments, use the segment order of combat instead of rolling initiative.

Spell-casting

Only one spell can be cast per individual during the surprise portion of the round, even if additional surprise segments remain. Note that the PHB combat example is incorrect; the magic-user should have been able to complete his *sleep* spell since it takes 1 segment to cast. The DMG has a 1 segment *magic missile* begun and completed in a surprise segment. A spell that is started during surprise but not finished carries the balance of the casting time over into the first combat round, continuing right away in segment 1.

Surprise Ending

Surprise is not always played out until the last surprise segment of any of the surprised individuals. It ends before that if all members of the non-surprised party are engaged in melee by members of the surprised party who are now able to act. This is subject to DM discretion, for in some cases one alert warrior holding off 3 foes would be fine, while in other cases it wouldn't be. Those individuals with surprise segments remaining will be unable to act for that amount of time at the start of the first round of combat.

Mid-Combat Surprise

The one big difference about surprising a foe that is already in an active combat - such as an assassin sneaking up behind a foe who is engaged with the party's fighters - is that it is not possible to gain multiple surprise segments. On the flip side though, even if the move silent check is failed, it is much harder for that foe to succeed on a listen check, making the backstab or assassination considerably more likely. The DM may rule that in a certain case, such as the evil overlord watching the combat from a balcony but not actively participating in it and then turned into a pincushion by a sniping assassin, multiple surprise segments should apply.

Initiative

The design goal is to respect the segment-based approach to initiative that AD&D uses while minimizing the amount of times that positions on the board need to be modified. It is a delicate balance, and to achieve it I use the following compromise: a combatant cannot go in a segment earlier than the time it takes to complete a planned *combat* action, but no matter what segment that is, up to 5 segments of move equivalent activity are allowed, depending upon how long the combat action itself takes. For those who are moving for the whole round, their position is updated once more with their remaining 5 segments of movement at the end of the round.

Those combatants continuing an action already started from the previous round (locked psionic combat, spell that still has a few segments left to finish, staying ready to act when a specific event occurs, etc.) continue with it in segment 1, and the initiative roll is irrelevant. For all those starting a new action, the segment in which the action occurs or starts must be determined.

Step 1: Action Declarations

In a live game, actions do not need to be announced prior to the initiative roll, however it can be an advantage (see **Step 3**) to declare the following actions are being started from the beginning of the round:

- Performing any combat action that takes 2 or more segments to complete (such as casting most spells)
- Dedicating 1 or more attack routines to parrying (and how many, if the combatant has more than 1)

All other actions can be chosen when it is that character's turn to act. In a play-by-post game, all actions must be declared up front with detailed if-then-else instructions, and the DM resolves not only the current round, but ideally, more than one.

A combatant who is indisposed at the time initiative starts due to circumstances such as remaining surprise segments, stunned, or recovering from a *dimension door* cannot declare any actions prior to the roll. Such a combatant chooses their action on either the segment they "come to" (provided that occurs by segment 6), or the segment indicated by the initiative roll, whichever comes later.

Step 2: Roll the Initiative Dice

Each side or individual (doesn't matter) rolls a d6 for initiative, unless the action being taken doesn't require a roll. This system works with either high or low roll wins:

Low Roll Wins - This is the standard way I run the game, and the rest of this chapter is written from this perspective. You are rolling for the segment that you go on.

High Roll Wins - In this case, you are rolling for when your opponent goes, aka you roll for when stuff happens to you. For instance, if the party rolls a 5 and the monsters roll a 3, the party goes on segment 3 and the monsters on segment 5. For the most part individual initiative bonuses can be added to your own roll, but when you need to know the actual segment you go on - for instance to see if an attack cancels a spell being carried over from the previous round - remember that you are really subtracting from the other side's roll. If there are 3 sides in the conflict, the highest roller goes on the segment indicated by the lowest roller's die, and the middle roller goes on his own indicated segment. For instance, if the party rolls a 5, the npc party that wanders in mid-fight rolls a 4, and the monsters roll a 3, the party goes on 3, the npc party on 4, and the monsters on 5.

The individual initiative modifiers, which can never lower the result below 1 or raise it beyond 6*, are:

- Dexterity adjustment as per DMG pg. 64, except it is for all physical actions, not just missile fire (move, attack, shoot, cut a rope, etc.). The adjustment is reversed (so 18 dexterity gives a -3, not a +3). Remember that a dexterity bonus is only allowed when the encumbrance category is normal gear/non-bulky. For monsters who do not have a dexterity score, when the creature's movement rate is 15" or higher, the first digit is used as the bonus to initiative.
- Intelligence bonus for a mental action taken, such as an at-will ability, or any other action triggered by thought alone (such as a psionic attack). Intelligence penalties are not imposed because usually low intelligence creatures provided with such abilities perform them instinctually. The chart is:
 - 13-14 (Highly) -1
 - 15-16 (Exceptionally) -2
 - 17-18 (Genius) -3

- 19-20 (Supra-Genius) -4
- 21+ (Godlike) -5 (so even a roll of 6 converts to a 1)

If the combatant is combining the mental action with a physical one (even movement), the dexterity reaction adjustment, if any, is used instead. For example, a fighter activating a *ring of invisibility* and not moving or attacking would get the intelligence bonus, but if turning invisible then moving or attacking, he'll get his dexterity reaction adjustment.

- Encumbrance penalty to all physical actions.
- *Rod of Alertness* in one's possession: -1
- *Always attacks last*: such individuals always go on segment 6. A combatant can also voluntarily "take a six" to go last.

* Every segment that *would* have been tacked on beyond 6 combines with movement and segments lost from the round due to a condition preventing action to count towards negating extra parts of a multi-part action (usually missile fire).

Step 3: Compute the Action Segment

For most attacks and special abilities, the action segment is the number arrived at in step 2. If the intended action is a combat action and it takes 2 segments or longer to perform (such as most spells) *and it was declared prior to the initiative roll*, compare the initiative roll to the action time and take **the higher value**. For example, a *fireball* with a casting time of 3 will be cast on segment 3 with an initiative roll of 1, 2, or 3 and on the initiative roll's segment for rolls of 4, 5, or 6. This means that a spell with a 6+ segment casting time that was declared before the initiative roll will be unaffected by it.

If a combatant decides to start a combat action when his action segment comes around and it takes 2 or more segments to perform, then the action is started on the action segment and completed **action time – 1** segments later. The segment that the action finishes is called the **culmination segment**. For instance, if Falstaff gets a 5 for initiative and decides on his turn to cast *stinking cloud* which has a 2 segment casting time, then it completes on segment 6. Note that using this method, only actions that take 5 segments or less are guaranteed to complete within the round. This method of action determination is the only option available to a combatant who is indisposed to start the round and can't make an action declaration at initiative time. For example, if Greg *dimension doored* in segment 6 of the previous round (which has a 7 segment recovery time), he can't act until segment 4 at the earliest. The initiative roll will determine whether he can start an action in segments 4, 5, or 6, and then if he wants to cast a spell (and hasn't taken any damage or failed a save this round so far), he can start it on that segment.

Step 4: Second (and Third) Parts of the Action

Some actions – especially missile weapons - allow the combatant to have multiple action segments in the round, as follows:

- Rate of fire 2 – second missile comes 4 segments later.
- Rate of fire 3 – second missile comes 2 segments later, and third missile comes 2 segments after that
- Rate of fire 4* – second missile comes 2 segments later, third and fourth come 1 segment apart after that
- Rate of fire 5* - each missile comes 1 segment after
- Cantrips – as per UA, the second cantrip is cast 1d4 segments later.
- *Wand of magic missiles* – as per the DMG, the second missile is fired 3 segments later.

Remember that for every 2 segments spent moving, or indisposed, or for initiative segments that would have been tacked on had the limit been above 6, these extra actions are reduced by one. This is why you typically don't see archers in plate mail, since not only does it block any dexterity bonus they have, but if they move for a segment and roll a 6 for initiative, they'll lose their second shot.

* These rates only apply to situations where a *hasted* Archer character cannot take shots or throws during pre-round.

Awaiting Action

When your action segment arrives, you may decide to wait until later to act. For example, your ally is casting *light* on a foe's eyes and you want your attack to have the blinded bonuses. Each subsequent segment through 6, you can decide to act or wait further; this is similar to taking a 6, only deciding one segment at a time. On segment 6, you must act if you intend to go that round. If not, you can decide that you want to wait further (perhaps the *light* spell isn't finished yet). In this case, you have to specify precisely what action you want to take (which can include readying an action for when an event occurs), and you can take it as soon as possible in the next round, as early as segment 1 without need for an initiative roll. Note that this combat maneuver involves waiting to act until after an event completes, whereas **readying an action** involves interrupting another's move or action.

Ready An Action

It is often advantageous to delay one's action in order to interrupt another's, such as "I shoot the first orc that comes through the door". The combatant must be ready to execute the action instantly; i.e. arrow nocked and ready to fire, rope that drops molten lead held and ready to be tugged, dagger held out to stab the next person coming through the doorway, mind prepared to unleash a psionic attack, etc. If the specified event does not occur by the end of the round (or surprise segment), the *readied* individual may carry over that action declaration to the next round and need not roll initiative. If a combatant declares that he is delaying to attack or set weapon vs. charge the first person to engage him in melee, see **Guarding** instead. Note that an arrow delayed until segment 7 or later will not permit a second shot that round, as this takes the second shot past segment 10. If not in rounds, such as a tower guard who is ready to shoot someone as soon as they expose themselves from hiding behind total cover, the target needs to be exposed for enough segments to allow for a second shot (i.e. 4 segments if using a bow, 2 segments if throwing a dart). For spells, only cantrips and *feather fall* are generally fast enough to be used in this capacity. See **Awaiting Action** for when a combatant wants to act *after* another action completes.

The Combat Round

Movement in the Melee Round

A combatant can, circumstances permitting, move then act or act then move on his action segment, as per the section **What Can You Do In A Round?** For instance, in the case of a magic-user casting *delayed blast fireball*, because it is a 7 segment spell and it was declared prior to the initiative roll, he can move (or the equivalent) for 3 segments before or after casting it (on segment 7). An elf or a manticoon can move-shoot-move (aka shot on the run). A combatant who chooses to only move on his action segment moves the first half of it, and is considered to be on guard (see **Guarding and Engaging**).

When a multi-segment combat action is *started* on the action segment, the combatant can move before starting it or move after finishing it on the culmination segment. Example: Brett wears a great helmet and he was still surprised for the first segment of the round, leaving him with 9 segments of activity and unable to declare an action prior to the initiative roll. His initiative roll is a 4, and on segment 4 he chooses to use his *ring of spell storing* to cast a spell. All spells from that ring take 5 segments to cast, so he starts casting on 4 and finishes on 8. Since $9 - 5 = 4$, on segment 4 he can move for 4 segments and start casting or on segment 8 he can move for 4 segments after finishing casting, but not both.

On segment 10, those combatants who have not taken an action (other than guarding) can move the second half of their allotted movement; this is referred to as *end of round movement*. Unless the movement is the culmination of a charge, only a cautious approach if engaging a foe in melee is possible (since all actions must be at least *readied* by segment 6). When conducting end of round movement, the regular segment order sequence is followed, so retreats are done first, and close to striking range after spells and missiles and the like. I call this the “minis mash”, because everyone who hasn’t yet gotten into the fray usually has enough movement remaining to get in there. Note that a cautious engagement may provoke attacks from opponents on guard if the oncomer is outnumbered or has no safe approach route.

In situations where position is of great strategic importance, instead of performing the second half of movement at the end of the round, I use a more complicated system. On segment 6, those who took their action segment earlier move another segment’s worth. Those who are taking their action segment for the first time (and are only moving or charging) move for 6 segments. Then each segment after that, or up to the next scheduled segment of activity, positions are incrementally adjusted. For example, the party travels down a long hallway. At the end of the hallway is a chamber with chanting mages and archers. The party immediately turns around to retreat, but due to the length of the hallway, getting around the corner requires more than 5 segments of movement. With spells going off and arrows firing in say segments 4, 6, 8, and 9, it is important to see how far each party member has moved at each of those junctures.

Fast movement (charging and running) can only be begun when the combatant is not engaged in melee (this replaces the rule in the DMG about charging only once every turn). The armor class penalties associated with charging and running are in effect from when the action is started until the end of the round. Note the limitations on fast movement due to encumbrance. A warrior with bulky encumbrance and a 6” movement rate can charge underground 6” during his action segment, but must slow to normal movement (and cautious engagement) if continuing to move in end of round movement, for up to another 3”, and that’s the fastest he can go. Note that the segments spent charging count towards the move equivalent activity allowed.

The only time an opponent gets to counterattack a charge, and thus compare weapon lengths for attack order, is when the opponent is going at the same time or is guarding (see **Guarding and Engaging**). When charging monsters, the DM will determine the lengths of its appendages to compare against the length of the character’s weaponry since a charge is aimed at a foe’s main torso. Charges may also terminate in a thrown weapon discharge or tackle.

Pre-Round/Post-Round

Combatants with two attack routines attack first and last as per the DMG, so they get their first attack routine before the regular round starts with segment one, and their second routine after segment 10 ends. For combatants with three attack routines, the first is taken before the round, the second during the 10 segment count-up on the appropriate action segment(s), and the third after the round. This system extrapolates to accommodate more routines than that, with an even number of routines being split before and after the round and the middle routine of an odd number being taken during the round. Furthermore, these attacks are interpolated with other combatants, according to who has more attacks to make and ordered by initiative result. However, movement is never performed in pre- or post- round, so these attacks can only be made if opponents are within melee reach (or missile range if the character can take shots in these phases). If a combatant with an even number of attack routines cannot attack in pre-round, his first attack is done on his normal initiative-determined action segment (allowing for movement) and his remaining attacks are taken in post-round. If a combatant with an odd number of attack routines cannot attack during pre-round, the pre-round attacks are all moved to post-round. A combatant with an even number of attack routines who does manage to attack in pre-round does not get to move on his action segment, but this is the same for any combatant who has made an attack.

Example – A *hasted* 13th level fighter (4 attacks) and his *hasted* 7th level henchman (3 attacks) battle an opposing lich casting a spell and his *hasted* pet owlbear (2 attack routines). Once all combatants are engaged with each other, the initiative order goes as follows:

1. 13th level fighter’s first of four attack routines
2. 13th level fighter’s second of four attack routines, 7th level henchman’s first of three attack routines, and owlbear’s first of two attack routines, ordered by initiative result (and if that was a tie, simultaneous between the fighters and owlbear).
3. Now the regular 10 segment round starts. Assuming it hasn’t been cancelled yet, the lich casts his spell on either the segment indicated by his die roll or the casting time, whichever is higher. The 7th level henchman takes his second of three attack routines on the segment indicated by his die roll, and if that segment is the same as the lich’s, then the henchman must succeed on a weapon speed factor check to attack before the lich finishes casting.

- 13th level fighter's third of four attack routines, 7th level henchman's third of three attack routines, and owlbear's second of two attack routines, ordered by initiative result (and if that was a tie, simultaneous between the fighters and owlbear).
- 13th level fighter's fourth of four attack routines.

Resolving the Round

The DM resolves the round in the following sequence:

- Pre-round attacks for those with multiple routines or wording such as "always wins initiative" or "allows first strike" or "allows first shot"
- Segments 1 through 10, doing end of round movement in segment 10 or allowing for incremental movement (See **Movement In The Melee Round**).
- Post-round attacks for those with multiple routines.

Then within each segment, **if necessary**, events are ordered by the A-H sequence given in the DMG pg. 61, with a few modifications. I bolded "if necessary" because most of the time, the DM can just go around the table on the party's segment to do their turns. The segment sequence is only necessary when initiative is tied, or when the order truly matters. The sequence is:

- A – Avoid Engagement.** Any movement, action, or spell that takes the combatant away from the main part of the action occurs here. If a combatant wants to withdraw or retreat from one foe and move to engage another, he must wait until E (since he's not actually leaving the engagement). Pursuit of a withdrawing foe also goes here, so that they stay engaged in melee during the "fighting withdrawal".
- B – Parley**, and also any other dialogue between characters.
- C – Await Action**, this is when a character declares he is waiting until at least the next segment to act. Also, melee attacks may be taken against threatened opponents taking an action that goes in D, provided a speed factor check is successfully made, otherwise the attack must wait until G. Finally, those combatants in locked psionic combat choose their attack and defense modes secretly (which will be revealed in D).
- D – Missiles/Spells/Magic Device Attacks/Special Ability**, this is a catch-all part of the segment for most actions other than melee combat. Here a combatant may move and act, or act and move. A charge that ends in a thrown weapon discharge goes here. A missile, at-will, or cantrip ability can be *readied* here.
- E – Close to Striking Range.** combatants can move, move and attack or charge (tackle included) and attack, and those attacks are resolved now (as opposed to G). If moving to attack an unengaged foe who is also going or is guarding, attacks are resolved in weapon length order. See **Guarding and Engaging** for further details. Facing changes are made here.
- F – Set Weapon vs. Charge**, if a melee combatant hasn't moved to within striking distance of a foe, he is guarding, one facet of which includes being ready to set a weapon vs. a charge that could occur in a later segment. Note that on a tie, charging (E) beats weapon setting. Other melee actions can be *readied* here as well.
- G – Melee Attacks**, for those who started the segment engaged in melee with their foe (and were unable to go in C), and if both sides are going now these attacks are further ordered by weapon speed factor when applicable, otherwise (i.e. monsters) they are simultaneous. If a combatant has to draw a weapon, double its speed factor. Striking goes here, as do touch attacks (both having weapon speed factor 1).
- H – Unarmed Combat** (pummelling, grappling, overbearing).

Always attacks first - When a combatant is specified as "always attacks first", the first attack goes in Pre-Round. Note that the initiative roll breaks ties with other attacks that go in Pre-Round.

Always attacks last - When a combatant is specified as "always attacks last" and has an odd number of attack routines, his action segment is automatically 6 and his weapon speed factor is considered infinite. His initiative is unchanged, however, when a weapon length comparison is called for.

Spell Durations

For spells with durations expressed in rounds, decrement the duration on the segment that it was initially cast on. A spell or effect that does damage every round continues to deliver such damage on the segment it initially affected the victim. For instance, if a *wall of fire* was cast on segment 4 right on top of a paralyzed foe, that foe will continue to take damage every segment 4 from the wall in subsequent rounds. However, if another foe passed through the *wall* on segment 7 and was then forced to stay in it, that foe will take fire damage on subsequent segment 7s.

Combat Maneuvers

Breaking off from Melee, a.k.a. Retreat

In order to get a free attack routine against an opponent who breaks off from melee or moves past, the following conditions must be met:

- A combatant battling other foes may not get an opportunity to strike someone breaking away from melee, as the "who attacks whom" rule from the DMG comes into play. For example, 2 party members are battling 5 orcs, and one of the orcs decides to flee. 4 orcs remain, so essentially each party member is paired off with 2 orcs. Therefore, each party member has a 1 in 3 chance of getting a free attack routine against the fleeing orc.
- Once it is determined that the free routine can occur, the combatant must succeed on a weapon speed factor check with each weapon in the routine to use it. Monsters, who otherwise automatically succeed at speed factor checks unless *slowed*, do not get a free attack *routine*, they can only choose one natural weapon (their longest) to attack with. If 5 characters all run away from a dragon, it will try to hit one of them with a claw. If the combatant chooses to grapple the retreating enemy, the weapon speed factor is 11, however this figure is modified by the character's reaction adjustment. For instance, if a character with 18 dexterity tries to grab someone trying to retreat from him, he needs to roll an 8 or better on a d12.

However, if the same character is wearing plate mail, he needs to roll a 12, since plate mail negates his dexterity bonus and further gives a 1 point penalty.

- Only one free attack routine can be made per segment (which is why in the above example, the dragon only gets to attack one of the fleeing characters). This limit also applies to the free attack for fending off an unarmed attack, so in the same segment a combatant cannot attack a retreating foe and then defend himself from a grapple. Likewise, this limit also applies to changing one's facing, so in the same segment a combatant cannot kill a foe he is engaged with, then turn around to meet another oncomer.

The first round of a retreat is made at normal movement speed as opposed to running speed, since anyone starting a round in a threatened melee can only move at melee speed for the remainder of that round.

To determine the appropriate to hit modifier for retreat opportunity attacks, compare the standard movement rate of the attacker with the current movement rate of the retreator. If the attacker's movement rate is greater, the bonus is +4 to hit. If they are the same, then the standard +2 rear attack bonus is used. If the retreator has a faster movement rate than the attacker (up to double), the attacker gets no bonus. If the retreator's movement rate is more than double the attacker's, the retreat attack is at a -2 penalty. If the retreator's movement rate is quadruple or more than the attacker's, the retreat attack is made at -4 to hit. Examples:

- A gray ooze has but a 1" movement rate. Even attacking a retreating plate-mail clad individual (6") is done at -4.
- A warrior in plate mail (6") striking at a retreating thief in leather (12") does so with no bonus, but vice versa is at +4.
- A warrior in plate mail (6") striking at a retreating 1st level monk (15") does so at -2 to hit.
- A 10th level monk (24") hardly need worry about movement on the battlefield; he can charge right past an opposing thief (12") and know the attack will be at -4 to hit, since charging doubles his movement rate to 48", though admittedly he also loses his dexterity bonus to armor class for charging.

Guarding and Engaging

Engaging a foe essentially falls into 3 categories: the foe is not on guard and the oncomer just makes his attack roll, the foe is guarding and (if he isn't parrying) weapon lengths are compared to determine attack order, or the foe is guarding and the engagement is done cautiously so that blows are exchanged in the next round. Engaging a foe can be by move and attack or by charge and attack. While guarding can be declared as an action, it is understood to be the state of any combatant that:

- (a) is armed with a melee weapon, has a viable natural weapon, or is a monk capable of open hand attacking
- (b) is unengaged in melee

(c) has either reached or is past the action segment as determined by initiative (or subsequent delay) and has not yet taken a combat action **or** is carrying over guarding from the previous round. Note that anyone stationed in a guarding position starts the combat guarding.

When defending himself, the guarding combatant can choose to (a) counterattack normally (b) set his weapon against a charge or (c) parry. If either of the first two, weapon lengths are compared to determine attack order. The combatant is no longer considered to be guarding since he has now taken a combat action; however if he has remaining parries because he used up multiple attack routines to do so, those may be taken as new opponents move in to engage him. A guard who chooses not to engage in end-of-round movement remains guarding until his action segment in the next round, when a new action can be chosen. Note that for this reason, advancing formations move slower than others on the battlefield as they take 1/2 of their possible movement each round in order to stay on guard at all times.

An attacker can tell whether his opponent is on guard or not. To counter the maneuver, the attacker can engage cautiously, in which case neither combatant makes an attack against the other (at that time; it doesn't nullify post-round attacks, see below). However, this maneuver only nullifies **one** guard per cautiously advancing combatant. For example, if a character moves up cautiously to 3 orcs guarding a hallway, he will be counterattacked by 2 orcs unless he has allies moving up with him to even the odds. The combatant moving up to an uneven number of guards negates one's attack randomly (as per the **who-attacks-whom** DMG rule). Cautious engagement is typically done when a combatant with a smaller weapon moves up to engage a guard and does not wish to be automatically hit first, preferring play to go to the next round and initiative with a weapon speed factor advantage determining first strike. Note that in a 2-on-1 situation where the 1 is guarding with a longer weapon, the first attacker can move up cautiously, negating the foe's guarding status (because now even though the guard hasn't taken an action, he is engaged in melee), then the 2nd can move up and attack freely. During end of round movement, a cautious advance is the only way allowed to move up to an opponent, except for a continued charge.

If the opponent is not on guard, a cautious engagement does not negate a subsequent attack, so the oncomer should attack. Cautious engagement is impossible when the oncomer's weapon is shorter (give or take 1 foot) and the room to maneuver around the opponent's longer weapon is not there. For instance, it is impossible to cautiously engage a pikeman guarding a narrow 5 foot corridor without another pike. Likewise, 4 pikemen can effectively guard a 20 foot corridor, even against 4 characters moving up to them (without pikes of their own), and so on. In general, the middle warriors of a formation in an open area can never be cautiously engaged without weapons of similar length.

Here is a matrix that shows how the engagement options play out, with the understanding that "weapon lengths are compared" stands in for both attacks exchanged and parrying:

	Defender not on guard	Defender on guard
Attacker wins initiative	Attacker makes attack, defender can attack later when his segment comes. Cautious engage doesn't help, because defender will still attack	Weapon lengths are compared. Cautious engage doesn't help, because defender will still attack on his turn.

	on his turn.	
Attacker ties initiative	Unless the defender chooses to delay past this segment, it is his turn as well. Both parties can move up and cautiously engage one another, or if either attacks, weapon lengths are compared. If the defender holds his ground, the attacker can choose to attack or cautiously engage, denying the defender of his attack. ¹	
Attacker loses initiative	Attacker makes attack. Cautious engage doesn't make sense since the defender can't hit back.	Weapon lengths are compared. Cautious engage means no attacks are made.

¹ This is a natural outcome of the segment A-H sequence, where the oncomer chooses not to attack on E, the defender didn't close to striking range so he skips E, and both combatants skip G since they didn't start the segment engaged.

Some additional notes:

1. Let's say an orc moves up cautiously to a guarding Conan. Conan's initial attack may be nullified, but because he is 2/1, he still attacks during post-round. As the main benefit of cautious engagement prior to end-of-round movement (when it is required) is to avoid an unfavorable weapon length comparison and get a chance to go first, it is of little help against an opponent with more attack routines.
2. This may seem complicated, but in play you only need to keep track of who is guarding in the same way that you already need to keep track of who has and who hasn't gone yet.
3. *Design note:* In the combat rules laid out in the DMG pg. 66, there are essentially two options: charge and attack, or move cautiously to engage with "play going to the next round". However, it also makes mention of 'or otherwise closing precipitously' which is the basis for the move and attack option I've presented here.

Higher Ground

This is the "*Don't try it Annakin, I have the higher ground!*" rule. Attacks made against a foe downhill, on steps below, or other similar conditions are at +1 to hit. This applies to melee as well as missile attacks. However, if the foe being attacked is still tall enough to see eye to eye with the attacker, this bonus does not apply. Melee attacks on a foe uphill are likewise at -1 to hit, although missile attacks are not penalized in this fashion (however, see **shooting up**, as being higher up may well put the target at a longer range).

The combatant on the lower ground may desire to move up and achieve parity with his higher ground adversary before attacking. This is a variant of the withdraw/pursue rules, and requires initiative success to achieve. If the combatant on the lower ground wants to climb up even higher and claim the high ground, in addition to requiring initiative success, it also falls under the **Breaking Away From Melee** rules and possibly allows the opponent a free attack. If initiative is lost, the lower ground combatant still has the overbear combat option if he wants to physically push his way up.

Parry

Combatants have two options when parrying, either **blocking** (utilizing strength) or **deflecting** (utilizing dexterity). In either case, the following limitations apply:

- The weapon used must be capable of the maneuver, which excludes whips, lassos, saps, etc. as well as natural and open hand attacks.
- The weapon's maximum potential damage against the attacker, without considering modifiers of any kind, must be at least half of the maximum damage the attacking weapon can do. For example, a longsword (8 max) can parry a two-handed sword (10 max), but a dagger (4) can't. Likewise, a two-handed sword (18) can parry a red dragon bite (30), but not that of a tyrannosaurus rex (40).

Blocking - Should a character choose to block rather than attack, all of the characters "to hit" bonuses (including those due to strength, magic, racial, and other factors such as *prayer*) can be subtracted from one attacker's die rolls, no matter how many attacks that combatant has.

Deflecting - A character may declare before initiative is rolled that he is giving up one or more of his allotted attack routines to deflect a likewise amount of incoming attacks. If the character has a weapon in each hand, each of the weapons in the attack routine can deflect a different incoming attack (which don't necessarily have to come at the same time), or both can be used to try to deflect the same strike. However, such a character can't choose to utilize one of the weapons to deflect and the other to attack; the attack routine must in whole be dedicated to attack or deflect. The choice to deflect, and for two-weapon fighters whether one or both weapons are being used, is made when an attack comes, but before the attack roll is made. The attacker rolls to hit as normal, and the defender rolls to hit as well with one or both weapons (two-weapon fighting penalties apply if relevant, even if the weapons are being used to deflect different attacks). If the attacker misses the defender's armor class, then the defender's rolls are irrelevant. Otherwise, if the defender exceeds the armor class that the attacker hit (prior to the weapon vs. armor class adjustment), the attack is successfully deflected. On a tie, the defender's weapon will deflect the attacker's if it has a lower speed factor. An attacker using a natural weapon always wins ties, however. Deflect may also be done for an adjacent ally, but such parries are at -2 on the opposed attack roll.

Furthermore, with a successful deflect (even if the attacker just misses) the defender may take a free counterattack (parry-thrust) if

- (a) he is not encumbered
- (b) he deflects with a one-handed blade, such as a dagger, sword or scimitar
- (c) his other hand is empty
- (d) he succeeds at a weapon speed factor check

Counterattacks, like the deflect roll, are made using the dexterity attack adjustment to hit instead of the strength adjustment.

Tip: Parrying is a great idea to counter the devastating barbarian first strike ability.

Two-Handed Fighting

Using a weapon in two hands adds a +1 *strength bonus* to hit. This bonus extends to weapons which can normally only be used with two hands anyway. All hafted weapons – maces, axes, picks, morning stars, clubs, polearms, etc. – can be used two-handed. Most swords do not have a hilt long enough to accommodate two hands if the individual is tall enough to only need one, although for instance a half-elf may be able to get two hands onto a longsword that a human cannot. Staves used in two-weapon fighting fashion do not gain this bonus.

Two-Weapon Fighting

- 19+ dexterity – All such combatants are considered ambidextrous and do not have any two-weapon fighting penalties to hit or damage (neither hand is considered “off-hand”). All combatants who are ambidextrous from some other source (such as the drow racial ability) also fall into this category.
- Off-hand strength – The same rule for maximum strength bonus to hit and damage that is used for thrown weapons applies to the off-hand weapon attack, so a shortsword (35 enc.) in the off hand can't be used with more than 18/75 strength.
- Off-hand throws - A weapon can be thrown from one's off-hand. For example, a fighter wielding longsword and dagger may decide to throw the dagger at his foe instead of moving up and engaging him (to cancel a spell, for instance). In this case the throw is at -4 to hit, modified by the character's dexterity attack adjustment as usual.

Withdraw & Pursuit

A combatant can withdraw from a foe at one third of his normal movement rate and not draw a free attack like breaking away from melee does. This just counts as movement, so after successfully withdrawing, the combatant can take a combat action, such as guard his new position (see **Guarding**). A withdrawing opponent can disengage from one opponent and attack another, though this causes the withdrawal to occur later in the segment (see **Resolving the Round**). If the character did not take an action after withdrawing, he can move at his normal movement rate during end of round movement. If still engaged in melee at that time, he can withdraw further.

Unlike with retreats, the opponent of a withdrawing individual can pursue – keeping the two engaged in melee as they slowly move – if he (a) already attacked (won initiative) and (b) still has enough movement left to keep up with the withdrawing foe - this consideration being made with the normal movement rate, not at 1/3. This forces the withdrawing foe to take a “fighting withdrawal”, and as the two stay engaged in melee despite the withdrawal, the withdrawing foe cannot engage in missile fire as he might have hoped to do, or drink a potion, or even force a weapon length comparison to determine who attacks first like he could if he had withdrawn first, and then the initiative losing opponent had moved forward to keep up with him. This may expose the pursuer to free attacks from the foe's allies if he is breaking away from melee with them. Pursuit may be maintained through end of round movement.

Example: An unarmored Conan is battling an evil priest in a dungeon. As the at least level 13 Conan has two attacks per round, he always goes first. He moves up twenty feet to attack, which takes up 2 segments of his allotted 5 segments of movement. The priest decides to withdraw. At 1/3 rate of his 90 for half the round, he only goes back 15 feet. Conan still has 3 segments at 12 feet each remaining, so he has no problem pursuing. If he had only one segment of movement remaining, it would depend upon whether he was within 10 feet or not, since all opponents within 10 feet are considered engaged in melee. Note that someone with a 3” movement rate withdrawing for the whole round goes 1” and still may be unable to completely leave the engagement.

Weaponless Combat

I see the pros and cons of both the DMG and UA systems, but in the end I found it easier to build upon the UA system II as a base.

UA specifies a 4 point initiative penalty for pummeling and a 1 point penalty for grappling. We aren't using those, first because on a tie they go last anyway and second because even the slowest weapon attack in the game, the awl pike, doesn't have an initiative penalty, just a high speed factor.

All 3 of the standard options specify that damage taken from the intended target prior in the round negates the attack. In addition to that, if the defender succeeds on a weapon speed factor check, he may make a free attack routine (just like with retreating, but at no bonus or penalty). If the unarmed attacker is hit and damaged, the unarmed attack is spoiled. As is the case with retreats, only one such attack can be made per segment, so a group grappling or overbearing at the same time can be sure to get at least some members through. This free attack is not cumulative with that granted for retreats, so if in the same segment a combatant lunges after someone retreating, he is vulnerable to a grapple.

Grappling aka Wrestling

When a successful hold is attained, the armor class that the attacker (or group of attackers) hit is recorded as the Hold Rating. If a condition occurs that improves the defender's grappling armor class beyond the Hold Rating, then the defender is free from the hold. If the condition that occurs instead reduces chances to hit the defender, count this as a grappling armor class improvement as well. For example, a warrior has a Hold Rating of armor class 2 on an opponent who has a grappling armor class of 5. However, if the defender wears a *ring of invisibility* and activates it, he will improve his effective grappling armor class to 1 and free himself from the hold. However, this does not apply to detrimental conditions for the defender ending. For example, a stunned combatant is successfully grappled at +4 to hit. When the stun wears off, the defender's grappling armor class is not considered changed.

In the case of multiple grapplers attacking as a group, if one of them leaves the group or is forced out of the hold, then the group's Hold Rating decreases by 2. For instance, if a group of kobolds has a Hold Rating of armor class 2 on a foe with a grappling armor

class of 3, and an ally of the defender strikes and kills one of the kobolds, the Hold Rating will fall to ac 4 and the defender will be free.

Attempting to establish a hold counts as an attack routine. Wrestling is an integral part of fighting, and high-level fighters with multiple attack routines per round are formidable wrestlers.

Page 71 of the DMG specifies that touch attack ability is passive; it describes a monk making an open hand attack on an undead creature and suffering the negative effects of its touch. Therefore, an attacker with a touch ability that establishes a hold *also* transmits its touch attack power. Saving throws, if any, against the touch attack are made at -2 since the hold imposes a greater proximity to the creature than just a touch does. If the defender is pinned by the creature, this penalty increases to -4 . One such save must be made per round. After the initial round, the effect is transmitted on the relevant action segment.

What follows is a list of options available to attackers and defenders in the 4 possible wrestling positions (holding, held, pinning, pinned). This is not meant to be an exhaustive list; obviously variables such as psionic ability or magical effects come into play.

Defender options when in a hold

Unearthed Arcana says that when a defender is put into a hold, it prevents any further action in that round. This is not entirely true; if the defender declared he was attacking (either melee or weaponless) or guarding and has his full complement of attack routines remaining, he may take any of the options below, since he hasn't gone yet. If he has taken some but not all of his attack routines, he can use them up on the options below that count as one. However, a grappled defender who was attempting missile fire, trying to use a magic item, or casting a spell, then his action has been disrupted and is forfeit. Other actions not requiring physical manipulation or concentration that cannot be disrupted will not be affected by a grapple, such as an at-will ability.

1. [Attack Routine] Attempt to wrestle his way out of the hold. The defender makes an attack roll, using either his strength 'to hit' or dexterity attack adjustment as a modifier, whichever is higher. If he exceeds the opponent's Hold Rating, then he has freed himself. In the case of multiple attackers (or groups of attackers) with holds, he may succeed in shaking off some but not others.
2. [Attack Routine] Make a melee attack on the opponent at -2 to hit to free himself; as per UA option #2. Only daggers, knives or open hand attacks can be used to make this attack (or weapons of similar length and space required). The penalty for being prone is cumulative to this one, so a prone defender is at -4 to hit.
3. [Attack Routine] Counter-grapple; this uses the rule from UA option #3 but the outcome is not that the defender frees himself, but rather that he puts the opponent into a hold as well. Note that the armor class that the defender must hit is tougher than the standard grappling armor class, but once the hold is established, the Hold Rating only need stay at or above the grappling armor class to remain in place. This is a less effective option against multiple grapplers because only one of them can be put into a hold, and it doesn't alter the opposing group's Hold Rating. It does, however, prevent that one foe from participating in a chance to establish a pin.
4. [Standard Action] Win an opposed strength check to free himself from the hold (see opposed ability checks in the **DM Procedures** section). This replaces UA option #4's bend bars/lift gates check. If multiple opponents have a hold on the defender, this becomes a less effective option because the defender must throw off all his foes in one burst of strength. To compute the combined strength of the opponents, start with the strength of the highest and add 1 point of strength for each additional attacker within 2 points of strength of the highest and $1/2$ point of strength for those 3 points or more lower round down.
5. [Standard Action] Attempt to draw a dagger or knife. Requires a successful save vs. petrification.

Attacker options when holding:

1. Maintain the hold. The attacker can still take certain standard actions, such as *teleporting* away with the held opponent.
2. [Standard Action] Attempt to push or pull the defender at $1/3$ normal movement rate. Success requires a successful strength check, with the DM adjusting the defender's effective resistant strength based upon his weight. With success, the defender can be pushed up against a wall so that the attacker can go for a pin the next round.
3. [Attack Routine] Attempt to improve the hold. The grappler rolls to hit again with a $+2$. If the grappler misses the defender's grappling armor class (dex bonus included), he inadvertently frees the defender; otherwise whatever armor class he hits is his new Hold Rating. Note that if subsequent to attaining the hold, the attacker has received additional bonuses to hit, such as from a *prayer* spell, the new Hold Rating can benefit from this.
4. [Attack Routine] Attempt to damage the held foe. The grappler makes an attack at $+2$ to hit and the held foe's dexterity bonus is ignored. Damage is as per striking, typically $1-2$ or $1-3 +$ strength depending upon whether one's fist is mailed or not. Monks use their open hand attacks instead. Monsters may have a spare natural attack such as a bite or tail sting that is more favorable, or perhaps the tentacle they have the hold with can also be used to constrict.
5. [Standard Action] Strength and size permitting, lift the defender and use his body to make a pummeling attack, as per UA. The defender gives the grappler cover against the target of the pummeling attack as well.
6. [Attack Routine] If the defender is upright, attempt to take him down to a prone position. This requires a new grappling attack roll similar to attempting to improve a hold, but without the benefit of the $+2$ to hit. If successful, this establishes a new Hold Rating and the attacker lands on top of the defender. If it fails, the defender is inadvertently freed. The attacker himself is not considered prone vs. attacks from the defender, but he is considered prone against attacks from others.
7. [Standard Action] If the defender is prone or has his back to a wall and the attacker is not himself the subject of a hold, he may attempt to pin the defender. In the case of a pinning group against a prone foe, it takes 4 attackers per size category difference to attempt a pin; i.e. at least 4 small to try to pin a medium, 8 small to pin a large, etc. This requires a new grappling attack roll similar to a takedown, without consideration of the $+4$ to hit a prone foe as the attacker is already part of the grapple. Success indicates the defender is pinned; since the defender cannot wrestle his way out of a pin, the "pin rating" of the armor class hit is not recorded. Failure to hit the defender's grappling armor class within 4 points of it simply means the hold is maintained at whatever rating the attacker previously had (this accounts for the $+4$ to hit a prone foe bonus). Failure by 5 or more points however means the defender is inadvertently freed.

8. [Standard Action] Force the held defender to drop a held item. Requires winning an opposed strength check.
9. [Standard Action] Strangle the defender. This is done via a successful attack roll against the defender, counting all magic bonuses of protection towards the defender's armor class. A successful hit does 1-6 damage + strength adjustment and is maintained each round thereafter.

Note that an attacker with one attack per round will require 3 rounds to pin a foe: get a hold, push against a wall or take down, then pin. A fighter with 2 attacks can do it in 2 rounds; in the first round he can get a hold and take down, and in the second he can pin.

Based off the DMG pg. 67, a combatant held by one attacker is +2 to be hit, and a combatant held by two or more attackers is +4 to be hit. Such bonuses are not cumulative with conditions such as stunned, prone, etc., simply use the more favorable bonus to hit. These bonuses apply only to those not (yet) involved in the grapple; otherwise use the figures listed above. For those in the grapple, the prone penalty to hit (-2) is used for attack rolls when applicable, but not the +4 to hit prone foes.

An assassin may make an assassination attempt against a foe if his allies have as many holds as he has arms and he is prone or held up against a wall. Armor class is taken into consideration as normal, except that the assassin has +4 to hit thanks to his allies.

Defender options when pinned

1. [Standard Action] Attempt to free himself by strength as per hold option #4 above, but the strength check is made as if the defender were 4 points of strength worse.

Attacker options when pinning

1. [Standard Action] If the attacker has a bite attack (or other extra limbs capable of attack), he can use it at +4 to hit. This is a vampire's preferred tactic.
2. The attacker may abort the pin and drop back to a hold to use one of the additional options available there.

Any character may make an assassination attempt on a defender pinned by an ally (though only one per round). Assassins do so with +10% to their chances. Armor class is generally not taken into account as a helmet can be unlaced, flaps folded up, etc.

Overbearing

As per Unearthed Arcana (except in regards to multiple attackers), but also the defender must succeed on an opposed strength check to stay on his feet (see opposed ability checks in the **DM Procedures** section). A defender who is off-balance to start with subtracts an additional -4. **Example:** An ogre (18 strength) has just attempted to knock down the party's best fighter, who has strength 18/76. For the purposes of an opposed strength check, the fighter's 18/76 strength is 21. He needs to get a result of $11+18 = 29$, so the fighter must roll an 8 or higher to stay on his feet. Note that the ogre's superior height advantage already played into the to hit roll, granting a +2 bonus. Consult the following table for the results of the check:

Result of Strength Check	Effect
Automatic success (roll of 1 succeeds)	Attacker bounces off (spell concentration is not even ruined)
Success	Defender staggered; off-balance (+2 to be hit) for balance of round
Failure	Defender knocked prone; damage done is 1-2 + strength.
Automatic failure (roll of 20 fails)	Defender knocked prone; stunned for 1 round; damage done is 1-4 + strength.

For example, if an 18/76 strength vampire overbears a character with 11 strength and successfully hits, $11+21 = 32$, a target that even a roll of 20 will not reach ($20+11=31$) so the character automatically fails and is knocked flat, stunned, and takes 1-4 +4 damage.

Overbearing damage can be done as subdual.

Multiple Attackers – Group each set of similar creatures together (same to hit needed, strength within 2 points), so ignore the rule in UA about using the to hit number of the weakest creature in the group; instead two or more overbearing attacks will be resolved separately in that case. To compute the strength of a group of similar creatures, start with the attacker with the highest strength and add 1 for each additional attacker. For example, a single kobold normally has 9 strength, but 6 kobolds have effectively 14 strength. Use the adjusted opposed strength scores for strengths above 18 for both attacker and defender. All attackers in a group must perform the overbearing maneuver in the same segment to be counted as a group. Arriving later can have benefit, however, as a foe who succeeds on his check might still be off-balance and can be toppled that much easier by the next attacker.

Pummeling

If a character just wants to punch a foe, see the Striking rule below. A pummel has a different purpose: to either knock an opponent silly (stun) or push him around (like knocking him over a cliff). In either case, the character leaves himself open when doing so, hence the chance to disrupt that the defender gets (along with the grappling, overbearing, and tackling routines). If the pummel is disrupted, it cannot be converted into a strike (see Striking, below). If the attacker chooses to stun and the percentage check succeeds, the defender still gets a dodge save (save vs. petrification adjusted by dexterity) to avoid it. If the attacker chooses to push the defender around, the stun percentage numbers are used to indicate potential success in this as well, but the defender gets a tumble save to resist the effect. The attacker can push his foe about 5 feet into a rear flank position.

A pummel can't be taken as an off-hand attack.

Striking

This is a good ol' garden-variety punch or smack that doesn't leave the combatant open to a disrupting strike like a pummel does. It uses the rules in the pummeling section of UA, but without the percent chance to stun. Weapon speed factor is normal for the weapon

used; fist is 1 as per the weapons chart, otherwise the DM must decide the speed factor for an improved weapon such as a broken bottle or chair or tool. A strike counts as an attack, so a high level fighter can take multiple strikes per round as he does with any melee weapon. A fist strike can also be made as an off-hand attack.

Tackle

A tackle combines both grappling and overbearing. A charging attacker attempts to leap upon his foe and not only get a hold but also knock him down such that he lands on top of him. This is resolved using the overbearing rules, including allowing a smaller opponent to tackle a larger. If the defender has a successful counterattack, either from an attack readied to meet the charge or a remaining attack routine brought forward with a successful speed factor check, the tackle attempt is ruined and the attacker falls prone before the defender. If the tackler avoids such a fate and manages to hit, the Hold Rating is recorded, then the opposed strength check is made as if the tackler were 2 points of strength higher than actual. If the strength check is successful, the foe is considered taken down as per the grappling rules and the tackler can try for a pin next round. If the strength check is not successful, the defender manages to stay on his feet but is in a hold nonetheless, unless the attacker is in a smaller size category, in which case he just slips off.

Monsters

Average Demihuman/Humanoid Strength Ratings

The starting point for the chart below comes from the DMG pg. 15 and the various entries in the Monster Manual. This chart is extremely useful for using the overbearing rules and of course for weapon wielding foes.

	8	9	10	11	12	13	14	15	16	17	18	18 ⁰¹	18 ⁵¹	18 ⁷⁶	18 ⁹¹	18 ⁰⁰
Halfling	x															
Kobold		x														
Gnome			x													
Goblin			x													
Human				x												
Elf					x											
Orc					x											
Dwarf							x									
Hobgoblin								x								
Hobgoblin Subchief										x						
Hobgoblin Chief											x					
Gnoll									x							
Gnoll Leader										x						
Gnoll Chieftain											x					
Bugbear										x						
Bugbear Leader											x					
Bugbear Chieftain												x				
Minotaur														roll for percentile strength		
Minotaur Chieftain																roll d10
Ogre											x					
Ogre Leader												x				
Ogre Chieftain													x			
Troll														x		
Ogre Mage															x	
Ogre Mage Chieftain																x

Demons

All – (a) Note that demonic darkness mimics either the 1st level clerical *darkness* spell or the 3rd level clerical *continual darkness* spell as specified and does **not** preclude infravision or ultravision, thus demons can see through their own darkness. All demons can shed *darkness* around them in addition to attacking, but in order to place darkness at range it counts as their action for the round. Demons can maintain the darkness they shed indefinitely. Few humans have seen a demon because of their darkness ability. (b) Demons are susceptible to *cold* iron weapons, not just any iron weapons. Cold iron is explained in the **Special Equipment** section.

Type V – They have 17 strength, so they are +1 to hit and damage with each of their 6 (human-sized) weapons. The -7 part of this demon's armor class is for a frontal attack, as it considers the parrying ability of 6 weapons. The demon is -5 otherwise.

Type VI – (a) The two smallest, Ter-Soth and Ndulu, have 18/99 strength. The middle two, Errtu and Alzoll, have 18/00 strength. The two largest, Balor and Wendonai, have 19 strength. They use large-size longswords doing 1-12, +1 for magic plus their respective damage modifier (+5, +6, or +7). (b) Balrogs usually use their many-tailed whips to entangle an opponent and draw them into contact with the flame surrounding them (5' radius); this just requires a to hit roll and the whip is considered to be wrapped around the victim's waist. They can also attempt to entangle a victim's limb like a regular whip can. Follow the rules for whip entanglement from *Unearthed Arcana*; from 5-8 tails will effectively entangle one opponent. The balrogs are 10th level in their proficiency, and each tail beyond the first adds an additional 3% to the chance for success. The tails of this whip are not made out of leather but actually a malleable metal, as strong as steel, so each tail is effectively armor class 0 for the purposes of attack, including the check for severance. The chance to break out is as for other whips, minus the number of tails entangling the character. Ex.: a character with 17 strength is entangled by 8 tails and opts to break out, so he needs a (5 base + 17 strength + 13 bend bars - 8 tails) 27% or less on %-dice.

Demon Lords

Demogorgon

- Two heads are better than one - If Demogorgon chooses not to physically attack in a given round, his two heads can each declare a separate action (use psionics, gaze, a spell-like ability, etc.). He may also combine his head's powers if he so chooses to psionically attack (thus max 300 instead of 150) or telekinese at 14,000 gp weight.
- Casting level - Demogorgon's powers are at the 20th level of ability. His levitate ability, listed at 16th level, is still treated as 20th for dispel magic purposes.

- Tail attack - The text reads "striking as a flail for hit determination". This means his tail attacks use the footman's flail for weapon vs. armor type adjustments and damage. Note that Demogorgon can attack opponents in front of him with the tail.
- Rumored powers - Some scholars believe that Demogorgon has one or more of these additional abilities:
 - Each head can breathe like a gorgon 4/day
 - If Demogorgon chooses not to use his rot or energy drain abilities, he is actually capable of increasing the physical damage that these attacks do
 - Demogorgon has total control over animals and can summon them at will. Rumor even has it that he has bred an army of mixed warm and cold-blooded animals, and commands strange tyrannosaurus-baboon like creatures.
 - When he energy drains a victim, he temporarily gains the powers of the levels that he stole.

Juiblex

- No set form - Keep track of the damage done to Juiblex via physical weaponry separately. Much like with a black pudding, weapon hits do no real damage, but they do separate him. Due to his reliance on gathering himself together to make his lash out melee attack, if the combination of real damage plus physical weaponry damage equals or exceeds his hit points, he cannot make the attack. He can however spend a round reforming, in which case he heals up all his physical damage (think T2). His regeneration ability of 2 hit points per melee round applies to BOTH his real damage and his physical damage. For instance, if Juiblex has taken 46 hit points of real damage (from spells and what not) and 45 hit points of physical damage, he will not have to declare an action of reforming for the next round if he wants to physically attack since his regeneration will heal those totals to 44 real damage and 43 physical damage, leaving him with 1 effective hit point.
- Caustic secretions - Juiblex has the powers of a black pudding in regards to eating away wood and armor.
- Noisome secretions - The smell that Juiblex gives off has the effect of a stinking cloud in a 20 foot radius.
- Casting level - Juiblex's powers are at the 16th level of ability.
- Rumored powers - Some scholars believe that Juiblex has one or more of these additional powers:
 - any who gaze on him are confused
 - any touched by him are horribly burned, or some say are affected like he's green slime
 - anyone who is so unfortunate as to be encompassed by him is devoured without a trace

Orcus

- The Wand of Orcus - This fun weapon has the following powers:
 - **I:** Protection +2 when held or worn, *mind blank* 3/day, *improved invisibility* 3/day, *animate dead* (1 figure) by touch 7/week
 - **II:** +2 to armor class of possessor or AC 0 (whichever is better), *slow* 1/day
 - **III:** wart appears on possessor's nose, holy water is polluted within 10 feet
 - **IV:** Item has power to affect its possessor when a primary power is used if the character has not followed the alignment or purposes of the artifact/relic
 - **VI:** User has a poison touch which requires that humans and man-sized humanoids (but not undead) save versus poison whenever touched
 - Any opponent not killed outright takes 4-14 weapon damage (+8 for strength), uses footman's mace weapon vs. armor.
- Armor Class - Orcus has a base AC of -6, but with the Wand he is -10, and that doesn't include 4 more points if he is using *improved invisibility*.
- Tail Attack - The tail is treated as a missile weapon with a separate action segment; it has a -3 initiative bonus for its 18 dexterity and has a +3 to hit. So if Orcus rolls a 5 for initiative, the tail will go on 2 and the Wand will go on 5. He takes his move equivalent segments with the regular roll, not when the tail goes.
- Psionics - level of mastery 15 in each:
 - **Minor:** domination, invisibility, cell adjustment, mind over body
 - **Major:** energy control, mass domination
- Summons - take 1-4 rounds to appear
- Items - Orcus wears a *peritap of proof vs poison* +4 and in his non-Wand hand wears a *ring of spell storing* with the following spells: *repulsion*, *Drawmij's instant summons* (to retrieve the Wand), *wall of force*, *duo-dimension*, *globe of invulnerability*. He has a 14th level magic-using vampiric counselor who recharges the ring for him.

Devils

Horned - They have 18/51 strength (+3 to damage). Their two-tined fork is similar to a large-sized military folk only doing 2-12 base damage instead of 1-12.

Ice - They have 18/76 strength (+4 to damage). Their great spear is similar to a large-sized spetum only doing 2-12 base damage instead of 2-11.

Pit Fiend - They have 18/00 strength (+6 to damage). An ancus is an elephant goad. Here's a picture of one:



For a weapon equivalent, it most resembles a bill-guisarme. Since they can use it as an off-hand weapon, we'll assume they are using a human-sized one, so it does 2-8 base damage. The jagged-toothed club is effectively a large-sized morning star, doing 3-12 base damage. Pit fiends have no two-weapon fighting penalties.

Dragons

Statistics

All the listed figures in the Monster Manual(s) are base lined for a young adult dragon (note that a dragon's saving throws also begin to improve beyond its hit dice at adult age.) Dragon statistics vary by age as listed below:

Age	Attack Modifier	Add to AC	Damage ¹	Armor Type	Saves As	Casting Level	Sleeping
Very Young	-5	+5	-3 claw / bite one third	7	Hit Dice	Hit Dice - 5	-15%
Young	-3	+3	-2 claw / bite half	6	Hit Dice	Hit Dice - 3	-10%
Sub-Adult	-1	+1	-1 claw / bite two thirds	5	Hit Dice	Hit Dice - 1	-5%
Young-Adult	0	0	As listed	4	Hit Dice	Hit Dice	As listed
Adult	+1	0	As listed	3	125% of Hit Dice	Hit Dice + 1	As listed
Old	+2	0	As listed	2	150% of Hit Dice	Hit Dice + 2	+5%
Very Old	+3	0	As listed	1	175% of Hit Dice	Hit Dice + 3	+10%
Ancient	+4	0	As listed	0	200% of Hit Dice	Hit Dice + 4	+15%
Venerable ²	+5	-1	+1	0	225% of Hit Dice	Hit Dice + 5	+25%
Great Wyrms ²	+6	-2	+2	0	250% of Hit Dice	Hit Dice + 6	+35%

¹ Damage is never reduced below 1 point by penalties. Any fractional bite damage of .4 or higher is rounded up, as with the *reduce* spell.

² Forgotten Realms setting only

For example, a young-adult red dragon does 1-8/1-8/3-30 and has an armor class of -1. A sub-adult red dragon subtracts 1 from its attack rolls and claw damage, does 2-20 on a bite (because 2/3 of 3-30 is 2-20), and has an armor class of 0. A huge great wyrm red dragon does 3-10/3-10/5-32 with each attack at +6 to hit and has an armor class of -3. If it casts spells, it does so at 17th level.

Special Abilities

Dragon breath does damage equal to the maximum hit points of the dragon, not the current. A dragon may always choose to use its breath weapon over its physical attacks, however a dragon cannot breathe in consecutive rounds, as it needs to refill its lungs.

Most dragons do not use spell books, casting spells as spell-like abilities instead (as specified in the black dragon description). Those dragons who do use spell books (half of gold, a quarter of silver) can prepare spells like any other magic-user if they take the time to memorize spells in the morning, but otherwise they have a set of default spells known that they wake up with refreshed and ready to cast like any other spell-using dragon.

Even when playing in the Forgotten Realms, I find the modifiers above to be adequate, thus we are not using the rules for dragons breathing more than their max hit points at any one time or being able to double their physical attacks when pressed.

Dragons do not age as a by-product of casting spells like *haste*, *limited wish*, etc.

On the chart for **Attacking a Dragon** (MM pg. 30) where it lists the attack forms vs. the dragon's breath, right above it the text should read "... as well as the amount of damage done *per die*." For example, a fire elemental attacking a red dragon is -1 to hit and does -3 damage (-1 per die).

Unique Dragons

Tiamat and Bahamut are both treated as ancient dragons except that their sleeping percentage is unchanged. Both are considered deities and only fail saves on a 1. In a FR setting, they should be boosted to Great Wyrms, with their hit points changed accordingly to 160 for Tiamat and 210 for Bahamut as well as the other adjustments.

Tiamat - attacks at +4 to hit, casting level 20. Her spells known are: *white* - magic missile, detect magic; *black* - invisibility, vocalize; *green* - dispel magic, slow; *blue* - stonewall, minor globe of invulnerability; *red* - dismissal, wall of force. Extra damage to

one head does not “carry over” to another. Area of effect damage is spread equally between her body and heads such that 3/8th of the damage goes to her body, and 1/8th to each head. A head already put out of commission still has such damage spread to it. Note that unlike a hydra, she can survive with all her heads down provided her body still has hit points, though all she can do then is make tail attacks.

Bahamut - attacks at +4 to hit, casting level 25. The area of effect of the cloud of vapor is 10”x 8”x 6”. The sonic vibration disintegrates 150 hit points, save at -3 for half. Creatures not killed outright by loss of hit points would survive, but with weapons, armor and clothing totally disintegrated (magic items are allowed a saving throw).

Additional Spells for the Forgotten Realms Additional Ages

Dragons of the two additional ages that cast spells receive the following:

Dragon Type	Venerable	Great Wyrm
Black	2 nd level spell	2 nd level spell
Blue	4 th level spell	4 th level spell
Brass	3 rd level spell	3 rd level spell
Bronze	5 th level spell	5 th level spell
Copper	4 th level spell	4 th level spell
Gold	7 th level spell	7 th level spell
Green	3 rd level spell	3 rd level spell
Red	5 th level spell	5 th level spell
Silver	6 th level spell	6 th level spell
White	1 st level spell	1 st level spell

(Note that the spell-casting ability of Tiamat’s heads lines up with the chart above.)

Golems

Golem special abilities (poison breath cloud, *haste* or *slow*, etc.) are an exception to the rule about special abilities with a targeting decision using up the combat action, as they can be performed in addition to the melee attack. Golems also use weapon vs. armor.

Clay – Clay golems are armor type 5.

Flesh – Flesh golems are armor type 8.

Iron – Iron golems are armor type 0. Like gorgon breath, the save against their poison breath weapon is made against the more specific poison category.

Stone – Stone golems are armor type 1.

Undead

Note the rules in the **Energy Drain** section about monsters gaining hit points when they drain a victim, both from hit points lost as well as spells.

Ghouls/Ghasts – (a) The Monster Cards provide the errata needed that paralysis lasts 2d6 turns for regular ghouls, and I’ll add that it lasts 3d6 turns for ghasts. (b) All attacks are rolled before the victim must save against paralysis; so if a claw hits, the next claw or bite does not then go against a potentially paralyzed foe. (c) A second or third hit by a ghoul doesn’t force the victim to save two or three times vs. paralysis; instead each additional hit from the same ghoul inflicts a cumulative –1 penalty to the save, so a ghoul that hits with all 3 attacks forces the victim to save at –2 vs. paralysis. (d) Ghouls and ghasts cannot split their attacks to affect multiple opponents. (e) A character must save separately against each ghast whose stench he is subjected to, but the penalty of –2 on attacks does not increase, so once a save is failed, no further rolls are necessary. The duration of the penalty continues until the character is free from ghast stench entirely. For example, Bruce moves up to melee 3 ghasts. He rolls 3 saves vs. poison and succeeds on all of them. A round later, another ghast approaches. He rolls a save against poison again, but this time he fails the save, and now is at –2 to hit. Even if he quickly kills the ghast whose stench he failed his save against, he won’t be free of the –2 penalty until he removes himself completely from the area of effect of all ghast stench. (f) In order to force a save, a ghast must stay adjacent to an affected individual; i.e. in the example above if the 4th ghast simply moved past Bruce he wouldn’t have to save against its stench.

Groaning Spirit (aka Banshee) – These creatures require +1 or better weapon to hit, and are turned only as Special.

Lich – (a) Its hit dice is listed as 11+ to reflect the fact that a magic-user has 11 hit dice with +1 hit point per level beyond, and the creature’s description states that upon becoming a lich, hit dice become 8-sided. Therefore, to compute the hit dice of a magic-user turned lich, remove the hit points due to constitution (or add back in the case of a con penalty), double the hit points from the 11 hit dice, and add the fixed remainder (1 per level beyond 11th). (b) As stated in the description, their structure is equivalent to plate +1 and shield +1. This gives them armor type 2 and a +2 magic bonus to resist damaging saving throws. (c) Lich paralysis is permanent until dispelled. (d) Liches have a lifespan of roughly 2,000 years before deteriorating into demi-liches unless steps are taken to overcome that. One such method is immersion in ki-rin blood. (e) Note that liches are immune to polymorph and cannot even change their form voluntarily through either *polymorph self* or *shape change*.

Skeletons – Skeletons with 2-3 hit dice are turned as zombies, 4-6 as ghouls, 7-10 as shadows, and 11+ as wights.

Vampire – (a) Vampires do not drain energy levels on a regular attack. Their touch is cold, like that of a corpse, but not damaging. (b) Vampires have a bite attack that latches on and does 1-3 damage + 1 level of energy drain per round. They use their strength to try to achieve grappling pins against victims they couldn't charm so that the victims cannot fight back while being drained. (c) See DMG pg. 119 for a discussion of master vampires and lesser vampires. Master vampires are initially limited to 8+3 hit dice even if their class level is higher than that, but they can gradually improve their power over the centuries:

Requirements	Hit Dice	AC	Regenerate	Strength	Turned As	Title
100 years old & 9 th level	9	0	3 hp/round	18/76 (1d6+4 damage)	Vampire	Strigoi
200 years old & 10 th level	10	-1	3 hp/round	18/76 (1d6+4 damage)	Ghost	Vampyr
300 years old & 11 th level	11	-2	4 hp/round	18/91 (1d6+5 damage)	Ghost	Moroi
400 years old & 12 th level	12	-3	5 hp/round	18/00 (1d6+6 damage)	Lich	Nosferatu
500 years old & 13 th level	13	-4	6 hp/round	19 (1d6+7 damage)	Special	Dracula

Zombies – Zombies with 3-4 hit dice are turned as ghouls, 5-7 as shadows, 8-11 as wights, and 12+ as ghosts.

Other

Beholder – (a) The casting level of the eye rays is equal to its hit dice: from 10 to 17, divide by 4.5 and round. (b) Anyone struck by the central ray's anti-magic eye cannot be affected by the magic powers of the other eye rays that round, and is considered to have their magic nullified for the remainder of that round. Otherwise, see the **DM Procedures** section for more information on anti-magic. (c) The beholder cannot turn upside down or sideways and use all of its eye beams at targets below. When attacking those below, use the normal arc rule of thumb to determine the number of eye beams effective; i.e. not all of the eyestalks can look down at the same spot.

Carrion Crawler - The Monster Cards provide the errata needed for this creature: paralysis lasts 2d6 turns.

Chimera – Armor class 5 forequarters, armor class 6 hindquarters, armor class 2 heads and dragon wings.

Elemental – Treat all damage from a fire elemental as fire. Note that the *ring of fire resistance* description specifically says that very hot fires go up to 24 hit points of damage, which is the maximum a fire elemental can do. Therefore, anyone wearing such a ring takes but 1 hit point of damage from a hit by a fire elemental, although the elemental can do 1 point per segment if he remains in contact with such a protected individual (such as by grappling).

Elf, Drow – Drow are ambidexterous and fight without any two-weapon fighting penalties. While they can dual wield shortwords, they prefer to use daggers in the off-hand, because they have a racial ability to gain the buckler's defensive benefit when doing so. The ability to use a javelin with atlatl as well as they do (+3/+2/+1 instead of 0/-2/-5) is a racial one as well.

Giant Slugs - The Monster Cards provide the errata needed for this creature: the breath weapon does 4-48 damage with a save for half.

Gnoll – Gnoll archers are trained (2 slots) in using the great bow (2-8 damage/shot, heavy crossbow range and weapon vs. armor).

Hell Hound – Their breath weapon is done in addition to their bite attack each round.

Hydra – Damage beyond what is required to kill one head does not “carry over” to the next. Area of effect damage is spread evenly among the heads. For instance, let's say a 5 headed hydra is hit by a 5 hit die fireball. The fireball does 20 damage, but the hydra makes its save for half and takes 10. 2 damage goes to each (living or not) head.

Invisible Stalker – The listed movement rate is for flying; their only mode of travel. Like all creatures native to the elemental plane of air, their maneuverability is class A.

Manticore – At short range, all 6 tail spikes stay together tightly; use normal random missile target determination treating it as one missile, except that a small-sized creature can only be hit by 1-6 of them. The balance, if any, must go to an adjacent or posterior target. At medium range, the tail spike volley separates enough to be considered a burst attack in a 1/2" radius. A large target can still be hit by all of them, but a medium target can only be the recipient of 1-6 spikes and a small target 1-4 spikes. Roll for each target in the affected area, and if more possible hits are determined than tail spikes (6), remove possible hits one at a time in round robin fashion, starting with the smaller targets. For instance, a hobbit is clutching to the back of a seasoned warrior riding a horse when they are attacked by a manticore flying at medium range. The horse, being large, can receive all 6 spikes. The warrior, being medium-sized, could take 1-6; a 4 is rolled. The hobbit, being small-sized, could take 1-4; a 3 is rolled. Since there are only 6 spikes to go around, 6/4/3 reduces to 4/2/0. At long range, the volley is a 1" burst area of effect. Even a target as large as a horse can only suffer at most 1-6 spikes, with a medium target taking at most 1-4 spikes and any single small target taking no more than 1-2. In all cases, after target determination, each spike is rolled to hit for separately.

Mind Flayer – Note that mind flayers do **not** have the *psionic blast* attack mode. Their *mind blast* is an at-will special ability. It does not cost them any psionic attack strength points to use and it simulates the effect of a *psionic blast*. Psionic opponents caught in the

mind blast can psionically defend against it normally as if it was a *psionic blast*; the bonus to the saving throw listed for *intellect fortress* and *tower of iron will* only applies to allies in the defense mode's area of effect. After being *mind blasted*, psionic foes may lock on and conduct psionic combat in the next segment. A mind flayer may not use its *mind blast* during locked psionic combat. However, if locked psionic combat continues into the next round, the mind flayer will likely choose a *mind blast* for its action declaration. In this case, it will likely suffer one segment of a free psionic attack from its opponent, then when its initiative segment comes it makes its *mind blast*, at which time the opponent can lock on and continue psionic combat segment by segment all over again.

Phase Spider – They shift into the prime material plane the segment before making an attack and they shift back to the ethereal the segment afterwards. For instance, a phase spider that rolls a 3 for initiative shifts into the prime on segment 2, attacks on segment 3, and shifts back to the ethereal on segment 4. A character who gets an earlier initiative result may (a) ready an attack to strike the phase spider when it appears, but only if he knows the location in which it will do so or (b) delay his attack until after the spider comes into phase. Shifts into the prime are made during the special abilities phase of the segment, and shifts away are made in the avoid engagement phase.

Stirge – Attacks against an attached stirge are at +4 to hit. However, unless a knife or dagger is used to surgically cut the creature off, a miss might mean hitting the ally; roll to hit again against the ally's armor class without any dexterity bonus.

Titan - Titan height is 18 feet for those with 17 hit dice, 19 feet for those with 18 hit dice, etc. up to 23 feet for those with 22 hit dice.

Troglodyte – (a) Troglodyte stench has the same radius as ghastr stench; i.e. 10 feet, though the DM may determine that a lair or a pack may have a larger combined area of effect. (b) As with ghastr stench, a separate save must be made against each troglodyte that the pc is in the area of effect of. If the character fails multiple saves in the same round, a d6 is rolled for each failed save to determine strength loss, and the *highest* value is used; i.e. no matter how many troglodytes are present, the maximum strength loss is 6 points. If a character already suffering from troglodyte stench strength loss fails another save against troglodyte stench and the d6 result is higher than the character's current strength deficit, the character loses 1 additional point of strength each round until the new maximum loss is reached, and then all of the strength loss persists for another 10 rounds. Even if the new d6 result is less than his current deficit, a failed save means that recovery is postponed for another 10 rounds. For example, Bruce moves into combat with 3 troglodytes. He fails two of the saves, and the strength loss rolled is 3 and 4. 6 rounds later, he is down 4 points of strength, with 8 rounds left until recovery. But then he has the misfortune of entering melee with another troglodyte. He fails the save, and a 6 is rolled. He loses an additional point of strength in each of the next two rounds and the clock is reset on his recovery after that to another 10 rounds. 5 rounds later, he is down 6 points of strength with 7 rounds left until recovery. Then he runs into yet another troglodyte and fails his save. Though the strength loss roll indicates only a 2, recovery of the 6 points he is down won't occur now for another 10 rounds. (c) As with ghastr stench, a save is only required if the troglodyte stays adjacent to an affected individual; i.e. a fleeting passing by won't invoke the effect.

Yuan-Ti

LEVEL/X.P. VALUE:

Pureblood - VI/600 + 6/hp

7 HD Snake-head Halfbreed - VI/700 + 8/hp

7 HD Human-head Halfbreed - VI/875 + 8/hp

8 HD Snake-head Halfbreed - VII/1100 + 10/hp

8 HD Human-head Halfbreed - VII/1375 + 10/hp

Snake-head Abomination - VII/2000 +12/hp

Human-head Abomination - VII/2400 + 12/h

DM Procedures

Ability Checks

This is a basic mechanic to cover a character's attempt to do something that isn't otherwise covered elsewhere (such as thief abilities). Note that ability checks are made in proactive situations, whereas saving throws are only used in reactive situations. A d20 is rolled, and if the result plus the relevant ability score equals 21 or more, the check succeeds. Often the DM will impose a penalty or add a bonus to the die roll based on the circumstances involved. Here are some of the most common checks:

- **Acrobatics** - This dexterity check is called for whenever the character wants to tumble, drop down from a short height, swing from a chandelier, etc. High boots make it harder for one to use their ankle flexibility and give a -2 penalty to the roll. Fairly bulky armor has a -5 penalty for the same reason (not cumulative). Bulky armor subtracts 10 from the roll!
- **Balance** - This dexterity check is called for to keep one's footing, for instance as a character steps through difficult terrain. In this case high boots help to give ankle support and provide a +2 to the roll. A full suit of armor also provides the same bonus. Generally speaking, the DM will use balance checks when the character proactively does something, such as taking a step into a known treacherous patch. Reactive balancing such as when the floor suddenly starts to shake or a grease spell is put underfoot calls for a save vs. paralysis. Boots or armor worn do not modify this saving throw.

Opposed Ability Checks

From time to time a situation will warrant an opposed ability score check, such as when an orc attempts to push open the door that a party member is trying to hold shut. Only one roll is made, using either point of view. It is made as a standard ability check, except the number needed for success is 11 plus the opposed ability score. For example, let's say a fighter has 16 strength and an orc has the standard 12. Rolling from the fighter's point of view, he must reach $11 + 12 = 23$. With his 16, he succeeds on a 7 or better. If the check can't possibly be made because it would require a roll of 21, then the check is failed automatically. Also note that mass makes a big difference; for example a stone giant attempting to hold a door shut is harder to dislodge than a man with a *girdle of stone giant strength* doing the same.

Percentile strength and higher doesn't easily lend itself to such a comparison, going by every 250 gpw encumbrance increase nets:

Actual Strength Score	Opposed Strength Score	Actual Strength Score	Opposed Strength Score
18	18	20	35
18/01-50	19	21	39
18/51-75	20	22	45
18/76-90	21	23	51
18/91-99	23	24	63
18/00	27	25	75
19	33	Thor	100

Item Availability

The following chart shows what items can be expected to be available in a given population center, as well as the largest value that treasure can be sold for. The use of "common" below is what can be found in the DMG's Appendix P. Each row is cumulative. All magic is sold at double or triple the DMG sales price.

Town Size	Population (DMG p. 173)	Max Trade-in	Weapons & Armor	Magic
Thorp	20-80	50 gp	leather armor, hunting weapons	-
Hamlet	100-400	500 gp	armor up to studded leather, common weapons	-
Village	600-900	1,000 gp	all standard weapons, armor up to banded mail	-
Town	1,500-6,500	5,000 gp	cold iron weapons, silver weapons, strength bows, plate mail	1-6 healing potions
City	10,000-60,000	population in gp	+1 armor, shields, and weapons	common potions, protection scrolls, spell scrolls levels 1 to 3 for guild members

Items sold in a given area by pcs and npcs should be kept track of as they might be available for purchase again later.

Jumping

Unearthed Arcana gives the base rule for jump checks; 2 feet for a backwards jump, 3 feet for a high hump, 4 feet for a standing jump, and 8 feet for a broad jump given at least 20 feet of running beforehand. This can be considered the baseline for a character with a 12" movement rate; therefore varying by movement rate comes out to:

Movement Rate	Backwards Jump (1/60 th)	High Jump (1/40 th)	Standing Jump (1/30 th)	Broad Jump (1/15 th)
18"	3	4.5	6	12
15"	2.5	3.75	5	10
12"	2	3	4	8
9"	1.5	2.25	3	6

6"	1	1.5	2	4
5"	0.83	1.25	1.67	3.33
4"	0.67	1	1.33	2.67
3"	0.5	0.75	1	2

When a character jumps, roll a strength check. For every 4 points above what was needed to succeed, increase the effective high or standing jump by 0.5 feet, and the broad jump by 1 foot. On a fail (no matter how low) drop by 0.5 feet or 1 foot respectively. A 10th level monk (24") with 17 strength who rolls a 20 for his strength check broad jumps $240/15 = 16$, then for the strength check $17+20=37$, $-21=16$, divided by 4 = 4; for a total of 20 feet.

Listen Checks

The Hear Noise ability can be used when on guard (with helmet off) to try to hear the approach of someone trying to move up quietly, but not absolutely silently. As the listed Hear Noise percentages are for listening through a door, the skill when used without an intervening structure is increased by 40% and will be referred to as a Listen check. Range of hearing quiet movement is a tenth of the Listen check percentage expressed in "; in other words 5" for an ordinary human (10% base + 40% = 50%), 8" for a 13th level human thief with an 80% check, etc. Typically this check is made once per stealthy individual per incursion into the guard's hearing range, and likewise a move silent check to prevent the listen check from even being attempted usually need only be rolled once. However, if the stealthy individual operates for more than 5 rounds in the guard's hearing radius, another roll (both for move silent, and if failed, listen) is made. For example: a 1st level thief with a *ring of invisibility* attempts to sneak by a 13th level thief guarding a long hallway. The guard can hear 80 feet to either side, for a total of 160 feet. The 1st level thief, creeping along at the rate of 12 feet per round, will take 3 sets of 5 round chunks to move past the high level thief guard. His chances of passing by undetected are small.

Additionally, those who are capable of extremely quiet movement – but not absolutely silent - are harder to hear. This capability is generally expressed as the chance to surprise; for instance bugbears and rangers surprise 3 in 6, elves and halflings 4 in 6. For each additional 1 in 6 chance to surprise beyond 2 in 6, opposed listen checks are made at -20%. In other words, a gnome (60% base) trying to hear an elf sneak by has only a 20% chance to do so.

Once the stealthy party reaches surprise range (3") and he or she wishes to engage the guard in combat, if the move silent check was successful then an ambush has occurred (see the Ambush rules). The character not only gets 1 segment of automatic surprise, but if coming up from behind, can also have moved right up to melee range. If the character does not have that ability, or fails the roll, surprise is rolled for. If surprise is indicated, the DM rolls for the actual encounter distance (1" to 3"). For instance, elves surprise on a 1-4. Let's say a 4 is rolled. The DM then rolls for encounter range, and a 3" is determined. The elf may have to spend the first 2 surprise segments moving up to get within 1" to make a melee attack.

Low Ability Scores

Dropping Below Class Minimums

Let's say a ranger character drops below the minimum strength of 13 to 12. He does not stop being a ranger. However, he can no longer train for new levels in the class, and is subject to the experience point award cap of the mid-point of the 2nd level after the last trained one.

Strength

A character with 3 strength can maintain his normal movement rate only if he doesn't carry anything. Characters with strength below that cannot move at all while carrying any weight. Otherwise, a character with 2 strength moves at 2/3 the normal movement rate, and a character with 1 strength moves at 1/3 the normal rate. A character with 0 strength not only can't move but can't stand. Strength mainly dips this low due to fatigue or *enfeeblement*.

Constitution

A character with 2 constitution is always sickly, and is weakened like characters who have just returned from negative hit points. A character with 1 constitution is bed-ridden. 0 constitution is death. Negative constitution scores are for the undead. If a character becomes undead his constitution flips negative.

Non-Player Characters

Henchmen

Henchmen roll for ability scores similar to how player characters do, but without the 3 bonus points, as they are indeed "pcs in waiting". When henchmen are sent on a mission by the main pc, they get full experience for the encounters they defeat, and they can also bring along henchmen of their own. However, a henchman can never have his own followers present when the main pc is. When a henchman is promoted to being a main player character, the player gets to assign the 3 bonus ability score points.

Hirelings

The amount of weapon proficiencies the typical man-at-arms has varies; in general, the better trained, the more proficiency slots and the more expensive that mercenary is.

NPC Classes

Though as DM I feel free to use any material from any supplement as I see fit, the following classes are considered “standard” non-player characters. Player characters will probably have heard of these, mostly as the professions of notorious villains. Characters of these classes must be single-classed.

Class	Non-Human Races	Source	Minimum Requirements	10% XP Bonus
Anti-Paladin	-	Dragon #39 / Best of Dragon II	(has its own rolling mechanism)	-
Alchemist	Elf, Half-Elf	Dragon #49 / Best of Dragon III	Str 9, Int 10, Dex 9, Con 14, Cha <i>no more than 15</i>	-
Death Master	Dwarf, Half-Orc	Dragon #76 / Best of Dragon IV	Str 9, Int 15, Wis <i>no more than 12</i> , Dex 12, Con 14, Cha <i>no more than 7</i>	-
Black Priest	-	White Dwarf #22	Wis 13, Dex 13, Cha 13	-
Necromancer	-	White Dwarf #35	Int 12, Con 14, Wis <i>no more than 12</i>	Int 16+

Level “Limits” for these classes:

Character Class	Racial Stock of Character							
	Dwarf	Elf	Gnome	Half-Elven	Halfling	Half-Orc	Half-Ogre	Human
Alchemist	no	9	no	9	no	no	no	U
Death Master	U	no	no	no	no	U	no	U

Alchemist - Alchemists can be hired to identify any unknown substance: potions, elixirs, oils, dusts, pigments, glues, ointments, etc. This system replaces the 3 columns listed for alchemists in this regard; professional alchemists do not imbibe 10% of each potion they are asked to identify! Price is 40 gp + 10 gp/alchemist level. Chances for success are:

Alchemist Level	1 st Difficulty	2 nd Difficulty	3 rd Difficulty	4 th Difficulty
1	50%	30%	10%	5%
2	60%	40%	20%	10%
3	70%	50%	30%	15%
4	80%	60%	40%	20%
5	90%	70%	50%	30%
6	100%	80%	60%	40%
7	100%	90%	70%	50%
8	100%	100%	80%	60%
9	100%	100%	90%	70%
10	100%	100%	100%	80%
11	100%	100%	100%	100%

Quality of the alchemist’s lab equipment may swing the percentages +/- 15%.

Rather than list each substance specifically, difficulty ratings are by the item’s experience point value.

1st Difficulty: up to 350 xp (ex: *healing, invulnerability*)

2nd Difficulty: 400 – 550 xp (ex: *extra-healing, longevity, Nolzur’s marvelous pigments*)

3rd Difficulty: 600 – 750 xp (ex: *oil of etherealness, storm giant strength*)

4th Difficulty: over 800 xp (ex: *dust of appearance, storm giant control*)

Anti-Paladin – Characters of this class use the paladin experience point chart. They have more abilities than a paladin, but this is counterbalanced by their morale weakness.

Saving Throws

Item Saving Throws

Characters only have to make saving throws for their items when they fail an area of effect save with a 1 or when the item is unattended. Even if a character dies from half damage, as long as the save wasn’t failed with a 1, item saves are unnecessary. However, that assumes a momentary effect: dragon breath, *fireball*, *cone of cold*, etc. Immersion in a hostile environment such as a pit of acid will always necessitate item saves.

Monster Saving Throws

Monsters with a negative armor class get a bonus against damaging saving throws in the same way that magic armor and shield provide for, equal to the absolute value of the armor class; i.e. Orcus who is armor class –6 gets a +6 on such saves. Monsters with a movement rate of 15”+ treat the first digit of the movement rate as their defensive adjustment (which characters derive from their dexterity).

Other Uses of Save Categories

Tumble - When a character has to jump out of the way, he makes a save vs. breath weapon modified by his dexterity defensive adjustment (as saves vs. breath weapon always are).

Dodge - This is similar to tumble, only in order to get out of the way, the character need only twist his body, duck, or similarly change his profile without significantly changing his position. The save is made vs. petrification and is also modified by the dexterity defensive adjustment. A monk's ability to deflect missiles is a dodge save.

Spot Checks

This is a chance for a character to notice something out of the ordinary that the player has not already specifically called attention to. The base roll is equal to the chance to find a secret door, i.e. 1 in 6 except for elves who are 2 in 6 and if stonework is involved, 3 in 6 for dwarves. For instance, a party is walking through a corridor with wording inlaid in the mosaic stone floor. If no one states that they are carefully examining the mosaic, someone still might notice that the mosaic contains writing, so the DM secretly rolls spot checks, or has the players roll but doesn't tell them what for.

Unnatural Aging

A character who is unnaturally aged must apply the physical (strength, dexterity, constitution) aging adjustments when crossing into a different category, but not the mental. Thus, from that point on two ages must be tracked, the physical (actual) and mental age. When this occurs, the amount of years aged out of 10 is the percent chance a system shock roll must be made for survival. Therefore, a *haste* spell has only a 1 in 10 chance of requiring the roll, a *wish* 50%, and a ghost's aging always requires one. When a character is aged from a spell, the check is made after the spell is completed (i.e. after a spell such as *haste* wears off). The system shock check is made on the new age, thus if the aging pushes the character into a new age category, his constitution may be lower when the check is made.

Appendix A – Attack Charts

Extended Monster To-Hit Chart

The adventure WG6 Isle of the Ape included an official extension to the monster attack chart:

Hit Dice:	18-19+	20-21+	22-23+	24-25+	26 & up
THAC0:	5	4	3	2	1

When the ‘to hit’ number is negative (such as for hitting ac 2 for a 26+ hit die monster), it indicates **additional damage inflicted on a hit**.

As an example of when to use this chart, let’s say the party goes up against Juiblex. Juiblex does not have hit dice listed; rather he has 88 hit points. Just as for golems, his hit dice are computed by dividing his hit points by 4.5; $88 / 4.5 = 19.55$ which rounds up to 20, so his THAC0 is 4.

Note that the Elemental Princes of Evil in Fiend Folio are given hit dice equivalents that already assume use of this chart.

Attack Rolls Without Chart Lookups

If you know a combatant’s Base Attack Bonus, you’ll never need to use a to hit chart again, and furthermore unlike THAC0 this system doesn’t require subtraction. Each combatant’s Base Attack Bonus is 21 minus their THAC0 (but don’t count a repeated 20), which comes out to:

Base Attack Bonus	Monsters	Fighters	Clerics	Thieves	Magic-Users
0	Up to 1-1	0		1-4	1-5
+1	1-1	1	1-3		
+2	1	2		5-8	6-10
+3	1+	3	4-6		
+4		4			
+5	2-3+	5	7-9	9-12	11-15
+6	4-5+	6			
+7		7	10-12	13-16	
+8	6-7+	8			16-20
+9	8-9+	9	13-15	17-20	
+10		10			21+
+11	10-11+	11	16-18	21+	
+12	12-13+	12	19+		
+13	14-15+	13			
+14	16-17+	14			
+15		15			
+16	18-19+	16			
+17	20-21+	17+			
+18	22-23+				
+19	24-25+				
+20	26+				

Procedure: Roll to hit, add or subtract modifiers, keeping in mind the “Important Note Regarding To Hit Adjustments” in the DMG pg. 70. If the total is greater than or equal to 20, add an extra 5. Then add the Base Attack Bonus and the target’s armor class. If the total is greater than or equal to 21, it is a hit. Also, if the Base Attack Bonus plus the armor class alone is higher than 21, the difference is extra damage added on - if the hit succeeds, but to miss would require hefty penalties.

Behind the Scenes: When converting to ascending armor class, armor class 10 is 11 and armor class 0 is 21. This system normalizes the result to ac 0, so that switching to ascending isn’t actually necessary. To switch to ascending, just have a player announce the total of the attack roll, modifiers, the extra 5 if appropriate, and base attack bonus, and compare to the inverted armor class (21 – descending armor class). For a quick reference:

Desc	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Asc	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31

Appendix B – Monsters Using Weapons

The rule is never spelled out, but I infer from various stat blocks that the by the book rule is that when using a weapon, a monster's strength bonus to hit is not used - its strength is already included in its hit dice - but the strength bonus to damage should be used when doing damage 'by weapon type'. In either case, the +1 strength bonus to hit for using two hands on a weapon from these house rules should be used. The following rules allow the DM to do damage by weapon type rather than a fixed range.

Monster Weapon Handedness

Humanoid	Handedness as a ...
Kobold	Halfling
Goblin	Dwarf
Orc	Human
Hobgoblin	As human, but the maul, morning star, and partisan are one-handed and they can dual wield longswords
Gnoll	As hobgoblin, but also the footman's mace is a primary weapon, and they can use the great bow
Bugbear	As gnoll, but also the footman's flail and scythe are one-handed weapons
Ogre	As half-ogre, but also the ranseur and spetum are one-handed, the footman's flail, maul, morning star, scythe, and two-handed sword are primary weapons, the bastard sword can be dual-wielded, and the jo stick, scimitar, and longsword are secondary weapons

Besides human-sized weapons, which are used by creatures with average heights 3 feet to 7 feet tall, there are also large-sized weapons for creatures with average heights 7 ½ to 11 feet tall, giant-sized weapons for average heights 11 ½ to 16 feet tall, and titan-sized weapons for average heights 16 ½ feet and up. Weapon vs. armor adjustments are almost never used when using any of these weapons, though an exception might be made for something like a ballista that could get heavy crossbow adjustments. Use the chart below to determine weapon handedness equivalents:

Monster	Large-sized weapons as a	Giant-sized weapons as a	Titan-sized weapons as a
Half-Ogre (7 ½')	halfling	-	-
Qullan (8')	gnome	-	-
Ogre (9')	dwarf	-	-
Verbeeg (9 ½' avg.)	elf	-	-
Ogre Mage, Hill Giant (10 ½')	human	-	-
Firbolg (10 ½')	hobgoblin	-	-
Stone Giant (12')	half-ogre	gnome	-
Fire Giant (12')	ogre	dwarf	-
Ettin (13')	-	elf	-
Fomorian Giant (13 ½')	-	half-elf	-
Mountain Giant (14')	-	half-orc	-
Frost Giant (15')	-	human	-
Fog Giant (18')	-	half-ogre	halfling
Cloud Giant (18')	-	half-ogre	gnome
Lesser Titan (18-21')	-	ogre	dwarf
Storm Giant (21')	-	-	half-elf
Greater Titan (22-23')	-	-	human

These ranges match Dragon #109's take on this topic, but I collapsed the 6 columns into 3, so large-sized weapons cover columns A and B, giant-sized C and D, and titan-sized E and F. Large-sized damage is roughly equal to column A, giant-sized to column C, and titan-sized to column E. Dragon #109's system as-is gives frost giants a favorable advantage over fire giants, which clearly wasn't the design intention. It has a similar problem for storm giants vs. titans.

Weapon Damage Increase Chart

Human-sized damage	Large-sized damage (x1.5)	Giant-sized damage (x2)	Titan-sized damage (x3)
1-2	1-3	2-4	3-6
1-3	2-4	2-6	3-9
1-4	1-6	2-8	3-12
2-5	2-8	4-10	6-15
1-6	2-8	2-12	3-18
2-7	2-11	4-14	6-21
1-8	1-12	2-16	3-24
2-8	3-12	4-16	6-24
2-9	3-13	4-18	6-27
1-10	2-14 (1d8+1d6)	2-20	3-30
1-12	2-16	2-24	3-36
2-12	3-18	4-24	6-36
2-16	3-24	4-32	6-48
3-18	5-26 (3d8+2)	6-36	9-54

Likewise, large-sized weapons are roughly 50% longer than human ones, giant-sized double, and titan-sized triple. Damage vs. large is still used for any opponent 7 feet tall and up. Despite what Dragon #109 says, if a large-sized weapon does man-sized damage against large-sized creatures, then you'd be better off using a human-sized awl pike than a large-sized one, because the damage would be 1-12 vs. 2-8. Strength bonuses for damage are added to melee weapon damage rolls (probably best to keep thrown boulder damage as it is). The following chart from Dragon 109 pg. 54 provides a useful summary:

TABLE II: Damage bonuses			
0	qullan	+ 8	dao, ettin (right arm), stone giant
+2	cyclopskin	+ 9	efreet, fog giant, frost giant
+2-+4	ogre	+ 10	firbolg giant, fire giant, fomorian giant
+3-+6	verbeeg giant	+11	cloud giant, mountain giant, marid
+6	ogre mage	+12	storm giant, solar
+7	djinn, ettin (left arm), hill giant, planetar, spriggan (large), giant troll	+ 14	titan

To compare how this system stacks up against the listed damage ranges, let's use an example for each weapon size type:

Hill Giant: 2-16 averages 9 damage a hit.

Hill Giant with large-sized club held in both hands: 2-8 averages 5, +7 for strength is 12 points, **higher by 3 points.**

A Hill Giant maxes out with a large-sized two-handed sword, doing an average of 8 +7 = 15 points.

Fire Giant: 5-30 averages 17.5 damage a hit.

Fire Giant with a giant-sized broadsword held in both hands (since dwarves need two hands to hold a broadsword): 4-16 averages 10, +10 for strength is 20 points, **higher by 2.5 points.**

Storm Giant: 7-42 averages 24.5 damage a hit.

Storm Giant with a titan-sized longsword: 3-24 averages 13.5, +12 for strength is 25.5, **higher by 1 point.**

Note that some creatures have overlap with more than one weapon size, and will often use larger weapons of the smaller size.

Baphomet, for instance, only has gnome handedness for giant-sized weapons, so he prefers to use a large-sized bardiche.

Missile weapon ranges also increase by weapon size at Short/Medium/Long range:

Ranged Type	Large-sized	Giant-sized	Titan-sized
Thrown	+ 1"/2"/3"	+ 2"/4"/6"	+ 3"/6"/9"
Shot	+ 2"/4"/6"	+ 4"/8"/12"	+ 6"/12"/18"

Weapon vs. armor is in general not recommended for any of these creatures, for even if the attacker and defender are of the same size category, such as when a titan attacks a cloud giant with a titan-sized weapon, determining the armor *type* of the defender is difficult. Most giants are not armor class 10 even when unarmored, and the armor they do wear often provides protection that doesn't match what it gives the "regular species" (halflings through ogres), such as fire giants in chain shirts being armor class 2 according to G3.

Multiple Targets

It is perfectly reasonable for exceptionally large weapons to hit more than one opponent at a time; a storm giant wielding a titan-sized axe could possibly hit 3 adventurers clumped together.

Appendix C – Varying the Rules

Mixing In Second Edition

Sometimes I allow players to use 2nd edition character classes. In that case, that player's core rulebook is the 2E PHB, without any of the optional rules. I also use the Scarlet Brotherhood for the monk and assassin and the Complete Book of Humanoids for the half-orc. For instance, if playing a 2E wizard, the character can be a specialist and get an extra spell per level, but *fireballs* top out at 10 dice, *globe of invulnerability* is immobile, hit dice are limited to 10 instead of 11, etc. Level limits (such as I use them) remain at 1E boundaries.

When using the 2E combat system, the only tweak I make is that +5 is added to initiative for a half-move, and another +5 for a full move. For example, Conan wants to make a half-move and attack an enemy with his two-handed sword. He rolls a 6 for initiative. On 11 his half-move completes and on 21 he makes his attack. Were he to spend the whole round moving, on 11 he'd move halfway to his destination, and on 16 he'd finish his move.

I use the master spell list in *Spells & Magic* which makes some small changes like moving *dispel magic* to the Universal school, and I use the weapons rules from *Combat & Tactics*, including its weapon vs. armor system which is found in the weapon descriptions, and the revised crossbow damage. One spell in particular in *Spells & Magic* is particularly useful and I allow it to be researched even in fully 1E games: *dimensional anchor*.

The High-Powered Game

Sometimes I let things get gonzo. In this game, the Archer fighter variant is not needed. Obviously, when using these rules I don't worry about stat blocks in published modules matching up with what the characters have.

Weapon Proficiencies and Specialization

The benefits of spending proficiency slots in a weapon (category) are:

- 1 slot: Proficiency. 1 slot in bow only gives ROF 1.
- 2 slots:
 - Bow Proficiency (ROF 2)
 - Expertise – Available to non-fighters, multi-class fighters, or single-class fighters who have already specialized in a weapon, this grants the attacks per round of a specialist, but not the bonuses to hit or damage. Crossbow experts get all the benefits of specialization except point blank range (which admittedly is the biggest one).
 - Specialization - Available only to single-class fighters and their sub-classes for one weapon (category). Other than extending to the proficiency category instead of a specific weapon, benefits are as per UA, except with regards to crossbows. As per OA, crossbow specialization only requires 2 slots and the point blank damage bonus itself isn't doubled. A single class fighter who later adds (or switches to) another class loses his specialization in the weapon, dropping down to the expertise benefit in it.
- 3 slots:
 - Bow Expertise – Bow experts get all the benefits of specialization except point blank range.
 - Bow Specialization - as per UA except the point blank bonus itself isn't doubled; i.e. it is 4-14 as per OA, not 6-16 damage per arrow.
 - Double Specialization - restrictions as per UA. Double specialization cannot be taken at 1st level (as per OA).

Characters can also spend a proficiency slot to gain Shield Specialization, which improves the shield benefit to armor class by a point, though it does not effect armor *type*.

Other Changes

- Thieves and assassins may backstab any time they are behind an opponent; the +4 to hit (instead of just +2) is gained if doing so with surprise. Single-class thieves or assassins also gain the *evasion* skill as if they were a thief-acrobat of 5 levels higher.
- Clerics and druids heal the maximum possible amount when taking a full turn to cast cure spells. Clerics may use the weapon(s) that their deity uses (which always makes Corellon Larethian popular since he uses sword & bow).
- Monks use the Best of Dragon III modifications in addition to what is already in these house rules. In this case, they use d6 hit dice instead of d4+2 (they go up levels much faster though).
- Magic-users and their subclasses get bonus spells for high intelligence; 15 a 1st level spell, 16 a 2nd level spell, 17 a 3rd level spell, 18 a 4th level spell, and 19+ a 5th level spell.
- Psionicists start with 1 attack and 1 defense mode and proceed normally on the chart from there.
- Players can use the Centaur race from Dragon #103, and the Half-Satyr and Half-Dryad from Dragon #109.
- Players can use the Witch class from Dragon #114. Whether High Secret Orders are allowed is up for debate. Note that witches use the same bonus spell system as described above.

Appendix D - Simulated Advancement

NPC adventurers (of middle aged or younger) should have experiences of their own, even when they are not tagging along with the pcs. While a DM can always just make up what happens to them, it can keep the game fresh to dice for it on a yearly basis. Note: this is version 1 of this system, and at present it doesn't account for a number of things such as how a group of npc adventurers fare as opposed to just an individual, if the individual is freed from imprisonment, if henchmen are gained, if a class is added, etc.

Driven – NPCs with this trait will never retire, take a year off, or otherwise cease adventuring until they reach old age. The percentage chance for a given NPC to be driven is equal to their (starting) charisma. All NPCs that are full time members of an adventuring group are effectively driven, as such groups typically don't disband until most members have reached level 9.

Active – The first thing to ascertain is whether this NPC actively adventured this year or not. The chart below uses the longevity of each race to determine adventuring frequency, with the longer lived races adventuring less than the short-lived ones. A driven NPC disregards this check, as he or she is always active (unless imprisoned or otherwise incapable of doing so).

Within Level Limit ...	Racial Stock of Character							
	Dwarf	Elf	Gnome	Half-Elven	Halfling	Half-Orc	Half-Ogre	Human
Under all class level limits	3 in 8	1 in 8	2 in 8	4 in 8	5 in 8	8 in 8	6 in 8	7 in 8
Reached limit in one or more classes, but at least one class still open	3 in 12	1 in 12	2 in 12	4 in 12	5 in 12	8 in 12	6 in 12	7 in 12
Level limit reached in all classes	1%	1%	1%	1%	1%	1%	1%	1%

If the adventurer was active, roll to see what happened based on the character's highest class level (*italics* indicate magic effect). Assume all potions and scrolls owned at the start of the year were used during the course of it and reduce all items with charges by 16-25 each (unless the item in question is rechargeable). "Check for items as if level x" means use the charts in the DMG pg. 175-176 to determine if magic was found, and roll for the items on the subsequent tables. For instance, "check for items as if level 9" means a 90% chance of 3 items from Table I, a 70% chance of 2 items from table II, and a 30% chance of having found an item from table III. Note that NPCs do not hoard items and will typically sell or give to henchmen excess ones they cannot readily use (a 3rd ring, extra suit of armor or shield, lesser melee weapon, etc.). As the DMG table goes up only to level 13, here it is extended to levels 14 and 15:

Individual is 14th level – 3 items from table I, 2 items from table II, 2 items from table III, and 80% chance of an item from table IV
 Individual is 15th level – 3 items from table I, 3 items from table II, 2 items from table III, and 90% chance of an item from table IV

Other items suitable for table II: *6 arrows +2, boots of levitation, necklace of missiles, wand of magic missiles*

Level 1 to 3		Level 4 to 7		Level 8 to 11		Level 12+	
%	Event	%	Event	%	Event	%	Event
1-5	Character killed; now undead	1-4	Character killed; now undead	1-3	Character killed; now undead	1-2	Character killed; now undead
6-15	Character killed; body unrecoverable	5-9	Character killed; body unrecoverable	4-7	Character killed; body unrecoverable	3-4	Character killed; body unrecoverable
16-20	Character killed; body recoverable	10-14	Character killed; body recoverable	8-10	Lost on another plane	5	<i>Imprisoned</i>
21-22	Character lost 1 level to energy drain	15-16	Character lost 1-2 levels to energy drain	11-15	Character killed; body recoverable	6	Frozen in <i>stasis</i>
23-25	Character crippled	17-19	Character crippled	16-17	Character lost 1-3 levels to energy drain	7-8	Lost on another plane
25-40	Character had no luck adventuring	20-23	Character imprisoned	18-20	Character crippled	9-10	Character killed; body recoverable
41-60	Minor success: 1000 xp gained	24-25	Character <i>geased</i> out of realm	21-22	Character imprisoned	11	Character lost 1-4 levels to energy drain
61-80	Modest success: 2000 xp gained + check for items as if level 1	26-35	Character had no luck adventuring	23-24	Character <i>geased</i> out of realm	12-13	Character crippled
81-95	Major success: 3000 xp gained + check for items as if level 2	36-57	Minor success: 10000 xp gained + check for items as if level 4	25-30	Character had no luck adventuring	14	Character imprisoned
96-100	Amazing success: 4000 xp gained + check for items as if level 3	58-79	Modest success: 20000 xp gained + check for items as if level 5	26-50	Minor success: 50000 xp gained + check for items as if level 8	15	Character <i>geased</i> out of realm

		80-95	Major success: 30000 xp gained + check for items as if level 6	51-75	Modest success: 75000 xp gained + check for items as if level 9	16-25	Character had no luck adventuring
		96-100	Amazing success: 40000 xp gained + check for items as if level 7	76-95	Major success: 100000 xp gained + check for items as if level 10	26-50	Minor success: 150000 xp gained + check for items as if level 12
				96-99	Amazing success: 125000 xp gained + check for items as if level 11	51-75	Modest success: 200000 xp gained + check for items as if level 13
				100	Recovered artifact in addition to amazing success	76-92	Major success: 250000 xp gained + check for items as if level 14
						93-97	Amazing success: 300000 xp gained + check for items as if level 15
						98-100	Recovered artifact in addition to amazing success

If the poor adventurer was turned into one of the undead, roll here to see which one:

Roll 1d20	Turned into ...	Roll 1d20	Turned into ...
1	Skeleton ¹	11-13	Wraith
2	Zombie ¹ , 5% chance of Juju Zombie	14	Mummy if evil, or if wis <i>or</i> int 17+, con is 18, and abilities sum to 90+, a Revenant, otherwise 50% Haunt or 50% Son of Kyuss
3-5	Ghoul, 5% chance of Sheet Ghoul		
6	Shadow	15-16	Spectre, or if evil female elf, 25% chance of Banshee
7-9	Wight 75%, Coffin Corpse 15%, Huecuva 10%	17-19	Vampire, or if female, 25% chance of Penanggalan
10	Ghast	20	If high-level paladin, 25% chance of Death Knight, if high level fighter, 25% chance of Skeleton Warrior, if evil ultra-high level caster, 50% chance of Lich, otherwise Ghost

¹ Determine who is the most appropriate animating spellcaster now controlling the adventurer's corpse.

Appendix E - Time and Combat Tracking

Write out the party's initiative adjustments ahead of time on a 3x5 index card for the characters being played that night, so that when group initiative is rolled, the offsets for each character are readily at hand. If possible, the players should sit in adjustment order, so that most of the time, going around the table works. Then setup a whiteboard to track the current combat phase, round, and turn as follows:

<u>Phase</u>	<u>Round</u>	<u>Turn</u>
Pre-Round	1	1
1	2 Zed mirror image (4, 12)	2 Bob torch lit (8)
2	3 command bugbear (2, 4)	3
3 P	4 Doug bleeding (1)	4
4		5 Rasinda detect invisibility (7)
5		6
6 O		7
7		8 Bob torch lit (14)
8 [die]		
9		
10		
Post-Round		

The above sample shows that we are resolving segment 8 of combat round 4 in turn 8. The P is the party's group initiative roll, and the O is the opposition's initiative roll. Even though individual characters will have offsets to the party's roll, you don't need to record when each pc's action segment is, since you have the 3x5 card giving you the offsets. Players should also keep track of what segment they get their second shots on, or finish a spell. You could of course collect more information in this column if you need to, particularly if there are a lot of opposition spell casters. I prefer keeping this whiteboard flat and using a die to track the phase of the round being resolved, since erasing that frequently is a pain. On the round column, not only is it useful just for remembering that 3/2 attacks go on odd-numbered rounds, but also it lists when effects start and end. For instance, Zed's mirror image will last until segment 4 of round 12. The command spell cast on segment 2 of round 3 on the bugbear expired on segment 2 of round 4, so I put a line through it. Effects that recur every round but don't have a defined end work like "Doug bleeding"; Doug went down to -1 hit points on segment 1 of round 4, and on segment 1 of each subsequent round until he stabilizes or is healed, he will bleed out an additional point of damage. The turn column works in a similar fashion; the torch Bob lit in turn 2 lasted for 6 turns and went out in turn 8. Bob then lit a new torch that will burn out in turn 14. If you need to be a little more accurate for when within a turn an effect ends, you can mark a '.5'; for instance detect invisibility lasts 5 rounds/level; if Rasinda had been 5th level and it was cast at the start of turn 5, you can put 7.5 instead of just 7.

Most importantly, delegate this responsibility to a player ("Combat Master"). As the DM, you've got enough to worry about coordinating all the monsters. You will still need to make private notes for spells or durations that the players don't know about. If an enemy caster puts up a *shield* in round 3, you can make a note "Enemy m-u #3, shield (4, 8). All you need to know is what segment & round the effect ends on.

Appendix F – Creating Characters Above 1st Level

I am a big fan of Appendix P in the Dungeon Master's Guide, but instead of dicing for level, I give out an experience point total. A character may be single-classed, multi-classed (/), many-classed (see **Adding Classes**) (+), or switched-class (/). Those choosing a multi-classed character divide the experience points evenly between their classes. Those choosing a many-classed character must decide in what order the classes were added, subject to the rule that the number of classes cannot be greater than the level of the highest class. Experience points are divided between the classes as follows:

Two classes: first class gets 2/3, second gets 1/3

Three classes: first class gets 3/6, second gets 2/6, third gets 1/6

Four classes: first class gets 4/10, second gets 3/10, third gets 2/10, fourth gets 1/10

Etc. using the $n(n+1)/2$ formula for the denominator. Switched class characters use the reverse of the formula with the first class getting the smallest fraction. For example, a character who starts out thief, then switches to fighter, then switches to magic-user, has 1/6 of his xp in thief, 2/6 in fighter, and 3/6 in magic-user. That should put each class level at a higher level than the one previous. If a class other than the last is not at a level higher than the previous, or the first class is only level 1, the class combination is invalid. In the example, if 1/6 of the xp gives a higher class level in thief than 2/6 of the xp does in fighter, that order cannot be chosen. Pretty unlikely though. This system does not attempt to model the mixture of multiclassing or switching classes with class adding.

Other experient point modifications to the total handed out are:

- To add (but not switch to) an arcane casting class, 2000 xp must be sacrificed.
- The 10% experience point bonus that high ability scores may give is only relevant for experience earned in subsequent play.
- To simulate experience points lost in leveling up challenges, halve experience over 200,000 for monks, 300,000 for druids, and 1,000,000 for assassins. For example, if the award is 1,000,000 starting xp and someone chooses a druid, the first 300,000 is treated normally, but the last 700,000 is halved for a total of 650,000 effective starting xp, making the character 12th not 13th level.

After the character class(es) are chosen, the level(s) is determined, and magic items are awarded according to Appendix P (see **Appendix P Clarifications**, below). In general, many-classed characters simply roll for the hit points of whatever class they took first. However, in the rare case where the second class moves up so much quicker than the first that even with a lesser fraction of xp, the character's level in that class is higher, additional hit points are accrued beyond the level of the first class to the level of the second class. Switched class characters roll for hit points for each level of the first class, then for those levels of the second class above the level attained for the first, then for those levels of the third class (if any) above the level attained for the second, etc.

Characters are then awarded one tenth of the experience point total in gold with which to purchase additional equipment. The only magic items available for purchase with that money are what can be found in a large city (see **Item Availability**).

Example: Burke is created with 200,000 xp and 20,000 gp as a base. He rolls 17 strength, 15 intelligence, 8 wisdom, 11 dexterity, 12 constitution, and 9 charisma. He decides to play a human who started out as a fighter, then added the magic-user class. 2/3 of his xp goes into fighter and 1/3 goes into magic-user with a 2000 xp deficit to account for 0th level, so his experience point totals are 133,333 in fighter and 64,667 in magic-user. Burke is therefore a fighter 8 + magic-user 7. After determining his items in Appendix P, he can use his gold to purchase additional +1 items or some extra potions, or save the money for when he needs to train.

A magic-user or illusionist starts with these spells in his spell book:

- *Read magic* or *Read illusionist magic*
- Two random first level spells.
- Roll the intelligence 'chance to learn' for each spell level the character can memorize a spell at to have a chance at getting a random spell of that level.
- After the random spells are diced for, the player chooses a spell for each spell that he or she can memorize according to the chart, so a 9th level magic-user gets four 1st level, three 2nd level, three 3rd level, two 4th level, and one 5th level spell to pick.
- Any scrolls purchased as magic items may be learned and copied into the spell book before play begins, provided the chance to learn roll is made if the character is at or above the minimum spells known for that level.

Druids start play with up to 4 animal friends of their choice, with a hit dice quota of twice their level.

A new character can start with higher than first level henchmen as well. A player can spend 10-50% of the allotted experience on henchmen, in multiples of 10% (thus, a maximum of 5 such henchmen can be rolled up). The experience each henchman starts out with is then *halved* from this allotment, and in no event can a henchmen's highest level be equal to or higher than the primary character's highest level. For instance, if the player gets 500,000 xp to start out with, he can choose 250,000 for his primary character, and use the other 250,000 for a henchmen, who actually gets 125,000. Alternately, he can choose 450,000 for his primary character and just 50,000 for the henchmen, who gets 25,000. Starting gold remains 1/10th of the original total to be spread among all the characters created, but each henchman does get to roll for items on the Appendix P tables.

DMG Appendix P Clarifications

In general, a multi- or many- classed character chooses which class to roll for on each table. For example, a fighter/magic-user can choose to roll as a fighter on the Armor table, but as a magic-user on the Potions table. Most of the magazine classes I'm using use the parent class for rolling. Magic-user sub-classes that have 7 spell levels (instead of 9) use the illusionist row, however.

The Scrolls table is a bit confusing. First of all, druids, 10th level+ thieves, and 12th level+ assassins choose whether a successful roll will be a protective scroll or a spell scroll. All those capable of receiving spell scrolls (provided they chose a spell scroll over a protection scroll) except assassins are eligible to receive a scroll of 3 spells instead of just a scroll with 1 which is determined in the same manner as the rest of the tables for a better result (1% per level plus % over 90). For instance, Woolly Longfingers the 10th level thief has a 60% chance of having a scroll. He decides to opt for a spell scroll. He succeeds on a roll of 48, so he is guaranteed to receive a scroll of 1 spell of levels 1 to 3, but has a 10% chance of getting a scroll of 3 spells of levels 1-4. Had he gone with a protective scroll instead, he would not get a roll to get a spell scroll as well.

The Potions table maximum is used in a similar fashion. Those with a maximum of 2 get a second roll on a success equal to 1% per level plus the percent over 90, and those with a maximum of 3 (magic-users) get a roll for a third potion on a successful second roll equal to 1% per level. For example, Rasinda the magic-user is 12th level. Her first potion is earned at 120%; she rolls a 91. Because her success percentage is over 99, she gets the potion of her choice. Then she gets to roll for a second potion at $12 + 120 - 90 = 42\%$ chance which if successful is determined randomly, and then a third random potion at 12%.

Monks have a 5% chance per level of having 1 protection scroll and 1 potion (I allow monks to have one-shot items).

Characters of 5th level have 0-1 miscellaneous items, 6th level have 1, 7th level have 1-2, 8th level have 1-3, and characters 9th level and above have 1-4. I extend the 16 listed items to 20 to make it a chart that can be rolled randomly on:

17. Keoghtom's Ointment
18. Bag of Tricks
19. Necklace of Missiles
20. Figurine of Wondrous Power

Starting Experience For New PCs

I use two methods to determine the experience points a new character starts at, if 0 isn't appropriate. Method I is used when a player's character dies, and can't be raised. Method II is used for other situations provided play has moved beyond the introductory adventure stage, such as when a new player joins the group, or a player wants to play a different character for a change.

Method I - The new character starts at 75% of the experience points of the character that died, but adding back in any experience points lost from level loss. Note: if Method II nets a higher experience point amount, use that instead.

Method II - As I generally run published modules, I give the minimum experience points a paladin needs to obtain to be at the lowest level of the recommended range. For instance, if I'm running any of the A series modules (levels 4 to 7), the new pc would start with 12,001 xp, since that is what is needed to play a level 4 paladin. If I'm running Q1 (levels 10 to 14), the new pc would start with 700,001 xp, since that is what is needed to play a level 10 paladin. For an adventure like Temple of Elemental Evil which may take a party from 1st to 8th level, I will use the range for the part of the adventure the party is currently playing in. In a sandbox environment, the level comes from the lowest level adventure hook available. Using the paladin experience chart may not work as well for making new characters at the teen levels; for that another chart like monk may make the most sense. Monk and paladin experience are the same at 9th level, then monk goes up faster until level 15.

In either case, character creation proceeds with appendix P and the system above for any character starting with 2750 xp or higher. (The starting experience allotted is **not** increased if the character has a class or classes eligible for the 10% bonus.)