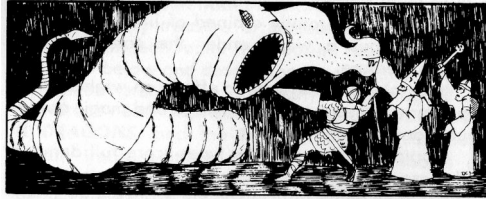


# The Holmes Companion

## A Level 4-9 Rules Expansion for TSR's 1977 D&D Basic Set



The Original 1974 Dungeons & Dragons game, as well as discussions that took place on Dragonsfoot, the K&K Alehouse, Finarvyn's OD&D Forum, and especially Philotomy's OD&D Musings inspired this four-page rules expansion. The goal was to make "Holmes D&D" a gritty, more focused, and complete name-level (9th) dungeon-crawling game without requiring the Advanced Dungeons & Dragons rulebooks for expansion, thus keeping it more faithful to the mechanics and feel of Original D&D.

### Rule Variants

- **MAGIC MISSILE** (Page 15): For every three levels beyond the first (fourth, seventh, etc.), an additional missile is created by the same spell.
- **DAMAGE** (Page 19): When rolling damage for a two-handed weapon, roll 1 six-sided die and add one. When using two single-handed weapons in melee combat, roll 2 six-sided dice and discard the lower die for damage. Only Fighting Men & Thieves with a DEX of 13 or higher may use two weapons at once and the offhand weapon must always be of equal size or smaller than the main. When using magic weapons, always use whichever bonus is higher.
- **COMBAT ROUNDS** (Page 20): Regardless of their size, all weapons can only be used once per combat round. Magical weapons that specify otherwise are exempt from this rule.
- **MONSTER** (Page 22): Monsters Hit Dice are rolled with a D6, not a D8.
- **CRITICAL HITS** (N/A): Whenever a 20 is rolled in combat, maximum damage is automatically inflicted.

### Racial Level Limits

- Humans: 9
- Elves: 4/6 (Hero/Magician)
- Dwarves: 7 (Champion)
- Halflings: 4/6 (Hero/Sharper)

### Experience Points for Monsters Overcome

Monster's Hit Dice		Bonus of Special Abilities		Monster's Hit Dice		Bonus of Special Abilities	
Dice	Value			Dice	Value		
6	275		225	9 to 10	900		700
6+	350		300	11 to 12	1100		800
7	450		400	12+ to 13	1350		950
7+	525		475	14 to 16	1650		1150
8	650		500	17 to 20	2000		1500
8+	750		625	21+	2500		2000

## FIGHTING MEN

*Fighting Men with STR of 13 or higher add 1 to their damage in melee combat.*

<b>Level</b>	<b>Experience Points</b>	<b>Hit Dice</b>	<b>Spells &amp; Abilities</b>	<b>To-Hit Rank (Page 19)</b>	<b>Saving Throws</b>
4 (Hero)	8000	4-8 sided	-	2 to 3	+2
5 (Swashbuckler)	16000	5-8 sided	-	2 to 3	+2
6 (Myrmidon)	32000	6-8 sided	-	2 to 3	+2
7 (Champion)	64000	7-8 sided	-	4+ to 6+	+4
8 (Super Hero)	120000	8-8 sided	-	4+ to 6+	+4
9 (Lord)	240000	9-8 sided	-	4+ to 6+	+4

## MAGIC-USERS

<b>Level</b>	<b>Experience Points</b>	<b>Hit Dice</b>	<b>Spells &amp; Abilities</b>	<b>To-Hit Rank (Page 19)</b>	<b>Saving Throws</b>
4 (Theurgist)	10000	4-4 sided	2/2	-	-
5 (Thaumaturgist)	20000	5-4 sided	2/2/1	-	-
6 (Magician)	40000	6-4 sided	2/2/2	2 to 3	+2
7 (Enchanter)	80000	7-4 sided	3/2/2/1	2 to 3	+2
8 (Warlock)	150000	8-4 sided	3/3/2/2	2 to 3	+2
9 (Wizard)	300000	9-4 sided	3/3/3/2/1	2 to 3	+2

## CLERICS

<b>Level</b>	<b>Experience Points</b>	<b>Hit Dice</b>	<b>Spells &amp; Abilities</b>	<b>To-Hit Rank (Page 19)</b>	<b>Saving Throws</b>
4 (Vicar)	6000	4-6 sided	2/1	-	-
5 (Curate)	12000	5-6 sided	2/2	2 to 3	+2
6 (Bishop)	25000	6-6 sided	2/2/1	2 to 3	+2
7 (Lama)	50000	7-6 sided	2/2/2	2 to 3	+2
8 (Patriarch)	100000	8-6 sided	3/2/2/1	2 to 3	+2
9 (High Patriarch)	200000	9-6 sided	3/3/2/2	4+ to 6+	+5

## THIEVES

*Thieves with DEX of 13 or higher add 1 to their Armor Class.*

<b>Level</b>	<b>Experience Points</b>	<b>Hit Dice</b>	<b>Spells &amp; Abilities</b>	<b>To-Hit Rank (Page 19)</b>	<b>Saving Throws</b>
4 (Burglar)	4800	4-4 sided	D	-	-
5 (Cutpurse)	9600	5-4 sided	E	2 to 3	+2
6 (Sharper)	20000	6-4 sided	F	2 to 3	+2
7 (Pilferer)	40000	7-4 sided	G	2 to 3	+2
8 (Rogue)	80000	8-4 sided	H	2 to 3	+2
9 (Master Thief)	160000	9-4 sided	I	4+ to 6+	+5

Once the maximum level has been reached, every 100,000 experience points earned still grants additional Hit Points to your total. Constitution bonuses or penalties no longer apply.

- Fighting Men and Dwarves get +3 Hit Points per level
- Clerics, Elves, and Halflings get +2 Hit Points per level
- Magic-Users and Thieves get +1 Hit Points per level

## CLERICS VS. UNDEAD TABLE

Cleric Level	Skeleton	Zombie	Ghoul	Wight	Wraith	Mummy	Spectre	Vampire
4	D	T	T	7	9	11	no effect	no effect
5	D	D	T	T	7	9	11	no effect
6	D	D	D	T	T	7	9	11
7	D	D	D	D	T	T	7	9
8	D	D	D	D	D	T	T	7
9	D	D	D	D	D	D	T	T

## EXPLANATION OF THIEF'S ABILITIES

Rank	open lock	remove trap	pick pocket	move silently	climb sheer surfaces	hide in shadows	hear noise	backstab
D	35%	30%	40%	40%	90%	30%	roll of 1-3	x2
E	45%	40%	50%	50%	91%	40%	roll of 1-4	x3
F	55%	50%	60%	60%	92%	50%	roll of 1-4	x3
G	65%	60%	70%	70%	93%	60%	roll of 1-5	x3
H	75%	70%	80%	80%	94%	70%	roll of 1-5	x3
I	85%	80%	90%	90%	95%	80%	roll of 1-5	x4

### THIRD LEVEL CLERICAL SPELLS

1. **Continual Light** - This spell is the same as the 2nd level magic-users, except the light is equal to sunlight.
2. **Cure Disease or Blindness** - Range: touch. Instantly cures inflicted target of all diseases or blindness.
3. **Locate Object** - This spell is the same as the 2nd level magic-user spell, except the range is 90 feet.
4. **Remove Curse** - This spell is the same as the 4th level magic-user spell.
5. **Speak with the Dead** - Allows the caster to ask up to three questions with a single deceased entity.
6. **Striking** - Range: 30 feet; Duration: 1 turn. This spell allows any one weapon to inflict an additional dies worth of magical damage per attack.

### FOURTH LEVEL CLERICAL SPELLS

1. **Create Food or Water** - This spell the Cleric can create a days worth of drinkable water or edible food for a dozen men and their horses.
2. **Cure Serious Wounds** - This spell is the same as Cure Light Wounds, but heals 2 dice plus the casters level worth of hit points.
3. **Dispel Magic** - This spell is the same as the 3rd level magic-user spell.
4. **Neutralize Poison** - Range: touch. Instantly removes the effects of any poisons from the target.
5. **Protection from Evil, 10' Radius** - This spell is the same as the 3rd level magic-user spell.
6. **Raise Dead** - Range: touch. This spell can be used on a deceased (and willing!) ally to bring him back to life, restoring him to 1 hp. Any spells previously prepared are lost. As raising the dead is a serious ordeal, the target also loses a full level of experience, reverting to the minimum needed for that level.

### THIRD LEVEL MAGIC-USER SPELLS

1. **Clairaudience** - Range: 60 feet; Duration: 12 turns. Works the same as 'ESP' except that the caster can hear rather than pick up thoughts.
2. **Clairvoyance** - Range: 60 feet; Duration: 12 turns. Works the same as 'ESP' except that the caster can see rather than pick up thoughts.
3. **Dispel Magic** - Range: 120 feet; Duration: 1 turn. This spell can dispel most kinds of spells or enchantments except those on magical items.
4. **Explosive Runes** - Range: touch; Duration: permanent. These magic runes can be placed upon a parchment to safeguard it from unauthorized reading. When read by someone other than the caster, the runes explode, destroying the parchment and dealing 4-24 points of damage w/o a saving throw.
5. **Fire Ball** - Range: 240 feet. An explosive burst of flame, which detonates with a radius of 20' and causes 1d6 damage per level, with a saving throw halving damage.
6. **Fly** - Range: touch; Duration: level + 1d6 turns. Allows the target to fly at 120' per turn.
7. **Haste Spell** - Range: 240 feet; Duration: 3 turns. When this spell is cast, targets move and attack at twice their normal rate. Effects up to 24 creatures in an area of 60' x 120'.

8. **Hold Person** – Same as 2nd level Cleric spell.
9. **Infravision** - Range: touch; Duration: 12 + 6 turns per level. When cast, the target gains the gift of infravision identical to that of a demi-human.
10. **Invisibility, 10' Radius** – Same as the Invisibility spell but with a 10' radius.
11. **Lightning Bolt** – Range: 240 feet. This 60 foot long bolt of lightning causes 1d6 damage per level to everyone within its area of effect, with a saving throw halving damage.
12. **Monster Summoning I** - Range: 10 feet; Duration: 6 turns. The caster calls forth a monster or monsters to appear from the Level 1 Wandering Monsters Chart (page 10). The monster or monsters summoned are faithful to the magic-user until the spell ends.
13. **Protection from Evil, 10' Radius** - Same as the Protection from Evil spell but with a 10' radius and double the duration.
14. **Protection from Normal Missiles** – Range: 30 feet; Duration: 12 turns. Once cast upon, the target becomes completely impervious to normal missiles.
15. **Rope Trick** - Range: touch; Duration: level + 6 turns. Once cast, any length of rope (up to 50') can stand upright by itself.
16. **Slow Spell** – This spell is the opposite of 'Haste'.
17. **Suggestion** – Range: 5 feet; Duration: 1 week. Unless a saving throw is made, target will carry out any single suggestion, Suggestions must be simple and relatively short.
18. **Water Breathing** - Range: Touch; Duration: 12 turns. When cast, the target gains the ability to breathe under water.

#### FOURTH LEVEL MAGIC-USER SPELLS

1. **Charm Monster** - Same as the Charm Person spell, but employable against any creature.
2. **Confusion** – Range: 120 feet; Duration: 12 turns. This spell will confuse its victims, affecting all targets within a 30 foot radius. The DM rolls 2d6 each round to see determine behavior: attack the magic-user's party (2-5), stand around doing nothing (6-8), or attack each other (9-12). Targets with 2 HD or less receive no saving throw while others receive one saving throw each round.
3. **Fear** – Range: 240 feet; Duration: 6 turns. When this spell is cast, all creatures in a 60 x 30 cone must make a saving throw or be panicked, dropping everything they are holding and flee for 1-3 turns.
4. **Ice Storm** – Range: 120 feet; Duration: 1 turn. This spell creates a 30x30 foot storm of hail and ice causing 3-30 points of damage. No saving throw is allowed.
5. **Massmorph** - Range: 240 feet; Duration: permanent. Affects up to 100 humanoids or a large area of terrain making them appear to be trees, rocks, or other plants appropriate to the area.
6. **Monster Summoning II** - Same as the Monster Summoning I spell, but uses 2nd level chart.
7. **Polymorph** – Range: 60 feet; Duration: level + 6 turns. Allows caster to take or grant the shape of anything he desires, but won't acquire any special combat abilities. For example, changing into a dragon will allow you to fly, but not breathe fire.
8. **Remove Curse** – Range: touch. Removes all curses from target.
9. **Wall of Fire/Ice** – Range: 90 feet; Duration: 1 turn per level. Creates a wall of fire or ice up to 60 feet in length and 20 feet in height.
10. **Wizard Eye** – Range: 240 feet; Duration: 6 turns. Allows caster to send a mobile invisible "eye" to scout for him. The eye moves at 120 feet per turn.

#### FIFTH LEVEL MAGIC-USER SPELLS

1. **Animate Dead** - For each level of the Magic-User, he may animate one Hit Die worth of skeletons and/or zombies. The appropriate corpses must be readily available to animate them.
2. **Cloud Kill** - Duration: 6 turns. Creates a 30' diameter moving, poisonous cloud of deadly vapor that is deadly to creatures with less than 5 hit dice. Moves 60' per turn according to the wind direction, or directly away from the magic-user if there is no wind.
3. **Contact Higher Plane** - This spell allows the magic-user to seek advice from creatures inhabiting higher planes of existence (the DM). Only "yes" or "no" questions are permitted.
4. **Disintegrate** – Range: 60 feet. Causes any non-magical material (tree, dragon, wall, man, etc), which fails a saving throw, to completely disintegrate. This powerful spell requires a single lodestone, a rare material component that costs at least 1,000 gold pieces.
5. **Hold Monster** - Same as the Hold Person spell, but employable against any creature.
6. **Magic Jar** - The magic-user can houses his life force into an inanimate object and attempts to possess the body of any other creature within 120' of his Magic "Jar. If the possessed body is destroyed, the spirit of the magic-user returns to the Magic Jar, and may attempt another possession or return to the magic-user's body. If the Magic Jar is destroyed the magic-user is totally destroyed.
7. **Monster Summoning III** - Same as the Monster Summoning I spell, but uses 3rd level chart.
8. **Pass Wall** - Range: 30 feet; Duration: 3 turns. Opens a man-sized hole up to 10' in length in a solid wall.
9. **Teleport** - Transports the recipient from place to place, regardless of the distance, provided that he/she knows where they are going.
10. **Wall of Iron/Stone** - Range: 60 feet; Duration 12 turns. Creates a 2.5 foot thick iron or stone wall up to 75 feet in length and 30 feet in height.