

HOW TO PLAY ORIGINAL DUNGEONS & DRAGONS

The original DUNGEONS & DRAGONS game released in January of 1974 is divided into three pamphlet sized booklets of about 40 pages each, which came together in a small box. Written when the term “roleplaying” did not even exist yet, the rules represent Gary Gygax's attempt to codify a game that had grown out of Dave Arneson's modifications to the earlier rules for the medieval miniatures wargame CHAINMAIL and the hexcrawl board game OUTDOOR SURVIVAL. Ideas about how to best present these rules to new players were in their infancy, especially when the assumed audience for the rules was experienced wargamers who *already owned CHAINMAIL*.

For this reason, the original rules can be difficult to parse for a modern roleplayer, and for this reason I have written this document to try and arrange them and phrase them in a more easily accessible manner. The assumed audience for *these* rules is someone who already plays D&D, most likely fifth edition. Occasionally it will be useful to quote the original text rather than rephrase something.

Such quotes will appear in this format, as block quotes, for easy identification. In most cases it will be more useful to rephrase the original wording to something clearer.

These rules predate what we now called first edition, and for this reason are usually referred to as Original DUNGEONS & DRAGONS, OD&D, or 0E. These rules did not stay this way for long – by May of 1974 Gygax was already playtesting a new class: the thief. Clarifications and additions appeared in newsletters like *The Strategic Review*, until March of 1975 when D&D's first supplement was published. *Greyhawk* introduced many changes and additions to the game that have been standard ever since, but for our game we'll be playing with just the original box set, plus any additions, clarifications, or playtest ideas from TSR that were out before that first supplement; in other words, D&D as it was in its first year.

CHARACTER CREATION:

Ability Scores:

The first step is rolling out your ability scores. You do this by rolling 3d6, adding the result, and applying them to your character in the following order: Strength, Intelligence, Wisdom, Constitution, Dexterity, Charisma. A 9-12 is considered an average score, 13-18 is considered high, and 3-8 is considered low.

Each class in the game has a *prime requisite*, which is an ability score that is most important to that class. A high or low score in your prime requisite affects how much XP you gain and thus your rate of advancement. A score of 15 or higher in your prime requisite provides a 10% bonus to XP. A score of 13 or 14 provides a 5% bonus. A score of 9-12 earns unmodified XP. An 8 or 7 in your prime requisite incurs a 10% XP penalty, while a 6 or lower has a 20% XP penalty.

Strength is the prime requisite for fighters. A Strength score of 13 or higher allows for successful efforts to force open traps, break down doors, etc, on a roll of 1-2 on a d6. Otherwise a roll of 1 is required.

Intelligence is the prime requisite for mages. It can also be used by the referee to determine whether or not your character would think to do certain things, and how many languages they know. A character with an Intelligence score above 10 can learn one language for each point above 10, in addition to their starting languages.

Wisdom is the prime requisite for clerics. Wisdom can also be used by the referee to determine if your character would make a foolish choice or avoid it.

Constitution determines your hit points, and your ability to survive major system shock like recovering from being paralyzed or petrified, or from being brought back from the dead. If your Constitution is 15 or higher, add +1 to each roll of your hit die when determining HP. If your Constitution is 13 or higher, your survival from system shock is assured. If your Constitution is within a range of 7-12, your chance of survival is in a range of 40-90%, the percentage rising by ten for each point in the ability. If your Constitution is 6 or less, subtract 1 from each hit die.

Dexterity is the prime requisite for thieves. It is a measure of your speed, reflexes, and also literal finger dexterity. For this reason it determines how fast a character gets off an attack, but also how fast they can cast a spell, because greater dexterity means the somatic components are performed more deftly. A Dexterity score above 12 grants a +1 bonus to hit with missile attacks and initiative rolls, while a score under 9 incurs a -1 penalty.

Charisma measures your attractiveness, strength of character, and how the world regards you. It determines how many hirelings you can recruit and what their loyalty will be, as well as the likelihood of enemies to take a liking to you and your ability to sway monsters to your side.

<u>Charisma Score</u>	<u>Maximum # of Hirelings</u>	<u>Loyalty Modifier</u>
3-4	1	-2
5-6	2	-1
7-9	3	0
10-12	4	0
13-15	5	+1
16-17	6	+2
18+	12	+4

Adjusting Ability Scores: You can raise your prime requisite by lowering other scores at a set rate. No score can be lowered below 9 using this method.

Fighters can raise their Strength by 1 point for every 3 points of Wisdom or 2 points of Intelligence they spend.

Mages can raise their Intelligence by 1 point for every 2 points of Wisdom they spend.

Clerics can raise their Wisdom by 1 point for every 3 points of Strength or every 2 points of Intelligence they spend.

Thieves can raise their Dexterity by 1 point for 2 points of Intelligence and 1 point of Wisdom they spend.

Alignment:

There are three alignments in OD&D at this point – Law, Neutrality, and Chaos. In point of fact, Dave Arneson's "Blackmoor" group used Good, Neutral, and Evil, but Gygax's "Greyhawk" group used Law and Chaos and he edited the rules so his version was used. The Law/Chaos and Good/Evil axes would not be officially combined until 1977 when the nine alignments we know now would come into being.

Gygax's concept of Law and Chaos was as cosmic forces that shape reality, influenced by the fantasy fiction of Michael Moorcock and Poul Anderson. In Anderson's novel *Three Hearts and Three Lions* (a treasure trove of early D&D inspiration like regenerating trolls, paladins, and Scottish-accented dwarves) human civilization represents the force of Law, while the Faerie realm and otherworld of elves and the like represents the force of Chaos. In Moorcock's novels, Law is the status quo, conservatism, the perfect order of fascism, while Chaos is constant change, progressive ideals, and the absolute freedom of anarchy. The later addition of the Good/Evil axis allowed for greater distinction between these extremes.

In Anderson's concept, the victory of Law over Chaos is tragic, but inevitable, as humans become ascendant over magical creatures. In Moorcock's, however, the victory of either side would mean the end of all life in the universe, and so the greatest "good" as it were is the preservation of Cosmic Balance between the two sides.

In OD&D, alignments are ideological alliances between creatures, who can work together to promote their chosen side. The battle between Law and Chaos may be a literal battle between a Lawful nation and a Chaotic one, or an alliance of Lawful creatures vs an alliance of Chaotic ones. Because of this, each alignment has developed their own "language" (better thought of as a jargon, a cant, a certain way of speaking using specialized philosophical terminology) that can be used to identify fellow followers of the alignment, or the enemy. A Lawful creature cannot learn the language of Chaos, it would be anathema, but they know it when they hear it.

Races:

There are four main player races: humans (men), elves, dwarves, and halflings (hobbits).

Humans: Called “men” in the original rules text. Humans can choose to be of any class and have no restrictions on how high they can rise in each class. Humans can be of any alignment. Most humans know the “common tongue” spoken throughout the continent, and so a human player character's starting languages are Common, their alignment language, and potentially a regional language from their homeland.

Dwarves: Dwarves can be fighters or thieves, but can only rise to 6th level as fighters. Dwarves can be Lawful or Neutral. A dwarf's starting languages are Dwarvish and their alignment language, as well as Gnomish, Kobold, and Goblin, with a 20% chance to know Common as well (1-20 on a d100 roll). Dwarves are resistant to magic, represented by rolling their saving throws against magical effects as if they were four levels higher in their class than they are. They can spot slanting passages, traps, shifting walls, and new construction when underground. Due to their relatively small size, giantkin have a hard time hitting dwarves and only deal half damage to them.

Elves: There are two kinds of elves – the more plentiful kind live in the forests, the rarer dwell in remote meadows. Elves move silently, and are nearly invisible in their grey-green cloaks. Elves can be Lawful or Neutral.

They can be fighters and mages, and are able to freely switch between the two from adventure to adventure, but not during a single game session. XP gained while playing as one class only counts towards progression in that class, so an elf who chooses to multi-class in this way records two XP totals, one for each class. When a level is gained in a particular class, the elf rolls hit dice for that class. An elf who multi-classes in this way therefore has access to weapons and spells, and can wear magic armour while acting as a mage. An elf who chooses not to multi-class in this way can be a fighter, a mage, or a thief. An elf can only rise as high as 4th level as a fighter or 8th level as a mage, even if multi-classing.

Elves using magic weapons add +1 to their damage rolls. When on foot they can split-move and fire, which is to say they can take half their movement then fire a missile attack and then take the rest of their movement. They gain +3 to hit against goblins, and +2 to hit against orcs.

Elves find secret doors and passages on a d6 roll of 1-4, and sense secret doors on a 1-2. They start off knowing Elvish, their alignment language, Orcish, Hobgoblin, and Gnomish, with a 20% chance to know Common (1-20 on a d100 roll).

Halflings: Called “hobbits” in the original rules text. Halflings can be fighters or thieves, but can only rise to 4th level as fighters. They can be Lawful or Neutral. They have the same magic resistance as dwarves, counting as four levels higher than they are for the purpose rolling saving throws against magical effects. They can hurl a stone as far as an archer shoots an arrow (150 feet), and have a +1 to hit on ranged attacks. They can speak Halfling and their alignment language to start, as well as a 20% chance to know Common (1-20 on a d100 roll).

Other Races:

There is no reason that players cannot be allowed to play as virtually anything, provided they begin relatively weak and work up to the top, i.e., a player wishing to be a Dragon would have to begin as, let us say, a “young” one and progress upwards in the usual manner, steps being predetermined by the campaign referee.

Character Class:

The four character classes are fighters (fighting-men), mages (magic-users), clerics, and thieves. There is theoretically no level cap for the classes, but as we're only going to be playing one (long) session and starting at level 1, I will only detail what are called the “base levels” for each class. Only humans are unrestricted in how high they can rise in any class. All classes rise in “fighting capability” per level, which determines how many attacks they can make against an enemy with 1 hit die or less, and what their to-hit bonus is. Against stronger enemies, there is only one attack per turn, but the to-hit bonus is still in effect.

Fighters: Called “fighting-men” in the original rules text. Fighters can use any weapons or armour, including magic ones. Fighters have more hit dice than other classes, but can only use a limited number of magic items that are not weapons and armour, and cannot cast spells. Any race can choose to be a fighter, but dwarves can only rise to 6th level (Myrmidon) in the class, and elves and halflings can only rise to 4th level (Hero).

XP to Level	Level	HP	Fighting Capability	Title
0	1	1d6+1	1 attack, +1 to hit	Veteran
2,000	2	+1d6-1	2, +1	Warrior
4,000	3	+1d6	3 or 4,-1	Swordsman
8,000	4	+1d6	4	Hero
16,000	5	+1d6+1	4,+1 or 5	Swashbuckler
32,000	6	+1d6-1	4,+1 or 6	Myrmidon
64,000	7	+1d6+1	8,-1	Champion
120,000	8	+1d6+1	8	Super Hero
240,000	9	+1d6+1	8,+1	Lord

Mages: Called “magic-users” in the original rules text. Only humans and elves can be mages, and elves can only rise to 8th level (Warlock). Mages can use all magic items except for weapons and armour (unless they are an elf). They cannot wear regular armour, and the only weapon a mage can use is a dagger. Wizards (mages of 11th level or higher) can craft potions, scrolls, and magic items. Research into new spells can be done, but the time and cost involved depends on the level of the spell, and you can only create new spells of the highest level you can cast or lower. The numbers in the progression chart below show how many spells of what level you can memorize per adventure. You cannot cast the same spell more than once in a day.

XP to Level	Level	HP	Fighting Capability	Title	1st	2nd	3rd	4th	5th
0	1	1d6	1 attack	Medium	1	-	-	-	-
2,500	2	+1	1 attack, +1 to hit	Seer	2	-	-	-	-
5,000	3	+1d6-1	2	Conjurer	3	1	-	-	-
10,000	4	+1	2,+1	Theurgist	4	2	-	-	-
20,000	5	+1d6-1	3	Thaumaturgist	4	2	1	-	-
35,000	6	+1	3,+1	Magician	4	2	2	-	-
50,000	7	+1d6-1	4,-1	Enchanter	4	3	2	1	-
75,000	8	+1d6	4	Warlock	4	3	3	2	-
100,000	9	+1d6+1	4,+1	Sorcerer	4	3	3	2	1
200,000	10	+1d6-1	5	Necromancer	4	4	3	3	2
300,000	11	+1d6+1	5	Wizard	4	4	4	3	3

Clerics: Only humans can be clerics. Clerics can use any armour and weapons as long as they're not edged weapons. The same restrictions apply to magic weapons. The numbers in the progression chart below show how many spells of what level you can memorize per adventure. You cannot cast the same spell more than once in a day. At 7th level clerics must pledge themselves to Law or to Chaos.

XP to Level	Level	HP	Fighting Capability	Title	1st	2nd	3rd	4th	5th
0	1	1d6	1 attack	Acolyte	-	-	-	-	-
1,500	2	+1d6	1 attack, +1 to hit	Adept	1	-	-	-	-
3,000	3	+1d6	2	Village Priest	2	-	-	-	-
6,000	4	+1d6	3	Vicar	2	1	-	-	-
12,000	5	+1	3,+1	Curate	2	2	-	-	-
25,000	6	+1d6-1	4,-1	Bishop	2	2	1	1	-
50,000	7	+1d6	4	Lama	2	2	2	1	1
100,000	8	+1d6	4,+1	Patriarch	2	2	2	2	2

Clerics have the power to turn away undead, by presenting their holy symbol and invoking the power of their deity. The cleric rolls 2d6 and on the number indicated on the table, the undead is successfully turned away, moving 10 feet from the cleric and unable to move closer or attack the cleric until the next round. At higher levels a cleric can automatically turn (T) or even destroy (D) the undead, up to 2d6 in number. Lower level clerics have no effect (N) on more powerful undead. Anti-clerics cannot turn away undead.

Undead Type	Acolyte	Adept	Village Priest	Vicar	Curate	Bishop	Lama	Patriarch
Skeleton	7	T	T	D	D	D	D	D
Zombie	9	7	T	T	D	D	D	D
Ghoul	11	9	7	T	T	D	D	D
Wight	N	11	9	7	T	T	D	D
Wraith	N	N	11	9	7	T	T	D
Mummy	N	N	N	11	9	7	T	T
Spectre	N	N	N	N	11	9	7	T
Vampire	N	N	N	N	N	11	9	7

Thieves: Thieves were not in the original box set of D&D, but Gygax was inspired to create them after a phone call with a player a few months after the game came out, debuting the playtest version in June of 1974 at that year's GenCon as a two page pamphlet. For anyone at GenCon experiencing D&D for the first time, the thief was there too, as an add-on.

Any race can be a thief. They can use magic swords and daggers, but no other magic weapons. The only armour they can wear is leather. They cannot cast spells, but they can pick locks (even magic ones), remove traps, climb sheer surfaces up or down, steal items through stealth or sleight of hand, strike silently from behind, listen for noise beyond a closed door, move with stealth, and hide in shadows. Thieves are always neutral. Thieves of 3rd level and above can read any language, while thieves of 9th level and above can read magical writings and thus use any spell scrolls they find.

Failure to remove a trap activates it. When the thief strikes silently from behind they do 2d6 for every four levels they have attained, minimum 2d6 (so 2d6 levels 1-4, 4d6 levels 5-8, etc). Attacks from behind gain a +4 to hit (instead of the regular +1).

XP to Level	Level	HP	Fighting Capability	Title	Open Locks	Remove Traps	Hear Noise (on a d6)	Move Silently	Hide in Shadows
0	1	1d6	1 attack	Apprentice	15%	10%	1-2	20%	10%
1,200	2	+1	1 attack,	Footpad	20%	15%	1-2	25%	15%

			+1 to hit						
2,400	3	+1d6-1	2	Robber	25%	20%	1-3	30%	20%
4,800	4	+1	2,+1	Burglar	35%	30%	1-3	35%	25%
9,600	5	+1d6-1	3	Cutpurse	40%	35%	1-3	45%	35%
20,000	6	+1	3,+1	Sharper	45%	40%	1-3	55%	45%
40,000	7	+1d6-1	4,-1	Pilferer	55%	50%	1-4	60%	50%
60,000	8	+1	4	Master Pilferer	65%	60%	1-4	65%	55%
85,000	9	+1d6-1	4,+1	Thief	75%	70%	1-4	75%	65%
115,000	10	+1	8,-1	Master Thief	85%	80%	1-4	85%	75%

Changing Character Class: While elves can change class between fighter and mage freely, for other races the rules are more restrictive. You must have an unmodified score of 16 in the prime requisite of the class you wish to change to. You begin a new XP count in that class, starting from level 1. A mage cannot become a cleric, and a cleric cannot become a mage. You can only change to a class your race can take.

Equipment:

Each character rolls 3d6, multiplying the result by 10 to determine their starting gold pieces, which they can then spend on their initial equipment, hirelings, etc.

Coin: 5 copper pieces are worth 1 silver piece. 5 silver pieces are worth 1 electrum piece. 2 electrum pieces are worth 1 gold piece. 5 gold pieces are worth 1 platinum piece. A coin of any denomination weighs 1/10th of a pound.

Hirelings: Characters can hire NPCs up to the number indicated by their Charisma score, provided they have time to advertise and have a tempting offer. A good rule of thumb is 100 GP to hire a human fighter of 1st level, paid for out of treasure gained from the expedition of course. Dwarves work for gold and gems, mages and elves are more interested in magic items, clerics want some assurance of a place of worship they can have regular access to. Hirelings are always at the lowest level of their particular type.

Hirelings serve loyally so long as they are paid regularly, treated fairly, and not placed in regular danger without some share in the reward (such as having hirelings go first to test traps, etc). When hirelings are hired a Loyalty score is rolled by the referee with 3d6, adjusted for Charisma. This Loyalty score impacts the hireling's Morale rolls to stay in the character's service.

Players can also attempt to lure monsters and enemies to work for them as well, as long as an appropriate offer can be made. Roll 2d6, with +1 for high Charisma and -1 for low Charisma, and the referee will determine the result.

Inheritance: Characters may name one relative to inherit their possessions in the event of their death – death being assumed after a disappearance of more than one month in game. They gain the wealth of the estate minus a 10% tax. The relative can start adventuring at level 1 of the class they choose, but with the advantage of the inheritance.

If the original character returns, they make retake their estate if the relative is willing to give it up, but must pay a 10% reclamation tax. A character without a relative to inherit will lose their wealth if they do not return after a month.

Weapon*	Cost (in Gold Pieces)	Weight (in Pounds)
Dagger	3	2
Hand Axe	3	5
Mace	5	5
Sword	10	5

Battle Axe	7	10
War Hammer	7	10
Morning Star	6	10
Flail	8	10
Spear	1	15
Javelin	1	15
Pole Arm	7	15
Halberd	7	15
Two-Handed Sword	15	15
Lance	4	15
Pike	5	15
Short Bow	25	2.5
Long Bow	40	2.5
Composite Bow	50	2.5
Light Crossbow	15	2.5
Heavy Crossbow	25	2.5
Quiver of 20 Arrows	10	2.5
Case of 30 Quarrels	10	2.5
20 Arrows	5	1.25
30 Quarrels	5	1.25
Silver Tipped Arrow	5	1

*As discussed in the combat section, all weapons do 1d6 damage on a hit, but have different bonuses to hit against different types of armour.

Armour	Armour Class	Cost (in Gold Pieces)	Weight (in Pounds)
Leather Armour	7	15	25
Chain Mail	5	30	50
Plate Mail	3	50	75
Helmet*	-	10	5
Shield	-1	10	15
Barding	5	150	75

*Without a helmet, an attack has a 10% chance of hitting an unarmoured head. Unarmoured is AC 9.

Adventuring Gear	Cost (in Gold Pieces)	Weight (in pounds)
50 feet of rope	1	8
10 foot pole	1	8
12 iron spikes	1	8
Small sack (holds 5 pounds)	1	-
Large sack (holds 30 pounds)	2	-

Leather back pack (holds 30 pounds)	5	-
Water skin (holds 3 pounds)	1	-
6 Torches	1	8
Lantern	10	8
Flask of oil	2	-
3 stakes & mallet	3	8
Steel mirror	5	-
Small silver mirror	15	-
Wooden cross	2	-
Silver cross	25	-
Holy water (per vial)	25	-
Wolfsbane (by the bunch)	10	-
Belladonna (by the bunch)	10	-
Garlic (bud)	5	-
Wine (quart)	1	-
Iron rations (for dungeon expeditions, does not spoil, taste awful) for 1 person for 1 week	15	8
Standard rations for 1 person for 1 week	5	8

Transportation	Cost (in Gold Pieces)
Mule	20
Draft Horse (25 miles per day)	30
Light Horse (50 miles per day)	40
Medium War Horse (40 miles per day)	100
Heavy War Horse (30 miles per day)	200
Saddle (weighs 25 lbs)	25
Saddle Bags (holds 30 lbs)	10
Cart (20 miles per day)	100
Wagon (20 miles per day)	200

Encumbrance and Movement Speed: A character carrying up to 75 pounds of weight can move 120 feet on a turn. From 76 to 100 pounds they can move 90 feet on a turn. From 101 to 150 pounds they can move 60 feet on a turn. 151 to 300 pounds they can move 30 feet on a turn. 300 pounds is the maximum carrying capacity.

Experience Points:

Experience is awarded based on successful expeditions, which is to say a trip out to an adventuring site and back to home base. It is based partially on monsters slain and partially on treasure gained. Ordinarily, the treasure must be brought back to town or to the character's stronghold to gain the experience – that is to say the expedition must be survived successfully for the XP for slain monsters and gained treasure to be awarded. Due to the one-shot nature of the game we will be playing, I'll be ignoring this requirement and awarding the XP when the monsters are defeated and when the treasure is obtained. XP for treasure is gained at a 1:1 ratio of GP:XP, while XP for slain monsters is at a 1:100 ratio for monster Hit Dice to XP. Magic items are awarded at a ratio of 1:100 for level of spell replicated or to-

hit bonus gained to XP. However, experience gains are relative to the level of the character – an 8th level character operating on the 5th level of a dungeon gains 5/8 of the XP value, unless the monster slain is of a higher level than the dungeon it is encountered on, in which case the XP is calculated based on the monster's level. XP cannot be earned at a greater than 1:1 ratio in this way, so fighting monsters or earning treasure higher level than you are will not increase the XP gained beyond normal, but such gains will be higher anyway by their own merit. Finally, XP gained will be increased or decreased by the character's prime requisite bonus or penalty.

ADVENTURING RULES:

The Underworld:

I'll be focused on rules for adventuring in the "underworld" (dungeons, caves, etc) as our session will be primarily based on adventuring in the dungeons of Castle Greyhawk. There are separate rules for time, movement, distances, ranges, etc, in the "wilderness" (usually translated by turning feet into yards).

Time and Movement: When exploring, one turn is ten minutes. You can move up to your full movement speed depending on your encumbrance in one turn. Each turn is divided into two moves, which can consist of movement or some kind of action. So, a character carrying 75 pounds of gear could move 120 feet on their turn or move 60 feet and then search a 10 foot section of wall for secret doors. Some particularly quick actions, like casting a spell, might only use up a quarter turn, so the character could move 60 feet, cast a spell, and then do something else fast like hide behind a corner. One person in the group can map the party's route through the underworld and take their full movement on their turn, at the cost of not being able to perform any other actions. When being chased or chasing someone, you can move double your speed, but you cannot engage in any other activities on your turn – including mapping your route.

Rest: Once every hour (6 turns) a turn must be taken to rest, so that turn must be spent motionless. Double the rest period must be taken after a chase takes place.

Visibility: When adventuring in the underworld, some light source or infravision (darkvision) spell must be used. Light sources will, however, render the party visible to monsters who then cannot be surprised. Most monsters do have permanent infravision but can still be snuck up on in the dark.

Secret Passages and Doors: When looking for a secret passage or door, roll 1d6. Humans, dwarves, and halflings will discover one on a roll of 1-2, while elves will discover one on a roll of 1-4. On a roll of 1-2 an elf will *sense* a secret door is near without even taking the time to look for it, though they won't know the exact location until they search. Secret doors must be forced open by strength, a roll of 1-2 on a d6 indicating a success for humans or characters with a high Strength score. Other characters must roll a 1 on the d6 to force the door open. Up to three characters can attempt to force open a door. Secret doors close automatically unless held open some way, such as wedged iron spikes, and will always open automatically for monsters unless held shut some way by players.

Listening at Doors and Passages: Characters listening for sounds of danger roll 1d6. Humans hear something on a 1, while demi-humans hear something on a 1-2. Thieves have a greater ability to listen for such things, as indicated on their class progression chart. Undead never make any detectable sound.

Traps: Traps are sprung on a roll of 1-2 on a d6 when characters activate them.

Sighting Monsters: Characters spot monsters at a distance of 20-80 feet (2d4 x 10) unless they are surprised by the monster.

Avoiding Monsters: Monsters will attack or chase characters they see, unless the monster is intelligent enough to judge the characters a superior force. If the monster has surprised the characters and is within 20 feet, it cannot be avoided unless the monster is surprised as well. If the party chooses to flee, the monster will pursue in a straight line until there is a greater than 90 foot distance between the two parties. If a corner is turned or a door passed through, the monster will only continue the chase on a roll

of 1-2 on a d6, or a roll of 1 through a secret door. In order to move faster in a chase, characters could discard gear to lower their encumbrance.

Falling: Fall damage is 1d6 per 10 feet, or 1d6 per 20 feet if the fall is broken by water or some other yielding material. A character who falls rolls 1d6, with a 1 out of 6 chance of taking damage per ten feet fallen (so 100% chance of damage on a fall of 60 feet or more).

COMBAT:

Ultimately, OD&D is a hack of CHAINMAIL and OUTDOOR SURVIVAL, and its combat system is a mix of CHAINMAIL's three (or four) different combat systems with a variety of new ideas. Even with access to both sets of rules, parsing how combat works is extremely difficult and it is no wonder the system was overhauled a year later in the *Greyhawk* supplement. What follows is my attempts to outline this system in a clear fashion.

Time and Movement in Combat: There are ten rounds of combat per exploration turn, which is to say that each round of combat lasts one minute. A character can move 1/10th their normal movement in a round, but can double that if they charge. So a character that normally moves 120 feet in a turn can move 12-24 feet in a round.

Attacks: Attack rolls are made with a d20. Any relevant bonuses or penalties are applied, and the resulting number is compared to the AC of the enemy to determine a successful hit, though this number is changed based on the class level of the player character. The basic math behind attacks are that an untrained combatant (a level 0 fighter, let's say) subtracts the armour class of their enemy from 20, and that is the number they need to roll (after bonuses and penalties are applied) to hit their target. So an 11 would hit an unarmoured foe (AC 9) and an 18 would hit an enemy with plate armour and a shield (AC 2). Trained combatants, which is to say player characters, have an easier time of it, and it gets easier as they level up. A chart after the melee section shows the to-hit numbers needed for each class at each level.

The Round:

1. Determine Surprise.
2. Roll Initiative for each side.
3. Highest initiative goes first. Winning side declares their actions and spells.
4. Movement phase.
5. Missile/spell phase.
6. Melee phase.
9. Second missile/spell phase.
10. Next round begins at step 2.

Surprise: Surprise can only occur when one or both parties are unaware of the existence of the other, so things like light and noise will negate surprise. If surprise is possible, each side rolls 1d6, and a roll of 1-2 indicates that side is surprised. A second d6 roll is made by the referee to determine distance between the parties: 10 feet on a 1-2, 20 feet on a 3-4, 30 feet on a 5-6. Surprise gives the advantage of a free combat round to the side which is not surprised. If a character is surprised by a monster, roll 1d4. On a 1, that character drops whatever items they are holding.

Initiative: Each side rolls 1d6, with the initiative going to the side with the higher result. Each combatant also rolls initiative to determine their order within the side, applying any Dexterity bonuses to initiative at this time. Initiative is re-rolled at the start of each round.

Movement Phase: Combatants move up to their full movement. Elves can "split-move", which means they can move up to half their movement, fire missiles or spells, and then move up to the remainder of their movement, during this phase. A combatant who charges, using double movement, cannot make any missile or melee attacks. If a combatant charges, they cannot charge again on the next round. You can only charge in order to move into melee combat. You must move to within 10 feet of an enemy to engage it in melee.

Missile Phase: Each side fires off ranged attacks, spells, or breath weapons at this time. Throwing weapons can only be thrown during this phase. Light Crossbowmen and Archers can fire every round. If they did not move in this round, and are not engaged in melee during it, they may fire a second time in the second missile/spell phase. If they moved more than one-half their movement speed, they can only fire if they won the initiative. Heavy crossbowmen can fire every other round, as they are reloading on alternate rounds, and they can only fire once per round regardless of movement. If they move more than half their movement, they can only fire if they won the initiative, and they cannot reload. Ranged attacks have long, medium, and short ranges. Attacks have at +1 to hit at medium range and a +2 to hit at short range. The following chart shows bonuses against each type of armour. All weapons do 1d6 damage on a hit.

Ranged Weapon (S/M/L Range)	No Armour (AC 9)	Shield Only (AC 8)	Leather Armour (AC 7)	Leather + Shield (AC 6)	Chain Mail (AC 5)	Chain Mail + Shield (AC 4)	Plate Mail (AC 3)	Plate Mail + Shield (AC 2)
Hand Axe (-/30'/-)	+1	+1	-	-	-1	-	-1	-2
War Hammer (-/30'/-)	-	-	-	-	+1	-	+1	-
Spear (-/30'/-)	-1	-	-1	-	-1	-	-	-2
Javelin (20'/40'/60')	-	-	-	-	-1	-1	-1	-2
Shortbow (50'/100'/150')	-1	-	-	-	-1	-1	-5	-4
Light Crossbow (60'/120'/180')	-	-	-	-	-1	-6	-5	-4
Longbow (70'/140'/210')	-	+1	+2	+1	-	-	-5	-4
Composite Bow (80'/160'/240')	-	+1	+2	+1	-1	-2	-5	-4
Heavy Crossbow (80'/160'/240')	+2	+1	+2	+1	-	-	-1	-2

Spell Phase: A mage cannot cast a spell if they have moved during the round. They also cannot cast if they have been hit by a missile, spell, or melee attack. They cannot cast a spell if they are engaged in melee, which is to say if an enemy is within 10 feet of them. A full explanation of spells can be found later in the Spells section. If each side has mages, the stronger mage can counterspell on a roll of 7 or higher on 2d6. A weaker mage can counterspell on a roll of 7 + the number of levels of difference between them and the more powerful mage. A counterspell uses up that mage's spell phase.

Melee Phase: Melee attacks are made and resolved. Combatants armed with spears, javelins, pole arms, and halberds get a free attack when an enemy first comes within 10 feet of them. Attacks made from the rear have a +1 to hit. Combatants attack a number of times determined by their fighting capability. One side's combatants make all of their attacks, followed by the other side. The following chart shows the bonuses for each melee weapon against each armour class. All attacks do 1d6 damage on a hit.

Melee Weapon	No Armour (AC 9)	Shield Only (AC 8)	Leather Armour (AC 7)	Leather +Shield (AC 6)	Chain Mail (AC 5)	Chain Mail + Shield (AC 4)	Plate Mail (AC 3)	Plate Mail + Shield (AC 2)
Dagger	+2	+1	-	+1	-	-	-3	-2
Hand Axe	-	+1	-	-	-1	-	-1	-2
Mace	-1	-	-	-	+2	+3	+6	+5
Sword	-	-	-	-	+2	+1	-	-
Battle Axe	-1	-	-	+1	+4	+5	+2	+1
War Hammer	-	-	-	-	+1	-	+1	-
Morning Star	+2	+3	+2	+3	+6	+5	+4	+5
Flail	-	+1	+2	+3	+6	+5	+8	+7
Spear	-1	-	-1	-	-1	-	-1	-2
Javelin	-	-	-	-	-1	-1	-1	-2
Pole arms	+2	+3	+4	+3	+4	+3	+2	+1
Halberd	-1	-	-	+3	+6	+7	+6	+5
Two-Handed Sword	+2	+3	+4	+5	+8	+9	+8	+7
Lance*	+4	+5	+6	+7	+6	+5	+8	+7
Pike	-1	-	-	+1	+2	+3	+2	+1

*Can only be used while mounted

Attack Tables:

This table shows what the target number is to hit each armour class for each level of each class. This is the number you want as the result of your attack following your d20 roll and then any relevant modifiers.

Clerics/ Thieves	Fighters	Mages	2	3	4	5	6	7	8	9
1-4	1-3	1-5	17	16	15	14	13	12	11	10
5-8	4-6	6-10	15	14	13	12	11	10	9	8
9-12	7-9	11-15	12	11	10	9	8	7	6	5

Grappling:

A successful hit can be made an attempt to grapple. Instead of dealing damage, the combatants roll 1d6. If the attacker succeeds, they pin their victim for a number of rounds equal to the difference between the rolls. If there is a tie, the victim stays on their feet but cannot use their weapons this round as they grapple with their enemy. If the victim succeeds, they throw off their attacker, stunning them for a number of rounds equal to the difference between the rolls.

Healing:

More hit points can be gained by levelling up, but without potions or spells lost hit points can only be regained through rest. On the first day of complete rest, no hit points are regained, but every other day you heal for 1 hit point (so 1 hp after the 2nd day of rest, 2 hp after the 4th day of rest, etc).

Saving Throws:

Saving throws are made as a d20 roll. On a failure you suffer the full effect, on a success either nothing happens (death ray, polymorph, paralyzation, petrification, spells) or half damage (poison, wands, dragon breath, staves). Remember that dwarves and halflings make their saving throws as if they were four levels higher.

Class & Level	Death Ray, Poison	Wands, Polymorph, Paralyzation	Petrification	Dragon Breath	Staves, Spells
Fighter 1-3	12	13	14	15	16
Mage/Thief 1-5	13	14	13	16	15
Cleric 1-4	11	12	14	16	15
Fighter 4-6	10	11	12	13	14
Mage/Thief 6-10	11	12	11	14	12
Cleric 5-8	9	10	12	14	12
Fighter 7-9	8	9	10	10	12
Mage/Thief 11-15	8	9	8	11	8

SPELLS:

There are also four basic parts to magic: The verbal or uttered spell, the somatic or physical movement required for the conjuration, the psychic or mental attitude necessary to cast the spell, and the material adjuncts by which the spell, can be completed (to cite an obvious example, water to raise a water elemental). It was assumed that the D&D spell would be primarily verbal, although in some instances the spell would require some somatic component also (a fire ball being an outstanding example). The mental component *per se* would play little part in the basic magic system, but a corollary, mnemonics, would. The least part of magic would be the material aids required, and most of those considered stored or aided magic, so as to enable its more immediate employment, rather than serving to prolong spell casting time or encumber the player using these aids. Before exploring the whys and wherefores of these decisions, a further word regarding magical results must be said.

Spells do various things, and just what they do is an important consideration, for some order of effect in regard to the game would have to be determined. Magic purports to have these sorts of effects:

1. The alteration of existing substance (including its transposition or dissolution).
2. The creation of new substance.
3. The changing of normal functions of mind and/or body.
4. The addition of new functions to mind and/or body.
5. Summon and/or command existing entities.
6. Create new entities.

All such spells were assumed to be of such a nature so that no less than three of the four basic components of magic were required in their use. All spells were assumed to have a verbal component. Each and every spell (not found on a scroll or otherwise contained in, or on, some magical device) would be absolutely mnemonic, magic-users would have to memorize the spells they wished to have available, and when a particular spell was recalled and its other parts enacted, then the memory would be gone and the spell no longer available until it was re-memorized (thus the magic-users' spell books!). Most spells were also envisioned as containing a slight somatic and/or material component, whether in the preparation of a small packet of magical or ordinary compounds to be used when the spell was spoken or as various gestures to be made when the enchantment was uttered.

A mage can use a memorized spell only once per day, but they *can* memorize a given spell more than once, though it counts against the total number of spells they can memorize for the expedition. A mage can only memorize spells if they have their spellbook with them. A mage cannot cast their spells if they cannot talk or use their hands, or something breaks their concentration. A spell is dispelled using Dispel Magic. Spells with ranges given in feet would be in yards in a wilderness adventure.

Spellbooks: Mages use spellbooks to record their spells so they can memorize them before an expedition. One book is required for each level of spells known. If these books are lost and need to be recreated, or the existing books copied, the cost is 2,000 GP for a 1st level book and then doubling for each higher level thereafter.

Creating New Spells: Both mages and clerics can create new spells given the time and money needed for the arcane research and experimentation. The character must be able to cast spells at the level of the new spell to create it. Creating a 1st level spell takes 2,000 GP and one week, with the gold value doubling and the time increasing by one week for each spell level higher. For each amount equal to the basic cost spent there is a 20% chance of success, so spending 10,000 GP on a 1st level spell gives a 100% chance of success on the creation.

Mage Spells:

1st Level	2nd Level	3rd Level	4th Level	5th Level
Charm Person	Continual Light	Clairaudience	Charm Monster	Animate Dead
Detect Magic	Detect Evil	Clairvoyance	Confusion	Cloudkill
Hold Portal	Detect Invisible	Dispel Magic	Dimension Door	Conjure Elemental
Light	ESP	Fire Ball	Growth of Plants	Contact Higher Plane
Protection from Evil	Invisibility	Fly	Hallucinatory Terrain	Feeblemind
Read Magic	Knock	Haste	Massmorph	Growth of Animals
Read Languages	Levitate	Hold Person	Polymorph Others	Hold Monster
Sleep	Locate Object	Infraision	Polymorph Self	Magic Jar
	Phantasmal Forces	Invisibility, 10'	Remove Curse	Passwall
	Wizard Lock	Lightning Bolt	Wall of Fire	Telekinesis
		Protection from Evil, 10'	Wall of Ice	Teleport
		Protection from Normal Missiles	Wizard Eye	Transmute Rock to Mud
		Slow		Wall of Iron
		Water Breathing		Wall of Stone

Cleric Spells:

Spells with an asterisk can be reversed in effect by anti-clerics.

1st Level	2nd Level	3rd Level	4th Level	5th Level
Cure Light Wounds*	Bless*	Continual Light*	Create Water	Commune
Detect Evil*	Find Traps	Cure Disease*	Cure Serious Wounds*	Create Food
Detect Magic	Hold Person	Locate Object	Neutralize Poison	Dispel Evil*
Light*	Speak with Animals	Remove Curse	Protection from Evil, 10'*	Insect Plague
Protection from			Speak with Plants	Quest

Evil*				
Purify Food & Water*			Turn Sticks to Snakes	Raise Dead*

Spell Explanations:

Animate Dead: This spell turns skeletons into Skeletons and corpses into Zombies. For each mage level above 8th, roll 1d6. This determines how many animated dead are created. They remain animated until dispelled or they are destroyed.

Bless: Can only be cast outside of combat. Recipients of the spell receive a +1 to morale and a +1 to attack rolls. Duration is 6 turns (1 hour).

Charm Person: This spell targets a roughly human-sized bipedal living creature within 120 feet. If successful, the charmed person is completely under the influence of the mage until the effect is dispelled.

Charm Monster: This spell can target any creature within 120 feet. If animals or creatures with 3 or less hit dice are targeted, roll 3d6 – the spell affects that many creatures. If successful, the charmed creature is completely under the influence of the mage until the effect is dispelled.

Clairaudience: This spell enables the caster to hear everything at a point within 60'. The spell can penetrate up to 2 feet of solid rock, but is blocked by a thin lining of lead. It lasts 12 turns (2 hours) and can be cast through a Crystal Ball.

Clairvoyance: This spell enables the caster to see everything at a point within 60', even in complete darkness. The spell can penetrate up to 2 feet of solid rock, but is blocked by a thin lining of lead. It lasts 12 turns (2 hours) and can be cast through a Crystal Ball.

Cloudkill: This spell creates a 30 foot diameter poisonous cloud which kills all creatures within it with less than 5 hit dice. The cloud moves 60 feet per turn according to wind direction or away from the caster if there's no wind. It lasts 6 turns (1 hour), unless dispelled or blown away by a strong wind. The cloud is heavier than air so it will sink to the lowest level possible.

Commune: The cleric contacts their deity and may ask them three questions. This spell can only be cast once per week. Once a year the cleric can ask six questions.

Confusion: This spell affects a number of creatures within 120 feet of the caster equal to 2d6, +1 for every mage level of the caster above 8th. It lasts 12 turns (2 hours). It automatically works against creatures with 2 hit dice or less. Creatures with more than two hit dice are affected on a delay equal to the level of the caster minus 1d12. A positive result indicates an immediate effect, a negative result delays the effect by one turn. Creatures with four or more hit dice can make a saving throw every turn they are within the spell's effect to avoid being confused. Confused creatures roll 2d6, attacking the caster's party on 2-5, stand around doing nothing on 6-8, or attack each other on 9-12. They repeat that roll each turn.

Conjure Elemental: This summons an Air, Earth, Fire, or Water Elemental within 240 feet of the caster. Only one elemental of each type can be conjured by the mage during a single day. The Elemental remains until dispelled but the mage must maintain concentration or the Elemental turns against them, moving towards them in a straight line and attacking anything in the way. Conjured elementals have 16 Hit Dice.

Contact Higher Plane: The mage attempts to contact a being from a higher plane of existence for knowledge. The higher the plane contacted, the more questions can be asked, the greater chance the answer will be known, and the greater likelihood the truth will be given. But also, the greater chance that the mage goes insane upon hearing the answer. Only yes/no questions can be answered.

Plane	# of Questions	Chance of Knowing	Chance of Veracity	Chance of Insanity
Astral Plane	3	25%	30%	0%
Limbo	4	30%	40%	10%
Ysgard	5	35%	50%	20%
Arborea	6	40%	60%	30%
The Beastlands	7	50%	70%	40%
Elysium	8	60%	75%	50%
Bytopia	9	70%	80%	60%
Mount Celestia	10	80%	85%	70%
Arcadia	11	90%	90%	80%
Mechanus	12	95%	100%	90%

If the mage goes insane, they remain so for a number of weeks equal to the number of questions they asked, being totally incapacitated during that time. For each mage level above 11th, the caster has a 5% better chance of retaining their sanity. This spell can only be cast once per week.

NOTE: In OD&D, the planes here were not named, they were merely referred to as the 3rd through 12th planes. I've assembled a list of "Upper Planes" from the Great Wheel Cosmology starting from most chaotic and transitioning to most lawful.

Continual Light: The caster creates light in a point within 120 feet that extends for 240 feet in every direction. It continues until dispelled. Clerics who cast this spell create daylight with it.

Create Food: The caster creates enough food for 12 people for one day. The amount of food doubles for each cleric level above 8th.

Create Water: The caster creates enough drinkable water for 12 people and horses for one day. The amount of water doubles for each cleric level above 8th.

Cure Disease: Cures one person of any form of disease.

Cure Light Wounds: During the course of one full turn this spell heals 1d6+1 HP from a wounded character.

Cure Serious Wounds: During the course of one full turn this spell heals 2d6+2 HP from a wounded character.

Detect Evil: This spell detects evil thoughts or intent in any creature or object that can think within 60 feet of the caster for 2 turns (20 minutes). Clerics who cast this spell do so with a range of 120 feet and duration of 6 turns (1 hour).

Detect Invisible: The caster detects invisible objects and creatures within a range of a number of feet equal to 10 times their mage level. This spell lasts 6 turns (1 hour).

Detect Magic: This spell detects magic upon a person, place, or thing within sight of the caster, within a turn.

Dimension Door: The caster can teleport any object or person within 10 feet, including themselves, 360 feet in any direction

Dispel Evil: This dispels any evil effect within 30 feet for 1 turn.

Dispel Magic: This dispels any one magical effect of the caster's check, save for the enchantments on a magic item, within 120 feet. The success against a spell is a percentage equal to the level of dispeller divided by the level of the original caster.

ESP: The caster detects thoughts at a point within 60'. The spell can penetrate up to 2 feet of solid rock, but is blocked by a thin lining of lead. It lasts 12 turns (2 hours) and can be cast through a Crystal Ball.

Feeblemind: This spell must target a mage within 240 feet. Mages save against this spell at four levels lower than normal. The recipient's Intelligence drops to 2 until the effect is dispelled, becoming unable to speak, as well as memorize or cast spells.

Find Traps: This spell locates any traps within 30 feet for 2 turns (20 minutes).

Fire Ball: The caster fires a missile at a point within 240 feet which explodes in a 20 foot radius, causing fire damage to creatures within the blast for 1 turn. The explosion conforms to the shape of the space it is, with a confined space causing the spell to rebound until the radius is reached. The damage that is caused is a number of d6s equal to the mage level of the caster.

Fly: The person this spell is cast upon gains a fly speed of 120 feet per turn. The spell lasts a number of turns equal to the mage level of the caster plus 1d6.

Growth of Animals: This spell causes 1d6 animals within 120 feet to grow to giant size (with appropriate attack capabilities) for 12 turns (2 hours).

Growth of Plants: This spell causes normal brush or woodlands to within 120 feet to become overgrown with vines, brambles, etc, such that an area of up to 300 square feet becomes impassable, until dispelled.

Hallucinatory Terrain: An illusion is created within 240 feet that can conceal or create the image of terrain. The illusion ends when an opponent enters the area under its effect.

Haste: Up to 24 creatures in a 60 foot by 120 foot area within 240 feet of the caster have their movement increased by 50% for 3 turns (30 minutes) – so a creature with 120' of movement would have their speed increased to 180'. If cast on a creature who is under the effect of a Slow spell, it will counter the effects.

Hold Monster: Targets 1d4 creatures within 120 feet of the caster. The affected creatures are under the control of the caster for a number of turns equal to 6 + the level of the caster. If cast only on one creature, their saving throw is made at -2.

Hold Person: Targets 1d4 bipedal roughly human sized living creatures within 120 feet of the caster. The affected creatures are under the control of the caster for a number of turns equal to 6 + the level of the caster. If cast only on one creature, their saving throw is made at -2. A cleric casting this spell has a range of 180 feet and the duration is 9 turns (90 minutes).

Hold Portal: Holds a door, gate, etc, open or closed for 2d6 turns. Dispel Magic, anti-magic, or Knock will end the spell.

Infravision: This spell enables the caster to see infrared light within 60 feet for 1 day.

Invisibility: This spell lasts until broken by the user or an outside force. An invisible character cannot remain invisible and attack or cast a spell. The invisibility affects only one creature or object.

Invisibility, 10': This spell extends the invisibility to any creatures or objects within 10 feet of the target of the spell.

Insect Plague: Insects fill a cloud 360 square feet across, at a point within 480 feet of the cleric. The insects obscure vision and drive off creatures inside who have less than 3 hit dice. This spell can only be cast above ground.

Knock: Secret doors, held portals, locked doors, doors locked by magic, barred or otherwise secured gates, etc, within 60 feet of the caster are opened.

Levitate: This spell lifts the caster up vertically 20 feet per mage level. Thereafter the caster can move upwards at a rate of 60 feet per turn. Horizontal movement has to be done by pushing off surfaces. This lasts for a number of turns equal to 6 + the level of the caster.

Light: This spell creates light in a 30 foot diameter, which is not as strong as daylight. It lasts for a number of turns equal to 6 + the level of the mage, or 12 turns if the caster is a cleric.

Lightning Bolt: This spell fires a lightning bolt 60 feet long and 7.5 feet wide. If the lightning bolt hits a surface before reaching its full length, it will rebound until it covers a total of 60 feet. Regardless of rebounds, the bolt cannot exist more than 240 feet from the caster. It does an amount of damage in d6s equal to the level of the caster.

Locate Object: The target of this spell must be precisely known to the caster. It will reveal the direction to the object but not the distance, so long as the object is within a range equal to 60 feet + 10 feet per mage level. A cleric casting this spell has a range of 90 feet + 10 feet per cleric level.

Magic Jar: The mage places their soul inside an inanimate object within 30 feet of them, and can then attempt to possess any other creature within 120 feet of the magic jar. A creature targeted for possession makes a saving throw against the spell. If the possessed body is destroyed, the mage's soul returns to the magic jar, but the mage can also choose to return to the magic jar at any time, and from there it can return to the mage's body. If the body of the mage is destroyed the mage's soul must remain in the magic jar or a possessed body. If the magic jar is destroyed with the mage's soul inside, the mage is utterly destroyed.

Massmorph: This spell conceals up to 100 human-sized creatures within 240 feet of the caster as a forest. The men can be moved through without being detected as anything other than trees. It lasts until negated by the caster or dispelled.

Neutralize Poison: This spell counters the harmful effects of poison for 1 turn (10 minutes) and can be cast on a vial of poison or a poisoned object or person, but does nothing to help someone already killed by poison.

Passwall: This spell opens a human sized hole in a wall within 30 feet of the caster, up to 10 feet in length, for 3 turns (30 minutes).

Phantasmal Forces: The caster creates an illusion within 240 feet that persists so long as they maintain concentration, or until the illusion is touched by a creature. Damage caused by the illusion is real if the viewer of the illusion believes it to be real (failing their saving throw).

Polymorph Others: This spell transforms a creature within 60 feet of the caster into any other creature, the effect lasting until dispelled. The target gains any abilities and features of the creature they have been turned into, but keep their own mind.

Polymorph Self: This spell transforms the caster into any creature they choose, but they do not gain the combat abilities of their new form. This spell lasts for a number of turns equal to 6 + the mage level of the caster.

Protection from Evil: The caster gains a +1 to saving throws and damage rolls against evil opponents for 6 turns (1 hour) for mages or 12 turns (2 hours) for clerics.

Protection from Evil, 10': This extends the protection to a 10 foot radius around the caster and lasts 12 turns (2 hours).

Protection from Normal Missiles: The target, a creature within 30 feet of the caster, becomes immune to damage from non-magical ranged attacks for 12 turns (2 hours).

Purify Food & Water: This spell makes spoiled, unclean, diseased, or poisoned food and water safe to eat and drink. It affects an amount of food and water enough to serve 12 people.

Quest: This spell forces the target to perform a task chosen by the cleric, who chooses a curse to affect the target if they ignore or fail the task. It lasts until the task is completed.

Raise Dead: The target of this spell must be a human, elf, or dwarf. The creature cannot have been dead more than four days, though this deadline is extended by four days for each cleric level above 8th. The spell may fail if the target's Constitution is too weak. A raised creature must rest for two weeks before they are fully recovered. The reverse of this spell is Finger of Death, which kills any target within 120 feet who fails their saving throw.

Read Languages: This spell enables the caster to read any language. It lasts long enough to read two documents.

Read Magic: This spell enables a user to understand the enchantments on a magic item or spell scroll. Otherwise such items are unusable.

Remove Curse: The caster touches a cursed person or object and the curse is removed.

Sleep: This spell targets creatures within 240 feet of the caster and puts them to sleep, no saving throw. It affects 2d8 creatures with 1 hit die, 2d6 creatures with 2 hit dice, 1d6 creatures with 3 hit dice, and 1 creature with 4 hit dice. Creatures with 5 or more hit dice are unaffected.

Slow: This spell affects up to 24 creatures in an area of 60 feet by 120 feet within 240 feet of the caster. Affected creatures have their speed reduced by 50%, so a creature with a speed of 120' would only be able to move 60'. This spell can be countered by a Haste spell.

Speak with Animals: This spell lets the caster speak to any animals within 30 feet and understand their reply, for 6 turns (1 hour). The animal might be convinced to do something for the caster, and regardless will never attack the caster's party.

Speak with Plants: This spell lets the caster speak to all plants within 30 feet and understand their reply, for 6 turns (1 hour). The plant spoken to will obey the caster's commands within reason.

Telekinesis: The target of this spell must be an object within 120 feet of the caster with a weight of a number of pounds no more than 20 times the caster's level. This spell lasts 6 turns (1 hour).

Teleport: This spell transports the caster any distance to any place of their choice, so long as they know where they are going. Without certain knowledge of the destination, there is a 75% chance of death when the spell is cast. If the general topography of the destination is known, a roll of 1-10 on d100 results in death, while a roll of 91-100 indicates a fall of 10-100 feet above the ground. If a careful study of the destination has been made, there is only a 1% chance of death, and 4% chance of a fall of 10-40 feet.

Transmute Rock to Mud: Over the course of one turn this spell turns earth, sand, and rock within 120 feet of the caster to mud, in a 300 square foot area. Creatures moving through the mud lose 90% of their speed. The spell can only be countered by casting the reverse spell, or evaporation (3d6 days).

Turn Sticks to Snakes: Any sticks within 120 feet of the cleric turn into 2d8 snakes for 6 turns (1 hour). The snakes have a 50% chance of being venomous, and the cleric can command the snakes.

Wall of Fire: This spell creates a wall of fire within 60 feet of the caster. It is opaque, and prevents creatures with less than 4 hit dice from passing through it. Undead creatures take 2d6 damage moving through the fire, while other creatures take 1d6 damage. The wall can be a line 60 feet long and 20 feet high, or a circle 30 feet in diameter and 20 feet high. The wall lasts as long as the caster maintains concentration.

Wall of Ice: This spell creates a wall of ice six inches thick within 120 feet of the caster, which can be a line 60 feet long and 20 feet high, or a circle 30 feet in diameter and 20 feet high. It negates the effects of fire spells or creatures using fire. It can only be broken through by creatures with 4 or more hit dice, who take 1d6 damage, or 2d6 damage if they are fire-users. The wall lasts as long as the caster maintains concentration.

Wall of Iron: This spell creates an iron wall three inches thick, and a height and length of up to 50 feet, in a space within 60 feet of the caster, lasting for 12 turns (2 hours).

Wall of Stone: This spell creates a stone wall two feet thick, and a height and length of up to 100 feet, in a space within 60 feet of the caster. The wall lasts until dispelled or broken down or battered through.

Water Breathing: A creature within 30 feet of the caster can breathe underwater for 12 turns (2 hours).

Wizard Eye: This spell allows the caster to send an invisible eye up to 240 feet away. The eye moves 120 feet per turn, and lasts for 6 turns (1 hour).

Wizard Lock: This spell locks a door/gate/etc touched by the caster indefinitely. A Knock spell can open the door without breaking the spell, and the door can be passed through by any mage three or more levels above the caster of the spell.

AFTERWORD:

There are unquestionably areas which have been glossed over. While we deeply regret the necessity, space requires that we put in the essentials only, and the trimming will often have to be added by the referee and his players. We have attempted to furnish an ample framework, and building should be both easy and fun. In this light, we urge you to refrain from writing for rule interpretations or the like unless you are absolutely at a loss, for everything herein is fantastic, and the best way is to decide how you would like it to be, and then make it just that way! On the other hand, we are not loath to answer your questions, but why have us do any more of your imagining for you? Write to us and tell about your additions, ideas, and what have you. We could always do with a bit of improvement in our refereeing.