

◆ DEMON IDOL ◆

BY DAVID GAY

A GAMIST INTERPRETATION OF
THE LEGENDARY ADVENTURE GAME,
ADVANCED DUNGEONS & DRAGONS

[Art goes here.]

October 5th, 2025 version. Non-rules-related file changes made on Oct 21th.

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These rules are founded in real gameplay: The original Geb Campaign, 3+ years, 8-12 table hours per week, plus sister campaigns by other DMs.

From David Gay (<https://dtgay.com/>), and from gamers like you. Thank you.

The “Demon Idol” rules are totally free of cost. If you paid for this PDF, you’ve been hornswaggled.

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"A few brief words are necessary to insure that the reader has actually obtained a game form which he or she desires. Of the two approaches to hobby games today, one is best defined as the realism-simulation school and the other as the game school. AD&D is assuredly an adherent of the latter school. It does not stress any realism (in the author's opinion an absurd effort at best considering the topic!). It does little to attempt to simulate anything either. ADVANCED DUNGEONS & DRAGONS is first and foremost a game for the fun and enjoyment of those who seek to use imagination and creativity."

WHAT TO EXPECT

It's my privilege to live in the year 2025. Of all times to live, we're alive during some fantastic gaming. It's been a great century for gamers. And It's my honor to welcome you back, or to welcome you for the first time, to the world of gamist adventure gaming.

The main purpose of this version was to convert the Demon Idol website to a table-friendly book/PDF format. That being said, there are several changes, many of which are detailed in the "New in this version" section. Also being said, there are weak points. The tables, for example. But the quest for excellent gaming is an everlasting one. I plan to upload a new version to [DemonIdol.com](https://demonidol.com) any time a change is made.

Veterans will notice that this edition marks a refocus on "by-the-book" (BTB) AD&D in several ways (though we have always been *almost entirely* BTB). Some rulings were made earlier in our campaign that fiddled with certain rules, such as the multi-class combinations. No more. In every case we made a rule revision, we later realized that the change was more impactful than originally seen. Even the character's sex is far more interconnected with the rules than might be seen at first glance. Demon Idol is now more BTB than ever. We offer optional, additive extensions in the spirit of 70s D&D, rather than tinker with existing rules. As it should be.

This book does not profess to be The Only Way To Game. It simply offers one framework for engaging in the glorious tradition of adventure gaming.

I hope you find this latest edition of ♦ **Demon Idol** ♦ to be the most enjoyable yet.



David Gay

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1.0 MANIFESTO

If a game is for everyone, then it is for no one. The DEMON IDOL MANIFESTO guides us in our rulings.

1. **We're gamist.** We play the game like it's a game. We're "rules before rulings". Rulings are for when the rules are silent. Rulings should become rules.
2. **Our rules are founded in real gameplay.** What goes into Demon Idol is used at regular game groups.
3. **We play with sportsmanship.** A game demands honor and sportsmanship. We do right by the game. We DM our own characters, play with goodness, and assume good faith in our fellow gamers.
4. **We do 1970s gaming.** Some groups like weapon specialization or Dragonlance. That's not our bag. We go by the spirit of AD&D, OD&D, and similar games of that decade. Lacking an official AD&D rule, we look to OD&D, not 2e.
5. **We do adventure gaming.** The content of our gameplay is reflective of the pulp fantasy and swords & sorcery D&D was inspired by. We don't spend session time on character spotlights or staged "scenes".
6. **We play by the book.** The rules of OD&D and AD&D were extracted from untold hours of actual gameplay. The rules you might think don't matter, very well might. In the past, when we've modified or removed a rule, it's always been a mistake. Trust the game and its beauty will be revealed to you.
7. **We play DIY D&D.** After gaining mastery of the game's core rules, we may choose to extend them with new content or systems through group- or setting-specific additions. Extend, don't replace.
8. **We do horizontal progression.** Vertical progression is what's common today – "numbers go up" gameplay. Power creep. Inflation. We don't do that. We don't extend the game by adding a new version of existing content with larger numbers. We add meaningfully new challenges, content, or systems.
9. **We play for the long haul.** We prefer long-running campaigns – years. We avoid regular one-shots.

2.0 INTRODUCTION

2.1 PURPOSE

The purpose of Demon Idol is educational:

- Collect AD&D's scattered rulings, errata, traditions, and tribal knowledge in one place.
- Interpret those rules in a **gamist** fashion.
- Provide a framework for AD&D groups to grow their own **"DIY D&D"**.

2.1.1 WHAT IS "GAMISM"?

Gamism is a style of adventure gaming focused on game mechanics that minimize DM fiat, provide meaningful decisions, and create an emergent story. In gamism, the world develops as a consequence of the game, rather than the game being a tool to "tell a story". This is in contrast to "rulings before rules" style where the DM throws away rules or fudges/skips die rolls to create a result that "makes sense" to them. It is also in contrast to "storygaming", where the game system comes second to the story that the DM wants to tell (i.e. "railroading").

In gamism, rulings are for when the rules are silent. Gamists also favor rules interpretations which create a clear, understandable system that the players can rely on without needing to wonder how the DM will rule. Put simply, it tries to run the game like a game!

There is a lot of non-gamist and storygaming advice online about running RPGs. But there are many people who prefer gamism, and Demon Idol is for them.

2.1.2 WHAT IS "DIY D&D"?

When we started our campaign, we knew that we wanted to play BTB. For us, that means respecting the game by following the game rules closely in order to gain practical understanding of those rules. That way, the DM's able provide a framework players can rely on. We've played quite a lot and found that AD&D works quite well on its own.

However, D&D is a "DIY" game — it's meant to be a living game which grows with your group's campaign and evolves over time into something that is special to your individual campaign. This includes the way that you interpret the AD&D rules and the rulings you make, but it also includes ways that you extend the rules to best suit your table. This works best when you first understand the system you're building on, which is why trying to play BTB is a noble pursuit.

When you go to play AD&D BTB, you'll find that you need to look up a lot of things. Some of them are "gotchas" like "why do the books say two separate things about how much magic armor weighs?", but most of them are situations where rules create interactions that aren't covered by the books. A lot of questions will be raised even if you've read the books cover-to-cover. To find the answers, new AD&Ders must turn to old magazines like *Polyhedron* and *Dragon*, and read posts on forums like Dragonsfoot and Knights & Knaves Alehouse. Demon Idol is the result of years of AD&D research and gameplay, and we hope it'll save you time.

As your campaign evolves, you may have the same questions we did. When that happens, you can use Demon Idol as one reference for making the rulings that best suit your campaign. Over time, you'll end up with your own set of rulings that make your campaign unique. That's the rules part of DIY D&D. The other part is "horizontal expansion" — when you add new types of content instead of the same content as before with more damage, HP, or whatever.

2.2 TERMINOLOGY

Object: Includes creatures.

Creature: Monsters, animals, characters, deities, and any other being.

cn: Encumbrance in coins. 10 cn often equals 1 pound (1#), but remember that encumbrance is not just weight, but also bulkiness. "cn" stands for "coins".

gpv: Value in gold pieces, before any 80% gems/jewelry value adjustment.

MV: An abbreviation for "movement" on Demon Idol. For example, a character might have 9" MV, or be penalized 1/2 MV.

2/month: Twice per month.

1/3/month: Once every 3 months.

Svs: Save versus (e.g. Svs spells).

Associate with: Party with, share a guild with, do business with, or talk to at length (e.g. invite into sitting room of one's manse for an afternoon).

2.3 WHAT IS BTB?

"BTB" or "By The Book" means different things to different people. In its simplest sense, it's playing a game "RAW", or "Rules As Written", where players follow the rules rather than changing or ignoring them.

In the modern D&D world, it's safe to say that BTB players appear to be the minority. The popular mantra is "rulings before rules". Rules are treated as being unimportant or constraining. DM fiat is applied heavily. Hands are waived. As a result, gameplay will feel less meaningful to some players, who will lack rules they can rely on to judge scenarios and make game decisions. It is "storygaming", and stands opposed to classic, gamist, challenge-based adventure gaming.

If you're here, chances are you know something about this difference. If not, welcome to adventure gaming!

So, what does "BTB" mean for Demon Idol? It means using the game rules as the foundation of the campaign.

- When learning AD&D, play the game rules-as-written. Once mastery begins to accumulate, you'll intuitively know when and what rules to adjust to suit the campaign.
- Knowing another version of D&D does not typically translate to an understanding of AD&D. Don't assume, read!
- The game must be played in order to understand what rules are good or bad, and why. It is not possible to gain this knowledge by reading forum or blog posts, but these perspectives can be valuable to developing one's own.
- When modifying or extending the game rules to suit the campaign and milieu, the spirit of the game must be paramount.
- It is not possible to understand the spirit of the game without playing the game by the rules for some time.
- Knowledge of the spirit of another version of D&D does not translate to an understanding of the spirit of AD&D.
- An understanding of OD&D lends itself to an understanding of AD&D, and vice-versa. Reading OD&D books, Judges Guild content, and the earliest zines earns one wisdom.

Simply put, when we say "BTB", we mean "rules first, rulings second, and only in the spirit of the game".

2.4 RULES EXTENSIONS

Demon Idol contains several rules extensions. These are always marked with an ^{Ex}. This mark indicates that the rule is not a part of an official publication. Instead, it's a rule that extends the game in fashion we feel is in the spirit of the rules.

If you find that a rules extension doesn't work for your campaign, you can delete or replace it, knowing that its removal will not break your game or the cohesiveness of the Demon Idol interpretation. Shoot me an email too, if you don't mind: david@dtgay.com

Any rules extensions which have not been sufficiently playtested will be marked as such.

2.4.1 MAJOR EXTENSIONS

Most rules extensions are found on the page regarding the rules they extend. There are some rules extensions which are entirely new systems, though. They are found in Appendix E.

2.5 LEARNING AD&D

As a player, all you need is the Player's Handbook and a game group. In fact, the rules kindly ask non-DMs to limit their reading to that one tome. If you're planning to DM, you have to read the whole of the DMG, and the MM's first chapter.

Be selective with the group you join. Few people play the game by the rules. We've found that many people who say they run AD&D have not read the rulebooks, or ignore many of the rules, or play some game that is

not AD&D, such as OSRIC, OSE Advanced, Hyperborea, or a mashup of AD&D and AD&D 2nd Edition. Make sure you're really learning AD&D if that's what you want to do!

AD&D has so many unique rules that knowledge of other versions of old-school D&D does not give an understanding of AD&D. People who have been playing the game for 30 years discover rules they didn't know exist, simply because they never read through the rulebooks.

DMs, when reading the rulebooks, you can safely skip over the spell¹ and magic items descriptions, and you certainly don't need to read every monster entry. These things you can look up during prep or play. But everything else should be read – even the stuff you think you know from other old-school adventure games.

2.5.1 WHERE DEMON IDOL COMES IN

Demon Idol is intended to be used in conjunction with the official rulebooks. You can check Demon Idol for rules clarifications, or follow along in Demon Idol with the corresponding section of the rulebook you're presently reading. On DemonIdol.com, you can find helpful sheets and tools.

2.6 RULEBOOKS GUIDE

Official AD&D consists of several of rulebooks published during the 70s and 80s. Demon Idol attempts to closely follow the PHB, DMG, DDG, and monster books. Your group may use content from UA as well (typically spells and/or magic items). Whether your table uses the classes and races in UA is a matter of individual campaigns (see Campaign Guide and Character Token). The books published after Gary Gygax's departure in 1985 (DSG, WSG, MotP) are used for inspiration, and sometimes we adopt rules from these books, but they are not used directly and can safely be ignored in most cases.

- ♦ Rules
 - ♦ Player's Handbook (PHB)
 - ♦ Dungeon Masters Guide (DMG) (no apostrophe!)
- ♦ Monsters
 - ♦ Monster Manual (MM)
 - ♦ Fiend Folio (FF)
 - ♦ Monster Manual 2 (MM2)
- ♦ Supplements
 - ♦ Deities & Demigods (DDG), later published as "Legends & Lore"²
 - ♦ Unearthed Arcana (UA)
 - ♦ Dungeoneer's Survival Guide (DSG)
 - ♦ Wilderness Survival Guide (WSG)
 - ♦ Manual of the Planes (MotP)

1 Make sure to check the DMG 41 spell explanations section for every spell until you learn them! Extra rules for some spells are found there.

2 Names in fantasy – and gaming in general – have typically worsened over time.

Demon Idol may reference any of these, though you don't need to own a copy of every one.

2.6.1 WHAT YOU NEED

DMs need the PHB, DMG, and MM. The other players should only have a PHB. The rules forbid non-DMs from referencing the DM materials.

While the bulk of DDG's content is a listing of example deities, its main value to your game is an expansion of the ability score tables in the beginning of the book. These detail the bonuses and effects of ability scores above 18, which are regularly invaluable. However, DDG is also one of the most expensive books to purchase – especially if you get a 1st or 2nd edition, since they contain the Cthulhu and Melnibonéan mythoi which were purged in later editions for intellectual property reasons.

2.6.2 BUYING HARD COPIES AND PDFS

If you want to buy a copy of one of the rulebooks, you have two choices:

- ♦ Buy an actual printing off the internet, probably from eBay
- ♦ Buy a WotC reprint

The WotC reprints are relatively inexpensive, so it's recommended to use their reprints at the table if you're concerned about putting table wear on the real deal. That said, the binding is glue and the books will fall apart with a year or two of regular use. You also shouldn't stack anything on top of an open copy or you'll damage the spine and possibly loosen some pages – don't even nest another open book in one. WotC also sells PDFs of their reprints.

When your reprints fall apart, you can three-hole punch them and put them in a binder.

Earlier versions of WotC's reprints had some errors in them. Most of them appear to have been fixed by Summer 2022, though there are still some OCR errors. If you use the WotC reprints, you might want to check out the list of errors [here](#) and [here](#), especially if your copies were from a while ago.

2.6.3 UNEARTHED ARCANA

Unearthed Arcana has some OK stuff, but it also has power creep and other issues. It is effectively a collection of rules from *Dragon* magazine and other sources, and it's best not to apply the entire thing to a campaign. Demon Idol doesn't use much from UA since it's definitively not 1970s gaming. There are a few rules we've adopted.³

2.7 DMS: CAMPAIGN GUIDE

“When you build your campaign you will tailor it to suit your personal tastes. In the heat of play it will slowly

³ If you're asking, “Should I use UA?” I can only give my personal advice. Don't use it for at least 2 years. Then you'll be able to answer the question for yourself.

evolve into a compound of your personality and those of your better participants, a superior alloy.” – DMG 7

Demon Idol’s main focus is a study of the AD&D rules, and so this section is kept light. If you’re interested in more DMing advice, subscribe to my new YouTube channel, [@DungeonBlasterTV](#). I plan to post educational videos this year, including adventure sites from scratch. I also have a blog at [CaltropsForBreakfast.com](#) which I haven’t posted on much since the campaign got real busy a couple years ago, but will rejuvenate with this new Demon Idol release.

—

A core part of old-school D&D is the DIY spirit, and that includes developing your own milieu for your game over the course of a long period of time. Adventure gaming shines in the long-term, ongoing campaign, backed by a game system that supports such play (for instance, AD&D). By planting your milieu’s seeds, you prepare the fields for the cities, mountains, armies, dungeons, and dragons that will appear there over the course of time. Your seeds need not be more than a single dungeon and nearby settlement. From there, if you do it right, you will find that the world writes itself.

2.7.1 GETTING REAL ABOUT THE DMG

It will undoubtedly come up: a ton of the info players need to build their character is in the DMG. Saving throws, to-hit tables, turning undead, the combat rules, you name it. The PHB is very light. On this, I can only tell you about the current state of our group, and provide my best advice from there.

For the first three years of the campaign, we allowed (and even encouraged) players to reference any and all of the rulebooks at the table. The chief reason for this is that it equalizes all players — everyone knows the same amount about the game. However, we’ve been recently reexamining this. We decided to do a 180 — players are no longer allowed to reference any books but the PHB at the table.

That change is so recent, that I can’t tell you how it’ll play out. I can tell you that if I were to start a new group with the information I have now, I think a safe thing to do would be to provide files/printouts of the needed tables and sections from the DMG, and restrict book usage otherwise, as per the rules.

2.7.2 THINGS YOU MUST DECIDE

Early on, you will need to be able to have information on:

- (1) Deities and religion. (We have a pantheon of 17 core deities, one for each of the planes.)
- (2) A calendar.
- (3) What alignment looks like, and what in-world effects it has.
- (4) Where silver and cold iron weapons can be obtained.
- (5) What happens to henchman wealth and magic items if the henchman is killed?

(6) Where can characters store items and wealth?

Later on, you will want to have information on:

- (7) The number and nature of the suns, moons, and any other relevant planets.
- (8) The nature of magic. Especially how druidic, paladin, and ranger magic works in your milieu.
- (9) How magic item manufacture and recharging magic items will work. (Some options are provided in this work as rules extensions ^(Ex)).
- (10) How do class-related guilds and organizations work, such as the thieves guild, assassins guild, druidic circles, and paladin orders?

2.8 OWN YOUR DATA

Your campaign and characters are important creations in your life that can bring you thousands of hours of joy. Don't lock them up with proprietary software, and don't rely on other people to back up your data.

2.8.1 VIRTUAL TABLETOPS

Don't lock yourself down by writing your important campaign content in a virtual tabletop or cloud-based campaign tool. Use VTTs only for mapping and dice rolling. Character sheets, logs, and campaign writings should be kept in an open format that will survive the passage of time, like .text, .MD, or .dot.

2.8.2 HOW TO STORE CAMPAIGN DATA

The best format for most campaign data is text files. Markdown is a great format that can be read and edited by thousands of apps, including on your phone.

If you like to use a word processor, I recommend LibreOffice instead of Microsoft Word or Apple Pages, because it produces documents in an open standard format (.odt) which will always be usable, no matter what Microsoft or Apple decide to do. The documents LibreOffice produces are also readable by Word and Pages, so they are very portable.⁴

LibreOffice is also great for spreadsheets, which are fantastic tools for any campaign. You can do a lot of powerful stuff with a spreadsheet without needing to write your own program.

2.8.3 BACKUPS

Always back up your data — campaign records, setting info, character sheets — it should all be backed up at least 3 different places. One of the backups should be stored in a different physical location so your campaign will survive a fire or natural disaster. Try to make a backup at least once every week you play. Put a reminder in your task manager or to-do app, or set a weekly reminder in your phone.

⁴ If you have a friend edit your LibreOffice file in Word or Pages, make sure they save it in "open document format" (.odt) before sending it back to you.

2.8.4 DROPBOX, GOOGLE DRIVE, AND ONEDRIVE

Dropbox, Google Drive, One Drive, and the like **are not backups**, they are *sync*. If your file gets deleted on your computer or phone, it gets deleted everywhere. Syncing services never count as backups.

2.8.5 DEMON IDOL

If you find Demon Idol valuable and want to ensure you can use it for a long time, don't rely on us to host it! What we mean is: a website could go down at any time. You should keep copies of gaming tools that are important to you! Save a copy of the Demon Idol PDF and any other resources you use.

By the way – this goes for every service you use. Would your campaign be fine if a service you use shut down tomorrow, lost your data, or had a security breach?

2.9 NEW IN THIS EDITION

This section is a high-level overview of some changes in this new edition of Demon Idol. If this is your first time reading Demon Idol, you can skip this section.

1. Manifesto.
2. Changed the rule for character sex selection and penalty, to eliminate one of our two non-BTB rules changes. (See that section for an explanation.)
3. Changed the rule for player book access to a rules extension, to eliminate the second of our non-BTB rules changes.
4. 1:1 time no longer advances on days when there is a session. More BTB!
5. Multi-class combinations are no longer permitted for any base class combination. Only the combinations explicitly permitted in a race's description or on PHB 32-33 are permitted. Again, more BTB. It just keeps happening.
6. PCs with NPC employees can no longer go "inactive" as far as costs are concerned.
7. Character creation procedure reordered to be more comfortable.
8. *Stoneskin* and *phantom armor* are now lost when the character sleeps for the night.
9. Assassins cannot speak Thieves' Cant.
10. Lair treasure now scales up or down based on actual number of monsters encountered, with the average NO. APPEARING as the base (this is an increase to treasure being added to the game).⁵
11. Rules for constructing living quarters in dwarven holds, caves, etc.

⁵ It might also be noted that the lair treasure rules now point out that they shouldn't typically be used in dungeons, even in the case of dragons. Still, on average, the lair rules changes will increase the quantity of treasure in the game, overall.

12. Monsters are now affected by their own darkness unless description says otherwise.
13. Adjusted rules for recovering corpses from bellies, now adapted to all monsters, not just dragons.
14. Actively flying creatures cannot charge, as they are not subject to the melee rules.
15. Paladins can no longer lay on hands on a rest day.⁶
16. Parties on short-distance expeditions are no longer required to return to town before the end of the session.⁷
17. Loan security now must be handed over to the money changer. The previous ruling was too generous.
18. Characters with multiple classes are now restricted in henchmen hiring to the least favorable restrictions.
19. Drowning rules were switched from WSG to A4, in keeping with the manifesto.
20. Removed CONvolut ed constitution rule (ha!) – HP bonus to hit dice now retroactively changes when CON does.
21. No longer recommend UA's updated weapon proficiency list.
22. Reversed the ruling on the "this does not apply to characters of any sort" line on DMG 75. That line is explicit.
23. Simplified sleep rules, and removed the movement point (MP) penalty.
24. Explicitly recommend against using lair treasure in dungeon scenarios.
25. NPCs are no longer permitted divine intervention.
26. Removed usage of UA thief ability armor adjustment table.
27. Casters can move after their spell is done now. This is more in line with the movement rules.
28. Adjusted the "Tunnel Snakes Rule". (The Tunnel Snakes Rule is our rule for targeting downed combatants.)
29. Fledglings and eggs are now worth their full gp value in XP even if kept.
30. Some rules extensions moved from the core rules out to an appendix of optional rules extensions, such as class quests and safe wishes.

⁶ This was too generous, there's nothing in the rules that suggests that lay on hands differs from spellcasting in this regard.

⁷ I've found this rule to be unneeded. PCs go back to town on their own. It wastes session time to arbitrarily ask for a return to town. As long as you're following the rules, and mandating rest time, you can safely end the session in the dungeon. In groups with varying players session-to-session, players usually won't want to end in the dungeon naturally, because then their characters are locked up.

31. Some rules extensions were deleted which were of questionable value and/or not rooted strongly enough in the official rules. I also removed the downtime assassination and thievery systems, for the reasons that (1) they are mediocre at best, and (2) there is no analogue in AD&D, they're kinda new-age. I would recommend just having some city adventures. But if you want them, you can find them at <https://old.demonidol.com>.

Also, the following addendum added after the initial release of the September 30th, 2025 version:

32. Tightened up rules on being raised from the dead, and removed the safe wish for being raised past the raise limit.

33. Various typos, clarifications, and additional notes.

Thanks to everyone who sent typos, fixes, and questions.

3.0 GENERAL

3.1 AD&D “GOTCHAS”

Most players will run into these “gotchas”. These are rules where there is a direct contradiction in the books that must be resolved.

- Combat examples in the PHB and DMG. These infamously often contradict the rules and should be ignored.
- Small and medium shields. The term “small shield” and “medium shield” are used interchangeably for the same shield (protects against 2 opponents). In UA, the buckler is added as a “real” small shield (protects against one opponents). See Equipment.
- Magic armor weight. One place says they’re half the weight of normal armor, one place says they weigh nothing. We rule that they weigh half, but only when worn. See Equipment.
- Lair treasure scaling based on No. Appearing: See Lair.
- Barding weights are too great and need to be adjusted. See Barding.
- Demihumans/non-humans such as dwarves and elves are referred to as “humans” in some places in the text, in particular the MM. This appears to be intentional.⁸ MM entries referring to “humans” should consider them to refer to all demihuman races as well, unless the monster entry makes mention of specific races.

3.2 DICE

3.2.1 PUBLIC DICE^{Ex}

I really can’t tell you how much my groups enjoy having dice rolls out in the open. It’s dramatic, it’s fun, and it builds camaraderie between the DM and players. That being said, the DM and players should cultivate trust. Many rolls must be private, and may happen unannounced: wandering monsters, random encounters, Elven passive concealed door detection, ad-hoc treasure, and reaction. In many cases, players can roll their own move silently and hide in shadows checks. To know when, check out the section on thief abilities.

3.2.2 OVERRIDE DIE

An override die is a trick a DM can use to bend an existing random table or procedure in order to favor a particular result. By using an override die, the DM can avoid needing to make a new random table for the particular scenario.

⁸ See MM 97 Troglydte entry, for example. The bulk of these being in the MM suggests that this is a phenomenon of terminology developing during the early days.

3.2.2.1 EXAMPLES

- (1) A DM uses the random encounter tables in Appendix C, but always rolls a d10 along with the percentile dice. If the d10 shows a 1, the DM places a homebrew monster instead of the monster shown on the percentile dice.
- (2) A DM uses the standard alignment chances mentioned in the henchmen generation rules, but rolls a d6 along with them. If the d6 shows a 1 or 2, the rolled alignment is ignored in favor of the prevailing alignment of the settlement.
- (3) An example straight from the rules: Magic items are rolled for with percentile dice, but a d10 is rolled along with them. If the d10 shows a 1, a treasure map is placed instead.
- (4) A DM uses Appendix B to generate terrain types, but rolls a d6 along with it. On a 1-2, the rolled terrain type is replaced with the dominant terrain type of the region.

3.3 DIAGONAL GRID MEASUREMENT

This section applies to groups who play out encounters on grids.

This rule applies when distances are being measured on a square grid, whether for creature movement, missile ranges, or when the DM is tracking party movement through a dungeon. It's a general approximation of the Pythagorean theorem.

Diagonal movement will be counted as 1" for every odd square of diagonal movement, and 2" for every even square of diagonal movement. So, one square of diagonal movement is 1", two squares is 3", three is 4", four is 6", and so on.

If movement consists of a mix of cardinal and diagonal movement, only diagonal movement should be considered when determining whether a "square" of movement costs 1" or 2".

This same rule is applied if a map or grid is used for combat positioning. This rule is not applied if using a hex grid.

Here is a more complex example:

Square	Movement Type	Cost	Total Movement
1	Diagonal	1"	1"
2	Diagonal	2"	3"
3	Diagonal	1"	4"
4	Diagonal	2"	6"
5	Diagonal	1"	7"
6	Cardinal	1"	8"

7	Cardinal	1"	9"
8	Cardinal	1"	10"
9	Diagonal	2"	12"

You can see that for the 9th square of movement, the diagonal move cost 2" since the last diagonal move (on square 5) only cost 1". You can also see that it might be easier to use a measuring tape than a grid if you have the privilege of playing in-person.

3.4 SPECIAL BONUS AWARD

The Special Bonus Award is a 1,000 XP bonus granted to a character who is brought back to life (does not include *ring of regeneration*).⁹ This is an official, optional rule in the DMG.

Demon Idol recommends that the rule be put into place by around the time 2-5 characters in the campaign are 8th to 9th level. It won't really harm the game if added right from the get-go; if you prefer to reduce the difficulty of the early campaign, you can add it, as long as you are charging reasonable costs for *raise dead*, as per DMG 104.

⁹ DMG 85-86.

4.0 TIME

4.1 1:1 TIME

Time advances 1:1 when no play is happening – 1 game day for each real-life day without a session.^{10 11}

- The DM tracks¹² each character's location not only in the campaign's geography but in the campaign's timeline. The DM will know what day each character is "on". Players can always ask the DM what days their characters are on.
- Any character who has been used at least once in the campaign is subject to this regular advancing of time.
- In special cases, the DM may allow 1:1 time to be paused for some characters.¹³ In these cases, the characters will "owe" the 1:1 time after time is unpaused. For example, if it's been a week of real-life time since the last session, that's 6 days of 1:1 time. The paused character(s) will need to pass 6 days of downtime after they finish what they are doing.
- 1:1 time does not apply to characters on a significant wilderness trek¹⁴ or on a planar adventure.
- The DM may prevent players from playing characters who have gone too far ahead in the timeline compared with other characters in the same region.¹⁵
- Players may elect to "fast-forward" time for their characters. For instance, to skip over some days of travel, wait for a companion to be healed, or training to complete. There usually isn't a reason to prevent this, since they are paying a hefty cost in upkeep.

4.2 TIME PARADOXES

Players can't play PCs who are further along in the timeline than the current session time. For example, if a session begins on the 12th of the month and your character was doing stuff last session with another group on the 20th of that same month, that character is unavailable. Either you need to play a different character, or the group must agree to begin the expedition later in time, when your character is available.

4.3 DOWNTIME ACTIVITY

If a player declares downtime activity for their character, that activity will begin on the in-game day their character is presently "on", as per 1:1 time. This applies whether the activity is declared during a session or in

¹⁰ This rule and some examples of how it plays out can be found in the all-important TIME section on DMG 37.

¹¹ The continued passage of time is critical for many of AD&D's systems. We cannot have six months passing in real life while 3 weeks pass in the campaign world. It's far more preferable for game time to pass considerably faster than real life. It enables big projects like castles and keeps, and also allows characters to participate in larger-scale events and changes in the world.

¹² I've been asked how exactly I do the tracking. I intend to write more about this in the future and will certainly make a video on it on [my new YouTube channel](#). When you're starting off though, you can't go wrong with a simple spreadsheet or list with each character's name, location, and date. To accompany that, keep a file for each character with a simple timeline of their activities.

¹³ The main purpose of the 1:1 time rule is to keep the clock moving forward and make time management more critical. The DM will keep this purpose in mind when judging any cases where 1:1 time may be "paused" for some characters.

¹⁴ Circumstances vary, but we say this is 1 week out from civilization.

¹⁵ DMG 37: "You will know when the adventuring of one such group has gone far enough ahead in game time to call a halt."

between sessions. This necessity may frustrate players from time to time, but it's needed to reduce bookkeeping headaches.

4.4 FRACTIONAL DAYS

In the case of multiple days passing quickly during a session, and in the case of 1:1 time passage, fractions of days are rounded up by the DM, just as fractions of turns are rounded up during dungeon exploration.¹⁶ It is better to simply round up and call it a day (literally) in these cases largely because it helps advance the game calendar.

4.5 BEDREST

Absolutely no class abilities can be used by a character during bedrest, nor can any combat actions be taken.

4.6 TRAINING

Class abilities like *lay on hands* and spellcasting are typically unavailable during training time, as those resources are all expended on the training process.

4.7 HEALING FROM REST

Any activity other than sleep, eating, and similar basic necessities will prevent a creature from gaining 1 HP for a day of rest.

¹⁶ DMG 38 for rule on fractional turns.

5.0 MONEY

5.1 MONETARY UPKEEP

Character upkeep¹⁷ is due at the start of every month of a character's career, excluding the first month. The cost cannot be paid early, since it must be based on current character level. It's suggested that the DM charges upkeep for all characters on the same date, tracking all of a character's regular expenses (e.g. hippogriffs) as one lump sum with upkeep. Simply prorate the first month. This strategy is easiest to remember and causes the least headache.

5.1.1 FAILURE TO PAY

A character who fails to pay upkeep cannot gain XP until payments resume.¹⁸ A loan can be taken to pay for upkeep.

5.1.2 MULTI-CLASS AND DUAL-CLASS CHARACTERS

Multi-class and dual-class characters pay upkeep as per their highest class level.

5.2 LOANS

Rules for loans are found on PHB 35. What that looks like may vary between campaign settings. We extrapolated the following system from what was available in the books.

5.2.1 GETTING A LOAN

Loans can be taken anywhere with a money-changer.

No settlement will be capable of giving a single character a loan in excess of 1 gp per population. So a town of 2,000 could not give a loan larger than 2,000 gp to a single character.^{Ex}

5.2.2 SECURITY

Security is optional except for the lowest-level characters, but lowers the interest rate. It can be in the form of any wealth accepted as payment by a trainer, including coin, gems, jewelry, or magic items.¹⁹ Security must actually be handed over to the money changer. The DM's setting must have consequences for failure to pay loans.

5.2.3 INTEREST

The following table "bakes in" the assumed reputation gain of characters as they go up in level. Rates should be worsened for a character with a negative reputation.

¹⁷ DMG 25

¹⁸ In the rules, it is nebulous as to what happens when a character can't pay upkeep. This feels like an appropriate ruling.

¹⁹ The sell value of the items should be considered, not their base value or XP value. For more info, see Selling Treasure.

To determine the interest rate of the loan, cross reference the character’s highest class level with the amount of security they’re posting against the loan. If the character has enough XP to train to the next level and is taking out a loan for that training, consider them to be the level they are training to.

Interests rates are monthly; adjust accordingly if compounding daily.

Character	0% Security interest rate	50% security interest rate	100% security interest rate
1st level	Unavailable	Unavailable, or 10% with 76+ reaction	10%
2nd level	Unavailable, or 10% with 76+ reaction check	10%	9%
3rd - 4th level	9%	4.5%	3.5%
5th - 6th level	8%	4%	3%
7th - 8th level	7%	3.5%	2.5%
9th+ level ²⁰	6%	3%	2%
Name level	5%	2.5%	1.5%
Owens stronghold	4% ²¹	2%	1%

This table is heavily extrapolated from the rules on PHB 35.

5.3 MONEY-CHANGERS

Should be placed by the DM in accordance with the milieu. Not placing money-changers will significantly increase campaign difficulty.

There is a 3% fee for converting coins from one type to another.²²

5.4 INACTIVE CHARACTERS

A PC who has not taken any game action for one month will not accumulate any additional upkeep or infection checks past the first month. This does not include PCs with NPC employees, such as henchmen or hirelings.

If any action is taken during a month, full upkeep is owed. This includes travel, interaction with NPC contacts, casting spells, and anything else that is prohibited during bedrest. Loans, domain costs, and hiring costs do not pause.^{Ex23}

20 If the character is name level by now, use that row instead.

21 Based on PHB 35’s rate for propertied characters.

22 PHB 35

23 This is technically not a rules extension, since DMG 25 says costs can be reduced according to prevailing circumstances as long as doing so does not give rise to excess funds in the campaign. Here’s why we use this rule: With 0 HP bedrest, training, and travel, characters are going to be unavailable for adventuring for strings of game days right from the start of the campaign. This means that wise players will activate additional characters from their stable so as to not need to wait around for the busy

5.5 PLAYER ABSENCE FOR LIFE REASONS

If a player is returning from an absence they took for reasons of personal well-being, family, health, and so on, the DM should negate all upkeep, loans, domain costs, and any other such charges for that period. This includes the costs of all NPCs in their employ. (Assuming the player lets the DM know upon their return – DMs do not have ESP medallions.) Without life, there is no gaming.

characters to adventure again. Time is perhaps the most valuable resource in AD&D. Activating other characters is good. But sometimes many are activated to fill in for a particularly large deficit of adventure-ready characters. Or one player might end up with a disproportionate number of activated characters because a certain class is needed and only one player has that class. Campaigns can also run into situations where some players are more forthcoming with activating new characters than other players. The stress of being on the hook for 3+ characters' upkeep is counter-intuitive to the goal of character stables. DMs want to encourage the use of multiple characters, not add undue stress.

6.0 CAMPAIGNING

6.1 THE “CAMPAIGN GAME”

Make no mistake: AD&D is a campaign game, not a character game. The goal of the players is to advance the campaign itself. The myriad subsystems of AD&D lend themselves entirely to this style of play. Certainly, the most powerful characters in any campaign are great assets, but few will judge the greatness of a campaign on individual characters. It's the glory and heights which are attained by the group, the tumbles into ruin, and the many misadventures thereby which are the stuff of adventure gaming.

A skilled player puts the group before any one character. “But what if their fun is had by excelling beyond other players,” you might ask. Well, AD&D's qualities give extraordinary value to teamwork. In the long haul, and often the short, it's allies that see your character to the next level. In AD&D, teamwork is simultaneously the most selfish way to play, and the most helpful.

6.2 SETTLEMENTS

Appendix B should be noted by the DM. This gives a picture of AD&D's “implied setting”. Particularly of note are the classes of settlements and their population sizes. I find players are often surprised at the low populations, but this is a fantasy setting in the ruins of the past.

6.2.1 MONEY-CHANGERS

Location and offerings depend on campaign. Availability in cities, towns, and some villages is reasonable. 3% currency conversion rate is standard.²⁴ Also see Loans.

6.3 HENCHMEN

Mechanically, henchmen are NPCs. Final control over them is in the hands of the loyalty check and the DM. Practically, it would be quite challenging for the DM to manage even one henchman per PC, with their abilities and magic items, and PCs often will have multiple henchmen with them. Therefore, it's preferable to accept into your group only players of good honor who will be capable of playing their henchmen as loyal fans of their PCs, but separate characters nonetheless.²⁵

PCs seek and then hire henchmen, who are owed a half share of treasure (by standard), as well as their equipment and upkeep paid for (but not training). In exchange for this, the henchman has some measure of loyalty to the individual PC (not the party!).

Henchmen are NPCs who want money, and so will still expect pay during periods of their master's inactivity.

²⁴ PHB 35.

²⁵ Remember that henchmen are a roleplaying challenge. Players should challenge themselves to play these characters as separate characters. How does the PC and henchman feel about each other? Maybe they will really strike it up, or maybe they will often differ. Having a PC differ from their henchman in action or opinion on occasion is a hallmark of good play.

6.3.1 RESTRICTIONS FOR CHARACTERS WITH MULTIPLE CLASSES

Class restrictions are those least favorable to the PC. So a low-level fighter/assassin will only hire assassins.

6.3.2 OFFERS & COSTS

The 100 gp per level initial payment also applies to the extra gold to raise the base chance from 25% to 35%, 45%, or 55%. For example, the thresholds for a 2nd level character are 200 gp, 400 gp, 600 gp, 800 gp. ((You can tell this is the case because a 5th level character would not really care about an extra 100 gp.))

A henchman's liege must pay all equipment and upkeep costs. The henchman pays for their own training.

Offer money accepted by a henchman goes out of the game. Their magic items remain in-game and can be used. They do not start with any money and must be fully furnished by their employer, with the exclusion of those magic items.

The rules on DMG 35 say that magic arrows are counted in groups of 5, but don't list groupings for other ammunition types. Extrapolating from their XP value, arrows, bolts, and bullets are grouped in fives, where darts are grouped in threes.

6.3.3 OPERATING INDEPENDENTLY

Henchmen can adventure without their master,²⁶ however:

- They are still subject to the 50% reduction of all earned experience. (The players can choose to provide the henchman with a larger-than-usual share of the treasure to compensate for this, but that decision is totally within the purview of the adventurers.)
- They are still subject to loyalty and morale checks.

6.3.4 XP EARNED

All XP earned by a henchman suffers a 50% penalty before it is added to their total.²⁷

For example, if a henchman is being provided with the standard half share of treasure, they will get that half share of treasure and a full share of combat XP. That number will be totaled, and then the 50% penalty will be applied before the total is recorded. So in this example, the henchman would end up with a quarter of the treasure XP of a PC, and half the combat XP (assuming all treasure shares are equal in value).

6.3.5 GENERATING HENCHMEN

Once the number of henchmen who will answer the call has been determined, the DM must determine the henchmen's races, classes, and ability scores. The DM may also desire to define personality and appearance, but since these characters are meant to be played strictly by a non-DM player, it is also acceptable to leave that to the player who hires them.

²⁶ DMG 38, "As characters acquire henchmen..."

²⁷ DMG 39.

1. **Determine race.** The DM may wish to set particular percentages based on the location. Otherwise, 80% are human and 20% use the table found on DMG 176. Do not use the multi-class rule from that table; you should use the multi-class rule listed in the henchmen section on DMG 35 (see "Determine class" below).²⁸ It's recommended that you only allow UA races to be available in special cases so as to not end up with a large amount of UA races in the game (especially if you allow henchmen to become PCs if their master is lost or retires).
2. **Determine first class.** Use the table on DMG 35. Make sure to read all text in that DMG section ("Classes Of Prospective Henchmen"). If the result is illegal for the race, select the closest approximation (e.g. fighter instead of paladin), or re-roll if there is no approximation (e.g. in the case of rolling magic-user for a dwarf).
3. **Determine ability scores and additional classes.** Roll 3d6 down the line, but for prime requisites of the determined class, add +1 to every die that doesn't roll a 6.²⁹ Modify the results for race. Determine any additional classes for non-humans as per the text on DMG 35. Do NOT grant ability score bonuses for these additional classes.³⁰ Modify the results further as per the table on DMG 100 (multi-class characters receive all bonuses). If a score still fails to meet the DMG 100 minima, bump the score up to the minimum.
4. **Determine alignment.** DMG 100. Re-roll any alignment which is illegal for the class(es) which have been determined.³¹ Monks have a special alignment chance found on PHB 30 which should be used instead of the standard NPC alignment table.
5. **Determine personality.** DMG 100-101, or DM's choice. Do not roll age, since that will be determined in the usual way. Use any combination of the tables on these pages you desire, and freely invent your own quirks. Don't go overboard; remember that the player will be roleplaying this character, and it's best to give them a chance to develop it in an interesting way. Just a sentence or two to spark the imagination is all you need.

28 DMG 176 says NPC parties will be about 20% "non-human and henchmen", which is a weird combination to deal with (what about non-human henchmen?). DMG 191 has 30% of encounters in a settlement being non-human, but this includes non-classed characters like city guards. DMG 34 has 20% as non-humans, but is strictly an example. Overall, 20% seems reasonable. But adjusting the percentage to suit the settlement is okay, too. If a settlement strongly favors one race but you want to keep the ratios generally the same otherwise, you can use an override die with a percentage chance (say 50%) of replacing the table result with the dominant race.

29 DMG 11.

30 Adding two or three sets of bonuses would create characters with scores too high, and the rules on DMG 35 suggest that this process comes *after* ability score determination.

31 If instead, alignment were checked before class, it would considerably reduce the chances of classes which are alignment-restricted. Therefore this is not done.

The rest of the apparent characteristics (height, weight, age, etc.) can be rolled by the player if the henchman is hired. If the PC convinces a magic-user to expose their spell list, the player can roll for those too.

Aging effects on ability scores are applied as normal. (The scores rolled by the DM are pre-aging.)

When you've composed the list, remember that henchmen trickle in over a 2-8 day period.³² Of course this period may pass during 1:1 time between sessions.

Once the player has been given the full list, allow one in-world week for their character to decide on hiring before you apply a weekly 50% roll for each prospective henchman, failure indicating they depart (or be hired by someone else).^{Ex}

When generating henchmen for NPCs, use the rules on DMG 175 to determine levels.

6.4 HIRELINGS

6.4.1 WHERE THEY'LL GO

Hirelings of any kind, including men-at-arms, will never venture into a dungeon³³ of Dungeon Level 4 challenge or higher.³⁴ This is a game mechanic similar to a paladin's alignment restrictions; there will be no "tricking" hirelings, they simply won't go in.

6.4.2 DUNGEON USE

Hirelings will venture into dungeons and dungeon-like areas if they are paid the daily "hazardous duty" wage.³⁵ The above rule regarding Dungeon Level 4 applies.

6.4.3 ALIGNMENT

When the DM doesn't have a method for determining the alignment of hirelings, the DMG 100 table can be used.

Furthermore, an override die can be applied to enact a 2-in-6 chance to override the rolled alignment with the typical alignment of the settlement. Thereby, a settlement where classed characters tend LE will have a higher proportion of mercenaries of that alignment.

Prospective employers may get a feeling for alignment but will not be sure without magic.

³² DMG 35.

³³ ... or cavern, cave, pit, whatever.

³⁴ Based on DMG 175. DM Note: This is a good way to allow men-at-arms for lower level adventures, but get them out of the way (except for overland travel) when characters become more capable and begin to have henchmen. DMG 175 is the only clear place in the rules that defines a line for where men-at-arms can be brought.

³⁵ DMG 34 contains the "Daily Employment" rule.

6.4.4 MEN-AT-ARMS

The nature of hiring men-at-arms will be specific to the milieu. If no other process is defined by the DM, the following can be used:^{Ex}

PCs can discover what men-at-arms are available in a settlement on a given week by spending d3 hours in a tavern.³⁶ The following table lists the number of rolls which are to be made on the DMG 30 table.

Settlement Size	Weekly Men-at-Arms Rolls
Thorpe	25% chance for 1 roll. Maximum of d3 individuals.
Hamlet	50% chance for 1 roll. Maximum of d3+2 individuals.
Village	1 roll.
Town	2 rolls.
City	3 rolls.

Remember that men-at-arms in groups larger than 5 will include a sergeant as one of their numbers.³⁷ Larger groups will have lieutenants and captains as well. All three of these officers are more expensive than regular troops³⁸, and the cost can rapidly add up when paying the daily hazardous duty wage.

Men-at-arms who are hired for daily duty (i.e. when the monthly rate is instead paid daily) will be mercenaries who already have their own equipment. Men-at-arms who are hired at the monthly rate will require their arms and armor to be supplied by the employer, as per the rules (mounts are arms). In effect, there are two types then: for-hire mercenaries, and long-term soldiers.^{Ex}

The DM will need to declare the loadouts of hired men-at-arms who are hired on a daily basis. DMG 16 is a great page for this. We typically assign one of these loadouts to all men-at-arms in a group. In cases where multiple loadouts are listed, such as heavy infantry, we roll randomly. It is recommended that the DM add variation in weapons and armor.

6.4.5 JEWELER-GEMCUTTER

Note the “Important” passage on DMG 30.

A hireling costs 100 gp/month to employ as a base cost.³⁹ Jeweler-gemcutters who are not being employed on a monthly basis as a hireling but instead are being hired in a settlement in their own shop for example should simply have this base fee applied for the duration of the service. For example, if a month has 28 days, a hire of 5 days would cost 100 * (5/28), or about 16 gp.

36 The by-week period assumes an active area of adventurers and/or battles to be fought. The rate may be reduced to biweekly, monthly, or even rarer depending on the region.
37 DMG 30, “If more than 5 are encountered, 1 will be a sergeant (a leader-type, or equivalent of a non-commissioned officer).”
38 See their book descriptions following the DMG 30 chart.
39 DMG 29.

In addition to the base cost, 10% of the value of the resultant gem or jewelry must be paid.⁴⁰

Some of the process is covered in the rules on DMG 30, but some things are left vague. To solidify,

The **jeweler** function cannot simply improve the value of an existing piece of jewelry. It is for crafting a new jewelry item out of materials, thereby increasing the value of the materials.

As for the **gemcutter**:

- ♦ A success increases the base value of the gem by 1 step.^{Ex}
- ♦ This can only be done once per gem.^{Ex}
- ♦ Gems of 5000 gp base value or greater cannot be used.
- ♦ Only gems found while adventuring can be used. They cannot work with such items purchased in settlements or from traders.^{Ex41}

The time it takes to cut a gem depends on the target value of the gem (its base value if the cut succeeds):^{Ex}

Target Base Value	Time
10 gp or less	0.25 days
50 gp	0.5 days
100 gp	1 day
500 gp	2 days
1,000 gp	4 days
5,000 gp	7 days

6.4.6 PACK HANDLER

A pack handler is a type of standard hireling on DMG 28. If a horse is under the control of a pack handler, the pack handler will round the horse up if it panics due to combat. Pack handlers don't have an effect on horses ridden by characters into combat, nor on horses which are separate from the "pack", the group of animals within 1" of the pack handler.

6.4.7 FAILURE TO RETURN

When characters hire hirelings and a lot of them die, hirelings will be less enthusiastic about employment with those characters.

If characters employed a group of hirelings from a settlement out of whom half or more failed to return from an expedition in the last 3 months, any group of hirelings at that settlement will require a positive reaction roll from the prospective employer. Failure indicates that group of hirelings reject employment. Any who do accept will demand double pay.^{Ex}

⁴⁰ DMG 29. See asterisk and footnote after the jeweler-gemcutter cost.

⁴¹ This rule keeps things simple and avoids PCs attempting to bulk purchase gems everywhere they go to feed them to a jeweler-gemcutter they have learned to be high skill.

6.5 SAVING THROWS

6.5.1 ITEM SAVING THROWS

Magical protection on a character such as from individual *protection from evil* or *resist fire* are not granted to items the saving character has in their possession. If the character save is failed, all items check normally. Of course, the rule about plusses for magic items and items defending against their own “mode” still apply. However, if the spell is cast directly on the item, or if an area spell is used such as *prayer* or *protection from evil 10' radius*, the items gain the protection effect as well.

6.5.1.1 FIRE TYPES

To determine what kind of fire an item must save against, refer to this chart:⁴²

Type	Examples
Normal	Torches, flaming oil, bonfires
Magical	Very large and hot fires, molten lava, demon immolation, hell hound breath, <i>wall of fire</i>
Fireball	Red dragon breath, pyrohydra breath, <i>fireball</i> , <i>flame strike</i> , <i>fire storm</i>

Similar to saving throw classes not necessarily always being used for precisely that thing (e.g. saves vs petrification being used for things besides petrification), the use of one of the above saving throw classes does not mean that the cause of that save is actually that thing. For example, molten lava is not actually magical, it merely uses that saving throw class.

Remember that saving throws for normal fire are only required after a certain amount of time depending on the material in question, as defined by DMG 80, with paper and parchment being the only materials that save if exposed for but a single round (e.g. one attack).

6.6 SIZE

Size of creatures is a key mechanic which, importantly, determines how many creatures can attack a creature in a single round. These rules are found in DMG 69, and are detailed more in the Targeting section.

Humans, elves, and half-orcs can be all considered M-size, since they typically fall in the 5'-7' range mentioned on MM 6. Dwarves, gnomes, and halflings are S-size, since they typically fall under 5' in height.

6.7 BEDREST

Bedrest is needed any time a character is brought to zero or fewer hit points but doesn't die.

Days of bedrest do not include the day that bedrest becomes needed (e.g. the day the PC hits 0 or less HP, or the day a parasite is acquired), nor does it include the day the PC is done with bedrest. Every day of bedrest must be an entire day spent doing nothing other than what is normally permissible on a rest day. On these bedrest days, rest HP is recovered as normal (1 per day).

42 Taken from DMG 130, “Ring of Fire Resistance”.

Bedrest is not needed when 0 HP or less is reached due to subdual damage (non-lethal damage), or due to an illusion which has since dispersed or been successfully disbelieved.

6.8 STATUS EFFECTS & CONDITIONS

6.8.1 BLIND

When blind, all attacks and defenses are at -4, including to-hit, saving throws, and armor class.⁴³

6.8.2 CHARMED

Charm is an effect produced by spells such as *charm person*, some magic items, and some monsters (e.g. harpies).

Charm is a magical effect and so is subject to *dispel magic*.

6.8.3 CONSTRICTED

There is no official “constriction” mechanic. Constricting monsters are handled on a case-by-case basis. Monsters do not all constrict the same. Some monsters, such as the giant squid, have mechanics for pinning specific limbs, whereas others like the constrictor snake do not.

In cases where no limb-pinning mechanics are listed for the monster, the constricted character must save vs paralysis for every limb the character wishes to employ.^{Ex} Success means the limb is free for the duration of the constriction, whereas failure means it is pinned for the duration of the constriction.

- ♦ With a free **weapon arm**, the constricted character can make attacks against the constrictor using any weapon in hand 2' long or shorter.
- ♦ With a free **shield arm**, the constricted character can employ the shield against non-constrict attacks. This has the usual caveats, such as not being able to attack from behind. It is very likely the constricting monster will be able to attack from any angle it pleases.

Shields provide no benefit against constricting attacks.

The constricting monster automatically hits the constricted creature with its constrict attack every round.

This is not a standard unarmed attack, so it doesn't provoke a free attack roll to prevent unarmed combat.

Constricting is a special attack; it's not grappling, and there is no resultant change to the constricting monster in combat ability, statistics, or AC.

Constricting monsters cannot use attacks such as bites against foes other than the constricted foe unless the monster entry specifically calls them out as being able to.

⁴³ DMG 41: Light.

6.8.3.1 ATTACKS AGAINST THE CONSTRICTED CREATURE

Whether the constricted creature can be attacked without risk of hitting the constrictor (or vice-versa) depends on the nature of the monster and the circumstances. If the situation is chaotic for example, the DM might assign a percentage chance for an attacker to hit the constrictor instead of the constricted creature based on relative sizes. (See Targeting).

6.8.4 CONCENTRATING / CONCENTRATION

Concentration is required for some abilities, such as dwarven and gnomish detection abilities, and for some spells, such as *spiritual hammer*.

The definition of concentration is not universally established in the rules. For example, the concentration required by *phantasmal force* is said to break upon movement,⁴⁴ whereas the concentration required by *improved phantasmal force* allows half-MV.⁴⁵ Apply this section's rules, in general.

When an item in this section contradicts the spell description (or other specific rule), always favor the specific rule.

Concentration ends when:

- ◆ The concentrating creature declares they are ceasing concentration.
- ◆ The concentrating creature takes any action other than concentration, including any movement.⁴⁶
- ◆ The concentrating creature takes damage.
- ◆ The concentrating creature applies their dexterity modifier to armor class or a saving throw.
- ◆ The concentrating creature is successfully unarmed-attacked, or makes an effort to resist such an attack.
- ◆ The concentrating creature is attacked psionically.

6.8.5 DROWNING

For rules not found in the core books, refer to the rules in A4 – In The Dungeons of the Slave Lords, page 9.

6.8.6 HELD

Being held is worse than being helpless, because the target is basically helpless AND unable to move. Any creature that is held is also helpless. "Held" includes magical sleep, such as from the *sleep* spell. It does not include regular sleep, which is only "helpless".

⁴⁴ PHB 75.

⁴⁵ PHB 95.

⁴⁶ Examples: PHB 75, "*Phantasmal Force*"; and DMG 44, "*Wall Of Fire*". Remember that some spells say that some movement is possible, such as *improved phantasmal force*. Always favor the specific spell description or rule when one is given, ignoring the general rule in Demon Idol.

6.8.7 HELPLESS

The term “helpless” is used in multiple places throughout the books, including in the description of *stinking cloud*. However, “keyword mechanics” were not really a thing in AD&D, and so some interpretation is needed to establish a defined meaning for the word. Since helplessness is very deadly, it is critical that everyone at the table has a solid definition.

Helplessness is not quite as bad as being held (which includes magical sleep), because a helpless creature can often still move.

Non-magical sleep is a type of “helpless”.

An attacker targeting a helpless opponent during an active combat automatically hits.⁴⁷

However, if the attacker is classed, they may choose to make an assassination attempt, regardless of their class. In such a case, regular weapon damage is still applied on failure. So unless an attacker does not want the target dead, this is always the better option, since it automatically hits as well.⁴⁸

Whether a helpless being can move depends on what caused the helplessness. In the case of a grapple, the target can't use their MV. But in the case of *stinking cloud*, nothing is restricting movement.

Charging is not allowed in any case.

Helpless creatures cannot take any D- or G-class actions (attacking, spells, devices, turning). (See Combat for more info on “action classes”).

If combat is in progress, an attacker gets double attack routines against a held target, which all auto-hit for max damage.⁴⁹ In this case, because any creature that is held is also helpless, any character regardless of class is able to make an assassination check against the target (for one or both of the attacks, at the attacker's option), with failures causing max damage. However, if the attack is being made outside of combat (i.e. when any living enemies have been disabled, fled, or otherwise pose no threat to the party), the attacking character may instantly slay or bind a helpless target at a rate of one target per round.^{50 51}

6.8.8 STUNNED

When stunned, a creature can be attacked as though all attacks are rear attacks, and at a +4 instead of just +2.⁵² This means that no shield should be considered for AC or AC type.

Fleeing creatures are considered stunned.

⁴⁷ DMG 72.

⁴⁸ DMG 75.

⁴⁹ DMG 70.

⁵⁰ DMG 70

⁵¹ If the attacker has multiple attack routines and believes they could kill more targets per round with the “double max-damage auto-hit attacks” option, they are free to use that instead. It could be a gamble though, since that option does not auto-slay.

⁵² DMG 70.

6.9 DISEASE, PARASITES, & OTHER INFECTIONS

6.9.1 INFECTION CHECKS

These are called for by the DM.⁵³ Characters must then check for disease and parasite if they haven't done so in the past game month.

6.9.2 PARASITES

Parasites count as diseases for the purpose of disease immunity. They are always chronic.

6.9.3 ABILITY SCORE LOSS

Ability score loss from diseases and parasites which is listed as "permanent" persists after the affliction is cured. It is fully restored by the *heal* spell, as long as the affliction has been removed first.⁵⁴

6.9.4 IMMUNITY

Disease immunity is granted by the paladin and monk classes, and may be obtained through magical means. This immunity includes immunity to parasites (parasites are a disease). Lycanthropy and mummy rot can still be contracted, because though they are a disease, they are also a curse.⁵⁵

6.9.5 LYCANTHROPY

A strict ruling of the DMG says "bitten" is the transmission method. Therefore, it does not transmit via weapons. A guess as to which lycanthrope attacks are the bites, by default: the largest damage. The wererat is of interest for saying it uses a sword. I suppose it comes down to the campaign. Simplest solution is to have wererats transmit through their swords as an exception. A 1-6 damage bite would also be acceptable.

6.10 LEVEL DRAIN / ENERGY DRAIN

Level drain, or "(life) energy (level) drain", is when a level of experience is removed from a character, or the equivalent amount of power is removed from a non-classed creature (HD reduction, at minimum).

6.10.1 HIT POINTS

The hit points rolled for the drained level are temporarily removed from the character's hit points.⁵⁶ The player should not destroy the record of the lost hit die roll however, since it will be used when the level is regained. Hit dice are never re-rolled in cases of level drain.⁵⁷

⁵³ The DM should call for these during expeditions. In cities, in many campaigns, the difficulty of dealing with infections will be relatively trivial. To keep it easy, you could roll a d4 every game week and call for infection rolls any time a 1 comes up. That way, it's random and regular.

⁵⁴ I charge 1,000 gold per ability score point restored by the *heal*. Also see: <https://www.dragonsfoot.org/forums/viewtopic.php?f=18&t=89653>

⁵⁵ Dragon #32.

⁵⁶ Players who followed the instructions during character creation will know how many hit points they rolled for each class level. If the campaign did not follow the instructions on that page for character creation and the player failed to record their rolls, the DM must assume a max roll, the least favorable outcome for the character.

6.10.2 MULTI-CLASS CHARACTERS

The highest class level is drained. If there is a tie, the class with the most XP will be drained. Further ties are resolved by a die roll.

6.10.3 DUAL-CLASS CHARACTERS

The most recently gained level is drained.

6.10.4 TRAINING COSTS

Training costs must be paid to recover restored levels.

However, this the cost is proportionate to the XP loss.^{Ex} For example, if only one level is drained and therefore the character is halfway to their previous level, only half the training cost is required. If two levels are drained and therefore the character has lost all of the XP for their highest level and half the XP of the previous level, the cost to gain back the lowest level is halved (since only half the XP was lost), but the cost to gain back the highest level (the first one that was drained) is full.

Example A: A 5th level character is drained to 4th level. The training cost is $4 \times 1500 / 2 = 3000$ gp.

Example B: A 5th level character is drained to 3rd level. The training cost is $(3 \times 1500 / 2) + (4 \times 1500) = 8250$ gp.

6.11 POLYMORPH

Not to be confused with shape change, detailed elsewhere.

6.11.1 POSSIBLE FORMS

The caster of a polymorph spell does not need to have encountered a creature to be able to turn a target into that creature.⁵⁸ However, the caster must at least know something of the creature to be able to picture it in their mind. Consider a situation where a caster is on an adventure and is warned by a traveler of hhgninflorfers in the cave ahead, the hhgninflorfer being a monster devised by the DM and who live only in that particular cave. It can be reasonably said that the caster cannot manifest a hhgninflorfer simply by hearing the word. Any restriction on the spell beyond the “hhgninflorfer example” is undue restriction of the spell.⁵⁹

57 PHB 53 “*restoration*” reads, “restoring additional hit dice (or hit points)”, it does not say re-rolling. This ruling also prevents gaming the system to re-roll bad rolls via level drain, though admittedly doing so would be a gambit since *restoration* ages the caster 2 years and therefore checks system shock.

58 This is a common house rule but nowhere in the books does it say this is the case. The only related text is on DMG 45, on *phantasmal force*: “The magic-user must know of and understand the force/creature he/she is making an illusion of. Thus, if the caster has never cast a fireball or has never seen a dragon turtle, his illusion of such will be very poor.” However, *phantasmal force* is both an illusion (not an alteration), and lower level. So it is not sufficient precedent to restrict polymorph spells similarly.

59 Further explanation of this ruling: There are cases in swords & sorcery literature where a spellcaster cast a spell without an understanding of the form they were manifesting. Sometimes the caster of the spell wasn’t even a trained spellcaster. And in old-school D&D, magic comes from other planes, and we do not view it as a science like it is depicted in some fantasy. Magic in AD&D is more about channeling unimaginable powers from other planes. Sure, the caster might be *carefully* and *precisely*

6.11.2 BODY PART RESTORATION

Polymorphing can not restore lost limbs or other body parts. The polymorphed form will always have a proportionate amount of limbs/parts to the new form. For example, a one-armed elf polymorphed into human will have one arm. That same one-armed elf polymorphed into a spider will have two legs missing.⁶⁰

6.11.3 DYING WHILE POLYMORPHED

See Death.

6.11.4 POLYMORPHING THE DEAD

Not allowed with *polymorph other*.⁶¹

6.11.5 HARVESTING ITEMS OF VALUE

Polymorphed creatures do not yield items of value, such as skins (see Treasure List), nor can they be harvested for magic item components (such as scroll ink).^{Ex}

6.11.6 REPRODUCTION

Acts of reproduction committed while polymorphed will not result in the birth of new creatures.^{Ex}

6.12 SHAPE CHANGE

Shape change comes in a variety of forms, including druid shape change, lycanthrope shape change, and the *shape change* spell. They vary in nature, and are not the same as polymorph (e.g. *polymorph*, *polymorph self*, monster polymorph).

6.12.1 DYING WHILE SHAPE CHANGED

See Death.

6.12.2 CREATURES STRUCK ONLY BY MAGIC WEAPONS

Being shape changed into a monster does not bypass the “This does not apply to characters of any sort” line on DMG 75. That line is pretty clear.

6.12.3 MONSTER SHAPE CHANGE

When a monster has a shape change ability, such as the vampire, it is not the same as the 9th level spell *shape change*. When monsters use an innate shape change ability, they retain their same defenses, vulnerabilities,

channeling it, but we don't believe that a magic-user is biologically forming, say, a dragon, through *biology* when they cast polymorph. They're using *magic*! They don't need to completely understand the form they're calling forth.

60 This ruling fits with the trope. It also prevents a 4th level spell from providing a higher level spell effect as a side effect. Yes, system shock is considered, but with high constitution, the risk is low.

61 PHB 78. “Creature” can be assumed to mean “living creature” and not “corpse”. Furthermore, the spell description heavily suggests a living creature.

and all powers which would not be made impossible by the new form. Any exceptions to this will be explicitly indicated in the monster description.⁶²

6.13 LEVEL CAPS

A polymorphed creature is limited by the level caps of its true form. Polymorph is not a permanent enough change to change level caps; it can be dispelled.

6.14 DEITIES & DEMIGODS

6.14.1 DIVINE INTERVENTION

NPCs are not permitted divine intervention requests. This for the sake of game balance.^{Ex63}

6.15 DUNGEON LEVEL (DL)

Dungeon Level is a system defined in Appendix C. It can be applied to all kinds of adventure sites, not just actual dungeons. Wilderness and planar travel has no DL – dangers of all levels can be found therein.

In AD&D, DL is not equivalent to “challenge level” in other versions of the game. Higher DLs require not only levels, but proper equipment, magic, and henchmen in order to be “balanced.”

DL roughly corresponds to character level challenge-wise, but expects a party of 4-9 or more characters, with men-at-arms (below DL 4) and/or henchmen rounding out the numbers. A party of only three or four 4th level PCs may find a DL 4 area to be quite challenging if their party lacks henchmen. With low numbers of characters in a party, a round of unlucky saving throws can mean utter defeat.

6.16 EXPERIENCE (XP)

- ♦ XP is awarded only for securing treasure and defeating monsters.
- ♦ Treasure earns experience when it's either (1) in an easily-transportable medium, (2) secured at a money-changer, (3) secured in a structure owned by the character.
- ♦ Treasure earns XP at a 1 GP : 1 XP ratio unless the DM declares otherwise based on the DMG's EXPERIENCE rules.
- ♦ XP continues to accumulate after racial level cap, and should be tracked.⁶⁴
- ♦ The division of treasure is purely up to the players. Assigning more treasure to a certain character to level them up more quickly is a valid strategy.⁶⁵

62 See this Dragonsfoot thread: <https://www.dragonsfoot.org/forums/viewtopic.php?t=92225>

63 It's worth noting that DMs' characters are “free”. There is really no cost to the DM for calling for divine intervention, whereas players have characters they need to stick with. To them, calling for divine intervention is worth a lot more. They only get the one time at +10%, after all.

64 This comes into play for items like the *Book of Exalted Deeds*.

65 DMG 85, “Division of Experience Points”.

- ♦ Characters are assigned class grades at the end of an adventure/expedition as per the rules on DMG 86. Many groups will prefer to assume an E grade, and this works if your group is playing well.⁶⁶

6.17 LAIRS

A lair is defined in the monster books. Typically, lairs are found in the wilderness. Lair rules should not be used while in the dungeon or dungeon-like scenario⁶⁷.

6.17.1 CALCULATING TREASURE

All rolled lair treasure will be multiplied by a modifier. This modifier is calculated thus:

1. Average the minimum NO. APPEARING with the maximum (e.g. for goblins, $440/2 = 220$).
2. Divide the actual number of monsters encountered by the average calculated in step one. The resultant number is the final modifier.

There is a severe contradiction in the rulebooks about amount of treasure in lairs. Monster books such as the MM and MM2 read,⁶⁸

Finally, it must be stated that treasure types are based upon the occurrence of a mean number of monsters as indicated by the number appearing and adjustments detailed in the explanatory material particular to the monster in question. Adjustment downwards should always be made for instances where a few monsters are encountered. Similarly, a minor adjustment upwards might be called for if the actual number of monsters encountered is greatly in excess of the mean.

In possible direct contradiction, the DMG (published after the MM but before the MM2) reads,⁶⁹

The TREASURE TYPES given in the MONSTER MANUAL are the optimums and are meant to consider the maximum number of creatures guarding them.

In any event, after trying a different method for few years⁷⁰, Demon Idol now uses the above rule.

⁶⁶ At tables where everyone is performing their class duties, there's no need to waste time handing out grads. At open tables, class grading can be more relevant.

⁶⁷ When a monster is found in the dungeon, dungeon treasure should be used. Even for dragons and such. You might say, "but that'll place so much less treasure than should be placed for a dragon!" Well, for one, the better treasure suits the risk and challenge of the wilderness. Second, 100 goblins is a valid DL 7 encounter. You wouldn't roll lair treasure for that, would you? No, you'd roll dungeon encounter treasure – they'll probably have way more than in the wilderness. It all evens out. Besides, just put some of the dungeon's best treasure in the dragon's care. Or have a poor dragon! It's not all roses out there.

⁶⁸ MM 5, similar location in MM2.

⁶⁹ DMG 91.

⁷⁰ The previous method was, "(1) In cases where the number of monsters actually appearing is less than the average, scale the results of the treasure tables down proportionally from the average (not the max). For example, if the # appearing is 10-100 and 25 monsters appear, since the average is 55, the treasure rolled on the treasure tables will be reduced by 45.45% (25/55). Do not reduce the percentage rolls on the treasure table, only reduce the quantity of appearing treasure. Fractions resulting from applying the penalty should be rounded up. (2) In cases where the number of monsters actually appearing is greater than the average, do not scale the results of the treasure tables at all."

6.18 UNNATURAL AGING

Unnatural aging can be caused by several things, including ghosts and every magical cause on DMG 13.

6.18.1 EFFECT ON AGE CATEGORIES

Unnatural aging does **not** increase maturity. It is a withering effect, reducing lifespan.⁷¹ Therefore, when checking age category on DMG 13:

- ♦ For the purpose of determining cumulative **positive** modifiers, use the character's **real** age (without unnatural aging).
- ♦ For the purpose of determining cumulative **negative** modifiers, use the character's **unnatural** age (real age plus unnatural aging).

6.19 WISHES

Wishes are a key part of adventuring, and are not restricted to those capable of casting limited wish, wish, or alter reality directly. Wishes can be obtained from a number of sources, including multiple magic items and monsters. When making a wish, it's important to word the wish very carefully, as wishes will be taken in the most literal sense, and some wish-granters (like efreeti) will try to twist the wording of the wish as best they can.

⁷¹ DMG 13: "loss of life span". For a better idea of the intent here, refer to OD&D Vol 2. pg. 35: "Staff of Withering: A Staff which adds nothing to hit probability, but when a hit is scored it scores one die of damage and ages the creature struck by ten years. (This is not to say it matures it, but rather it shortens the life span by ten years.) A man struck four times thusly will be doddering, an animal dead of old age, and so on."

7.0 EXPEDITIONS

In the future I hope to expand this section with some procedures for expedition-based play. In the meantime I hope you'll enjoy these rules on sleeping. All the other rules for sleeping put me to sleep.

7.1 SLEEPING

There are rules for sleeping on WSG 65 but they are too simulationist.⁷² Instead, try these rules:^{Ex}

- “Bad sleep” is getting less than 5 hours of sleep, sleeping in metal armor, or sleeping in a tree.
- For every one, two, or all three of these bad sleep cases, the sleepy character takes a 1 point penalty to hit, saves, and AC.
 - Effects are additive, and a single night of proper sleep reduces the standing penalty by 3. For example, sleeping in plate mail 2 nights in a row and only getting 4 hours of sleep each night would be a total of -4. Getting one good night of sleep would bring the penalty to -1.

⁷² See “Rulebooks Guide” for information on how Demon Idol uses the WSG and DSG.

8.0 RACES

8.1 DWARVES

For magic rings which offer a passive effect, such as *ring of protection*, the malfunction chance is diced every time the effect is triggered. For example, for a *ring of protection*, a d10 is easily rolled alongside a d20, with a 1 or 2 on the d10 indicating a malfunction (and loss of AC).

8.2 ELVES

Elves can move, shoot, and move again, as per the MM. More on this in Combat.

8.3 GNOMES

See above section on dwarves for info regarding magic ring malfunction.

8.4 HALFLINGS

Halflings receive a +3 bonus to-hit with slings and bows, as per the Monster Manual.⁷³

8.5 HALF-ELVES

Half-elves can wear items made for humans or elves, unless the item in question specifically lists half-elves as being in a different category.⁷⁴

⁷³ The PHB says, under the halfling section, to reference the MM for more halfling info. Furthermore, the Elf entry in the MM lists their +1 with bows and swords in the same spot as the sling and bow bonus is listed for halflings. Finally, halflings are already strength and level capped. This is a fine benefit to give them.

⁷⁴ We could get into average heights and weights for each race and make charts and do math but that's more complex than needed.

9.0 CLASSES

We play with bards and monks.

9.1 CLERIC

Clerical spell availability may vary between campaign settings. In general, alignment does not restrict which spells are available. The way the spells are used is the determining factor in whether the cleric remains in good standing with their deity. Clerics should take care to use their magic to increase the power of the alignment(s) associated with their patron deity. When in doubt, ask the DM. Deities may choose to make certain spells unavailable to clerics who have misused their magic in the past.

9.1.1 TURNING

Neutral clerics (on the good-evil axis) are treated as good-aligned clerics for purposes of all turning rules.⁷⁵

It is always the alignment of the deity that determines whether the cleric turns or compels, not the alignment of the cleric. Depending on campaign setting, this might be the same alignment.

Turned undead move at their fastest possible speed, i.e. they flee.⁷⁶ Attacking turned undead does not end the turn, but attacking compelled undead does end the compel. Turned undead keep their full AC, saves, and other defenses. They will do their best to not be hit, though they cannot attack themselves for the full 3d4 rounds.

Turned undead cannot move directly toward a cleric that turned them while the turning is in effect.⁷⁷ Therefore, it is possible that turned undead could be cornered and find themselves unable to escape. If the cleric is in melee with the turned undead, the undead will certainly flee, prompting parting strike(s) (see Avoiding).

The duration roll should be made privately by the DM. Players should not know how long their characters will be “safe”.

Turned undead can be continuously turned by the same cleric, until the cleric fails once. Every time turning succeeds, the DM rolls turning length privately. If the newly-rolled turning length is longer than the current remaining turning length, it replaces the current remaining turning length.

If undead of the same kind (e.g. skeleton) have multiple remaining turn lengths (due to being turned multiple times or by multiple clerics), the lowest remaining turning lengths should be replaced first.

⁷⁵ This is reinforced by the UA errata.

⁷⁶ DMG 76.

⁷⁷ To determine if the undead are moving “directly toward” the cleric, check if the movement direction would cause the undead to pass within 1” of the cleric.

9.1.2 PLACE IN THE WORLD

If your campaign is in a world that matches the “assumed setting” of AD&D, this entry from DDG 9 is of interest: “The DM must also make sure that the cleric is aware of his or her place in the community and the church hierarchy. Cleric ‘adventurers’, which includes nearly all AD&D player character clerics, are often greatly respected and admired (or feared) by the populace. However, due to their somewhat unorthodox behavior, they rarely have any important place in their religion’s hierarchy.”

9.2 DRUID

Bonus spells are gained as regular clerics.⁷⁸

Effects of druid shape change include those listed on the Shape Change page, as well as the following: (Note: We are not settled on this, this is a WIP.)

- Acquire the creature’s full stat block, including HD (but not HP) and physical saves, but excluding all matters of the mind, such as intelligence and mental saving throws.⁷⁹
- Keep their HP value (excluding any HP healed from the shape change). They do not adapt the animal’s typical HP value.⁷⁹
- Changing back into human form does not count as a use of the ability and does not heal HP.

9.3 FIGHTER

The per-level advancement in combat ability rule on DMG 74 is in use.⁸⁰ This applies to all fighters and their subclasses.

All fighter subclasses get sweep attacks. See that section for important info.

9.4 RANGER

Rangers who obtain magic-user spellcasting ability obtain and use spellbooks as magic-users do.

Rangers cannot use money-changer to bank funds and items, though they can still use them to convert coinage and other functions. Everything a ranger owns must fit on their person and mount, and this is the intended place where rangers keep their things.⁸¹ Taking out loans is also permissible.

9.5 PALADIN

See Disease Immunity.

Paladins do not gain bonus spells from wisdom.⁸²

⁷⁸ Reinforced by PHB errata.

⁷⁹ This is in line with the *shape change* spell.

⁸⁰ “Special Note Regarding Fighters’ Progression”

⁸¹ PHB 25. The book does not explicitly say that they can’t use money-changer storage, but it’s implied.

⁸² This is reinforced by PHB errata.

There is no way to get around the party alignment rules for paladins. It's a game rule. The paladin will be able to determine that a character is undesirable by observation of behavior. Reverse *know alignment* will be insufficient for that reason, and because of the spell's duration. "Pretending to be good" and the like will never work. If the "pretending" character does manage to "pass", it means they are actually following the alignment they're "pretending" to be, and an alignment change is upcoming!

9.5.1 PROTECTION FROM EVIL

Protection from evil applies to allies in the area. When positioning isn't obvious, this is subject to DM fiat and when the situation is uncertain, the DM will favor the paladin's side.

If a paladin moves toward a creature being kept out by the protection in such a way that the creature is now within the area of the paladin's protection effect, the creature is no longer kept out by the effect. The -2 penalty to attacks and +2 to saves is not lost, however. The protection is re-instated if the paladin successfully disengages from melee (i.e. 1" or more). The paladin may lower this protection at will, though its state can only be switched once per round, during "segment zero."

The protection from evil is also subject to being overcome by magic resistance and *dispel magic*. Protection from evil which is bypassed by MR or dispelled by *dispel magic* is restored 1 round later, and the paladin does not need to do anything for this to happen. When it is restored, the plusses and minuses granted are restored, though if creatures which are normally kept out by the ability are already within 1" of the paladin, the paladin must disengage in order to keep them out again.

9.5.2 MOUNT QUEST

A paladin's mount quest is a special quest they receive in a vision.

Paladins on their mount quest cannot become lost. While they are on this special quest, they can magically sense the direction of their goal and that of their home.^{Ex}

9.6 BARBARIAN

Note that we don't use the UA barbarian in our campaign⁸³. Therefore, these rules are not playtested. But in case you must...

9.6.1 DETECT ILLUSION

Functions similar to the spell. Does not include the downsides of disbelief, nor does it require the barbarian to have a reason to believe there is an illusion in the area as disbelief does.

The barbarian can use this ability and disbelief on the same possible illusion, but not simultaneously (one must be done first, then the other).

⁸³ We have our own barbarian class in the Geb Campaign.

9.7 MAGIC-USER

Magic-users have a 100% chance to know whatever starting spells are diced for during character creation.

Note that spells containing a person's name in the spell title (e.g. *Tenser's floating disc*) cannot be chosen at any time — they must be found “in the world”, through adventure.⁸⁴

Magic-users must have a spellbook for each level of spells they can cast. These blank spellbooks cost nothing to create; this is considered to be part of the character's upkeep, though lost spellbooks have a cost to replace. Duplicate spellbooks can be created at the same cost. Normal spell-scribing cost (time and gold) applies. See spellbooks for more information, including rules for auxiliary and traveling spellbooks.

A familiar is always considered to be within 1” of its master until the master's player declares otherwise.^{Ex}

9.8 ILLUSIONIST

Illusionists do not require *read magic*.⁸⁵

If you have access to UA, this is one of the few times its use may be preferred: it has starting spell tables which are divided into offensive, defensive, and miscellaneous. Their use will make illusionist starting spells less “swingy”, if the DM prefers.

Another note for UA owners: You will notice that illusionist magic item restrictions are not specifically called out in *Unearthed Arcana*. This is because the intention was to write the tables to support upcoming classes in future publications, such as *Dragon* magazine. Illusionists are still restricted to items involving illusion, and as specified in their class description.⁸⁶

9.9 THIEF

The mechanics of how thief abilities actually work in-game is left somewhat vague in the rulebooks. Since *Demon Idol* is very gamist, we need something clear the players can rely on. How thief abilities work in a given campaign is always a question. Some liberties are therefore taken below to provide a reliable system.⁸⁷

If the DM prefers, the player is usually able to roll their own ability check. The only time this is impossible is for Find Traps (FT). Even for Hide In Shadows (HIS) and Move Silently (MS), oftentimes the DM can put the dice in the player's hands by postponing the roll until the moment of consequence. Meaning, delay the actual roll until it matters.

84 Based on the rules on DMG 39 regarding *Tenser's Floating Disc* and *Nystul's Magic Aura*.

85 Ignore UA on this matter. It is cooler for them to have their own special “language”, as the PHB and DMG describe.

86 UA 86, “Items are usable by characters of all classes unless restriction(s) specified”.

87 DMs should keep in mind that if they make thief abilities bad, or a pain to use, it's much more likely thieves will suck in their campaign. Thieves are not good at combat and can't cast spells. Don't gimp their cool abilities; they won't be overpowered.

9.9.1 FIND/REMOVE TRAPS (FRT)

PHB 28 says only one attempt per thief is allowed. However, a thief can try again after they gain a level, just like with open locks (OL).^{Ex}

Finding a trap causes the thief to locate both the trigger and any directly related mechanisms (such as a nearby opening where a gas is released). The DM could devise multi-part traps that requires several rolls, but this is typically ill-advised “rolling to failure” (requiring multiple successes can unduly increase difficulty).

9.9.2 HIDE IN SHADOWS (HIS)

Success means the thief is no longer a valid combat target until the round after they reveal themselves.

HIS can even be done in melee as long as the non-hiding characters aren’t entirely surrounded. If the thief’s party is so greatly outnumbered that all of the non-hiding characters are surrounded, and the remaining enemies are looking for someone to attack, the thief in melee cannot attempt HIS.⁸⁸

On a subsequent round, the thief can break HIS to obtain a rear attack + BS attempt on a target within 1”. The thief could also prepare an action to BS anyone coming within 1”.

A thief who is invisible and stationary is considered to have succeeded on a HIS attempt without actually needing to make one.

Success on HIS also gives +1 to surprise if the thief is 90’ or more away from any moving/noisy allies, but this does not stack with MS, since they can’t be used in conjunction (HIS is stationary, MS involves movement).

9.9.3 MOVE SILENTLY (MS)

This is done in conjunction with a close-to-striking-range action. It cannot be done with a charge.

Success means the thief obtains a rear attack + BS attempt in a following round against a target within melee range that is otherwise occupied (e.g. looking elsewhere, fighting other characters in melee). If allowing players to roll thief abilities, the MS dice should not be rolled until the last possible moment, in order to keep the player in the dark.

Success means the thief is not a melee target on the round of the BS.⁸⁹

Success on MS also gives +1 to surprise if the thief is 90’ or more away from less-silent allies, but this does not stack with HIS, since they can’t be used in conjunction (HIS is stationary, MS involves movement).

⁸⁸ This is a generous interpretation in favor of the thief, but is balanced in gameplay.

⁸⁹ And of course the thief is not a melee target on the round they move-to-engage, either, since a combatant moving to engage is not in melee until the round ends.

9.9.4 BACKSTAB (BS)

Backstab (BS) grants +4 to hit (does not stack with +2 for rear attack or +4 for invisibility), and a damage multiplier based on the thief's level. The faces shown on the dice are multiplied; damage bonuses are not multiplied.

A BS attempt can be obtained in one of four ways:

1. The thief has surprise. Backstabs are possible on all surprise segments.
2. With HIS or MS, as detailed above. (Note that invisibility grants HIS if the thief is stationary; see HIS above.)
3. Without HIS or MS if the thief gets a rear attack by some other means, such as by the other combatants filling up the front and side slots.
4. Narratively, as adjudicated by the DM.

BS while dual-wielding grants BS with both weapons. When initiative is tied and the thief gets multiple attacks due to speed factor, if the thief has a BS attempt, all attacks are BS attempts.

Multiple attacks in a single routine all qualify for BS. In the case of multiple routines, only the first routine qualifies for BS unless attacking from the rear.

In the case of multi-class characters, backstabs can be performed with any sword, dagger, or club, even if it is not a thief weapon.

9.9.5 SETTING TRAPS

Thieves and assassins can set traps by using the rules found on DMG 20.

9.9.6 WEARING ARMOR

A character cannot use any abilities granted by the thief class when wearing armor not permitted to the thief class. The UA table for armor penalties is not in use.

9.10 ASSASSIN

9.10.1 LANGUAGES

Assassins' base class is thief, so by standard Demon Idol interpretation precedent, they should be able to speak Thieves' Cant. However, we know they can't (ha!), because it's listed as an alignment language they can learn.⁹⁰

9.10.2 ASSASSINATION

Assassins must choose one of the attack modes: regular attack, backstab, or assassination. Though a failed assassination still qualifies for regular weapon damage, it does not permit a backstab.⁹¹

⁹⁰ PHB 29.

⁹¹ TODO: There is a source for this somewhere, I just forget where...

During gameplay, assassins receive combat XP for killing assassination targets and XP for any fee, regardless of whether the roll on the assassination matrix succeeds. However, XP for the assassination itself (not combat XP) is only awarded if that roll succeeds. Assassins receive assassination XP for any assassination, including assassinations during regular adventuring (i.e. when not “on a job”). Unless the DM declares otherwise, these are “simple” difficulty ($\frac{1}{2}$ XP modifier).

However you choose to handle assassination missions in your campaign, if there’s no chance of harm coming to the character, no combat XP should be awarded for the assassination. Only GP XP and assassination XP should be awarded.

Non-assassins who score a kill by means of the assassination table (such as by attacking a helpless target) do not earn any assassination XP. The regular XP value of the monster is still earned by the party, however.

9.11 MONK

See Disease Immunity.

9.12 BARD

9.12.1 DUAL-CLASSING

Bards are an exception to the regular dual-classing rules. A character intending to become a bard need not meet the standard ability score requirements for dual-classing, merely the requirements for the bard class. Furthermore, the character is able to switch from thief to bard even before surpassing their fighter level, if desired.

Other than this, the fighter/thief dual-class follows the standard dual-classing rules.

Only when a half-elf intends to become a bard can that race dual-class, and only into classes required for achieving bardhood. This is a special exception.

If a dual-classed character abandons plans to become a bard, or if they become ineligible due to surpassed prerequisite level limits, the player must select “fighter”, “thief”, or “fighter/thief” as the character’s class. The latter option is available only to half-elves (as a multi-class), or to humans who meet the standard ability score requirements for non-bard dual-classing. If the fighter or thief class is lost, so too is XP accumulated for that class.

9.12.2 HIT DICE

Hit dice rules for the fighter and thief hit dice are the same as those rules for standard dual-classing. However, six-sided hit dice gained from Bards Table I on PHB 117 do NOT function the same as the standard dual-classing rules — they are actually in addition to whatever was gained from the fighter/thief dual-class.⁹²

⁹² PHB 118, “All bard hit dice (and additional hit points) are additions to existing hit dice — none are lost for becoming a bard.”.

9.12.3 ABILITIES

Once the character has become a 1st level bard, unlike with normal dual-classing, the previously-attained abilities of the fighter and the thief classes are instantly obtained.⁹³

Note that the bard has access to the druid's saving throw table as though the bard was a druid of the same level as the bard level, and can make use of those saves if they are better than the fighter and thief saves to which the bard has access.⁹⁴

Bards do not obtain the abilities of a druid other than those listed in the bard rules (e.g. saving throws). The character is effectively a fighter/thief/bard, not a fighter/thief/druid/bard.

9.12.4 INSTRUMENTS

The bard can choose whatever instrument is desired to be their instrument of focus,^{Ex} but it must be stringed.⁹⁵

9.13 MULTI-CLASS

Multi-classing is one way for a character to have more than one class, the other being dual-classing.

9.13.1 POSSIBLE COMBINATIONS

Only the combinations explicitly permitted in a race's description or on PHB 32-33 are permitted.

9.13.2 STARTING GOLD

Characters receive the starting gold from all their classes combined – not averaged, not the highest, but combined.⁹⁶

9.13.3 HIT POINTS

When a level is gained, the modified HP rolled (after any CON mod) is divided by the number of classes.

Track fractional HP for multi-class characters. For example, if a 2-class multi-class character rolls a 5 on a hit die, that player should mark "2.5" on the character sheet. When a full HP is earned, it becomes available. Before then, fractional HP have no game effect.

9.13.4 WEAPON PROFICIENCIES

See Weapon Proficiency.

93 PHB 118, "A bard always engages in combat at the level he or she attained as a fighter. A bard is able to function as a thief of the level previously attained."

94 PHB 118, "All saving throws are made on the most favorable table, with the actual bard level considered as that of a druid."

95 PHB 118, "He or she must always have a stringed instrument.". DMs: It's also important that the instrument has strings so that it is susceptible to saving throws for things as flimsy as instrument strings.

96 Some magazine(s) confirmed this. Polyhedron, maybe? I can't recall. Either way, it's not a big deal because multi-class characters will quickly be broke due to training costs.

9.14 DUAL-CLASS

Dual-classing rules in the books are very light. This section solidifies them a bit.^{Ex}

- Characters can only dual-class after reaching 2nd level or higher in their current class. Therefore, a character cannot dual-class at character creation.
- There is no additional downtime or training time to switch classes.⁹⁷

Note that during the “catch-up” period (where the new class level has not exceeded the previous class’s level), absolutely no functions of the previous class(es) can be used except for HP, including to-hit tables, saves, powers, weapon proficiencies, and so on.⁹⁸ If a function is used, no absolutely no XP is earned for the current expedition.⁹⁹

9.14.1 UPKEEP

Upkeep for dual-class characters is based on the level of their active class. In any month that the character acted as another class, that class is used for upkeep instead if the cost is higher. For example, if a F7/T1 slipped and acted as a fighter (or intentionally fell back to their fighter abilities in an encounter in order to avoid death), the base upkeep for that character for that month is 700 gp, not 100 gp.

9.15 LEVEL LIMITS

Demon Idol does not use the extended UA level limits.

⁹⁷ We are not 100% settled on this, but it is a fine application of Occam’s razor. In-world you can imagine that the character had been preparing to dual-class for some time, whatever shape that takes.

⁹⁸ PHB 33.

⁹⁹ PHB 33.

10.0 CHARACTERS

10.1 STABLES

In 70s gaming, it's common for regular players to play more than one character in a campaign. This style of play is built right into the AD&D rules. The rules state that players may control more than one character, and can even operate as one of their PC's henchman while their PC is away.

There are a different ways DMs can go about this. In our campaign, we started the campaign with stables. The benefit to this is the players get a hint that this is a campaign game, not a character game. The downside is that the introduction to the world is somewhat less personal and flowing than if each player starts with one PC and expands organically later. As with most stylistic decisions in adventure gaming, there are pros and cons to both.

Let's assume you want to start the campaign with stables first, as we did. Here are the recommended rules:

- ♦ Players may create another PC if one of the following is true:
 - ♦ (1) The player has less than 3 PCs (before making the new character).
 - ♦ (2) The player has less than 5 total characters (PCs + henchmen).¹⁰⁰
- ♦ Players who have played for less than 2 Earth months are always limited to 3 PCs (though # of henchmen is still only limited by CHA).

10.2 CREATION

First, the steps in order, for quick reference:

When rolling your characters in a virtual tabletop, make sure to post a message in chat before making any "test rolls" or rolling for fun. That way, it's clear which rolls are your "real" rolls and there isn't any uncertainty.

We recommend our spreadsheet Character Sheet, if you're playing online. The DM may ask all players to use the same character sheet for simplicity of record keeping and to be better assist new players on locating things on the sheet.

10.2.1 PROCEDURE

Underlined steps must be performed in order:

¹⁰⁰We played the first three Earth years of the campaign with a simple 5 PC cap, but found that players had too many options and coverage once the game got rolling and there were a lot of henchmen and resources.

1	<u>Ability Scores</u>	6	<u>Classes</u>	11	<u>Height & Weight</u>	16	Equipment
2	<u>Race</u>	7	Weapon Proficiencies	12	<u>Secondary Skills</u>	17	Setting stuff (deities, birthday, name, appearance)
3	Languages	8	<u>Age & Aging</u>	13	<u>Hit Points</u>		
4	<u>Psionic Ability</u>	9	<u>Saves</u>	14	Spells		
5	Alignment	10	<u>Sex</u>	15	Money		

If the book says you roll for something, you roll for it. You cannot choose anything the book says you roll for, including age, height, and weight. This list is provided here for convenience.

1. **Determine ability scores.** (PHB 9) You can choose the method of your choice for each character (DMG 11). You can choose different methods for different characters. If your table uses the Foundry VTT, you can check out our Foundry macros for this step.
2. **Choose a race.** (PHB 13) Your character's ability scores inform what races are available to you (PHB 15). Racial modifiers must be applied first, and then minimums and maximums considered second (PHB 14).¹⁰¹ Don't forget to write down racial abilities.
 1. Having an 18 in strength from step 1 and then choosing half-orc (+1 strength) means your character begins with 18/99 strength (the half-orc fighter maximum) if you choose the fighter class or a subclass thereof.
3. **Determine starting languages.** Note that you do not get your additional languages from intelligence at character creation time. You must learn them through play.
4. **Determine psionic ability.** (PHB 110) Humans, dwarves, and halflings only. Disciplines are determined as they are acquired, so only one can be rolled for at first level.
5. **Choose an alignment.** (PHB 33) Your alignment will restrict what classes are available to you (PHB 13). Alignment is a serious choice which can affect who your character can adventure with, what magic items are available to them, and untold other interactions while adventuring. The DM will warn you if your character is headed for an alignment change, which can carry heavy penalties.
6. **Choose classes.** (PHB 19) Your character's ability scores and race inform what classes are available to you (PHB 13). Below this list is a table of ability score minima to assist you in this step. Only non-humans can multi-class.¹⁰² Once you've picked, don't forget to write down class abilities.
7. **Choose weapon proficiencies.** (PHB 37) Your class informs what options are available to you (PHB 19). Multi-class characters see the weapon proficiency rules to determine their weapon proficiencies.
8. **Determine age and apply ability score changes.** (DMG 12-13) Note the following: (1) Ability score changes are cumulative. (2) Aging cannot cause scores to be bypass racial mins/maxes, nor do they

¹⁰¹ PHB 15, "The minimum scores must have been generated in the initial abilities rolls, or if bonuses are given for the race, then the minimums must be met considering such bonuses."

¹⁰² Humans can dual-class later, but this isn't part of character creation.

cause scores to go below class minimums.¹⁰³ (3) The only time a score can be raised above 18 via aging is WIS, and only in humans.¹⁰³ (For more detail, see: Aging)

9. **Write down your saves.** (DMG 79) Don't forget any racial or class modifiers.
10. **Determine sex.** As per Demon Idol rules extension, you can pick a separate "mechanical" sex from your character's "world"/actual sex, if you want. But you must pick one of the two for mechanical and game purposes. (See the Sex section for more info.)
11. **Determine height and weight.** (DMG 102) To obtain ranges such as "1-4½", use a d8. A range of "1-3½" would require a d6.
12. **Determine secondary skills.** (DMG p. 12) These are hobbyist-level skills. Your character is not as skilled as a professional and cannot turn a profit from these skills.
13. **Determine HP.** (PHB 19) Always track your HP rolls for each level throughout the duration of your character's life. You must record the result of every hit die roll on your character sheet, since it's needed for level drain and wishes. Note that you add your CON-based HP adjustment to each hit die. Therefore, rangers and monks get it twice at first level. Multi-class characters roll hit dice and add HP adjustment for each class individually, dividing each result (including the CON bonus) by the number of classes (2 or 3), and tracking fractional HP on the character sheet. Fractional HP have no effect until they total a full HP.
14. **Determine starting spells.** (DMG 39, UA 80) Only for magic-users and illusionists. Illusionists can roll on UA 80 instead of DMG 39, if UA is available.¹⁰⁴
15. **Determine starting gold.** (PHB 35) Multi-class characters get a starting gold roll for each of their classes and total the results.
16. **Purchase equipment.** You can use our Outfitting Sheet to assist this process.
17. **Establish your character.** Choose a name, appearance, and a few sentence introduction to give other players. Note that you will also learn if your character is "keen-eared" when they listen at a door for the first time.

10.2.1.1 ABILITY SCORE MINIMA BY CLASS

Class	STR	INT	WIS	DEX	CON	CHA
Cleric	6	6	9	3	6	6
> Druid	6	6	12	3	6	15
Fighter	9	3	6	6	7	6
> Paladin	12	9	13	6	9	17
> Ranger	13	13	14	6	14	6
Magic-User	3	9	6	6	6	6
> Illusionist	3	15	6	16	3	6
Thief	6	6	3	9	6	6

¹⁰³DMG 13.

¹⁰⁴The UA table is preferable because it ensures that an illusionist will begin with a spell from each category. Rolling on the entire illusionist list does not provide such a benefit.

> Assassin	12	11	3	12	6	3
Monk	15	6	15	15	11	6
Bard	15	12	15	15	10	15

10.2.1.2 ABILITY SCORE MINIMA & MAXIMA BY RACE

Race	STR	INT	WIS	DEX	CON	CHA
Dwarf	8/18	3/18	3/18	3/17	12/19	3/16
Elf	3/18	8/18	3/18	7/19	6/18	8/18
Gnome	6/18	7/18	3/18	3/18	8/18	3/18
Half-Elf	3/18	4/18	3/18	6/18	6/18	3/18
Halfling	6/17	6/18	3/17	8/18	10/19	3/18
Half-Orc	6/18	3/17	3/14	3/17	13/19	3/12

10.3 SEX

Players must select a male or female “mechanical sex”.^{Ex} This mechanical sex is used for things such as ability score caps, height, weight, and all other rules referencing sex.¹⁰⁵ The player can select a different “world sex” for their character which has no impact on the rules, but which is the character’s actual sex/gender. Put another way, rules are not tied to the character’s sex, but each character must have one of the two sets of *rules* (male or female).

10.4 AGE & AGING

Aging is applied at character creation and every time a character ages 1 year (naturally or unnaturally).

Some important notes:

- ♦ Note the aging step’s position on Character Creation. It is important to apply aging in the correct order.
- ♦ Ability score changes are cumulative.
- ♦ Aging cannot cause scores to be bypass racial mins/maxes, nor do they cause scores to go below class minimums.¹⁰⁶ Ignore any aging modifiers that would violate this, but during character creation you should consider all modifiers together.¹⁰⁷

¹⁰⁵Female characters have some mechanical benefits that are “hidden” in the rules to various degrees. Sometimes direct benefits, such as not being charmed by dryads and nymphs, and being the only sex to be able to tame a unicorn as a mount. Sometimes less direct, such as their lower weights. Since they weigh less, they are easier to carry when they’re incapacitated, which comes up at least a similar amount to the advantages to greater weight, like wrestling or resisting the monk’s fist. You can actually earn more gold on average with female characters in one way, since you can bring more gold out with their bodies. Players should not get these benefits and the higher ability score caps simultaneously, so a mechanical sex must be selected.

¹⁰⁶DMG 13.

¹⁰⁷For example, if the Young Adult loss of STR would put a character below their STR minimum, but the Mature gain of STR would put them back at their minimum, the new character should be at their minimum (i.e. both the –1 and +1 should be applied). But

♦ The only time a score can be raised above 18 via aging is WIS, and only in humans.¹⁰⁸

10.5 SECONDARY SKILLS

Having a secondary skill indicates that your character has a hobbyist level of competence in the skill. This means you could judge the value of materials and products related to that skill, and may be able to craft rudimentary items related to it. Your character will always be far inferior to anyone who actually practices the profession.

Basically, this is something to ask the DM about during an adventure. “My character has the X skill, can I...” For example, judge the worth of a gemstone.

Characters will never be able to make money from their secondary skill.¹⁰⁹

10.5.1 LEARNING

Characters may have a desire to acquire a secondary skill during the campaign. If the character can convince someone to teach them, the DM can permit them to learn the skill in the same time period indicated for language learning in the Intelligence rules.^{Ex} PCs will be unable to instruct other PCs in a secondary skill unless they have access to the relevant facilities (e.g. an forge for learning blacksmithing, or a ship for learning sailing).

10.6 DEATH

10.6.1 BEING RAISED

The character’s original constitution limits the amount of times they can be restored to life by magical means of any kind, excepting a wish or *alter reality*.¹¹⁰

Characters who are restored to live by *raise dead*, *resurrection* or a resurrection effect such as a *rod of resurrection* lose 1 CON permanently.¹¹¹ Since *reincarnation* changes ability scores, the CON loss is not considered, though the above rule regarding original CON is still relevant.

Method	Works on elves and half-orcs?	Res. check?	CON loss?	Counts against max raises?	Can bypass max raises?
Raise Dead	No	Yes	Yes	Yes	No
Resurrection	No	Yes	Yes	Yes	No

if the character hits Mature during play, the +1 STR should be applied even though the character didn’t lose the –1 during character creation. Put another way, there is no need to track being “in the hole” for aging, and there should be no occasion for a player to note on their character sheet that they “owe” a point of STR.

108DMG 13. Since only humans lack racial min/max, they would be the only race capable of aging up their WIS past 18.

109It’s just not worth the DM’s time to calculate how many silver pieces a character made during a week of downtime. Go adventure!

110 PHB 12.

111 PHB 12

Rod of Resurrection	Yes	Yes	Yes	Yes	No
Elixir of Life (UA)	Yes	Yes	Yes	Yes	No
Reincarnation	Yes	No ¹¹²	N/A	Yes	No
wishes or <i>alter reality</i>	Yes	No ¹¹³	Yes	Yes	Yes ¹¹⁴

10.6.1.1 SOULS AND SPIRITS

Elves and half-orcs cannot be affected by *raise dead* or *resurrection*¹¹⁵ because they have spirits, not souls.¹¹⁶ The soul or spirit is the unchanging thing that travels to another plane after death, and that which is returned when the creature is restored to life. Therefore, even if an elf or half-orc is reincarnated into a human, the character does not become eligible for *raise dead* or *resurrection*.

10.6.2 WHILE POLYMORPHED OR SHAPE CHANGED

Unless the ability explicitly says so, the creature does not change form upon death.¹¹⁷

Whether a creature can be raised from the dead by *raise dead* or *resurrection* depends on its original form. For example, a human druid who died while shape changed into giant bat form could be raised, but an elven or half-orc who died while polymorphed into a human could not.¹¹⁸ When the creature is raised, it will remain in the form it died in (including wounds and poison, as normal, unless the means used to raise state otherwise).

10.6.3 HENCHMEN

When henchmen are killed and not raised, the question arises of what happens to their possessions. No mention of this is given in the rules, so rules are provided in the Wills rules extension.

10.6.4 FINAL WORDS^{Ex}

When a character is killed, though they are mechanically dead, they may save vs. death once, any time up to and including the 1 turn downtime at the end of the encounter. If they pass, they may speak for up to 1 minute. After that, they are gone.

No spellcasting, device use, ability use, movement, combat, or anything other than speaking is possible.

112 PHB 85.
113 Resurrection check is for being raised by clerical magic, not wishes.
114 PHB 12.
115 PHB 50, PHB 53.
116 DDG 10.
117 Nowhere in the rules does it say this happens.
118 Remember that elves and half-orcs can not be brought back by *raise dead* or *resurrection*, only a *rod of resurrection*, *wish*, or similar. See **Death** for more info.

Final Words can be used in order to ask for divine intervention. They can even be used for this purpose if the character is unconscious when they die.¹¹⁹

10.7 TRAINING

Days of training follow the same rules as days of bedrest – they must be full days of training (with time to eat and sleep of course). Furthermore, additional days may be required for the PC to set up training (bargaining, travel, etc.). Certain classes may need to travel farther than others for travel, depending on the campaign setting. If you are curious how long the entire process will take, you can always ask the DM before agreeing to the plan.

10.7.1 PCs TRAINING PCs

PCs can train other PCs, but they don't earn gold or XP in the process.^{Ex}

- ♦ The training PC must be at least 3 levels higher than the trainee's current class level.
- ♦ The entire training cost is spent; no fee is retained by the training PC. The trainer PC is an adventuring PC, not a training NPC, and so has no ability to make a profit off the venture. Of course, a PC trainer could elect to charge the trainee more than the standard cost, in which case a profit would be made.
- ♦ Training earns no XP for either party.

10.8 MONSTER CHARACTERS

The DMG advises against allowing players to begin the game as monsters, and Demon Idol agrees. However, a player might end up with a monster character via magic such as reincarnation.

This section is a rules extension^{Ex} which provides rules for handling these cases.

10.8.1 ABILITY SCORES

Scores should be rolled randomly with whatever method (I-IV) player desires. Modifiers and mins/maxes should be customized by the DM to suit the form. The DM should come up with these for the form, preferably with the agreement of the first player to have a character of that form.

Here are some example mods, mins, and maxes:

Monster	STR	INT	WIS	DEX	CON	CHA
Bear, Brown	+2 (12/19)	-2 (3/16)	+1 (6/18)	-1 (3/16)	+1 (14/19)	-1 (3/12)
Centaur	+2 (10/19)	-1 (3/17)	+0 (3/18)	-1 (3/17)	+1 (13/19)	-1 (3/16)
Pixie	-4 (??/14)	+1 (3/18)	– (3/18)	+4 (14/20)	-1 (3/18)	– (3/18)

Charisma penalties are removed when dealing with their own race (just like dwarves and half-orcs).

¹¹⁹ It's the trope where the character has a spiritual moment while unconscious.

10.8.2 LEVEL CAPS

These also need to be determined by the DM. Consider the monster, its relation to the setting, and what makes most sense. It can be good to give every monster at least one class in which they are unlimited in advancement. However, in the end, level caps depend on the setting, the game, whether UA caps are being used¹²⁰, and what kind of game the DM prefers.

10.8.3 HP

Roll HP for character classes and track it (or keep the existing HP if keeping all the previous form's classes), and roll HP for monster race separately. Use whichever total is higher as the max HP, so a 1st level brown bear fighter will likely be using their brown bear HP, but at 7th level their fighter HP exceeds their brown bear HP, so they start using their fighter HP as their max HP.

10.8.4 TO-HIT TABLE (THACO)

Use whichever is better between the character's class(es) and the monster's stat block.

10.8.5 SAVES

For each category, use whichever is better between the character's class(es) and the monster's stat block.

10.8.6 AC

Equal to the monster's AC or the AC of the worn armor, whichever is better. DEX mod is applied to either.

10.8.7 WEAPON PROFICIENCIES

Monster characters who have at least one class acquire weapon proficiencies from their class(es) only; they do not automatically get weapon proficiencies for any weapons listed in the monster stat block. Conversely, if the character does not have a class, then the character has proficiency with any weapons listed in the monster's stat block.

10.8.8 AGE

Choose a race that best matches the monster's form. If no mention of longevity is made in the monster's description, just use the human age brackets (and starting ages, in the case of reincarnation).

10.8.9 LANGUAGE

In cases of reincarnation, the character should always have either common or telepathy, since otherwise the character would be annoying to play in a group. Outside of reincarnation, it's very possible that the magic which produced the new form did not grant the common tongue, or any standard tongue at all!

10.8.10 CARRYING CAPACITY

Most monsters don't have a listed carrying capacity, and the DM will need to decide.

¹²⁰Either the +2 cap for single-class demihumans, the generally increased caps across the board, or both.

In cases of monsters with listed carrying capacities¹²¹, some extrapolation can be made.

As an example, in the case of a centaur reincarnation, the DM can assume the medium warhorse is the closest horse to a centaur, since their MV and attack damage matches up with that of a centaur. The DM could assume that a standard medium warhorse has, say, 16 strength, which would grant a human 700 cn carrying capacity without losing movement speed. Medium warhorses have a capacity of 4,000/6,500¹²². 4,000/700 is 5.71, and since that is already a very large multiplier, it could be rounded down to 5. So a DM might say that a centaur character has 5x the carrying capacity of a regular character with the same STR score. As you can see, some measure of reasoning will need to be applied for such carrying capacities.

10.8.11 HEARING

Human hearing can often be used. Elven hearing might be used for sylvan reincarnations.

10.8.12 INFRAVISION

All monster characters have infravision unless their stat block says otherwise. This is the same sort of infravision the regular PC races have, not the “monster infravision” with the 120' range and ability to differentiate objects. This is the case even if the monster normally has “monster infravision”.

¹²¹ e.g. horses, flying mounts on WSG 47

¹²² MM 53

11.0 ABILITY SCORES

11.1 METHODS

A player may choose any of the four core methods they'd like for each of their characters. They don't need to use the same method for every character.

11.2 PRIME REQUISITES

The prime requisites for the classes are as follows:

Class	Prime Requisites	Gives 10% XP bonus?
Cleric	WIS	Yes
- Druid	WIS, CHA	Yes
Fighter	STR	Yes
- Paladin	STR, WIS	Yes
- Ranger	STR, INT, WIS	Yes
Magic-User	INT	Yes
- Illusionist	INT, DEX	No
Thief	DEX	Yes
- Assassin	STR, DEX	No
Monk	STR, WIS, DEX	No

11.3 STRENGTH

11.3.1 EXCEPTIONAL

Any time a fighter class is gained and STR 18 exists, or a fighter class exists and STR 18 is hit, exceptional strength is rolled (or re-rolled).

In cases where a points of strength are relevant, consider each 10% exceptional strength (round up) as 1 point. So an 18 is worth 18 points, but 19 is worth 29 points (10 points for 18/01 to 18/00, then 1 more to 19).

11.4 CONSTITUTION

11.4.1 HP ADJUSTMENT

Characters add their CON-based HP adjustment to each **hit die**, not level. That means that monks and rangers begin the game with twice their HP adjustment.

11.4.2 EFFECT ON HIT POINTS WHEN LOST

A character's past hit die rolls are retroactively affected when CON changes. For example, if a character with 5 hit dice goes down from CON 16 to 15, that character effectively loses 5 max HP.¹²³

11.4.3 MAX RAISES

A character's original constitution score (after race is applied, but before aging is applied) is the maximum amount of times a character can be raised from the dead or resurrected. Beyond this number, raising is only possible through wishes. Since a character loses 1 CON every time they're raised, without some magical means to recover lost CON it's more likely that the character fails a Resurrection check before they hit their maximum raises.

11.5 FOUNDRY MACROS

We have Foundry macros for Methods I-IV available at [Demonldol.com](https://demonldol.com).

¹²³ We used to have the opposite ruling on this, but found that it makes CON drain unimpactful unless the affected character dies or is forced to test system shock.

12.0 ITEMS, ALL

12.1 RATIONS

Standard rations spoil in 1 week. Iron rations last for 100 years.^{Ex124}

12.2 ARMOR

12.2.1 SIZING

Armor made for the same group can be worn by other characters within that same group. Armors are distributed thus:

d100	Most Armor ¹²⁵	Elfin Chain (if using UA) ¹²⁶
01-05	Gnome, halfling (hairfoot)	Gnome, halfling (hairfoot)
06-10	Dwarf, halfling (stout, tallfellow)	"
11-15	"	Dwarf, halfling (stout, tallfellow)
16-35	Elf, half-elf (closer to elf-size)	Elf, half-elf
36-80	Human, half-orc, other man-size (including half-elves closer to man size)	"
81-95	"	man-sized, normal (up to 6v, 200 lbs.)
96-00	"	man-sized, large (up to 6 1/2v, 250 lbs.)

Even magic plate armor will magically fit any creature of the size class it was made for.

12.2.2 MAGIC ARMOR

Magic armor weight and effect on movement is determined as per the DMG 28 rule, not the PHB 36 rule. It reduces encumbrance by half (only when worn!^{Ex127}), reduces bulkiness by one step, and reduces MV reduction by one step.¹²⁸ Special, truly weightless armor could of course be created by the DM as a special magic item.

Falls do not count as damage in the armor's "mode", and so magic armor does not get a bonus against saving throws for falls outside of the standard bonuses for it being magic (+2) and its plusses.¹²⁹

¹²⁴If someone with more military knowledge wants to propose more accurate times, I am open to it: david@dtgay.com

¹²⁵DMG 124.

¹²⁶UA 104.

¹²⁷Armor can not be tested for magic by lifting it up, kicking it, etc. It will have normal weight/encumbrance in that case.

¹²⁸This is one of those cases where the books just have conflicting rules. The DMG was published later, and we feel like its rule plays better than completely weightless armor. It also gives a good reason for using more types of armor than plate, since even magic plate will make the wearer lose their dexterity bonus to reaction and initiative (PHB 101).

¹²⁹Armor's "mode" is defending against attacks from weapons, not from high weight impact damage on a large amount of its surface area at once.

If you choose to use the new UA armor (field, full, and bronze plate), I highly recommend only making them available as magic items.¹³⁰ It's power creep as is. Even the buckler is questionable since it improves the thief's range.

Magic armor and shields cannot be used as magic weapons for the purposes of hitting monsters only hittable by magic weapons.

12.2.3 SLEEPING IN ARMOR

See Sleep.

12.2.4 WEIGHT

While armor for S-size characters may be lighter weight than the same armor for a M-size character, for game purposes it has the same encumbrance in coins (cn) as regular armor.

12.2.5 DONNING AND DOFFING

This is a case where the 1980's rules are fine. WSG 65 gives us:

Armor	Don Time
All	9 rounds - AC type
Plate (any kind)	+2 rounds, and another +3 rounds if unassisted by another character

Armor can be doffed in half the don time, rounded up to full rounds.

If a blade is used on the armor straps, doff time can be reduced by 1 round, or 2 rounds on plate (minimum 1 round). This makes the armor unusable until it is repaired at 10% its cost.^{Ex}

12.2.6 HELMETS

Helmets are included with armor. Characters are assumed to be wearing helmets unless declared otherwise. A helmet's weight is included with the weight of the armor. If the character substitutes a great helm, some math will need to be done based on the weights of the two helmet types provided in the books.

12.3 SHIELDS

Shields protect against a certain number of opponents per round, not hits or attack routines.

There are only two shields in core AD&D: medium (can block two attackers) and large (can block three attackers). Shields of the type which block attacks from only one opponent per round are not in the three core books. The "shield, small" entries in the PHB are actually the medium-size shields described by the section on number of blockable opponents per round. Bucklers are the single-target-block shields, and only exist in UA.

¹³⁰This is how we chose to implement these items. Players cannot purchase them normally. This has worked out very well. Note that if you implement them, the appearance rates in UA are quite high. If you use the UA tables, you will end up with at least as much UA armor as plate mail. Possibly more.

12.4 WEAPONS

Individual weapons are detailed in Appendix I: Items.

The updated weapon list on UA 13 is basically power creep and is not recommended. At most, DMs should only make new weapon proficiencies available when the weapon in question is new in UA.

12.4.1 COMPOSITE BOWS

The benefit of a composite bow is being able to fire it while mounted. It is not inherently a strength bow (unlike D&D 3rd edition).

12.4.2 BOWS FIRED FROM HORSEBACK

Longbows cannot be used while the character is mounted, but short bows and composite bows can.

12.4.3 RECOVERING RANGED AMMUNITION

See Ammunition.

12.4.4 TWO-HANDED WEAPONS

Bardiche, bec de corbin, bill-guisarme, blowgun, bo stick, bow (all), crossbow (light and heavy), fauchard, fauchard-fork, flail (footman’s), glaive, glaive-guisarme, guisarme, guisarme-voulge, halberd, hammer (lucerne), hook fauchard, man catcher, partisan, some pikes (awl), ranseur, septum, staff (quarter and sling), sword (two-handed), voulge.¹³¹ Additionally if you use OA content, bo stick, chijirki, kusaru-gama, naginata, sode garami, tesoro, and three piece rod.

Spears, tridents, and military forks can be used one handed¹³² if their length is no more than 3’ greater^{Ex} than the wielder’s height.

12.4.5 POLEARMS

Sometimes it is necessary to determine a random polearm, such as in the case of encountering orcs. The following table can be used:

d12 + d2 control	Polearm
1	Awl pike
2	Bardiche
3	Bec de corbin
4	Bill-guisarme
5	Fauchard

¹³¹ <https://www.dragonsfoot.org/forums/viewtopic.php?p=188755#p188755>
¹³² <https://www.dragonsfoot.org/forums/viewtopic.php?p=188910&sid=efc89773b7e533157680d2c314ed0a16#p188910>

6	Fauchard-fork
7	Fork, military
8	Glaive
9	Glaive-guisarme
10	Guisarme
11	Guisarme-voulge
12	Halberd
13	Hammer, lucerne
14	Hook fauchard
15	Lance ¹³³
16	Nagimaki/naginata ¹³⁴
17	Partisian
18	Ranseur
19	Spear
20	Spetum
21	Trident
22	Voulge
23-24	Reroll

12.5 AMMUNITION

Ammunition includes bullets, darts,¹³⁵ arrows, and quarrel (bolts). Daggers, javelins, spears, and throwing hammers do not count as ammunition. Remember that spears may be broken by their targets.¹³⁶

12.5.1 RECOVERY

Non-magic ammunition is always lost when used. It cannot be recovered.

Magic ammunition has a 50% chance of recovery if it does not hit its target.¹³⁷ A player can roll d6 for every magic shot missed; a shot is recovered for every die showing 1-3.

¹³³Type depends on mount (light, medium, or heavy). If mounted on a monster: [HD ≤ 2] Light, [HD 2-3] Medium, [HD > 3] Heavy (based on MM 53, "Horse"). Should be re-rolled by the DM if the owner lacks a mount.

¹³⁴Nagimaki if owner is mounted, naginata otherwise. May be re-rolled by the DM as desired if the locale is distant from the oriental portion of the campaign realm.

¹³⁵Darts are worth more XP and GP than other ammunition presumably due to their rarity, not because they are reusable.

¹³⁶DMG 169, "Spears".

¹³⁷DMG 168.

Since daggers, javelins, and throwing hammers are not ammunition, they can always be recovered under normal circumstances. However, note that many magical javelins indicate that they are used in the throw, or at least that their magic is only useful for one throw.

12.5.2 XP AND GP VALUE

Listed XP and GP values are per individual ammunition. For example, *6x bolt +1* would be worth 120 XP or 720 gp.

Even though javelins aren't considered ammo, it's worth mentioning that their listed GP/XP value is for individual javelins, just like with ammo.¹³⁸

12.6 POISON

There are various sorts of poisons available in AD&D, including the insinuating and ingested poisons obtainable by assassins, *potions of poison* which must be ingested, and monster poisons (which work both insinuated and ingested).¹³⁹

12.6.1 USE AGAINST POISONOUS MONSTERS

As on Earth, poisonous monsters do not gain an inherent bonus to saves against poison in general, unless their stat block says otherwise. Monsters may be immune to their own poison, or get a bonus to similar poisons, at the DM's option.

12.6.2 USE BY NON-EVIL CHARACTERS

If they can find a way to acquire it (the assassins guild should carefully guard their poisons from non-assassins), Neutral characters can use poison rarely, but lack of Good actions to compensate will eventually result in an alignment change. Note that it doesn't matter if a character is "poisoning for good" — poison has an Evil nature.

12.6.3 PURCHASING^{Ex}

This section is a rules extension which provides rules for the purchase of poison.¹⁴⁰

Assassins can freely purchase poisons from their guild or guild connections at the prices listed on DMG 20. Availability is based on settlement size, as below.

Non-assassins asking around about poison need to score 96 or higher on a reaction roll, success giving them the same purchasing options as an assassin for the duration of that inquiry.^{Ex} A failure of 50 points or more means the assassins guild caught wind of the character's inquiries and will seek to kill them.

¹³⁸ This looks like a large reward, but the effects of *javelin of lightning* and *javelin of piercing* are quite powerful, and the javelins are rare as well. You'll note that *javelin +2*, the one that isn't expended in one use, comes only singly, not in a bundle.

¹³⁹ DMG 20-21.

¹⁴⁰ The AD&D rules do not provide guidance on this. DMs may of course modify this section to suit their milieu.

Settlement size	Availability of Poison Types
Thorpe	Only in special cases.
Hamlet	Only in special cases.
Village	25% chance each for A and B.
Town	A and B. 25% chance each for C, D, and E.
City	A, B, C, D, E.

12.6.4 HARVESTING^{Ex}

This section is a rules extension which provides rules for the harvesting of poison from poisonous creatures.^{Ex141} This extension is based on the rule provided in Trent Foster's *Heroic Legendarium*.¹⁴²

The “dual-use” poisons described on DMG 20 which must be obtained from monsters can be obtained from their corpses. The monster in question must have been slain within the last hour, and in such a fashion that the poison has not been destroyed (such as by *fireball* or *disintegration*).

To harvest poison from a single corpse requires 1 turn, and the harvesting character has a 50% chance to succeed per corpse. Non-assassins can attempt at a lower 25% chance, and must save vs the poison regardless of whether the harvest roll succeeds, with failure on the save indicating that the character has poisoned themselves in the process.

Character class	Success chance
Assassin	50%
Non-assassin	25%, must always save vs the poison

Creature size	Doses harvested
S	1
M	1d3
L	1d6

12.7 GEMS & JEWELRY

Selling gems and jewelry always fetches 80% of the object's value unless the DM states otherwise.¹⁴³ Characters do not lose any XP that has been awarded for these objects by selling them, since they are already in transportable form before being sold. Of course, if the object is sold prior to XP being awarded, such as to

¹⁴¹ The AD&D rules mention monster poison on DMG 20, but do not provide guidance harvesting it. DMs may of course modify this section to suit their milieu.

¹⁴² We originally had our own rule where a d8 is rolled for each HD of the slain creature, 1-2 = 0 doses, 3-6 = 1 dose, 7-8 = 2 doses. However, we have switched to a HL-based rule which we find better.

¹⁴³ PHB 35

split the value among characters, then the XP is awarded based on the resultant coinage, which will be in total 20% less XP than a single character would have gotten had they kept the object.

This means there is a bit of strategy in choosing whether to sell or keep these items. On one hand, more XP and GP. On the other hand, it has to all go to a single character.

When paying an NPC in gems or jewelry, such as for training, the 80% value rule does not apply.

12.8 G

12.8.1 GLOVES OF MISSILE SNARING

Magic item, UA 100. Vague in its description. Use the following rules.

- ♦ One missile can be caught per segment, per open hand.
- ♦ No throw is required to catch a missile; catching is automatic.
- ♦ For purposes of these gloves, a two-handed weapon can temporarily be held in one hand in order to catch a missile with the other hand, but only if the catcher is not attacking with their weapon on that segment.
- ♦ If the missile is a thrown weapon OR if the catcher happens to have in their other hand an appropriate firearm (e.g. a bow when catching an arrow), the missile can be returned as an attack on the following segment. This does not count as the catcher's attack for the round.
 - ♦ If both hands are free and both hands catch a thrown weapon in a single segment, both weapons can be returned in this way on the following round.¹⁴⁴
 - ♦ If an arrow, bolt/quarrel, stone, or bullet is caught and no appropriate weapon is at hand for the return attack, the missile cannot be returned.¹⁴⁵
- ♦ Missiles cannot be caught while casting a spell with a somatic or material component, or at any point prior to casting such a spell on a given round.

12.9 H

12.9.1 HARPOON

A harpoon is a weapon described on UA 77.

A hit **snags** the target. When snagged, the wielder of the harpoon can take a E action to **drag** the victim, which does 1 point of damage to the victim and moves them 1" closer to the wielder.

To get un-snagged:

- ♦ The victim must have INT 2 or higher.
- ♦ The victim must take an E action if in combat.
- ♦ The victim must have some means of dislodging the weapon head or severing the line.

¹⁴⁴Ambidexterity is not a game factor here, and whether the character is ambidextrous or not is ignored.

¹⁴⁵This, we judge, is what is meant by the phrase "possibly enabling" in the magic item description.

- ♦ If dislodging the weapon head, a saving throw vs paralysis¹⁴⁶ is attempted. Failure means the snagged creature is **dragged** as above.
- ♦ If severing the line, the line is automatically hit, and damage is rolled. 2 points of cumulative damage sever it.

See UA 77 for additional rules and stipulations. Also see the lasso and net.

12.9.2 HOLY WATER

One might wonder: “If *bles* is needed to create holy water, but holy water is needed to cast *bles*, how is there any holy water?” The answer is obvious: the gods can make holy water without needing to cast *bles*.

Dragon #81 has an article, “Taking the Sting out of Poisons”, which riffs on the DMG glossary entry that says holy water can slow the effects of poison.¹⁴⁷ We do not use that article because it goes too far by making holy water act as *slow poison*. 25 gp for a spell in a bottle that costs 200 gp per caster level in town. This author’s opinion is that the glossary text was either leftovers from a rule that was never refined or published, or the glossary entry meant to say that it slows disease (which it does, in the case of lycanthropy).

12.10 L

12.10.1 LASSO

A lasso is a weapon described on UA 77.

A hit **snags** the target (along with the other effects listed on UA 77). When snagged, the wielder of the lasso can take a E action to **drag** the victim, which moves them 1” closer to the wielder.¹⁴⁸

To get un-snagged:

- ♦ The victim must have INT 2 or higher.
- ♦ The victim must take an E action if in combat.
- ♦ The victim must try to snap the line or have some means of severing the it.
 - ♦ If attempting to snap the line, a BB/LG check is made. This can only be attempted once, and on failure the victim is automatically **dragged** once as above, if the wielder desires.
 - ♦ If severing the line, the line is automatically hit, and damage is rolled. 2 points of cumulative damage sever it.

See UA 77 for additional rules and stipulations. Also see the harpoon and net.

¹⁴⁶The rules say “poison”, but paralysis is the same category and doesn’t suggest that the victim gets bonuses for racial resistance to poison and the like, which they certainly do not.

¹⁴⁷DMG 228.

¹⁴⁸Unlike the harpoon, the lasso does not do damage when dragging.

12.11 N

12.11.1 NECKLACE OF ADAPTATION

Provides complete protection against green dragon breath.

12.11.2 NET

Nets are weapons. They are often used by water-based races, and are often set with weights, hooks, and/or barbs. Nets are two-handed, but also function as a buckler if the wielder is proficient with nets and can normally use bucklers.

- ◆ ENC: 75 cn
- ◆ Space required: 10'
- ◆ RoF: 1/2
- ◆ Range: 1"/2"/3"

WvAC:

0	1	2	3	4	5	6	7	8	9	10
+9	+8	+7	+6	+5	+4	+3	+2	+1	0	-1

12.11.2.1 EFFECT

- ◆ If the attack hits, the target is **netted**. The target must roll a save vs paralysis;¹⁴⁹ if they fail, they are also **trapped**.
- ◆ **Netted** creatures lose any DEX bonus to AC (or take a -1 penalty if they have no DEX bonus), are at 50% MV, and cannot charge.
- ◆ **Trapped** creatures are unable able to move, cast spells, or use weapons (except dagger-length or shorter to cut themselves out, as below).
- ◆ Both effects last for 1-4 rounds.¹⁵⁰
- ◆ The victim can take an E action to do one of:
 - ◆ Use a bladed weapon of dagger length or shorter to reduce the duration by 1 round.
 - ◆ Make an open doors roll, with success reducing the duration by 1 round.
 - ◆ Make a BB/LG roll, with success completely freeing the character. This can only be attempted once per netting.

¹⁴⁹In written works, a DEX save is often used. However this requires DM fiat if used against the many monsters who lack DEX scores. Therefore, breath is more practical.

¹⁵⁰They are rolled and count down simultaneously – a netted and trapped creature is in those states for 1-4 rounds (roll a single d4 to cover both effects), and the grand total duration of these effects will be 1-4 rounds. Do NOT roll and count them separately (e.g. do not roll d4 + d4 with a total effect of 2-8 rounds).

Characters attempting to use an underwater net suffer a -4 to hit unless they've both (1) taken the net as a weapon proficiency, and (2) trained in its use while underwater.¹⁵¹ Above-water nets suffer the regular untrained penalty for lacking the weapon proficiency.

There is no single ruleset for refereeing nets; there are several options provided by various monster entries and modules. Demon Idol uses the WG4 rules and this Dragonsfoot thread as inspiration, and adapts them to suit general-purpose net weapons.

12.11.3 NINE-LIVES STEALER

Nine-lives stealers drain an energy level from the target on activation. They do not instantly kill.¹⁵² If the regular damage from the blow kills the target, the energy level drain does not occur.

12.12 O

12.12.1 OIL OF TIMELESSNESS

A magic item found on UA 91.

Oil of timelessness does not have any effect on the time limits for any life-restoring effects such as *raise dead* and *reincarnation* (see Death). This is because those time windows are meant to represent the time it takes for the soul or spirit to travel away from the prime material plane, not the decay of the body.¹⁵³

12.13 R

12.13.1 RING OF ANIMAL FRIENDSHIP

Despite the wording of this ring (“...wearer of this ring approaches...”), it affects creatures that approach the wearer, too. Including if the animal charges.

Animals affected by this ring will follow the wearer around in a docile manner – imagine Snow White. Normally, these animals will depart when there is danger, discomfort, or they are distracted by something.

If a charge is expended, **all animals within 1” who failed the save** are “empowered” to the second level of the ring’s power. In this state, an animal will fight to defend the wearer. It will not charge ahead, scout, or otherwise be used as a remote tool. It will fight alongside the wearer though, and will engage in melee or charge if the wearer does.

There is no special means of communication granted by the ring’s bond, nor does an animal learn any tricks. Neither the animal nor the wearer get any ability to magically find one another. If the animal or person is lost, the DM will need to judge if one is able to find the other.

¹⁵¹DMG 56.

¹⁵²Not clear in AD&D, but the intended meaning can be seen from the XP/GP value and from the OD&D equivalent items. See this thread for more info.

¹⁵³DDG 10-11.

The wearer and animal do not need to stay within 1” for the ring’s power to continue, but un-empowered animals are likely to wander off and continue their life if they get separated. Empowered animals will try to find the wearer as best they can, but will eventually give up when they get hungry.

Expending a charge on a horse or warhorse does not modify its chance to panic, nor does it mean the horse fights on the first round of melee (see Mounted Combat). However, it does mean that the horse continues fighting even if the rider is not mounted, trumping the rule in the horse statblock.¹⁵⁴

12.13.2 RING OF PROTECTION

For dwarven and gnomish ring malfunction for passive ring effects such as this, check every attack by dicing a d10 along with the d20 (or a d10 along with a saving throw). A 1-2 on the d10 indicates malfunction and loss of protection for that attack or save.

The saving throw granted for disbelieving and illusion is a regular saving throw, so a *ring of protection* does grant its bonus to such saves.

As for value, the rules give a range of 2,000-4,000 XP and 10,000-20,000 GP, but do not indicate precise values for each ring type.

The following table can be used:^{Ex}

Ring	XP	GP
+1	2,000	10,000
+2	2,500	12,500
+2, '5 radius	3,000	15,000
+3	3,000	15,000
+3, 5' radius	3,500	17,500
+4	3,500	17,500
+6	4,000	20,000

12.13.3 RING OF REGENERATION

The ring confers absolutely no benefits to a dead character who is given the ring after death. The ring must be worn at the time the character “dies”.

A character who hits 0 or negative HP at the time the ring is being worn will not require 0 HP bedrest when brought back to positive HP. The 1d6 turn coma period still applies. A character who is given the ring after hitting 0 HP or lower will recover HP at the normal rate, but will still be subject to the standard week of 0 HP bedrest.

¹⁵⁴MM 53: “Warhorses fight on the second and succeeding rounds of melee, as long as their rider remains mounted.”

12.13.4 ROD OF ALERTNESS

A rod of alertness is a magic rod found on UA 94.

The +1 to surprise rolls means the possessor's party's surprise die is improved by one step (see Surprise for more info). Of course, this magic stacks with any surprise bonus granted from other sources, such as the presence of a weasel familiar or a ranger.

All powers of this rod, including the surprise bonus, are only in effect when the possessor is holding the rod firmly in one hand, and nothing else in that hand.¹⁵⁵

It must be noted that the text says that the *prayer* specially targets all allies within 2". Therefore, it functions unlike the *prayer* spell which also targets enemies to give them penalties. Put another way, this rod grants allies the boons of *prayer*, but does not apply the "debuff" to any enemies.

12.14 S

12.14.1 SPETUM

Spetums might disarm an opponent during normal use. A spetum has a chance to disarm an opponent when the attacker would hit AC 8. If this number is hit, go to the disarming rules.

Since the target of the attack might have a lower AC than the AC required to disarm, it is possible that a spetum could disarm an opponent even if the attack misses.

12.14.2 SPIKED WOODEN CLUB

Spiked wooden club is a weapon the MM lists as a possible kobold weapon. However, no damage or WvAC is provided for this weapon.¹⁵⁶

Use the club statistics in all respects, except: double weight (to 60 cn), increase speed factor to 5 (from 4), and use the following WvAC table:

0	1	2	3	4	5	6	7	8	9	10
-7	-6	-5	-3	-2	-1	0	0	+1	+2	+3

These numbers were reached by adding the morning star WvAC values to the club WvAC values.

¹⁵⁵Though UA 94 reads "bestows +1 to the possessor's die rolls..." and then later talks about being grasped, this one rod being the single wand/staff/rod that worked when not held would be unprecedented, so we don't think the sentence structure is meant to indicate an exception.

¹⁵⁶Since it is the kobold's most common weapon, it can be assumed that this is a crude thing and does not match up to a morningstar. We do not even give it extra damage, since raising it even one point to 2-7 points would make the most common weapon the most damaging in the kobold arsenal.

12.14.3 STRENGTH BOW

Strength bows are those described on DMG 64 under the “Strength Bonus Considerations” section. They are not typically any more obtainable than magic weapons.¹⁵⁷

12.15 T

12.15.1 TOME OF CLEAR THOUGHT

Magic item, DMG 155.

“Intelligence goes up” means 1 point.

The psionic re-check is an effect separate from the intelligence increase. This magic item does not set a precedent for every intelligence, wisdom, or charisma increase to trigger a psionics re-check.

12.16 U

12.16.1 UNHOLY WATER

See Holy Water.

¹⁵⁷It is recommended that if strength bows are made available, they have at least one downside other than cost. If the cost is the only downside, it provides a way to purchase a considerable power upgrade at a store, which is basically unprecedented in the game. Perhaps make them require maintenance like the UA plate armor, or obtainable only through questing.

13.0 MOUNTS

A mount is anything a creature is able to ride upon in order to improve travel or combat.

13.1 BARDING

All barding encumbrances listed in UA are reduced to 40% of their listed value when equipped. If not being worn by the mount, encumbrance is as listed.^{Ex158} Here is the reasoning:

Rules for barding were introduced in 1983¹⁵⁹ and reprinted in UA in 1985. They are broken — mainly, the barding is far too heavy. Encumbrance was dramatically increased from the OD&D numbers, to the point where medium and heavy horses may not even be able to move at all.¹⁶⁰ This was brought up in Dragon #118, but via a forum submission which was apparently not replied to by TSR.

Barding	AC mod	AC type	Eq. cn.	Uneq. cn.	Base MV" and Mi./day (L/M/H Warhorse)
Leather	-1	8	640	1600	21/17/15
Scale	-2	6	1000	2500	15/15/14
Chain	-3	5	1400	3500	—/12/13
Plate	-4	3	2000	5000	—/—/12

Don't forget, MV is halved if the mount's first encumbrance threshold has been met. If the mount's maximum encumbrance has been reached, it is unable to move.

13.2 ANIMAL FEED

For simplicity, animals can be fed by purchasing standard rations in settlements. Iron rations can be used for longer journeys. Typically, the monthly cost in standard rations can be calculated and added to the character's upkeep. Of course, on a long journey through the wilderness, provisions (probably iron rations) will need to be properly listed out, weighed, and paid for.

The daily cost of a standard ration is 0.43 gp, or 8 sp 6 cp.

13.3 COSTS FOR EACH ANIMAL

These are listed at WSG 90-91.

13.3.1 SABERTOOTH TIGERS

If somehow a character acquires a sabertooth tiger, it will consume 8 rations and 5 skins of water per day.

¹⁵⁸Inspired by Dragon #118 Forum.

¹⁵⁹Dragon #74.

¹⁶⁰

13.4 COMBAT

All war mounts and monster mounts get their attack routines beginning on the round following the round they are considered to be in melee.¹⁶¹ Mounts not meant for combat will only fight as a last resort, and will always choose to flee instead if possible.

Remember that non-war horses have a 90% chance to flee in many combat scenarios, and warhorses have a 10% chance to flee.¹⁶² Which combat scenarios constitute “sudden movement” or “strange smells” depends on the scenario and the milieu. For example, in the standard AD&D world, it would be common for warhorses to be ridden in battle against orcs, so their smell should not be strange. But for a riding horse, a large melee would certainly produce a chance to flee. Dogs do not have a special chance to flee, but have other downsides mentioned on that page.

13.5 FLYING MOUNTS

Rules for flying mounts are found on DMG 50. These rules cover some topics discussed in this section, as well as creature-specific rules found on the individual pages. The three standard flying mounts are the hippogriff, the griffon, and the pegasus.

For an example of how to handle flying mount training, see Appendix E, as it is somewhat lengthy.

13.5.1 MOUNTING AND DISMOUNTING

If time is not taken to properly mount, the rider will tend to fall in the first round of melee.¹⁶³

- ♦ It takes 2 rounds to properly strap in to the saddle.
- ♦ If not properly strapped in, there is a 5-in-6 chance to fall off in any round that the aviator was ever in melee range with an enemy. Similarly, there is a 1-in-6 chance to fall in any round that the aviator is involved in missile exchange – whether on the giving or receiving end, or both.
- ♦ It takes 1 round to unstrap. Cutting oneself out is typically not possible (the straps are necessarily very robust).

13.5.2 ATTACKING

If not flying, mounts will attack on the 2nd and subsequent rounds after they engage in a melee, just like warhorses. If flying, the flying combat rules must be used, which operates differently than the standard melee.

Note the “Damage” rules on DMG 53 – flying creatures will not be able to continue flying after taking a certain amount of damage.

¹⁶¹MM 53 lists this for warhorses, and we extrapolate it for other mounts.

¹⁶²MM 53.

¹⁶³DMG 53.

13.6 RECOVERING FLED MOUNTS

Some mounts have a chance to flee in certain situations, such as horses in combat¹⁶⁴, or mules detecting strange smells.¹⁶⁵ There are no rules for recovering mounts which have fled. We use the following rules extension:^{Ex}

Each hour, each mount which fled has a chance to be found based on the available line-of-sight. The DM may modify this table for special cases. Note that any improved line-of-sight granted by standing atop hills or mountains is typically counteracted by the increased number of places to hide in such terrain. After 4d6 hours (private DM roll), the mount will never be found by this method.

Line of sight	Chance to recover
High (plain, scrub, desert, snowfield, low hills)	3-in-6
Moderate (light/med forest, steep hills, or during rainfall)	2-in-6
Low (heavy forest, mountains, swamp, or during a storm)	1-in-6

Rangers or magic may perform better than these chances, of course.

¹⁶⁴MM 53.

¹⁶⁵MM 72.

14.0 MOVEMENT & ENCUMBRANCE

14.1 MOVEMENT SPEED (MV)

Base movement speed is the slowest value between (1) the movement speed indicated by armor, and (2) the movement speed indicated by total weight carried. It will be 12", 9", 6", or 3" normally. Monks and barbarians will determine their possible movement speeds by applying the same proportions/fractions to their maximum speed.

14.2 OVERLAND

Demon Idol uses a ~5-mile hex-based movement system similar to OD&D's usage of the Outdoor Survival map.¹⁶⁶ This is a BTB movement system, since the rules suggest some variation in movement rate to suit the campaign.¹⁶⁷

14.2.1 MOVEMENT POINTS

Each hex costs a number of MP (Movement Points) to move into. If sufficient MP are not available, the hex cannot be entered, period. There is no partial hex movement in this system.

MP are recovered daily. Any unused MP are lost.

Travel	MP/day
Foot (light burden)	6
Foot (avg. burden)	4
Foot (heavy burden)	2* *
Mount (light)	12
Mount (medium)	8
Mount (heavy)	6
Mount (draft)	6
Cart*	5
Wagon*	5
Flying	Flying MV * 2/5, round to nearest ¹⁶⁸

¹⁶⁶It is much more pleasant at the table to use this system, rather than counting out miles and tracking locations within a hex. As evidenced by OD&D's usage of the Outdoor Survival rules, such precision is not needed for the game. Another major bonus is that it's much easier for players to picture this system. Using a mile-based system, it is more difficult for the players to picture the same thing the DM is picturing during the travel.

¹⁶⁷DMG 58: "As the scale of maps will differ from campaign to campaign, general movement rates are given, and you can adapt them to the scale of your campaign maps accordingly. Some variation in movement rate is justifiable, but the distances shown should neither be increased or decreased substantially."

* Possible only on road, pass, or open terrain.

** If a party moving at this speed does not spend any MP in a day, on the following day they require only 2 MP to enter a hex that would normally cost 3 MP.

14.2.2 COSTS

Costs for entering a hex are as follows:

Terrain	MP Cost	Vehicles
LIGHT (Plain, scrub, light forest, low hills, desert)	1	Allowed on road or open terrain
ROAD through forest or swamp (no effect elsewhere)	1	Allowed
ROUGH (med. forest, steep hills, snow, rough ground)	2	Allowed on road or open terrain
PASS through mountains	2	Allowed
HARSH (heavy forest, mountains, swamp, deep snow/ice, broken ground)	3 (1 hex/day only if mounted)	Prohibited
RIVER crossing (any hex w/ river lacking bridge or ford)	3 (1 hex/day only if mounted)	Prohibited
FLYING	1	—

14.3 ENCUMBRANCE

Encumbrance, importantly, is not just a measure of weight but also of bulkiness. It abstracts all qualities that determine how challenging the item is to carry.

On Demon Idol, we use cn (coins) as a unit of encumbrance.

Note that in the books, “#” is sometimes used. This is “pounds”, so 1# is equal to 10 cn.

15.0 EXPLORATION

15.1 REST

The mandatory post-combat rest turn does not count for the one-in-six turns the party is required to rest.¹⁶⁹

15.2 DOORS

It's an often missed rule that all dungeon doors are quite large, difficult for PCs to open, and easy for the dungeon's denizens to open.¹⁷⁰ All dungeon doors MUST be rolled for in order to open. Up to 3 characters can try to open a standard 8' wide door in one check – each character rolls separately.

Base types:

Type	Opening	Breaking	Spiking
Wood	1 success	1 turn, 3 WM checks	1 spike holds 2-8 rounds, 2 spikes holds 2-8 turns
Stone	1 success, chance reduced by 1	6 turns with tools, 3 WM checks/turn	Double spikes needed for above effect
Metal	1 success, chance halved (rounded down)	Impossible without magic or special means	Triple spikes needed for above effect

Modifiers:

Door State	Open Modifier	Break Modifier
Stuck	Chance reduced by 1	–
Sturdy	–	Takes 2x as long (with 2x WM checks)
Locked (wood)	Two simultaneous 1s required	–
Locked (stone)	Three simultaneous 1s required	–
Locked (metal)	Only possible with STR 18/91+ equivalent or magic	–
Barred	Only possible with STR 18/91+ equivalent or magic	–

If modifiers cause an opener's chance to be reduced below 1-in-6, the door will either require multiple simultaneous successes or simply be impossible to open without magic.

15.2.1 OPENING

First determine the base chance based on the type of door (above). Then apply any modifiers (also above).

¹⁶⁹DMG 38, "TIME IN THE DUNGEON".

¹⁷⁰It's important to read all the dungeon door rules, which are found on DMG 97.

For exceptional strength of 18/91 or higher which affords open chances of “1-4 (1)” or “1-5 (2)”,¹⁷¹ treat each of those as “steps” for purposes of reducing chances by 1. For example, “1-5 (2)” reduced by 1 would go to “1-4 (1)”, and “1-4 (1)” reduced by 1 would go to “1-4”.

Any character who assisted in opening the door is in the room or corridor beyond afterward.^{Ex172}

A failure to open the door means anything beyond the door is alerted to the attempt and cannot be surprised by the opening party.

Door checks can be made indefinitely until they succeed, each attempt taking 1 round. For every three consecutive failures, a wandering monster check is made.

15.2.2 CLOSING TIME

Dungeon doors always close at the top of the round following a round in which no creature opens or holds the door. A character must spend their round holding it open, during which time they cannot fight or cast spells, but can do minor movements such as retrieving an item from a belt pouch or twisting a ring. Dungeon doors will also stay open if a monster wants it to stay open.^{Ex173}

15.2.3 SPIKING

There are no official rules for this. The following system is suggested:^{Ex}

- Spiking doors takes a number of spikes as indicated in the table above.
- 1 round is needed per spike.
- Each spike triggers a wandering monster roll.
- Spikes are not recoverable. They are one-time use.
- Monsters can ignore spikes, regardless of the monster’s size.

Duration rolls are made privately by the DM, similar to turning duration rolls.

15.3 Locks

15.3.1 MODIFIERS

Most locks encountered should apply no modifier to an Open Locks check. In rare cases, a range of a +10% bonus to a -20% penalty are not unwarranted. Modifiers outside of this range should be exceptional cases.

¹⁷¹ PHB 9.

¹⁷² Without a rule like this, undesirable gameplay arises where fights may happen in doorways, or questions of character position will arise. With this rule, positioning is clear, and encounters can begin inside of the room proper.

¹⁷³ DMG 97 says, “all doors are hard to open and hard to keep closed or open for player characters”, and this rule simply adds a definitive number to it.

15.4 DROPPING ITEMS

There are no official rules for this. The following system is recommended:^{Ex}

Dropping items can trigger saving throws, especially if they are ceramic or glass. Dropping a torch has a 1-in-6 chance for the torch to be extinguished. Dropping a lit lantern has a 5-in-6 chance to ignite the oil as though a lit flask of oil hit the point of impact.

15.5 FALLING DAMAGE

Falling damage is 1d6 points per 10', not cumulative.¹⁷⁴

15.5.1 SURFACE HARDNESS

The DMG advises that damage can be adjusted based on the landing surface, but doesn't provide advice on how to do this. *The Heroic Legendarium* has some examples on how to do this.

15.5.2 THIEF-ACROBATS

The examples of falling damage in the UA thief-acrobat must be adjusted, since they use cumulative damage.¹⁷⁵

¹⁷⁴PHB 105, and DMG 53 in the flying rules. Some say it's cumulative. We prefer the linear. High-level characters should have a shot at surviving great falls, it's a fantasy game. If you use cumulative instead, 30' fall means average of $(3.5 * 6 = 21)$ damage, which is enough to auto-kill 3 max-HP trained men-at-arms. It is also impossible for a regular person to survive, when on earth a person can survive a fall of greater than 30'. If the DM wants to create a falling hazard, they can just create a higher cliff or a deeper pit. It's much harder to go in the opposite direction (30' rooftops will always be 6d6 damage; you can't reasonably make houses shorter, but you can make pits deeper). More info at <https://deltasdnd.blogspot.com/2009/06/oed-environment.html>.

¹⁷⁵Those examples need to be fixed either way, since they mistakenly ignore the rule that falling damage is capped at 20d6.

16.0 MAGIC, NON-SPELL

16.1 MAGIC ITEMS

16.1.1 SCROLLS

Scroll fading rules kick in if the scroll is taken from the place it was discovered in. Being sealed inside a container does not matter, even if the container was never opened. Merely looking at a scroll's contents (and therefore triggering any curses) is sufficient to reduce the chance of fading to zero. Any class can do this, and read magic is not required.

Attempting to know a spell via a scroll releases the magic from the scroll. Whether the to-know attempt fails or succeeds, the writing fades from the scroll.¹⁷⁶

16.1.2 DEVICES, INCLUDING RINGS AND R/S/W

To determine the caster level power of a magic device when it is unlisted, use the minimum level required to cast the powers contained within the device. For example, the *rod of passage* can produce *teleport without error* and astral travel. *Teleport without error* is a magic-user spell, so we can figure that the *astral spell* power involved would be the 9th level magic-user variety and not the 7th level cleric variety. Therefore, since an 18th level magic user is required to cast a 9th level spell, we can assume the *rod of passage* operates at the 18th level of power.

16.1.3 ARMOR

The new types of plate armor made available in UA (bronze, field, full) should only be available as magic items, if they are available at all.^{Ex177}

16.1.4 SWORDS

Magic swords all give off light unless their description says otherwise. Normally, the light cannot be turned off. Certain swords turn off their light via a command word or intelligence, at the DM's option.

The following table expands on the PHB 102 table to include more types of swords:

Sword	Illumination Radius
Dagger, tantou (短刀)	10'

¹⁷⁶Based on PHB 100-101 and DMG 117. We admit that there is no line that explicitly says "if the copier fails then the magic goes back into the scroll and someone else can try," but we feel like using the scroll in the attempt most closely matches both the spirit of the game and the aforementioned passages.

¹⁷⁷DM Note: This is a great way to make these special items available without unduly power creeping the campaign. As another benefit, damage absorption won't need to be tracked for a ton of combatants. Remember that if you make this special armor available to purchase, then Men and NPCs will have it too, and you will need to track their damage reduction and absorption. Make no mistake: adding these items as UA suggests is plain numerical power creep for its own sake. Don't do it.

Short sword, epee, wakizashi (脇差)	15'
Longsword, broadsword, rapier, scimitar, katana (刀)	20'
Bastard sword	25'
Two-handed sword, nagaegatana (長柄刀), zweihander	30'

A reaction roll can be used to determine an intelligent sword’s initial disposition to its possessor. If the reaction is friendly, the sword may be helpful and inform its owner of its powers. Otherwise, it will expect its new owner to prove themselves first, and it may reveal its powers over time. It is able to use its powers on its own if it feels like it.

Intelligent swords do not have the “lower” communication abilities, only the one(s) listed. For example, an INT 14 sword with speech will not also have empathy and semi-empathy.¹⁷⁸

The *detect magic* power of an intelligent sword is able to detect whether the magic is strong or weak (like a cleric’s *detect magic*), but does not have the ability to detect higher at a higher fidelity like a magic-user’s *detect magic*, nor does it have the ability to detect spell schools. Your DM may create special sentient swords that are otherwise.¹⁷⁹

Intelligent weapons outside of swords should be extraordinarily rare.¹⁸⁰

16.1.5 VALUES

When looted, spellbooks have a treasure value of 100/200 (xp/gp) per spell level contained therein.¹⁸¹

Some magic items, such as the *oil of sharpness*, can be found with a variety of doses, and the treasure value list explicitly states the value (in XP and GP) of each dose. In other cases, the DM will need to do some math. The value listed in these cases is always for the maximum number of doses.

In the cases of items such as magic arrows and sling bullets, the listed price is for a single missile.

Certain items, such as the *ring of protection*, come in varying forms and power levels. In the case of the *ring of protection*, the value (in XP and GP) for the varying forms is listed. In other cases, such as with the *ring of wizardry*, the DM will need to do some math. The value listed is always for the most powerful of the items.

¹⁷⁸ Since INT 17 is explicitly given “speech and telepathy” and not just “telepathy”, this is a reasonable interpretation.

¹⁷⁹ This ruling was made with only a small level of conviction. Since the intelligent sword rules don’t explicitly say the extent of their *detect magic* ability, it seemed to make sense to make a conservative ruling, especially since it keeps magic-users (and psions) particularly useful for this task. Actually, a DM wouldn’t be at fault if they ruled that intelligent swords don’t even have the ability to detect strong vs weak magic, since that’s not explicitly called out, but we do allow it. Anyway, perhaps some magazine or other publication has an official answer to this question.

¹⁸⁰ At the three-year mark of our campaign, no character possesses one that they know of. DMs should think of intelligent swords as a hidden class feature for those classes able to wield them. Don’t harm those classes by giving other classes their abilities!

¹⁸¹ Based on Dragon #62, minus one zero from the insane XP value (typo?). The values in UA are ridiculous.

Sometimes the math is not so obvious, such as in the case of the *ring of wizardry*. How much more valuable is one of the better rings over the weaker ones? We have used 15,000 GP as the value of one of the weaker rings, as an example. Keep in mind that a ring granting 2nd level spells is not strictly better than a ring granting 1st level spells – a certain 1st level spell may be much more useful in a scenario than any available 2nd level spell!

If a PC wants to sell a magic item to another PC, no one receives “GP XP” for the sale. The PC that recovered the item receives “XP XP” for doing so, but never GP XP.¹⁸² GP XP is only earned when the item is sold on the open market, and all items sold on the open market leave the game.¹⁸³

16.1.6 RECHARGING^{Ex184}

Rechargeable magic items typically must have a certain spell cast on them before they can be recharged. The spell must be cast immediately prior to casting any number of spells “into” the device to recharge it. After a turn passes without any spells being added, the requisite priming spell must be cast again.

Magic-users must first cast *enchant an item*, illusionists must cast *major creation*, clerics must cast *commune*, and druids must cast *commune with nature*. Certain items’ descriptions state they may be recharged by a caster of a lower level than is required for one of these spells; these are exceptions and in such a case the device may be recharged by simply casting a spell into the item.

Once the device has been prepared, spells are simply cast normally, the magic flowing “into” the device. For the device to regain a single charge, every spell effect the device is capable of producing must be cast once.

For example, *fear* could be cast into a *wand of fear* to give it a charge, since that is the wand’s only ability. But a *wand of frost*, capable of producing *ice storm*, *wall of ice*, and *cone of cold*, would need each of those spells cast once to recover a single charge. A *staff of the magi* requires a single casting of every charge-using spell effect – 14 spells for a single charge!

The caster who casts the preparatory spell does not need to be the one to recharge the device. However, in such a case, the character(s) actually recharging the device must be of the same class which has access to the preparatory spell used, even if they themselves cannot yet cast the preparatory spell. For example, a cleric cannot recharge a device prepared with an *enchant an item* spell, even if the device is usable by both clerics and magic-users.

¹⁸²DMG 121, “Also remember that a character is assumed to retain an item, thus getting the low x.p. value for it, if he or she sells it to another player character.”

¹⁸³OD&D II Monsters & Treasure explicitly states that “open market” means “out of the game”, and this makes sense for balance purposes. Allowing the players to keep a magic item and earn GP XP from it is basically double dipping. It’s cool in-world to imagine higher level characters being customers/benefactors of lower level characters, but it is a big game balance issue and so is prohibited.

¹⁸⁴The nature of recharging magic items is something that is partially left to the DM to decide for the campaign world. The following system is offered as a rules extension^(Ex) extrapolated from what the rulebooks give us about magic item manufacture.

16.1.7 MANUFACTURE^{Ex185}

Material components gathered from a monster are sufficient for the creation of a single magic item, regardless of the monster's size. For example, one green dragon kill equals one *potion of green dragon control*.

DMG 117 lists the division for DMG scrolls, but UA does not provide a list for the scrolls it adds. Here is one that divides the protection scrolls between the two classes according to which class has the closest spell in their list:

- ♦ **Clerical:** Cold¹⁸⁶, devils, fire¹⁸⁷, paralyzation¹⁸⁸, poison¹⁸⁹, possession, traps¹⁹⁰, undead
- ♦ **Magic-user:** Demons, elementals, illusions¹⁹¹, lycanthropes, magic, magic weapons¹⁹², petrification
- ♦ **Magic-user or druid:** Plants¹⁹³, electricity, lightning
- ♦ TODO: acid, breath dragon, breath non-dragon, gas, water, non-magic weapons

16.2 MAGIC RESISTANCE

Magic resistance applies to all spells, not just to magic-user spells.

16.3 TOUCH ATTACKS

There is no special mechanic for this in AD&D; it usually works like a regular melee attack vs the target's AC.

Shocking grasp and some other lightning-based effects ignore metal armor and metal shields (but not their plusses).

If the target is significantly larger than the person trying to touch them, the DM may assign some bonus to the to-hit roll, such as +2 for a human trying to touch an ogre, or +4 to touch a giant, or +6 to touch an adult dragon.^{Ex}

16.4 INVISIBILITY

Critical text on invisibility is found at:

- ♦ DMG 59-60: "Invisibility"
- ♦ DMG 70: "Invisible Opponents"

¹⁸⁵The nature of manufacture of magic items in campaign is largely left up to the DM by the DMG. Therefore, this section is marked as a rules extension^(Ex).

¹⁸⁶Because of *resist cold*.

¹⁸⁷Because of *resist cold* being reversible.

¹⁸⁸Because of *remove paralysis*.

¹⁸⁹Because of *slow poison* and *neutralize poison*.

¹⁹⁰Because of *detect traps*.

¹⁹¹Because of *detect illusion*.

¹⁹²Because of *anti-magic shell*.

¹⁹³Several spells pertain to this.

16.4.1 LOSING

When under the effect of invisibility, if an action is taken that can possibly be interpreted by the DM as an attack, it counts as an attack for ending the spell. Examples include breaking open a barrel or throwing a rock. Note that the rules specifically say that opening doors does not break invisibility.

When an offensive spell is declared, invisibility is lost at the same moment the caster becomes interruptable, AKA at the top of the round. This happens regardless of which segment actual casting begins on (AKA, this works exactly like interruptability).

16.4.2 REAR ATTACKS

The +4 from invisibility supersedes and does not stack with the +2 for a rear attack.

16.4.3 BACKSTAB

The +4 from invisibility does not stack with the +4 from Backstab, though an invisible and stationary thief is considered to be Hidden In Shadows (see Thief Abilities).

16.4.4 ITEMS, DOWNTIME, AND SLEEP

IMPORTANT: If an item leaves an invisible creature's person, it becomes visible. It does not become invisible again when it is picked back up. If a visible item is being held, attacks against the creature can be made at -4. If an entire clothing set or suit of armor is visible, attacks are as though the creature was not invisible at all.

Due to the above, invisibility can typically not be maintained during downtime, since the character will need to pick up and remove several items during the course of everyday life. Furthermore, going around invisible in a settlement is not possible since people will be uncomfortable, distrusting, or even hostile to an invisible creature. Everyday activities will be difficult as well. For these reasons, characters will not be invisible at the start of the next adventure.

16.4.5 FROM MAGIC DEVICES

Invisibility caused by a magic device cannot be triggered again until one full round after invisibility is broken. Put another way, if someone attacks while under the effect of a *ring of invisibility*, their opponents will end up getting a combat round where the wearer is visible before the wearer can use the ring again.¹⁹⁴ This does not apply to psionic invisibility.

16.4.6 WHEN BEING SEEN GOING INVISIBLE

Any time someone goes invisible in view of enemies, enemies can still target them, but with the regular -4 to hit.¹⁹⁴ This does not apply to psionic invisibility.

¹⁹⁴DMG 59-60.

16.4.7 ENDING, TO ATTACK A CHARGING TARGET

If invisibility is broken in order to fire missiles at or otherwise attack a charging target, the creature which lost invisibility is a potential target of the charging creature.¹⁹⁵

16.4.8 BEING TARGETED THE ROUND A CREATURE BECOMES VISIBLE

A creature which has come out of invisibility can be attacked on that same round, assuming that an enemy's attack comes after the creature came out of invisibility.¹⁹⁶

16.5 ILLUSION

16.5.1 DISBELIEF

Any creature can attempt to disbelieve an illusion. In order to do this, the creature must have sensed some hint that the subject may be an illusion (such as a fire not crackling, or an ogre not reacting to being struck by a sword). Disbelieving takes 1 round and causes the DM to make a private saving throw for the creature (or character) against spells, which does benefit from any WIS-based mental save modifier. If the save passes and the subject was indeed an illusion, then it is realized to be such by the saver.

If a creature disbelieves something, they do NOT get a save against it if it turns out to be real! For example, a trap would automatically strike, or a dragon's breath would automatically do full damage. Also, attacks from the subject (if it is actually real) automatically hit.

16.5.2 CASTING LIGHT

Illusions do not cast light (or darkness) in and of themselves. The creator of the illusion must have the illusion depict the effect of light. They can't use an illusion of light to actually illuminate a room and reveal what's in the room.

Imagine an illusionist is in a completely dark hallway and they create an illusion of a flame. If the illusionist doesn't know what's in that hallway, the best they can do is invent an illusion of an illuminated hallway. If the illusionist passed that way before with a real light, the illusionist could manifest an illusion of an illuminated hallway that looks like the real hallway. But in no case can the illusion truly illuminate the hallway. The illusory hallway and its contents lit with illusory light will be visible, but the real hallway and its contents will not be visible.

¹⁹⁵This is, in part, because a target does not need to be declared for a charge (E) or strike (G), only for spellcasting. See Combat Procedure for more detail.

¹⁹⁶There is no rule that says otherwise. In practice, this means it could be potentially useful to lose initiative, though on the other hand, being able to attack first can have its own advantages, even if invisibility is lost.

16.6 DELUSION

A creature under the effect of a delusion will absolutely believe the effect to be real, and will behave accordingly. Altering a character's behavior unrealistically to avoid the consequences of a delusion is a violation of good sportsmanship.¹⁹⁷

16.7 DIVINATION

Spells like *Augury* and *Divination* can be cast regarding the same subject several times in order to increase confidence.

16.8 CIRCLES OF PROTECTION

Magic circles of protection can be drawn without the use of a spell.¹⁹⁸ The production and nature of these circles are presently left up to the DM for their own campaign, as no player has ever attempted this in ours. But we'll put a TODO here as something we could set up some rules for in the future.

¹⁹⁷ Players don't have to play *badly*. A good play is to quickly come up with an action the character would understandably take that increases their safety (or the safety of their allies) while still demonstrating belief of the delusion.

¹⁹⁸ Reinforced by DMG 65.

17.0 SPELLS & SPELLBOOKS

17.1 SPELLBOOKS

This system was extrapolated from rules available in the core books and UA. We judge UA’s system to unpleasant; the system in this section is used instead.

All spellbooks must be clearly detailed on the character sheet, including which spells are in which books. Spellbooks of any kind which are to be brought on an expedition must be declared by the player before departure.

Type	Spells	Cost	Enc (cn)	Notes
Standard	Unlimited, of one level only	Free, 1,000 gp for replacements or backups	300	
Auxiliary	48 points of mixed level (see below)	1,000 gp	300	
Traveling	20 points of mixed level (see below)	500 gp	150	Saves at -2

17.1.1 STANDARD SPELLBOOKS

Classes that keep spellbooks obtain and maintain one spellbook per level of spells available to them. The initial costs of these books and the maintenance thereof is included in upkeep and need not be tracked.

17.1.2 AUXILIARY SPELLBOOKS

Auxiliary spellbooks contain 48 “points” worth of spells of mixed level, unlike standard spellbooks which can only contain spells of a single level.

1st-3rd level spells cost 2 points, 4th-6th level spells cost 3 points, and 7th-9th level spells cost 6 points. Are otherwise identical to standard spellbooks.

17.1.3 TRAVELING SPELLBOOKS

Traveling spellbooks are akin to auxiliary spellbooks, except they cost and weigh half as much, hold only 20 points of spells, and save at -2.

17.1.4 ADDING SPELLS

Costs 100 gp in materials and 1 day per spell level. For example, a 3rd level spell costs 300 gp and 3 days. The to-know check can be made before paying these costs.¹⁹⁹

¹⁹⁹Magic ink for scrolls and regular copying of spells into spell books must be created by the scribe via a secret formula unique to them. The special ink used for the write spell has a chance to be purchasable from a local apothecary or alchemist. Write, therefore, is the only way a magic-user can add a spell to their spellbook via ink created by someone else. A simple base can be created by the character from berries, mushrooms, and the like. The remaining ingredients may vary based on class. For

The spell gained by a magic-user on level-up costs nothing²⁰⁰, not even time. The spell is researched and developed over the course of the magic-user's former level, and is complete upon level advancement. Therefore, no additional time is required — it happens behind the scenes.

17.1.5 COPYING SPELLS FROM SPELLBOOK TO SPELLBOOK

Same costs in gold and time as adding spells: 100 gp in materials and 1 day per spell level. For example, a 3rd level spell costs 300 gp and 3 days.

17.1.6 SHARING

Spellbooks can never be shared between characters. Also remember that all spell trades must be equivalent and fair between PCs, and trades of spells between PCs and NPCs will always favor the NPC.

17.2 SELECTION

The spell acquired by a magic-user upon gaining a new level is chosen by the magic-user. However, the spell must be of a level the magic-user is capable of casting at their new level and the regular “chance to know” roll must be made. If the roll fails, another spell can be chosen until one succeeds.

Spells containing a person's name in the spell title (e.g. *Tenser's floating disc*) cannot be chosen at any time — they must be found “in the world”, through adventure.²⁰¹

17.3 CASTING

17.3.1 MOVEMENT

If a combatant declares a spell on a round, they cannot move on that round until the spell is complete. If they are struck, use their dexterity modifier to avoid a blow, or move in any other way before casting is finished, they lose the spell for that round. Casters cannot obtain an advantage by losing initiative and thereby “not starting their spell yet” until after they are struck. Spellcasters start trying to cast immediately at the start of the round, any way you dice it (ha!). Chalk it up to slow reaction (initiative), gathering spell components, whatever.

17.3.2 TARGETING

The target of a spell does not need to be declared until the segment the spell completes, though the target must be visible at that time.²⁰²

example, a cleric may use components of some religious significance, druids may use rare herbs and roots, magic-users might employ blood or crushed gems, and illusionists may use mushrooms or eyeballs, to list some examples. Also used may be items collected during recent activity, such as secretions, herbs, bone, organs, tails, wings, digits, hair, flowers, bark, fruits, insects, minerals, scales, dust, skin, fangs, claws, and so on. The actual acquisition of these ingredients is abstracted away for the purpose of the game, but as with spell components the DM may rule that your character is in no position to get what they need (e.g. in the middle of a desert).

²⁰⁰The cost is included in upkeep.

²⁰¹Based on the rules on DMG 39.

²⁰²Originally, we required targets to be declared during the declaration phase. If the target died, disappeared, or moved out of an AoE, the spellcaster was out of luck. However, much later, we realized that the rules do not appear to say this, and since no one

17.3.3 INTERRUPTION

An attack which hits but causes zero damage doesn't interrupt spellcasting.²⁰³

17.4 RECOVERY

A full night's rest is not necessarily needed to recover spells. Only the amount of time dictated by DMG 40 is required. This means a two full suites of 1st level spells could be easily cast by someone with a day to spare.

17.5 MATERIAL COMPONENTS

All characters are presumed to have on their person the requisite material components for any spell which does not have a listed value, with a couple exceptions.

- ◆ Material components with listed gp values must be explicitly purchased and their quantities carefully tracked on the character sheet.
- ◆ Special components such as those for spiritual hammer and augury should also be added to the character sheet.
- ◆ Other components need not be paid for or explicitly acquired; upkeep and "off screen" downtime covers these components. They are assumed to be on the caster's person during an adventure, and need not be tracked. An exception might be made for an exceptional circumstance. For example, if a character is trapped in a desert for months, the DM may rule that the character does not have a live goldfish on hand.

17.6 TOUCH SPELLS

Touch spells with the duration of "one touch" can be held in-hand until something is touched. If the character touches themselves or one of their items with that hand, the spell goes off. Be careful.

17.7 STACKING

While most spells do stack, spells of the same line do not. Only the best benefits from each spell are used. The classic example is *bless*, *chant*, and *prayer*, however there is an exception on DMG 42 where a *chant* can stack with *prayer* if the casters are clerics of the same deity.

17.8 USING NON-OFFENSIVE SPELLS OFFENSIVELY

If a non-offensive spell is used offensively, such as *teleport*, the unwilling target is entitled to a save vs spells, and typically will need to be touched for the spell to target them.

could remember where we got it from, we removed that requirement. If you know of a rule we missed, please let us know.
 203PHB 45, "Chant", "An interruption, however, such as an attack which succeeds and causes damage, grappling the chanter, or a magical silence, will break the spell."

17.9 RESEARCH

17.9.1 LIBRARIES

Magic-users will be interested in compiling a library to facilitate spell research,²⁰⁴ as this is a requirement.²⁰⁵ The procedure for assembling a library is somewhat unclear; this section rectifies that.

The library must be assembled in a highly private area. Lack of security may invite robberies, as with any other collection of high value.

The 10x cost multiplier for assembling a library listed on DMG 115 must be paid per spell level. Once the payment has been made for a spell level, the requisite materials have been assembled for researching spells of that level. Therefore, there are nine payments which may be made before the library is complete.

If you do the math, the per-level costs (not cumulative) end up being:

Spell level	Cost of completion
1st	2,000 gp
2nd	8,000 gp
3rd	18,000 gp
4th	32,000 gp
5th	50,000 gp
6th	72,000 gp
7th	98,000 gp
8th	128,000 gp
9th	162,000 gp

This reflects the additional 9x weekly base cost of the spell level, multiplied by the spell level (since preparations take 1 week per spell level).

Therefore, a complete library costs 570,000 gp worth of materials.²⁰⁶

If appropriate books or like materials are recovered on an adventure, the DM may permit those materials' value to be put toward the required cost of one of the library's spell levels. The DM may decide that a book is too common to be useful for 4th level spell research, for example, and only allow it to be used for assembling the 1st, 2nd, or 3rd spell level library.

If the magic-user compiles their library over time in this way, the amount they've contributed to a spell level should be carefully tracked on their character sheet. Make sure to record each specific book from adventures

²⁰⁴DMG 115, "Spell Research".

²⁰⁵DMG 115.

²⁰⁶Players who balk at this cost should take a look at the cost of compiling a sage's library for a single field of study: 200,000 gp. DMG 33.

which have been added! Some variation is needed. An entire spell level's worth of books only on geology won't do. However, the books used do not all need to be about magical subjects — they should cover the whole spectrum of knowledge.²⁰⁷

Another magic-user's library can be used, but this does not reduce the base and variable costs.²⁰⁸ It only eliminates the x10 multiplier for compiling the books required for research.

17.10 A

17.10.1 AUGURY

A caster has several options for the material component:

- ♦ Gem-inlaid sticks. (10 cn)
 - ♦ Must be crafted by a jeweler, who must be provided 1000 gp worth of gems and 100 gp of payment for the work.^{Ex} These save as whichever is the least favorable save for the attack form, either gems or thin wood.
- ♦ Dragon bones from any dragon of any age. (10 cn)
- ♦ Something similar to gem inlaid sticks or dragon bones, with similar value.
- ♦ Wet leaves of an infusion which remain in the container after the infused brew is consumed, a crushed pearl of at least 100 g.p. value added to the concoction before it is consumed.

17.11 B

17.11.1 BLESS

Bless requires an entire vial of holy water as a material component, which is entirely consumed in the casting.²⁰⁹

17.12 C

17.12.1 CHANT

Attack bonus granted also applies to spells when the spell includes a to-hit roll, such as *spiritual hammer* and *Melf's acid arrow*. Damage bonus also applies to spells, but only per spell, not per damage die, and not per projectile (e.g. +1 damage is per casting of magic missile, not per individual missile).

17.12.2 CONTINUAL LIGHT

A *continual light* spell is dispelled by any *darkness* spell²¹⁰, not only *continual darkness*.²¹¹

²⁰⁷DMG 116.

²⁰⁸DMG 116, "Additional Notes".

²⁰⁹PHB 43, "All material components required for the various spells are used by completion of the spell in question with the notable exceptions of standard religious items, i.e. religious symbols and prayer beads or similar devices."

²¹⁰Including reversed *light*, which is the lowest-level *darkness* spell. See PHB 44.

²¹¹DMG 41.

17.12.3 CONTROL TEMPERATURE, 10' RADIUS

4th level Druid spell, PHB 59.

The rules are not clear whether the spell must be cast on the druid (and the 20' diameter sphere follows the druid), or if the spell must be cast on the precise location the druid is standing (and the 20' diameter sphere does not follow the druid). Therefore, follow the precedent set by *Silence, 15' radius*, and allow either at the druid's option at casting time.

17.13 D

17.13.1 DETECT MAGIC

Detect magic can detect any magic effect unless otherwise stated. This includes illusion, charm, and polymorph. If it's dispellable, it's detectable, unless there is some special protection in place. For example, *detect charm* can be cast reversed in order to prevent detection of charm.

In contrast, *detect magic* would not detect that a creature was reincarnated from another creature, since that isn't dispellable. It also wouldn't detect a pixie's invisibility, since they are naturally invisible and their magic power is to **become** visible.

Detect magic can tell that a target is charmed or invisible. However, the specialty spells have useful benefits. For example, in the case of *detect charm*, the caster can actually tell that the target is charmed and not merely that there is some magical effect or magical item on their person. It also can be reversed to prevent such detection. *Detect illusion* actually has an effect which allows the caster to make others see that the illusion is indeed an illusion.²¹²

17.13.2 DISPEL MAGIC

Dispel magic can dispel any spell, unless explicitly stated otherwise. As detailed in the rules, casting *dispel magic* on a permanent magic item will only disable it temporarily, except in the case of potions, which are destroyed.

When cast on some unique magical effect in a dungeon or otherwise found during adventure which is not covered by the "spell" or "magic item" category, it is up to the DM what effect *dispel magic* will have. It is possible that the effect will be disabled for a round, for a longer period, or permanently. In such cases, a caster level equivalent of the effects power must be keyed by the DM so as to be able to determine dispel chance in the case the spell is cast.

17.13.3 DIVINATION

This spell will inform the caster's player as to the DL equivalent of the area if it is dungeon-like.²¹³ Of course, if the divination is incorrect, any DL will be wrong.

²¹²PHB 94.

²¹³"Dungeon-like" basically refers to a non-lair adventure site with some consistency in difficulty level by area.

17.14 F

17.14.1 FASCINATE

Since Demon Idol doesn't use Comeliness, this spell uses Charisma instead.

17.15 J

17.15.1 JUMP

The *jump* spell can be used to disengage from combat without provoking the regular as-stunned attack for retreating.²¹⁴

17.16 M

17.16.1 MIRROR IMAGE

Mirror images have the exact same AC and and AC type as the caster.²¹⁵

For targeting purposes, since the mirror images are exactly mimicking the caster, they do not count as separate targets for target determination. The caster remains but one possible target, and if the caster is struck, then a die is rolled to determine if the caster or one of the caster's images was actually struck.

17.17 P

17.17.1 PHANTOM ARMOR

This spell is lost when the character goes to bed, for game balance at the very least.

17.17.2 PRAYER

Prayer does not affect damage like *chant* does, only attack rolls and saving throws.²¹⁶

17.17.3 PRODUCE FLAME

The damage caused by a thrown *produce flame* is equal to being struck by lit oil (2-12 points). Burning damage is only applied if worn flammable material fails its save vs magical fire and thereby catches aflame (1-6 points on the following round). The spell causes no splash damage.

17.18 R

17.18.1 RAISE DEAD

Raise dead does not restore any HP. Therefore, a character who is at -10 HP or lower should be magically healed prior to being raised. Otherwise, the raised character will die again immediately.

²¹⁴This is similar to the thief-acrobat's ability to do the same with their standing broad jump. See UA 24.

²¹⁵This was changed in later editions of the game, but in AD&D, the images are "exact duplicates" (PHB 71). And since they are an illusion spell, they have the full power of illusion. That means if the attacker's weapon "hits the armor" but doesn't score an actual hit (due to the caster's AC from armor, or due to WvAC), the illusion causes the attacker to believe they might have struck the real caster's armor but did not strike a telling blow, and the image remains.

²¹⁶Besides the explicit omission of "damage" in the *prayer* spell description, there is also Sage Advice Dragon #153.

Other means of raising such as *resurrection* restore HP completely.

17.18.2 REINCARNATION

A spell available to druids and magic-users. Note that the intent of the spell is to make a playable character.²¹⁷

The precise mechanics of reincarnation in the milieu are left up to the DM.

The following system is recommended:^{Ex}

- ♦ Character keeps their XP total.
- ♦ Character re-rolls all of their ability scores and secondary attributes as though they were making an entirely new character.²¹⁸
- ♦ Player may select whatever legal class(es) they desire for the resulting form, including the class of the previous form. If the player selects the class of their previous form, their ability scores do not need to meet the regular requirements for the class. If they choose a new class though, the ability scores must meet the requirements as normal. Non-standard PC races will require DM declaration of what classes, if any, are available to the form based on the milieu.²¹⁹ If no classes are available, the DM will need to declare what sort of advancement is available to the form as per DMG 44.
- ♦ If the character reincarnates as a character with more or fewer classes than their previous form, the XP total of the previous form should be re-allocated to be even amongst the new classes.
- ♦ The resulting form must be reasonably playable as a character.²¹⁷ For example, reincarnating as a badger means the badger can talk (or maybe has telepathy!), since being unable to communicate ideas at the table would make the character effectively unplayable.
- ♦ The original form of the character determines by which magic the character can be raised.²²⁰ See Death for more info.
- ♦ See Death rules for *reincarnation*.
- ♦ The reincarnated form will not come with any adventuring equipment or wealth to speak of. If they can prove they are the same person, they might convince a money-changer to give them access to their stored wealth (and loans).
- ♦ Which memories the new form has of its past is up to the player to choose and roleplay.

See Monster Character for info on ability scores, level caps, and the like. Monster characters created via reincarnation will always either speak the common tongue or have telepathy, at the DM's option.

²¹⁷DMG 44.

²¹⁸Make sure to see Monster Character for info about rolling ability scores for such cases.

²¹⁹Shaman and witch doctor may be possibilities; see DMG 40.

²²⁰For example, an elf reincarnated as a human would still not be eligible for *raise dead*. In contrast, a human reincarnated as an elf would be eligible. This is because a reincarnated creature has the same soul/spirit. This works out quite nicely for characters reincarnated as animals too, for otherwise it would be their final run!

17.18.3 REMOVE CURSE

Remove curse will not work on an item that is the **source** of the curse. For example, a cursed magic item such as a weapon or scroll cannot have its curse lifted by having *remove curse* cast on it. *Remove curse* serves to remove the curse from an object, person, or place that has been **afflicted** by a curse.

17.19 S

17.19.1 SLEEP

Hit Dice should be used for monsters without class levels. PCs and NPCs are treated as the $n + 1$ hit dice category.²²¹

17.19.2 SPIRITUAL HAMMER

Requires concentration. If broken, the spell ends.

- Does not require a weapon proficiency.²²²
- The spell can freely move within the 3" range, as directed by the cleric. The hammer cannot charge²²³, however it can move to any creature within the 3" range and attack all within a single round.

The hammer is consumed by the spell.²²⁴

A magic hammer can be used, in which case the spiritual hammer receives its plusses.^{Ex} At the end of the spell, the hammer saves vs disintegration (on the item saves table). If the hammer passes, it reappears in place of the spiritual hammer when the spell ends. Cursed war hammers can never be used for this spell.²²⁵

17.19.3 STINKING CLOUD

Melee attacks on targets in the cloud are not possible without immediately exposing oneself to the cloud, unless the weapon being used is long enough to reach through the entire cloud. For example, a 8' long polearm could strike a medium-sized target in a 10' deep cloud. Note that when judging these scenarios, since we don't use precise positioning in melee, the target should be assumed to be located at the farthest possible point in the cloud from the attacker, to give the defender the benefit. The attacking weapon must be able to reach this farthest point.

²²¹DMG 85.

²²²It is a "field of force" controlled by the mind, not an actual hammer. Also, the spell is already quite situational. No need to limit it further.

²²³This is not explicitly stated, but since the hammer is not a creature but rather a field of force, and because it would take none of the downsides for charging (e.g. AC penalty, possibility of being struck first, tiredness causing limit of one charge per turn), this is a reasonable ruling.

²²⁴PHB 43, "All material components required for the various spells are used by completion of the spell in question with the notable exceptions of standard religious items, i.e. religious symbols and prayer beads or similar devices."

²²⁵The spell says "normal war hammer," so it would be fair to say "no magic war hammers". However, this rules extension gives the player a meaningful, very risky choice. That's good for the game.

17.19.4 STONESKIN

This spell is lost when the character goes to bed, for game balance at the very least.

Note that undead with on-touch abilities like level drain or ghoul paralysis will still inflict such effects even if no damage is dealt.²²⁶

17.19.5 SUMMON INSECTS

This spell causes helplessness (see that section).

17.20 T

17.20.1 TELEKINESIS

Spell, PHB 82.

Changing direction is permissible, though deceleration will be at the same rate as acceleration (doubling or halving). Decelerating objects will come to a stop on the round the halving brings the velocity below 2"/rd. In cases where the caster attempts to turn an object moving at high speed, a movement class (A, B, C, whatever) will applied by the DM.²²⁷

Keeping an object hovering in place (zero acceleration) is allowed.

Like *teleport*, a saving throw is permitted if the target is unwilling.

17.21 W

17.21.1 WORD OF RECALL

There are no rules regarding what a "sanctuary" consists of for purposes of this spell. Use the following system:^{Ex}

A character can establish a sanctuary (which can then be used for *word of recall*) by spending one day preparing an area, including casting *blessing* followed by *sanctuary*. Other costs are considered to be included in the caster's upkeep.²²⁸ The area must be safe and not anathema to the deity or power that grants the character's magic. A character can only have a single sanctuary, but can "move" it elsewhere by preparing a new area.

17.21.2 WRITE

Write is a 1st level magic-user spell.

²²⁶DMG 71: The "Important" note about monk open hand attacks reveal that touching an undead is the same as the undead touching you.

²²⁷TODO: Explicitly map speeds to movement classes.

²²⁸As with similar rulings, the character must have reasonable access to candles, oil, chalk, or whatever is reasonable for their clerical preparations.

The ink used in this spell is the only way that ink for copying a spell into a spellbook can be purchased. See DMG 45 for availability. The cost is 200 gp a 2-use flask, 350 gp for 3-use flask, and 500 gp for a 4-use flask.

18.0 PSIONICS

The number you roll when determining the amount of a character's psionic power is their **psionic strength**. A character has **attack strength and defense strength which are both equal to psionic strength**. Another statistic, **psionic ability, is equal to double psionic strength**.²²⁹

18.1 ATTACK AND DEFENSE MODES

Using psionic attack modes costs attack strength, while using psionic defense modes costs defense strength. Running out of either points means you can't use attack modes or defense modes, respectively. Being unable to defend means you can be attacked on the special table that has all the bad stuff on it (brain getting fried, and so on).²³⁰

Lost modes might be regained through a wish.

18.2 CHANGES TO ABILITY SCORES

If INT, WIS, or CHA changes relatively permanently (e.g. via *pearl of wisdom*, wish, or magic pool), recalculate the character's base psionic ability.

18.3 DISCIPLINES

Using psionic disciplines (devotions and sciences) costs **psionic strength**, which means that for each point spent on a discipline, the user loses one point of attack strength and one point of defense strength.²³¹

Level of mastery for disciplines is equal to the character's highest class level.²³² Exceptions: Some disciplines list alternate determinations for level of mastery with regard to that discipline.

Psions roll for disciplines as they acquire them. Only the first one is rolled for at character creation.

A psion who dual-classes into a class which forbids one of the psion's disciplines will lose access to that discipline temporarily. It becomes inert until the character is fully "vested" in their new class. For example, in F7/M7.

18.3.1 BODY WEAPONRY

The psion's current form must have limbs or appendages of some kind that can be manipulated as weapons. A tentacle-less mold could not use this discipline.

Shields cannot be used with body weaponry.²³³

²²⁹PHB 110.

²³⁰PHB 110-111.

²³¹PHB 111.

²³²Some people play with the level of mastery counting from the class level at which the discipline was obtained, but the core books seem pretty clear that this is wrong. Also, imagine DMing for a bunch of psionic NPCs who all got their powers at different levels.

18.3.2 CLAIRAUDIENCE AND CLAIRVOYANCE

Clairaudience and clairvoyance have the unlimited range of the spell versions and have the additional ability to be targeted in unknown areas within the range listed for the psionic ability.

18.3.3 INVISIBILITY

Dragon mag 78 sage advice:

Q: Does the “Detection of Invisibility” table on p. 60 of the DMG apply to psionic invisibility? Can a character using the discipline of invisibility attack another creature and still remain invisible to that creature?

A: No on both counts. First, psionic invisibility involves mind control, not “light waves or similar physical manifestations”. (Players Handbook, p. 113), and hence cannot be detected by intelligent creatures the same way they might be able to sense someone who was rendered invisible by magical means. Someone employing the mind bar discipline is not subject to this mind control, however, and thus is able to “see through” the deception. Second, a character using psionic invisibility cannot attack at the same time because he must concentrate on the application of the discipline to maintain his invisible state. Unless otherwise specified in a particular description, no psionic attack mode or discipline can be employed while the user’s mind is distracted or engaged in some other decision-making activity.

18.3.4 PRECOGNITION

Precognition has existed as a psionic ability in D&D since OD&D, and the AD&D text is almost (but not quite) an exact copy of the OD&D text. How it actually plays out in-game is not detailed very well. This section aims to help with that.

- (1) DM rolls the accuracy check privately.²³⁴
- (2) Continue play normally.
- (3) If the check succeeded then the gameplay reflects what really could have happened. If the check failed then the DM might invent some facts, such as what is in the room beyond the door, or other factors, but gameplay would be normal.
- (4) The ability ends when the psion decides to end it, or when the psion runs out of points.
- (5) At this point no players know yet if the ability was accurate.
- (6) When the ability ends, the psion can share what he saw with the party, and the party can choose:
 - (1) Option A: Act on the precognition. (e.g. open the door)
 - (2) Option B: Don’t act on the precognition.

²³³The ability suggests the entire body is used and there’s no mention of partial usage, or penalty for one-hand usage. So, it seems quite reasonable to say that, as with weapons and armor, a shield cannot be used with this ability.

²³⁴This is a pretty powerful ability since it can function effectively as a wish in some cases, able to throw out the results of a bad combat. The accuracy roll balances it, as well as the cost of session time — players overusing precog could burn through a lot of table time throwing out lengthy precog results. It would be great if the precog accuracy check could be made publicly, but I don’t see how that could be possible. It seems like it needs to be made privately, like trap detection, hear noise, and *augury*.

If option A is selected, if the private accuracy check passed, then the gameplay that was done is considered to have really happened. It is “solidified” as reality, and gameplay continues immediately following the events covered by the precog. But if the accuracy check failed, then when the party acts on the precog (e.g. opens the door), the group would have to play out the event again, complete with all-new combat, dice rolls, whatever, AND the party might find that facts are different than seen in the precog, since the DM might have made some stuff up due to the failed accuracy roll.

If option B is selected OR if any factors change (e.g. the party goes and does something else first, or the party casts spells, or basically anything that could alter the future), the precognition is thrown out.

19.0 COMBAT

AD&D combat – especially initiative – is infamous for being open to numerous interpretations, and is often subject to many house rules. Demon Idol provides a defined combat procedure and additional rules.

Note that the “action types” referred to in these rules, types A-H, are those categories found on DMG 61. Though Demon Idol doesn’t strictly use the A-H combat order for initiative (see below), the A-H action classes are useful for talking about the rules. Additionally, this order should be used when order of resolution on a single segment must be determined.

19.1 POINTS TO REMEMBER

- AD&D combat is meant to be abstract. This is not a simulationist game system. There will be times you may think, “That doesn’t make sense!” Just roll with it.
- This is a game, not a simulation. The abstract nature of AD&D combat enables those 200 vs 200 battles of mixed troops, spells, PCs, and NPCs.
- It is only by keeping a defined combat procedure that players will be able to judge their options and make meaningful decisions. When rules are overridden by DM fiat, the game is typically weakened.

19.2 PROCEDURE

In the AD&D world, a group’s initiative system is a major determining factor in their style of play. There are different ways to interpret and make sense of the combat system described in the AD&D rulebooks, and this is ours. For more info on how we arrived here, see the History section. In any event, we’ve used it for perhaps two years now and our players all prefer it or like it similarly to “A.D.D.I.C.T.-style” combat.

19.2.1 PHASE 1: OPENING

Reaction, surprise, distance, morale.

19.2.2 PHASE 2: SURPRISE

If there is surprise, declarations and resolutions occur as normal for each individual surprise segment.

19.2.3 PHASE 3: REGULAR

- (1) DM notes monster and hireling actions.
- (2) Players declare PC and henchman actions. Note that with this system, declaring several types of actions A-H is possible, provided they do not conflict. For example, moving and then discharging a magic device is permissible. In contrast, closing to melee and then attacking is illegal since the only way to close and attack in the same round is via a charge.
- (3) Both sides roll d6. The face shown on the die indicates the segment where that side begins to act (so lower is better).
- (4) Actions are resolved. Actions cannot be changed at this point, but they can be canceled.

- (5) Movement is resolved on a per segment basis. 1/10th MV per segment.
- (6) For weapons with RoF greater than 1, subsequent shots come two segments after the previous.
(Excludes surprise segments.)
- (7) In case of a charge, melee attacks (and only melee attacks!) are resolved in order of weapon length.
- (8) On tied initiative, speed factor is checked as normal.
- (9) Multiple attack routine advantage (including sweep attacks) is affected by the opponent's initiative.
Routines before the disadvantaged side's attack(s) go on the advantaged side's initiative segment OR the segment before the disadvantaged side (whichever is earlier). Routines after the disadvantaged side go in the segment after the disadvantaged side's initiative segment.

19.2.4 PHASE 4: RESET

- (1) Characters who reached 0 or fewer HP on a previous round (who have not been stabilized) lose 1 HP.
- (2) If combat has been ended, play moves to either (1) pursuit rules, or (2) 1 turn post-combat rest. During post-combat rest, no exploration can take place, but bleeding can be staunched, spells can be cast, and prisoners tied up.
- (3) If combat has not been ended, move to phase 3. Actions which were started on this round which did not complete (e.g. spell, movement, retrieving an item) continue into the next round unless canceled!

19.2.5 Q & A

- ♦ What happened to melee vs caster ignoring initiative and instead comparing weapon speed vs spellcasting segments?
♦ I'm not sure if/how that fits into this system. For now, it is gone.
- ♦ What happened to caster vs caster ignoring initiative and instead comparing spellcasting segments vs spellcasting segments?
♦ I'm not sure if/how that fits into this system. For now, it is gone.
- ♦ Does this mean that I will move less than my full movement distance if my side starts on segment 2 or later?
♦ Yes, if movement starts this round. If you were already moving to a declared destination on a previous round, you will continue that movement on segment 1, even if your party's initiative die says 2-6.
- ♦ What happens if I charge but I don't make it to my target point?
♦ The charge will continue on segment 1 of the next round.
- ♦ Isn't ranged fire and turning nerfed now that it doesn't automatically beat charges?
♦ Perhaps.
- ♦ Isn't it weird that with multiple attack routines, the advantaged side's later attacks are effectively slower (come on a later segment) if the disadvantaged side has a worse initiative?
♦ Yes, that does seem weird. Though I haven't produced a better solution yet which still ensures multiple attack routines work the way they are supposed to in the rules (before and after). Perhaps it's not weird though, perhaps the advantaged side's latter attacks are enabled by the disadvantaged side getting close for their attack?
- ♦ What happens with reaction modifier for ranged fire?

- ♦ It means action is taken on an earlier or later segment, as early as “segment 0” or even a negative segment (though negative only for the purpose of action resolution – the shot can’t be taken in the past).
- ♦ Is there a problem where spellcasters can avoid melee hits by going later, and therefore worse initiative is actually better in some cases?
 - ♦ No, because being hit at all during a round before the spell finishes causes the spell to be lost. Even if actual casting hasn’t started yet, all segments up to that point are used preparing to cast (e.g. retrieving components). This is the same reason that casters cannot move on a round that they want to cast a spell, until the spell is complete.
- ♦ What happens if a spell starts on segment 5 and it takes 7 segments to cast?
 - ♦ Casting continues into the next round and the spell can complete on segment 2 of that following round.
- ♦ What happens if I finish a spell I started on the previous round? Am I allowed to cast a different spell this round?
- ♦ Yes. The rule is that you can only begin casting a single spell on a round.

19.2.6 DIFFERENCES FROM A.D.D.I.C.T

There are two major changes you should be aware of, from which everything else stems:

- For initiative, **the face shown on your die is the segment on which your side begins to act.** This means lower is better.
- **You can do more varied declarations, as long as the rules don’t prohibit it.** For example, you can move and then fire a wand. You could also parley while moving. You could even move after you finish casting a spell. But you could not close to striking distance and then melee, since moving and meleeing is only allowed via the charge. You could also not start casting two spells in the same round.

19.2.7 OLD A.D.D.I.C.T PROCEDURE

We no longer maintain our A.D.D.I.C.T-based combat procedure, but you can find it at

https://old.demonidol.com/addict_combat_procedure.

19.2.8 REFERENCES

- **Interesting quote here:** Close to striking (E): “All normal activity and bonuses are permitted when so doing. This action is typically taken when the opponent is over 1” distant but not a long distance away. Play goes to the next round after this, as melee is not possible, although **other activity can, of course, take place such as that detailed above.**”
- **Useful section to read:** Actions During Combat And Similar Time-Important Situations (DMG 71)

19.2.9 HISTORY

Starting in late March 2024, after using the DMG’s A-H system for ~1.5 years, we began trialing the system that became our current combat procedure.

For the first ~1.5 years of our campaign, we used our ADDICT combat procedure, an initiative system most in line with what is called “A.D.D.I.C.T.” or “quantum” initiative. However, in late March 2024, we are set out to try an alternative system based on things like (1) the way Gary and TSR conventions were reported to have played by the 1982 or earlier, (2) OSRIC style, (3) Anthony Huso’s initiative system.

We decided to trial this system for these reasons:

- Players interested in having more meaningful choices to make in combat, to add depth. DM interested in the cool interactions that could result.
- Dissatisfaction on both sides of the DM screen with certain results of the hard-line “you go then I go” initiative.
- With ADDICT/quantum initiative, it’s hard (or impossible) to tell what segment things happen on. Also, stuff like potions taking effect and scroll reading time and item retrieval are often inconsequential.
- One of this group’s core tenants is exploring and improving at AD&D, and thereby making our game as enjoyable as possible. It seems right to experiment with initiative.

After using the system for some months, we ran a internal poll and found that all players who voted preferred or strongly preferred the new system. So we adopted it permanently.

19.3 ENCOUNTER DISTANCE

19.3.1 AT NIGHT

The outdoor encounter distance rules do not change at night. Encounter distance is still the same. Use of light will make surprise impossible, as usual.

19.4 REACTION AND INITIATIVE BONUSES

These are the bonuses from DEX to both (1) shoot earlier or later than the initiative roll, and (2) reduce individual surprise state. In order to receive these bonuses, the following three cases must all be true, as per PHB 101-102:

1. Max MV. (12” for all standard characters except barbarians and monks.)
2. Non-bulky armor. (Note that magic armor bumps the bulkiness one category less bulky.)
3. No encumbrance. (Note that magic armor has half encumbrance when worn.)

19.5 SURPRISE BONUSES

Being unseen by an enemy party due to an ability (invisibility, psionic invisibility, hide in shadows) grants +1-in-6 to surprise. Being unheardable due to an ability (silence spell, move silently, psionic invisibility) gives a separate +1-in-6 to surprise which stacks with any bonus for being unseen. Multiple bonuses for the same sense do not stack (e.g. invisibility does not stack with hide in shadows).

19.6 MORALE

This section is in the process of being revised as we review and consolidate the rules for morale and loyalty. There is some unclear language in the books, wherein two different kinds of checks are referred to as “morale checks”. To clear things up, Demon Idol separates these into **morale checks** and **loyalty checks**.²³⁵

Morale checks are of the sort made for monsters not associated with a classed character. For hirelings, henchmen, and other associates, a loyalty check is used instead.

Do NOT use the DMG 36-37 modifiers for morale checks. Those are for loyalty checks.²³⁶

Morale checks never apply to classed characters or any non-intelligent creature.²³⁷

Morale checks should be made publicly by the DM at the time listed in the combat procedure. They can also be made as the result of a reaction check when 25 or less is rolled.²³⁸

Each of the four possible results from a failed morale check corresponds to an option listed on the Avoiding page.

19.7 AVOIDING

“Avoiding” is any action taken which is intended to get out of melee or otherwise avoid a combat situation. It is covered by action type A in the ADDICT combat procedure.

19.7.1 FLEEING

“Fleeing” is a kind of avoiding action (A-class) which usually happens when an NPC or creature fails a morale check. Four possibilities for morale failure are listed on DMG 67, but they aren’t mechanically explained. The following system is recommended for each of the four actions:

Option 1: Fall back, fighting: Move 1” in a direction away from the line of combat. This is controlled movement and keeps your face to the enemy. All enemies locked in melee with you can choose to either (1) let you disengage, (2) keep you engaged. If they choose to keep you engaged, they follow you (as “free” movement), and blows are struck normally on both sides. The falling-back party may of course choose to parry instead. In the case of NPCs and monsters, a leader might be able to rally troops who failed a morale check.

Option 2: Disengage-retreat: Give enemies in melee with you at the start of your action a free parting attack. After these attacks resolve, you move up to your full MV. Next round, the enemy party may opt to pursue, at

²³⁵DMG 37 says that the loyalty check rules should be used in conjunction with those given under Morale in COMBAT”. We take this to mean that morale and loyalty checks might both be used in the same combat, not that they should be combined. If they were combined, there would be a huge amount of math and serious overlap, especially with the DMG 37 “Situation Modifiers” table.

²³⁶The game will be drastically slowed down, too, if these modifiers are used. There are a lot of them, and a large amount of math is needed for the “Situation Modifiers” table, which breaks down to hit dice and levels, both dead and alive for each side.

²³⁷DMG 67.

²³⁸DMG 63.

which point the melee is ended and we go to pursuit rules. As with Option 1, NPC and monster troops may be rallied by a leader.

Option 3: Flee in panic: Works like Option 2, except it's totally uncontrolled. For PCs, this option would never be selected since they aren't subject to morale checks. PCs would only be fleeing in panic if the players decided to flee and then were confused as to what direction to go in, or there was otherwise general confusion at the actual gaming table, in which case the DM would interpret that as their PCs being uncoordinated. For NPCs and monsters, this option means that the fleers may go in separate or poor directions, drop items, and so on. Unlike Option 1 and Option 2, NPCs and monsters will not be able to be rallied. If the fleeing enemy is pursued or cornered, they may fight to the death (DM fiat).

Option 4: Surrender: If NPCs or monsters have reason to believe their surrender will not be accepted, they may instead take Option 3 (DM fiat). If NPCs or monsters surrender and their surrender is not accepted, they will switch to Option 3 on the following round. If PCs surrender, DM may call for a reaction check to determine how the surrender is received. If the enemy party is a type that takes slaves or prisoners, this is considered.

19.8 MOVING

19.8.1 CHARGING

Rules for charging are on DMG 66. Note that encumbered creatures cannot charge. Charging is a type E action in the combat procedure.

MV bonus when charging outdoors is only 33.33%, compared to the 100% bonus when indoors. Quadrupeds get a 50% bonus outdoors instead.²³⁹

If a combatant declares a charge (E) but ends up unable to charge due to becoming engaged in melee before the charge, the charge does not happen at all (no attack on this round from charge, no +2, no AC penalty).

A charge from within melee can be done, with some stipulations. It cannot target anyone in the current melee, and it same downsides as disengage-retreat: enemies in melee each get a free rear+stunned attack against the charger, since the charger is breaking melee recklessly.

A charge can be performed to obtain the once-per-turn extra movement even if the charger will not end up engaged or attack at the end of the movement.

Since WvAC is a modifier to the target's AC, if the WvAC sets the target's AC to 10, the target will suffer no penalty from charging since no penalty is applied to chargers with AC 10.²⁴⁰

²³⁹DMG 66.

²⁴⁰DMG 66, "Armor Class of Charging Creatures". To see that WvAC is a modifier to AC and not a modifier on the to-hit roll, look at the top of the table on PHB 38.

Long explanation of attack order and setting weapons: When a charge brings a charger into melee range (1"), attacks are resolved in order of weapon length only. At this point, before attacks are rolled, creatures who were brought into melee by the charge can, at their option, use one of their attack routines to attack a charger. Counterattacking a charge is NOT a free attack in the same way attacking a disengage-retreating or fleeing enemy is. The creatures who were brought into melee by the charge must have an unused attack routine in order to spend it. Furthermore, they must have a weapon ready – they can't be surprised, casting a spell, stabilizing a 0-HP'd ally, using a wand of conjuration, or similar. Ranged weapons always fire first when being charged into, because the "length" of ranged weapons is always longer than melee weapons. The full RoF of the weapon is allowed vs the charge.²⁴¹ In the DMG's list of actions, strike blows is G. Set weapon vs charge is F. They are two separate actions. A character attempting F must win initiative vs a charge (E) in order to be set against it. On a tie, the weapon will not be set because charge is E, which resolves before F. Receiving the charge with F triggers the special abilities certain weapons have, such as the spear and glaive, as indicated by footnotes on the weapon table. If initiative is lost, the target(s) of the charge can still counterattack as above, at their option. But the weapon's special abilities provided by F will not trigger.

19.8.2 CLOSING TO STRIKING RANGE

Combatants who are closing to striking range as their action are not possible melee targets for combatants in the melee they are closing in on, just as the closer themselves cannot attack this round. Furthermore, they are not possible targets when firing into the melee the combatant is closing in on; they become possible targets at the start of the next round.

19.8.3 REPOSITIONING WHILE ENGAGED

A combatant in melee can reposition themselves up to 1" without breaking off from melee. The shifting combatant can still make their regular attacks. Any other movement will require avoiding or magic.

19.8.4 BLOCKING OFF AREAS AND PUSHING PAST

To get past an area or portal being blocked off by enemy combatants, combat options are (1) overbear attack as per DMG 73 (for humanoids only), (2) defeat them in combat, (3) make them fail morale.

19.8.5 MOVE AND SHOOT

Ranged weapons can be fired at ½ RoF (rounded down) during a turn where ½ MV or less is used.²⁴² Only elves can move, shoot, and move again in one round using this rule, as per the MM (and their total MV for the round is still halved). For non-elves, shooting ends all movement for the round. In the case of weapons which can be fired from a mount, the MV in question will be the mount's MV.

²⁴¹At our table, we allow the full RoF for these missile weapons for simplicity, though I know some tables only allow one shot every 2 segments, or treat a shot as a full attack routine, and at these tables the shooter may not be able to get their full RoF off before melee is joined.

²⁴²Extrapolated from Chainmail.

19.9 REPEATING 20s

We **do not** use the alternate system on DMG 82. Plusses to attack rolls each bump the result up by one row as normal.

For example, if the opponent's armor class is so high that the final repeating 20 is indicated as the target number (the one just before the target number becomes 21), a +3 strength bonus and a +3 magic sword (total bonus +6) would bring the target number 6 steps down, landing exactly on 19.

Note that a target is effectively unhittable by to-hit roll if the target number is 21 or higher, since the highest number that can be rolled on a d20 is 20.

19.10 GRENADE-LIKE MISSILES

A grenade is an object thrown as a grenade-like missile as described starting on DMG 64. It includes boulders, containers of acid, holy/unholy water, oil, and poison.

19.10.1 TARGETING

If you don't use precise miniatures, exact positioning will not be part of your combat. Therefore, to calculate who is in splash range, some DM fiat needs to be applied. The DM should always be clear with the player about their chances to splash enemies or an ally.

If you're a DM, one great method is to provide the player with a couple options, e.g. (A) splash a lot of people, but that includes some allies, or (B) splash few creatures, but a small or zero chance to splash an ally. Select dice rolls that generate odds that make sense for the melee, always taking creature size into account in the same way you do when determining missile targeting.

When the situation is unclear, the DM should always favor the defenders, whether that's the PCs or their enemies.

19.10.2 SPLASH

Note that 3' splash is a radius, whereas listed AoEs are a diameter.²⁴³ Readers who miss this may be confused as to the listed oil AoE of 3' and wonder why it is the same as the splash radius (it isn't).

All creatures in the splash radius must save vs poison regardless of the grenade, not just for poison.²⁴⁴

Poison is listed as having 1' diameter AoE, but all grenades splash within 3' radius (if they have splash listed). Readers might wonder how this is resolved, since there is no reduction in effect of the poison from being splashed. Why not just say 6' diameter AoE? The answer is because if a creature is in the AoE, they will need to save vs poison (assuming contact poison). But if a creature is only in the splash radius, they need to save vs

²⁴³DMG 64, "All creatures within three feet of the impact..."

²⁴⁴Save vs poison is just the type of save used, it's not directly tied to the case of poison. This might be confusing since this rule is listed right after "Poison special", but since the section is not listed as "Poison Splash Hits", and because there is extensive precedent for use of saves not directly related to the name of the save, this is a reasonable ruling.

poison to avoid being splashed, and any creature who fails that save must then save again vs poison for the actual poison effect. Being in the splash radius gives two saves, while being in the AoE gives only one.

19.11 FLANK AND REAR ATTACKS

Flank and rear attacks will be determined by “filling up” squares/hexes as per the system on DMG 69-70 in order of “most favorable to defender” to “least favorable to defender.”²⁴⁵ ²⁴⁶ Exceptions will be made when positioning is obvious, such as in a 3’ tunnel. ^{TODO: Expand on how to do this}

19.12 CARRYING CAPACITY

Normal and max loads for a large number of flying creatures are found on WSG 47.

19.13 UNARMED COMBAT

In unarmed combat, when the rules take into account an AC for purposes of determining success chance (with better AC indicating worse chances), this means AC type, not AC.

19.14 DISARM

Some weapons are capable of disarming. These include the *spetum* and *khopesh*.

A combatant being disarmed can save vs petrification to avoid the disarm, but this does not negate any other effects of being hit by the weapon (damage, etc.).

A combatant must spend one round recovering a disarmed weapon before being able to use it again.²⁴⁷

Do not use the full UA disarming rules – only the above weapons are able to be used to disarm, and they can do so while simultaneously attacking. However, do apply the saving throw, as seen above.

19.15 DUAL-WIELDING

Rules for dual-wielding are found on DMG 70. Note that the only weapons which can be used in the off hand are the dagger and hand ax.²⁴⁸

19.16 TARGETING DOWNED COMBATANTS^{Ex}

If a combatant is targeted by multiple attack routines in a round, even though attacks may be rolled simultaneously for gameplay speed, damage is rolled one attack at a time. If a character is dropped to 0 HP or

²⁴⁵DMG 70, “...6 would attack frontally, 4 from flank positions, and 2 from the rear.”

²⁴⁶We recommend using the two grids which include two “front flank” spots, rather than the “(rear) flank” spots. This will typically result in mostly front attacks, a couple shield-less attacks, and a couple rear attacks. At least, for medium-size-creature vs. medium-size-creature combat. Extrapolate for size differences. Aim for a “slot” ratio of 3:2:3 front:flank:rear. If you use rear flank spots instead of front flank spots, the defender will get hit much more, since rear flank attacks don’t allow shields or DEX.

²⁴⁷This is supported by the UA disarm rules, by *whip* on UA 55, and by good reason, since if the weapon were easily recoverable in a segment or two, disarm would be terrible.

²⁴⁸Even combinations that are seen in other games or “real life” such as longsword+shortsword or katana+wakazashi are not allowed. Of course, this is for purposes of game balance.

lower after a damage roll, the rest of the attacks may be re-rolled against different targets if another target is available, because it's assumed the fallen character's surviving allies are protecting the downed character as they fight, and that the enemies must focus on the active threats. A party is capable of protecting a number of downed allies equal to the number of attack routines they get against the enemies. So a magic-user and 4th level fighter could hold off 5 goblins. If there was a 6th goblin, it could attack the downed character as a held target (see Held), if it wanted to.

19.17 NEGATIVE HP

These rules on DMG 82 can be tricky to parse. What they're saying is that a creature can be brought from positive HP to 0, -1, -2, or -3 HP in a single hit and not die. Instead, the creature falls unconscious and begins losing 1 HP per round. However, if the creature reaches -4 or lower HP **by any means other than the 1 HP loss per round**, the creature instantly dies.

As for binding wounds, we simply consider this a full-round combat action (action type E in the combat procedure). There is no need to manage bandages and the like; any character can stop the HP loss by spending a round tending the downed creature.

It is not recommended to cause any mechanical disability on a character for reaching -6 or lower HP.²⁴⁹ The player may describe a permanent scar of some kind though, and record it on their character sheet as a trophy.

19.18 ROUNDING DAMAGE

When rounding damage, such as due to a skeleton's resistance or a save vs breath, always round up.²⁵⁰

19.19 FLYING COMBAT

These rules apply to both air vs. air and ground vs. ground.

Flying combat does not follow the combat procedure's regular method for determining first attacks. Instead, combat happens on each "pass" the flyer makes, which is determined by its speed and maneuverability class.

On a pass, attacks are resolved in order of weapon length, as though resolving a charge. This is not actually a charge though, unless the flyer is diving. So do not grant a MV increase or a +2 to hit, nor should AC be reduced.

When making a pass, unlike with ground combat, flyers are not "breaking off from melee" as they go by, so they are not subject to free attacks at +4.

Some creatures such as the dragon can use less of their melee attacks than usual when making a pass, as per their description. However, some monsters also gain special abilities when flying, such as the dragon's breath ability noted on that page.

²⁴⁹As stated elsewhere in the book, such wounds are not the stuff of the genre fantasy.

²⁵⁰MM 51, "Hell Hound" sets the precedent. Also, doing at least 1 HP of damage makes sense.

19.19.1 CHARGING

Flying creatures (and those under the *fly* spell, etc.) cannot charge. Charging is part of the regular melee rules, and flying creatures are not subject to those. Instead, they can dive.

19.20 PARTING ATTACKS (ATTACKS OF OPPORTUNITY)

This is the as-stunned attack (+4, minimum) which can be made by a melee combatant against an enemy that breaks off of combat by moving more than 1" in a round (see Avoiding). For this attack, the enemy counts as stunned and has no shield or DEX modifier. Thieves can backstab without checking HIS/MS. Bonuses from a parting attack do not stack with invisibility. Every combatant executing a parting attack on fleeing enemies gets only one attack routine as a parting attack, regardless of how many attack routines they normally get per round.

Times when a parting attack is NOT made are:

- ♦ Flying combat.
- ♦ Movement similar to flying combat, such as if a creature is leaping over the head and past an enemy.
- ♦ A water weird retracts with a victim.

This is known as an "attack of opportunity" in later editions.

19.21 SUBDUAL

Rules for subdual are found on DMG 67 and DMG 72. Unconscious creatures are effectively held.

Subdual damage (the 75%) is healed at a rate of 1 hit point per round.²⁵¹ Bedrest is not needed when 0 HP is reached via subdual.

When hit points are reduced to 0 or lower, the creature is unconscious. Unconsciousness lasts for 1 round, plus 1 round for every point of damage beyond 0 HP. For example, -4 HP would mean 5 rounds of unconsciousness.²⁵¹

In the paragraph about striking to subdue on DMG 67, we read:

The above, of course, does not apply to player characters.

Our interpretation of this sentence is that the DMG is saying that monsters are not likely to strike to subdue, NOT that PCs can't be struck with subdual damage. It might be argued that because of the definition of PC hit points on PHB 34, ALL damage before the final points is "subdual damage". To illustrate the problem with this argument, consider a *sword, cursed berserking*. A cursed PC's fellows may ask how they can use their weapons

²⁵¹DMG 72.

to put the cursed PC down without killing them. We believe if PCs are capable of striking to subdue humanoid monsters, they should be able to strike to subdue PCs in such cases.

19.22 SWEEP ATTACKS

A sweep attack is a special kind of attack routine only available to fighters (and their subclasses).

Fighter-class characters fighting monsters of less than one hit die have a number of attack routines per round equal to their fighter class level, AKA sweep attacks²⁵², rather than their regular number of attacks.²⁵³ Each sweep attack is an attack routine, meaning they are subject to the special initiative rules on DMG 62-63 (also detailed in the Combat Procedure).

19.22.1 AVAILABILITY

A fighter cannot attack any combatant with 1 or more HD on the same round the fighter makes sweep attacks. Therefore, the player will likely need to declare intent to sweep attack during action declarations (see Combat Procedure), since doing so will affect initiative.

19.22.2 ON THE CHARGE

Weapon length always determines first strike on the charge, so even if a fighter would normally be able to sweep attack enemies who are charging him, weapon length is checked instead. Once both sides have rolled attacks when the charge is met, if the fighter has attacks remaining, the fighter may make those normally afterward.

19.22.3 AGAINST WITHDRAWING OR FLEEING ENEMIES

If enemies are breaking from melee (see Avoiding), the fighter does not get their full suite of sweep attacks against the fleeing enemies. It's just the one attack routine.²⁵⁴

19.23 TARGETING

19.23.1 CHOOSING A SPECIFIC TARGET

Whether missile or melee fire, it is generally not possible to select a target in the swirling melee. For example, in a battle against 15 goblins, the PCs will typically be unable to pick which goblin they attack.^{255 256}

However, a target (or targets) can be selected by intelligent creatures in the case where the target is "unique". For example, if the target is classed, or a leader-type, or wearing some definitive mark. In such a case, the two

²⁵²The terminology "sweep attack" comes from the gold box AD&D computer games and does not appear in the AD&D rulebooks.
²⁵³PHB 25.

²⁵⁴DMG 70, "Breaking Off From Melee".

²⁵⁵DMG 70, "Who Attacks Whom".

²⁵⁶And *never* will be able to "attack the most-damaged looking one" in any case — the game doesn't work like that. Such play slows the game and breaks up the abstract nature of the fight where many blows, parries, and thrusts are exchanged during the 1 minute combat round.

parties become locked in a duel of sorts and will only be able to target one another until one side has been defeated. TODO: This might not be quite right... we need to see what this DMG 70 section is trying to say.²⁵⁵

19.23.2 FIRING INTO MELEE

All individual missiles should have their targets individually determined as per DMG 63. Every shot from a weapon with 2+ RoF²⁵⁷ does not automatically target the same combatant.

19.23.3 MOUNTED COMBATANTS

When attacking a mounted target in melee, the attacker may choose whether to target the mount or the rider.

Sweep attacks are possible against mounted enemies riding mounts of 1 HD or greater only if the attacker is also mounted, or has some other way to completely negate the combative effect of the enemy mount (e.g. perfect magical hovering). Otherwise, the presence of the 1 HD+ mount makes sweep attacks against the rider impossible.

In the case of unintelligent creatures where there is no clear choice, a random target can be determined with a d6:

d6	Target
1-2	Rider
3-6	Mount

When attacking a mounted target with missile fire, a random target should always be determined in the above way.

This d6 roll works in cases of a M sized rider and a L sized mount, such as a PC and a horse. The die roll should be adjusted appropriately in cases of a larger size category difference, taking into note the rules in the DMG for the random determination of missile targets on DMG 63.

In cases where height is a significant factor, that should be taken into account. For example, a kobold with a short sword attacking a man riding a large, old, red dragon should always target the dragon.

19.24 WEAPON PROFICIENCY

19.24.1 MULTI-CLASS

Multi-class characters obtain all of the weapon proficiencies for all of their classes – both the starting proficiencies and the proficiencies gained by leveling up.

²⁵⁷Rate of fire.

19.24.2 DUAL-CLASS

Dual-class characters gain all the starter weapon proficiencies for their new class, and then gain weapon proficiencies at the regular rate for that class. Any time they level up, dual-class characters must pick a proficiency for a weapon that is usable by the class they just gained a level in.

19.24.3 RETRAINING

There are no core rules for retraining weapon proficiencies.

As a rules extension, a weapon proficiency can be exchanged for another in 1 month at the cost of a cumulative 250 gp times the highest class level of the level of the character (1st = 250, 2nd = 750, 3rd = 1500, 4th = 2500, etc.).^{Ex} As with regular training, the character cannot perform any other activity during this time; if they do, all progress and expense is lost.

19.25 WEAPON SPEED FACTOR

Weapon speed factor (WSF) (or simply “speed factor”) is a property of a melee weapon. Rules are on DMG 66.

19.25.1 MULTIPLE ATTACKS ON TIED INITIATIVE

When initiative is tied, WSF comes into play. Attacks are resolved in order of weapon speed. In this case, individual attacks must be ordered, not attack routines, since an attack routine could consist of a main-hand weapon and an off-hand weapon with different speeds.

19.25.2 INTERACTION WITH MULTIPLE ATTACK ROUTINES

Bonus attacks due to WSF only occurs when the opponents are attacking on the same segment.^{Ex} Therefore, in cases where one side has more attacks than the other side due to being a fighter, or *haste*, or whatever, bonus attacks due to WSF may not occur even if the initiative is tied and the opposing weapons would normally allow it.

For example, imagine a 9th level fighter with a halberd attacking a goblin with a dagger. The initiative is tied, but it is an odd-numbered melee round so the fighter gets two attacks, one before the goblin and one after. Therefore, the fighter’s attacks do not occur on the same segment as the goblin’s attack, and the goblin does not receive bonus attacks from WSF.

19.26 WEAPON VS AC (WvAC)

WvAC comes into play any time the following two cases are true:

- The attacker is not using a natural weapon (e.g. claws, bite).

- The defender is wearing armor, or has a similar defense that is akin to armor, such as a beholder's plating.²⁵⁸

20.0 MONSTERS

20.1 VARIATIONS

Monsters can come in variations and forms unlike the ones listed in the monster books. Variations on monsters are common in modules and other publications throughout the age.

20.2 JUVENILES

Even for milieus that do not have a “naturalism” view of monsters, follow the monster books’ prescriptions on juvenile monsters encountered, for challenge purposes.²⁵⁹

20.3 USE OF WEAPONS

Weapon vs AC should be used for all monsters fighting with humanoid weapons.

20.4 AT-WILL ABILITIES

An at-will ability can be used on the same round as an attack routine (e.g. demons). Unless the monster entry provides an exception, a monster can use only one activated at-will ability per round.

Abilities which are triggered by some situation and “passively” activate are not included here; unlimited passive abilities, one at-will ability, and regular attack routine(s) could all be performed on the same round.

20.5 “IN ADDITION” ABILITIES (E.G. HELL HOUND, IRON GOLEM)

These are abilities such as the hell hound’s breath and the iron golem’s breath, which both use language like “in addition to the regular attack”. These monsters perform their regular attack routine and use their ability on the same round, as with at-will abilities.

20.6 LIMITED-USE ABILITIES

Monsters who have abilities such as “once per day” or “three times per week” will typically not have used any of these use when the players first encounter them. This is especially the case when the monster is encountered randomly, such as in a wilderness encounter. If instead the monsters in question are part of a scenario where they are likely fighting other monsters regularly, the DM may assign some chance for one or more uses to have been expended. When in doubt, dice 50-50 chance for each use.

²⁵⁸DMG 28: WvAC should NOT be applied to every monster, even ones with “tough skin”. WvAC should only be applied to armorless monsters when their defenses are said to be truly armor-like, such as the beholder’s plating; MM 10: “The body is protected by a hard chitinous covering.”

²⁵⁹The juveniles can be substituted for simply smaller varieties, if it better suits the campaign.

20.7 PARALYZING ATTACKS

Ghouls, carrion crawlers, and other creatures which paralyze but do not have an effect duration listed paralyze for 1d10+2 turns.²⁶⁰

20.8 BREATH ATTACKS

Saves are always for breath weapon, even for “poison” breaths like green dragon breath. Bonuses to poison saves do not help against breath weapons. For info on dragon breath, see the Dragon section.

20.9 CONSTRICTING ATTACKS

See Constriction.

20.10 GAZE ATTACKS

Use rules under Dracolisk MM2 entry to determine if gaze is met, unless otherwise stated. Ranged avoiding-gaze attacks always miss, only melee has a chance to hit while avoiding gaze.

20.11 POLYMORPH ABILITY

Monsters’ polymorph ability is *polymorph self* unless explicitly stated otherwise.

20.12 SHAPE CHANGE

See rules on monster shape change.

20.13 DARKNESS ABILITY

Unless the monster’s description says otherwise, the monster will be affected by its own magical-darkness-producing abilities, even demons.²⁶¹

20.14 WITH MULTIPLE ACs

Some monsters have more than one listed AC. In some cases, rules are provided in that monster entry to determine which AC is targeted (e.g. die roll, positioning).

In cases when no rules are provided, or when positioning isn’t obvious, the same rules for attacking a helmetless character can be used.^{Ex262} If the attacker is intelligent and declares that they are targeting a particular body part, they will strike it on a 3-in-6; otherwise the attack strikes the AC least-favorable to the attacker. If the attacker is unintelligent, they will happen to strike a weaker AC location on a 1-in-6. If there are multiple locations with weaker-than-max-AC locations, a random die roll can be made to see which one is hit.

²⁶⁰TODO: This is sourced from official modules but we need to list the exact source(s).

²⁶¹For 2+ years, the DI interpretation ruled that they were not affected. However, this produces bad gameplay where the players and demons are constantly back and forth with light/darkness spells in melee. Usually, the party is fighting in the dark because each demon can use their at-will darkness every round. Though this makes demons scarier, the gameplay is lame. So it seems more likely that the intention is for demons to use the ability on, say, a magic-user who is outside of melee.

²⁶²DMG 28.

20.15 USE OF MONSTER CORPSES

Monster abilities all cease functioning after the death of the monster unless the MM states otherwise (e.g. fire beetle glands). This includes rust monster antennae, medusa heads, and ooze acid.²⁶³ However, these body parts can be used as material components for magic item fabrication. Additionally, extraction of poison may be possible (see the Poison section under “Items, all”.)

20.16 FAMILIARS

Familiars are typically obtained via the *find familiar* spell.

20.16.1 STATS

Stats listed in the *find familiar* spell description are used. Stats not provided are taken from a monster book.

Often, stats for a familiar are found in the MM2, rather than the MM. Rules listed under *find familiar* always trump the monster books.

20.16.2 ABILITIES

Abilities listed in the books which are conferred to the character are vague, and are expanded on as follows.^{Ex}

THIS IS A PARTIALLY-PLAYTESTED SKETCH. I’ve just included this to show you what I was riffing on. You might think of something better for your campaign.

♦ **Cat, black**

- ♦ **Surprise 1-in-6:** Party only surprised on a 1-in-6 (does not stack with ranger or monk ability).
- ♦ **Regular encounter distance in the dark:** Spot enemies at the normal encounter distance, even in the dark, as long as there is a little light (even as dark as a new moon).
- ♦ **Low-light spotting:** Negate effects that hamper vision due to low light. DM will also increase chance to notice things in a dungeon if the chance of noticing them would be aided by low-light vision.

♦ **Crow**

- ♦ **Fly to increase encounter distance 3x:** Outdoors, fly to multiply encounter distance by 3x. Doesn’t work (1) in medium woods or thicker, (2) if there is heavy precipitation, or (3) if the crow is surprised. (The crow provides a special surprise check which happens before the party’s check.)
- ♦ **Daytime vision 3x:** 3x vision distance outdoors during daytime. (Does not affect encounter distance, just lets character see farther.)
- ♦ **Small movement spotting:** DM provides better chance to notice things that involve small movements (e.g. may provide bonus to notice a trap)

♦ **Hawk**

- ♦ **Never surprised if vision matters:** Party is never surprised unless vision is irrelevant to the scenario (e.g. opening a door).²⁶⁴

²⁶³<https://www.dragonsfoot.org/forums/viewtopic.php?t=92768>

²⁶⁴MM2 64.

- ♦ **Fly to increase encounter distance 10x:** Outdoors, can fly to multiply encounter distance by 10x. Doesn't work (1) in medium woods or thicker, (2) if there is heavy precipitation, or (3) if the hawk is somehow surprised.
- ♦ **Daytime vision 10x:** 10x vision distance outdoors during daytime. (Does not affect encounter distance, just lets character see farther.)
- ♦ **Owl, screech**
 - ♦ **Never surprised dusk or dark:** Party is never surprised during dusk or darkness.²⁶⁵
 - ♦ **Double ultravision:** Double standard ultravision.²⁶⁵
- ♦ **Toad**
 - ♦ **-20% to thief MS/HIS:** Applies a -20% penalty to enemy move silently and hide in shadows checks when used for backstabbing or pickpocketing within 9".
- ♦ **Weasel**
 - ♦ **Surprise 1-in-6 if sound or smell matters:** Party only surprised on a 1-in-6 when sound or strong smell is a factor (does not stack with ranger or monk ability).
 - ♦ **Scent:** Character is able to pick up on smells that would be undetectable by normal creatures, possibly providing valuable information.

Remember that these sensory abilities are **imparted** to their master. The master does not need to ask the familiar what they see/hear. The master sees/hears themselves.

The player should endeavor to remind the DM of their special abilities when they believe the abilities might be relevant, as the DM can easily forget about a familiar.

20.17 Eggs

Some monsters such as the hippogriff lay eggs. The eggs listed in the MM as having value are assumed to be fertilized, since it is assumed that's where their value lies. Therefore, eggs found in lairs as part of the numbers listed in the MM will be fertilized.

20.17.1 BREEDING TIMES

Most monster book entries do not indicate when monsters lay eggs. If a case arises where this is relevant (such as if PCs are attempting to breed their flying mounts), the DM should select a season when that monster lays their eggs. It is recommended for game balance and simplicity that monsters who lay eggs of notable value (such as hippogriffs) do so only once a year.^{Ex} This selected time can also be helpful for determining if lairs (such as hippogriffs') contain eggs or fledglings.²⁶⁶

20.17.2 VALUE WHEN UNFERTILIZED

For simplicity's sake, it's recommended to ignore biological questions of whether monsters lay unfertilized eggs, and how much such eggs are worth. If a monster in captivity, such as a flying mount, does biologically

²⁶⁵MM2 98.

²⁶⁶MM 52, "Hippogriff".

lay unfertilized eggs in the campaign setting, assume that their value has already been deducted from the animal's upkeep cost (the owner ate or sold the eggs, for example). So unfertilized eggs will effectively have no game value.

20.18 NON-TREASURE-TABLE TREASURE

This section intends to eventually catalog every treasure and value thereof that is not a regular gem, jewelry, or magic item. These objects are often listed in monster book entries.

This table is very incomplete.

Treasure	Value Each	Quantity Found	Source
Ivory tusk	1000 gp	2-12	Caveman/Tribesman (MM 67-68)
Gold nugget	5 gp	20-80	Caveman/Tribesman (MM 67-68)
Uncut gems	10 gp	1-100	Caveman/Tribesman (MM 67-68)
Hippogriff egg	1000 gp	0-2 per nest	Hippogriff (MM 52)
Hippogriff fledgling	2000 - 3000 gp	0-2 per nest, or 1 per hatched egg (2 for twin birth)	Hippogriff (MM 52)

20.19 B

20.19.1 BANSHEE

Banshees are not subject to clerical turning.²⁶⁷

20.19.2 BRAIN MOLE

Brain moles always *mind thrust* with 121 strength, and do not have points to spend or lose. The brain mole *mind thrust* is more of a natural power than the standard psionic *mind thrust*. They cannot be psionically attacked as a psion, only escaped, slain "normally," or 100+ point *psionic blasted*.²⁶⁸

20.20 D

20.20.1 DOG

Across the PHB and MM, there are two separate listings of dogs.²⁶⁹

- PHB 123 lists guard dogs for 25 gp and hunting dogs for 17 gp, but no stats.

²⁶⁷Polyhedron #17, May 1984, "Dispel Confusion".

²⁶⁸<https://www.dragonsfoot.org/forums/viewtopic.php?t=90505>

²⁶⁹Sled dogs are listed in the WSG, but no cost or combat stats are provided.

- MM 29 lists stats for war dogs and wild dogs, but no prices.

Use the following table:

Dog	Cost	Combat Stats
Wild	Not typically sold	Wild
Hunting	17 gp	Wild
War	25 gp	War
Guard	25 gp	War

- Dogs can be brought into dungeons.²⁷⁰
- Dogs do not have a chance to flee as horses and pack animals do.²⁷¹
- When an encounter is triggered, dogs have a 50% chance to immediately attack any encountered entity which is not a party member. If the dog is restrained at the time, it will instead bark loudly, negating all chance for the dog's party to surprise in that encounter.²⁷²

Guard dogs use the stat block for war dogs, but only respond to commands related to protection and guarding. They won't be trained to charge headfirst into battle or dismount knights.

20.20.2 DRAGON

Dragon breath's damage is based on the dragon's maximum hit points, not its current hit points.²⁷³

It is absolutely critical to note the rule in the Dragon monster entry which states that the DM must dice a 50-50 chance to see if a dragon will breathe.

A dragon can breath on approach when flying, and then use either its claws OR bite (but not both claws and bite).²⁷⁴ In this case, no 50-50 chance is diced – the dragon can do both!

Spell selection is random unless the dragon has Genius or higher intelligence, at which point the DM can select spells.²⁷⁵

²⁷⁰DSG 60.

²⁷¹This makes them more resilient than war horses in this manner, which have a 10% chance to flee as per MM 53.

²⁷²DSG 60. It's perhaps obvious that dogs bark, but a percentage chance not given until the DSG.

²⁷³This was confirmed in a Dragon article I believe. TODO: Find the issue #. Anyway, DMs, do not nerf dragons. They are supposed to be scary.

²⁷⁴DMG 51.

²⁷⁵If you check the dragon descriptions in the MM, you will find this to be the case.

20.21F

20.21.1 FIRE BEETLE

The glands are worth d10^{Ex} gp each, since these are valuable light sources that have no risk of starting a fire or igniting gasses in a mine or on an adventure.²⁷⁶ It takes 1 turn for a character to harvest all 3 glands from a single beetle.²⁷⁷ The glands are bulbous, so they have 10 cn encumbrance each.

20.22G

20.22.1 GROANING SPIRIT

See Banshee.

20.23H

20.23.1 HAWK

Hawks purchased at the PHB prices are trained to hunt, similar to war dogs. Stats are found at MM2 64, "Falcon (Hawk)".

Notice that familiar hawks provide the benefit of being great scouts. Regular hawks will not provide such benefits such benefits since they are not nearly as intelligent and cannot telepathically communicate with their owner besides.

20.23.2 HELLHOUND

Hellhounds can breathe on a target and bite them in the same round.²⁷⁸

Hellhound breath is magical fire for the purpose of saving throws. See Saving Throws for more info. It is not magical for any other purpose.

20.23.3 HIPPOGRIFF

A hippogriff is a monster found on MM 52. It is also one of the three standard flying mounts, the other two being griffons and pegasi.

Hippogriffs have a carry load of 4000/6000.²⁷⁹

Eggs hatch in 5 months (if found in lair, roll d5). There is a 1% chance for a twin birth from a single egg. The born hippogriff is a fledgling for 6 months after birth (if found in lair, roll d5 to determine months remaining).

²⁷⁶The glands are mentioned as being valuable, but no value is given in the books. The gland loses all value if it goes out, as per the d6 day luminosity indicated in the MM entry.

²⁷⁷DM Note: This is a great special kind of treasure players can look forward to even at low levels, and is an apt reward considering the danger of these beetles.

²⁷⁸Hellhounds wouldn't be scary enough for their HD without this ruling. It's also reinforced by future versions of the game, for what it's worth.

²⁷⁹WSG 47.

At 6 months of age, a period of intensive training must begin if the hippogriff is to be trained as a flying mount.

A hippogriff must rest 1 hour for every 3 hours flown, during which period it eats as if famished.

Upkeep is 250-500 gp/month, or half that during the fledgling stage. The exact amount is determined by the proportion of max hit points the hippogriff has compared to its possible minimum and max hit points. This pays for grooms, keepers, food, and special quarters. Since the HP range of a hippogriff is 6-27, the following formula is used to determine monthly upkeep: $HP * 12 + 178$, rounding the result to the nearest 5 gp.

For an example of how to handle training a hippogriff for flying, see Appendix E.

The egg value is 1,000 gp, and the fledgling value is 2,000 - 3,000 gp.²⁸⁰ To determine fledgling value, $d12 * 100$ gp can be rolled, re-rolling 12s. Alternatively, the DM can assign a value 2,000 - 3,000 gp with 50% of the value based on the hippogriff's rolled HP (HD 3 + 3) with relation to its minimum and maximum possible HP, and 50% of the value being based on how far along the fledgling is in its 6 month fledgling state (farther along being more valuable).^{Ex}

If the egg or fledgling is kept, I see no reason to not award XP for its gold value, as treasure has been recovered and is in a transportable medium.

20.23.4 HORSE

Riding horses have the stats of a light warhorse, but are not trained for war. Therefore, they won't fight for characters, characters can't fight on them, and they are subject to the panic rules for beasts not trained for war (90% chance to flee in panic in cases of "raging fire, sudden movement, loud noises, or strange smells"²⁸¹

Note that the a rider must be mounted for a warhorse to be able to attack in second and subsequent rounds of combat.²⁸²

Warhorses only have a 10% chance to panic when presented with "raging fire, sudden movement, loud noises, or strange smells", in contrast to the riding horse's 90% chance.²⁸²

20.24 N

20.24.1 NIGHT HAG

The XP/GP value of the periapt is 2,250 XP / 16,250 GP.²⁸³ A "usage" for decay purposes is any time saving throw is made or disease is cured, regardless of if the +2 was material to the save passing or not.

²⁸⁰MM 52.

²⁸¹It's unclear when exactly this roll is made. I would not recommend making it for any combat, but would make it for every combat, but I would make it for combat with creatures the horse isn't used to. For example, riding horses would probably not be used to orcs, but war horses would be. Neither would likely be used to manticores or dragons.)(MM 53.

²⁸²MM 53.

²⁸³Extrapolated from the value of *periapt of health* plus one-half the value of a *ring of protection +2*.

20.25P

20.25.1 PIXIE

Pixie invisibility is natural. Visibility is their enchanted state. Therefore, a pixie who is affected by a dispel does not become visible.

20.25.2 PSEUDO-DRAGON

Pseudo-dragons' ability to see invisible objects includes characters and monsters. (See Abbreviations, "object".)

20.26 V

20.26.1 VAMPIRE

Holy symbols effective against vampires must be for lawful good deities. The alignment of the character employing the symbol against the vampire does not modify its effectiveness.

20.27W

20.27.1 WATER WEIRD

Water weirds MM entry leaves some questions unanswered, which are ruled on below.

Water weirds can move out of their pool up to a range equal to their length, and attack targets that are in melee range of that farthest point.^{Ex} So a 10' water weird could move up to 10' from the pool, and attack 10' beyond that, for a total threat radius of 2" around the pool. Water weirds can easily be longer than 10', and this added length would extend their threat radius.²⁸⁴ Note that the water weird does not have an increased melee distance, but rather that its snake-like form is able to move (as a regular snake monster, but like a tentacle, in the air) out of the pool up to its length. It must still use a move or charge action to extend in this way. When a water weird successfully grabs a target, it can instantly retract to its pool and begin the drowning process. This movement does not prompt parting attacks because it is part of the special attack.

The water weird is unable to leave the pool at a distance greater than its length unless it takes over a water elemental.

Also see Drowning.

²⁸⁴At least some water weirds must be able to reach out and attack at distances greater than 1" beyond their pool, because otherwise they post very little threat due to not being able to attack until the 2nd round of melee. If they were limited to a 1" range of their pool, any player who has previously encountered a water weird and knows the "gimmick" can merely step back to avoid all danger. This small level of danger does not make an appropriately dangerous monster, and does not seem to be the intent. The MM entry says that water weirds are "10'+ long", so our interpretation is that water weirds can easily be double that or more, and extend past their pool by snaking out from it, but never losing contact with the pool. In this way, 10' water weirds have a 2" threat radius around their pool (they can move 1" out due to their length, and melee range is 1" beyond that), and larger water weirds have a larger threat radius.

If the weird is disrupted or otherwise disabled (such as via *hold monster*), all targets are released.²⁸⁵

There is no way to free a drowning target from an active water weird by mere strength, other than by disrupting or destroying the weird.

Water weirds are one of the monsters explicitly kept out by *protection from evil*. The magic prevents the weird from being able to attack the target affected by the *protection from evil*.²⁸⁶ The water weird cannot bypass the barrier created by *protection from evil*, but if the weird is already drowning a target, the target gaining *protection from evil* after the fact will not have any benefit to freeing the victim, because the weird is already within the 1' bubble created by the spell. (For larger *protection* radii, see Paladin.)

²⁸⁵The creatures pulled into the water are not literally paralyzed, it's just that the paralyzation save category is used. The creatures pulled into the water are not magically paralyzed, they are just held and drowning.

²⁸⁶DMG 41.

21.0 CONSTRUCTION

21.1 RULES PAGE LIST

- ♦ **Engineer-Architect:** DMG 30.
- ♦ **Construction Time:** DMG 106.
- ♦ **Construction Listing:** DMG 107.
- ♦ **Costs of Furnishings (as approximate reference):** Dragon #117.

21.2 NON-DOMAIN CONSTRUCTIONS

Any character, including a henchman, is able to have structures built. Only PCs of name level can benefit from domain rules, however (e.g. tax, followers, monster-clearing, new settlements, etc.).

21.3 PROCEDURE

- (1) Player drafts a map (with grid scale) of the desired construction. The level of detail is up to the player. Some players like to make something simple and imagine the rest, whereas other players enjoy making detailed maps. Note that if a very simple map is presented and later on the details become relevant (e.g. if the building is besieged), the DM will have control of details not provided by the player.
- (2) Player uses the costs in the rules listing above in order to write up a proposal, which should include:
 - (1) List of prices for the construction and any furnishings.
 - (2) Required construction time.
 - (3) Calculated cost of architect-engineer (should include monthly cost of construction, plus one extra month for planning.)²⁸⁷
 - (4) Total cost in money and time, and the total monthly upkeep cost.²⁸⁸
- (3) Once DM approves proposal, DM provides player with timeline of the process (namely, dates which construction begins and ends).

Costs of building contents and furnishings do not need to be painfully considered. The player should just propose something that seems reasonable and not spend hours wondering if they've properly priced their dining chairs. Review the prices of items in the PHB and any other sources, and make a fair guess.

21.4 LIVING QUARTERS UNDERGROUND^{Ex}

When dig-constructing living quarters, such as in a dwarven hold's cavern wall, speed is ½ tunneling speed. This accounts for the difference in a tunnel vs living quarters.

²⁸⁷Hiring an architect-engineer is not required but failing to do so causes the building to have a 75% chance of collapsing in 1-100 months. (DMG 30).

²⁸⁸TODO: Need to confirm the monthly cost in the DMG.

When constructing in in a demihuman lair, they will certainly expect that their same race of laborers is used, so as to do things properly. For example, if a dwarven PC has been granted permission to construct quarters in a dwarven hold, the PC would need to employ dwarven miners and a dwarven engineer, both at 3x human pay.

22.0 DOMAINS

This section was previously more complete, but after actually doing domain clearing once, I've retracted much of it. I'd rather adjust it in light of new wisdoms, before advising anyone else. I'll also note that I've only done this once, and only phase 1.

22.1 CLEARING

All four of the following changes were made after doing this process once, purely Appendix B:

- The map will be pre-mapped by the DM.
- If an aerial view can be obtained, the DM will provide the terrain map, wide open, to the players.
- The DM will have pre-rolled encounters for each terrain type.
- If the DM isn't prepared, Appendix B will be used instead. But it will no longer be the default. This is now more BTB.

22.1.1 PHASE 1

[Section retracted for revision. (TODO)]

22.1.2 PHASE 2

[Section retracted for revision. (TODO)]

22.1.3 WILL THE MONSTER LEAVE BY ITSELF?

[Section retracted for revision. (TODO)]

23.0 APPENDIX E: EXTRA RULES EXTENSIONS^{EX}

These are of varying quality I think, but they are all used in our campaign, so I've included them here.

23.1 LAIR HUNTING

These are rules for searching a 5-mile map hex for monster lairs.²⁸⁹

Each hex which is not patrolled by a settlement contains a number of lairs as indicated in the Lairs rules.

A 5-mile hex can be intentionally searched for lairs. Of course, not all hexes will have lairs, and it is impossible to know how many a hex contains at a given time without the use of magic. Because treasure types are used for outdoor lairs, it's possible for a lair to be very profitable or to return nothing at all.

23.1.1 PROCEDURE (HEX MOVEMENT)

This procedure should be used with our Hex Movement system. If you don't use that system, see below for the **miles movement procedure**.

- (1) Party travels to the hex they'd like to search for lairs. Once they've paid the MP to enter the hex, they can spend MP to search for lairs.
- (2) To search the hex, the party spends MP as though they were entering the hex. Every time this is done, two types of rolls are made by the DM. This can be done repeatedly as long as the party can pay the MP.
 - (1) Lair check: The DM rolls a d20, with a 1-7 indicating a lair is found (if one exists, see DM's note at bottom of page).
 - (1) If flying, two checks are made instead of one. (The DM will resolve one roll and then the other. If the party decides to stop lair hunting after the first roll is resolved, then the second roll is discarded.)
 - (2) If a ranger is in the party, a lair is found on 1-11, or 1-9 if the party is flying.
 - (2) Random encounter check: A random encounter check is made for the hex. Random encounter checks are made every time the party spends the MP to lair hunt, rather than at the normal times defined by DMG 47. These too can result in a lair via the monster's % In Lair chance.

The party may split up, in which case the resultant smaller parties each get their own checks. These parties will not be close enough to assist in an encounter (without magic).

23.1.2 PROCEDURE (MILES MOVEMENT)

- (1) Party travels to the hex they'd like to search for lairs.

²⁸⁹The AD&D rules don't provide a system for locating monster lairs intentionally, only through travel. The system in this section is a slightly different version of the rule found in ACKS, one of the better B/X-based games. Specifically, in the ACKS Lairs & Encounters book.

- (2) Every hour (assume a 10 hour adventuring day)²⁹⁰, two checks are made:
- (1) Lair check: The DM checks with a d20 on the below table, based on party daily movement speed. Be sure to adjust speed for the terrain of the hex.
 - (1) If a ranger is in the party, the check is at +4. This bonus is reduced to +2 if the party is flying.
 - (2) If flying, a check is made every 30 minutes instead of hourly.
 - (2) Random encounter check: Random encounter checks are made every hour instead of at the normal times defined by DMG 47. These too can result in a lair via the monster’s % In Lair chance.

The party may split up, in which case the resultant smaller parties each get their own checks. These parties will not be close enough to assist in an encounter.

Miles of Movement per Day	Target Roll	Miles of Movement per Day	Target Roll
9 or less	19	90-99	10
10-19	18	100-109	9
20-29	17	110-119	8
30-39	16	120-129	7
40-49	15	130-139	6
50-59	14	140-149	5
60-69	13	150-159	4
70-79	12	160-169	3
80-89	11	170 or more	2

23.1.3 AT THE TABLE

This system can be an attractive choice if an expedition completes with an hour or two to spare in a session and the party wants to do something other than start a new expedition. In that way, it’s similar to the treasure maps system. Sometimes, a group might want to do this for an entire session, since it can be a fun interlude from other things, and is basically always an option.

DMs may desire to roll up lairs in advance for each of the hex terrain types (see Appendix B), and then use them when lairs come up on a hex. That being said, this can certainly be done on the fly. Though there is always the chance of rolling a Men lair, which typically involves a lot of rolling for the classed characters’ magic items.

²⁹⁰Not sure if I remember the source for this. Might just be a reasonable number we deduced.

23.1.4 NUMBER OF LAIRS PER HEX

How many lairs are in a hex? Extrapolating from Dave Arneson's system:²⁹¹ roll a d10: 1-4 = that many lairs, 5-0 = no lairs. Players should of course not know how many lairs are in a hex.

If a hex is determined to have zero lairs, yet a random encounter in that hex hits the % in Lair roll, the lair can still be placed if you'd like. It must be a new lair that's just popped up!

23.2 DEMIHUMAN LEVEL CAP INCREASE

The game works well with the PHB caps. However, to consider level caps some sacred ground that cannot be examined, some holy rule, would be a mistake. It is probably okay for demihumans to advance a farther, if exceptional, using the 19-25 scores defined in book four, Deities & Demigods, by extrapolating from the 1970s²⁹² rules in the PHB. Therefore:

For every point above 18 a demihuman has in all prime requisites for a class, that character can advance one level higher than normal in that class.²⁹³ All prime requisites must be 19 for 1 level, all 20 for 2 levels, etc. It should be extremely rare in the campaign for a magic force to grant an entire point of ability score past 18. In typical cases, the increase should be a single 10th of a point past 18.²⁹⁴ Even a score of 21 could require the use of 30 wishes. Unless the players are really juicing one character, this should take a while.²⁹⁵

23.3 RETIRING CHARACTERS

This rules extension defines when a character can retire.²⁹⁶

Since the early days of gaming, players have retired much-beloved characters after many levels, or otherwise having accomplished what they set out to do with that character. Sometimes a player may simply not enjoy playing a character very much. In a game with character stables, one might wonder how often a player can retire a character, and under what conditions.

Retiring a character frees up a slot in that player's character stable. There are a few ways to do that, detailed in this section.

²⁹¹<https://nagorascorner.blogspot.com/2015/01/the-post-rationalised-universe-or-what.html>

²⁹²We have considered the UA cap increases. They are unprecedented, where as +1 level per ability score point is preceded in the PHB. Our rules extension is in the spirit of the 70s game. UA is not.

²⁹³Naturally doesn't allow advancement past a class's max level for all races, if it has one.

²⁹⁴It would be reasonable for a DM to make increases of more than 1/10th point past 16, even, let alone 18. Wishes only give 1/10th point past 16. I don't know of a place where it's explicitly stated how magic pools, statues, etc should relate to this rule. I think that keeping any increases of more than 1/10th points (after 18) extremely rare is sufficient.

²⁹⁵I can't resist saying again: DMs should place wishes beyond those rolled randomly. Even right at the start of the campaign, hidden away as some of the best treasure, or maybe given by a statue, or perhaps as a reward from a creature.

²⁹⁶It's important that players aren't permitted to throw away characters without restriction, because that might encourage discarding characters based on ability scores or other rolls during character generation. The goal of this rule extension is to strike a balance where rolling a character remains meaningful.

23.3.1 REQUIREMENTS

- ♦ The character must not have any loans or outstanding debt.
- ♦ The character must have turned over any key quest items or group resources to their adventuring group.
- ♦ The character can only gift a certain amount of their wealth to other characters upon retirement.²⁹⁷ The character can gift either:
 - ♦ a single magic item
 - ♦ OR, up to 10% of their total wealth (including the GP value of magic items), which can also include magic items
- ♦ The character can not be un-retired after the player begins to roll a replacement character.

23.3.2 METHODS

Players have three options for retiring characters: character XP, character wealth, and session attendance.

Once a character has accumulated 20,000 XP, they can be retired.

If a character owns 100,000 gp worth of items, creatures, and property, they can be retired. The sale value of magic items is used for the purpose of this calculation. Note that final wealth after any parting gifts (see “Requirements” above) must total 100,000 gp value. Since it is only in extraordinary situations that a character will end up with 100,000 gp net worth before reaching 20,000 XP, it’s unlikely that this option will be utilized.

For every 50 sessions a player has attended, they may retire a character with no XP or wealth requirement, even if that character has never been played. For example, if a player has played in 120 sessions, they would be eligible to retire up to 2 characters who fail to qualify for the XP or wealth retirement. To be clear, this is 50 sessions played as a player, not sessions played as the character you want to retire. You can retire unplayed characters with this rule.

23.3.3 COMING OUT OF RETIREMENT

If an interesting opportunity presents itself, the DM may have the character return as an “NPC” in the future for some episode if the player is okay with it – preferably with that player controlling the character for the cameo.²⁹⁸

23.3.4 TRANSFERRING A CHARACTER

Rather than retire a character, a character can be transferred to another player provided the other player wants to take control of the character and has an open slot in their character stable (i.e. taking control of the character would not put the player past the limit of number of characters a single player can own, as permitted by the DM).

²⁹⁷“Donating” or liquidating items over time in anticipation of retirement is bad sportsmanship. The retiring character will want to keep most of their wealth in order to enjoy retirement!

²⁹⁸It’s always best to first ask the original player how they’d feel about the cameo. The DM should allow the player to veto. If they don’t veto, the original player should be allowed to run the character for the cameo if possible.

23.4 SELLING TREASURE IN MINIMAL SESSION TIME²⁹⁹

If a magic item has been identified,³⁰⁰ the DM may inform the players how much XP it is worth if kept, and how much gold and XP if sold. If the item has not been 100% positively identified, the players must choose to keep or sell.

If they choose to keep an unidentified item, one character must take ownership of the item. XP is only awarded when the properties of the magic item have been positively identified. In the case of magic items with multiple properties, partial XP can be awarded. The DM must track the identification status of magic items.³⁰¹

If they choose to sell an unidentified item, the characters will receive the full GP value of the item, even if they didn't know any of its properties. However, they cannot change their mind about selling at this point! Once the DM tells the players the value, the item is completely gone. There is absolutely no renegotiating, stealing-back of the item, or otherwise re-obtaining the item. This is the risk players take when selling an unidentified item. In return, players aren't made to feel that they are missing out on potentially tens of thousands of gold if they don't spend 2 hours of session item tinkering with the item.³⁰²

Note that full GP value will not be awarded if the seller did not even know the item was magic! For example, a magic gem "worth 100 gp" which is actually a magic gem of much more value would nevertheless sell for 80 gp (the 20% penalty for selling gems being applied), not the much larger sum. The seller must at least know that the item is magic in order to benefit from this rules extension granting full GP value.

²⁹⁹Whether or not to focus session time on magic item identification will be a decision that must be made by the DM when the DM is devising their campaign and recruiting players. A table that likes to spend hours experimenting with magic items to figure out their plusses or other effects will be enjoyable to some players and unenjoyable to others. There are also players who enjoy it but, given the choice, would prefer to use session time on adventure. Some decision must be made, since there is the question of GP value of magic items, and how that GP value is affected by how much the PCs know about the item. Of course, the difficulty in selling these items once value is determined will also vary between campaigns. And whatever time is spent will increase dramatically as characters advance in levels and acquire larger amounts of magic per expedition. This rules extension is offered for DMs who wish for the campaign to not spend extensive session time attempting to identify each item.

³⁰⁰Such as when sipping a potion, or via magic identification, for example.

³⁰¹DM Note: It's helpful to assign an "ID" number to each magic item the players keep. For instance, if the players keep a potion you know to be a *philter of stammering & stuttering*, make a note that the potion is, say, ID 15 (or whatever count you're on). Tell the player the potion is ID 15 and have them write it down. This way, when a character goes to drink the potion, they can tell you that they are using potion ID 15, and not "uhhhh I think I got it in that one cave 8 months ago?" With the ID system, you will know exactly what the item is.

³⁰²Further explanation: This is a game mechanic that prevents item appraisal/identification not in the spirit of the game. The alternative we considered is making item identification an important part of follow-up to an expedition, with NPCs possibly giving much less GP than the item is worth because the PCs fail to identify the item or part of its abilities. Not to mention a lot of game time, chat time, and/or downtime might need to be spent. Since most of us would rather slay dragons and plunder treasure than narratively poke at a weird magic cube for 2 hours, or spend a session finding a buyer for a magic item, this is the system we agreed on. With it, identification methods are still valuable, but it's the players' choice whether they want to engage with that process for a particular item or if they just want to sell the item on the "open market" with the "no takebacks" rule.

23.5 SAFE WISHES

The following are considered “safe wishes,” meaning they can be expected to take their intended meaning without twisting (exception: efreeti and other evil entities will often attempt to twist even these):^{Ex303}

- ♦ Ability score increase.³⁰⁴
- ♦ Full HP restoration for the entire party.
- ♦ Removal of disease or curse from the entire party.
- ♦ Full party escape from a difficult situation.
- ♦ Increasing rolled HP for a previous level. Amount raised will be equal to the low average of the hit die, up to the maximum hit die value for that level. For example, if a 2 was rolled for a fighter’s level, the new roll would be 7 (2 + 5). If a second wish was used on that same roll, it would go to 10 (7 + 5, limited by the maximum value of the hit die, so 10, not 12).
- ♦ Perfect identification of all abilities of a magic item without handling it (does not work on relics or artifacts).
- ♦ Restore all of a character’s lost levels from energy drain.
- ♦ Reduce opponent hit probabilities (-4) or damage capability (50%) for the encounter.
- ♦ Increase or decrease duration of an effect (can as much as double effect or eliminate it entirely, wisher’s option).
- ♦ Automatic 100 + bonuses on a reaction roll.
- ♦ Gain a clue to a treasure or location of any desired magic item.
- ♦ Revert an alignment change caused by magic.
- ♦ Regain a lost psionic mode or discipline.
- ♦ Comprehend a spell the character previously failed to know. (The spell must still be acquired normally, but the to-know roll is considered to have passed.)

23.5.1 USING WISHES TO SURPASS LEVEL CAPS

Wishes cannot be used to surpass class level caps, regardless of whether the cap is due to the nature of race or the limits of the class.³⁰⁵

³⁰³These are a selection of pretty “standard” wishes in AD&D, taken from and extrapolated from various sources, including the core rulebooks (e.g. see *limited wish*). Making these wishes safe from twisting is not an official game rule, though. DMs are free to be as wish-hostile as they’d like their campaign to be. That being said, wishes are rare, and many DMs make them even more rare by not properly placing all rolled magic items when generating treasure. We recommend DMs not be afraid to place wishes at any level of gameplay, and to provide a selection of safe wishes like these so players can understand what is reasonable. In that way, they can gauge things, and when they inevitably want something not on this list, they will need to choose between a safe wish, or something they really want. It’s at that point that DMs can get really creative with fulfilling the wish. Not to say there isn’t plenty of room for creativity fulfilling these safe wishes.

³⁰⁴DMG 11. Remember to note that increases past 16 only increase a tenth of a point per wish.

³⁰⁵Allowing this would probably make it the “best” use of a wish. A party would likely often want to save their wishes to use on breaking level limits. Socially, players of non-humans may even go so far as to expect that the wishes will be used on their characters, since gaining an extra level can be so powerful for the party. Furthermore, the other major power increases that can be gained from wishes are more restrictive. Ability scores past 16 require 10 wishes per single point, and wishing for a magic item only gives the location of such a treasure. All that being considered, we do not recommend that wishes can be used in this way.

23.6 COMMAND CONTROL

Since AD&D lacks rules on the subject, we have adopted the command control system from OD&D.³⁰⁶

- ♦ 0-level men-at-arms will move toward an objective other than obvious loot only when a leader-type is able to exercise command control.
- ♦ Any fighter-class character (or subclass thereof) can act as a leader-type.³⁰⁷
- ♦ The range of command control is the leader's charisma score in inches.
 - ♦ This range is increased by 1" for each 10' higher a leader is above the troops, as long as the leader is in plain view, e.g. on a castle wall.
 - ♦ This range is halved if the leader is in melee.
- ♦ Personnel beyond the range of command control will not respond to commands from leaders.
- ♦ Personnel engaged in melee will only respond to commands on a d6 roll of 1-4. This can be checked each round. Roll for each unit of troops, rather than each individual troop.
- ♦ Monsters, animals, and barbaric warriors such as berserkers and cavemen do not suffer from a lack of command control.

23.7 TRAINING FLYING MOUNTS

My players have only ever had hippogriffs (for reasons both random and found in the DMG), so this section is written from that context. It's been years since I wrote this, and I wasn't making great footnotes at the time. So you'll have to do some digging if you want to figure out where I got some of this. Some is from core rules. And I know some things I took from the 2e MM (gasp!) because the numbers seemed fine. I probably wouldn't do that nowadays, but it's immaterial.

There are basically two components to hippogriff interaction: **bonding** and **training**. They can occur simultaneously, though bonding may finish before training does. Both bonding and training must begin within 2 weeks of the hippogriff leaving the "fledgling" stage (at age 6 months).

Only one character can be advancing with a particular hippogriff at a time, whether training, bonding, or both.

23.7.1 BONDING

Bonding takes d3+3 months. During this time, the training character must spend at least two hours a day training with it. If bonding is broken for more than 2 days, the hippogriff's wild nature asserts itself and all progress is lost. After the bonding period has passed, the owner can be away from the hippogriff for extended periods of time.

The owner of the hippogriff might employ certain characters to take care of the hippogriff while the owner is away in order to avoid breaking the 2 day absence limit. When one of these characters is caring for the hippogriff, bonding progress will not be lost. They are as follows:

³⁰⁶OD&D Vol. 3, pg. 31-32.

³⁰⁷Remember that men-at-arms hired in a group of 5 or more must include with a leader-type, who must be paid (DMG 30).

Character	Maximum period	Cost
Druid	4 weeks	Negotiable
Expert animal handler (expert hireling)	3 weeks	25 gp/week
Ranger	2 weeks	Negotiable
A character with the animal husbandry secondary skill	1 week	Negotiable

23.7.2 TRAINING

Training occurs alongside bonding. If the character is away for an extended period of time and the hippogriff is being watched by one of the character types listed in the “Bonding” section above, the DM may extend the required training time, since this training time should be with the actual owner of the hippogriff.

After 2 months of training, the hippogriff can be flown, but not fought from.

After 4 months of training, the hippogriff can be fought from in melee. At this point, the owner has gained the ability to fight from flying mounts in general, meaning they have gained an ability which is “transferable” to other flying mounts like griffons and pegasai.

After 6 months of training, missile weapons can be fired while mounted on the flying hippogriff. Similarly to the flying mount melee combat ability above, this ability is transferable to other flying mounts.

23.8 CLASS QUEST

23.8.1 OBTAINING

A character can seek a quest from a trainer in order to cover a portion of training costs. In game terms, this means the player tells the DM of their desire for such a quest at least 1 week in advance of the desired play session.³⁰⁸ The player should also inform the DM as to the desired difficulty level in “DL” or Dungeon Level terms.³⁰⁹

These quests are played during sessions just like any other adventure, and will always be a whole-party adventure, where everyone can expect the same opportunities for reward as a “regular adventure,” not just the character seeking training. There is no “nerfing” or reduction of rewards for these quests to compensate for the training discount.³¹⁰ Training will not be provided in advance of these quests. For this reason, a character

³⁰⁸Depending on the current state of the campaign, including any other players who have requested class quests, it may be longer than 1 week before the quest can begin. But an absolute minimum of 1 week should be allowed to the DM to prepare a quest or properly attach an objective to an already-active adventure site.

³⁰⁹See Appendix C.

³¹⁰You might ask, “If there isn’t less treasure on class quests, why not always seek class quests?” The answer is that players probably will indeed often seek class quests! It all works out though – usually only one PC’s class quest will be able to be attempted at once, and time is a limiting factor. Secondly, the quest objective should add some difficulty. Finally, in a good campaign, players will be often be interested in adventure sites and goals which will not usually overlap with the desires of NPC trainers.

may want to request a class quest prior to reaching the amount of XP needed to advance a level. Otherwise, their XP may end up capped during the quest if it takes more than one expedition to accomplish.

A training discount is determined by comparing:

- (1) The highest class level of the character upon quest completion
- (2) The approximate DL of the completed quest

DL Relative to PC level	Training Discount
-4 or lower	0%
-3	20%
-2	55%
-1	75%
+0	90%
+1	100%
+2	100%, plus next level training cost discounted 10%
+3	100%, plus next level training cost discounted 25%

If a class quest is completed but the discount not used (perhaps because the PC went to a different trainer), the discount remains available for use but at its original value. For example, if a DL 3 quest was completed when the PC was 3rd level and thereby a 90% discount was gained, the value of that discount would be 4050 gp ($1500 * 3 * 0.9$). Whenever that discount is finally cashed in, the training cost will be reduced by that amount: 4050 gp, and NOT 90% of the current level's training cost.

23.8.2 REASONING FOR RULES EXTENSION

DMG 86 reads,

Note that the tutor might possibly accept some combination of gold and service in return for his tutelage, at the DM's option.

However, no system is suggested for handling this. We have created our own system, "class quests". We've found to work quite well for reducing training costs and engaging PCs with the world. Class quests are a great way for the DM to introduce objective-based quests, or to add objectives to an adventure site that the PCs are already interested in, similar to optional objectives in video games. The effect is that PCs have the ability to take on specific, additional challenges in order to reduce their training costs and avoid needing to take out a loan to avoid being XP capped.

There are of course numerous ways a trainer might offer to reduce training costs for a PC. We commonly hear that NPC trainers in other campaigns send PCs on annoying errands or tedious tasks. That isn't really our style – when we get together to game we want to have a full-fledged adventure. That is why we use this system.

23.9 WILLS

The idea of characters having a will is supported by the 1981 character record sheet.³¹¹

If a character dies with money or items at a money-changer, but has not written a will, the stored wealth is lost. A will is simple statement of what happens to these items upon death. It should be sent to the DM.

Wills can be updated any time the character is in a city (see settlements). There is effectively no fee for updating a will (it's assumed to be a part of regular upkeep expenses).

23.9.1 HENCHMEN

- ♦ Henchmen can will a percentage of their non-magic wealth to their master. This percentage is equal to their loyalty score.³¹²
- ♦ Each of a henchman's magic items will have a percentage chance to be willed to their master. This percentage is also equal to their loyalty score. A failed roll means the magic item goes out of the game. Treat every spellbook as an individual magic item. Players cannot choose which items go to their PC – random chance is diced every time.

Henchmen will not will anything to PCs or henchmen other than their master or mistress. If some favor or debt is owed by the henchman to another character, the item should be willed to the henchman's master for the master to sort out in the event of the henchman's demise. These items are always subject to the above test of loyalty to the master, without exception.

23.10 TOKENS

If you are making use of UA races or classes, this extension provides a method for allowing players to play those character types, while limiting their presence in the campaign.³¹³

A **character token** is a form of campaign meta-currency that can be acquired by a player, rather than by a character. A token is for a specific race or class, for example a "wood elf token" or a "barbarian token". A player can spend one of these tokens to create a character of that race or class. A race and class token can be spent together to make a character with both a UA race and a UA class.

23.10.1 ACQUIRING

Tokens can only be acquired in one way: completing a significant quest for the group in question. For example, completing a quest for a village of wood elves would earn each player involved a single wood elf

³¹¹ A will section is found at the bottom of the back page.

³¹² Loyalty score is calculated on DMG 36-37.

³¹³ As with any race or class, the DM may apply modifications to the UA races and classes in order to fit them into their milieu.

token. A player is awarded a token for any such quest one of their characters had a part in, even if it was only for one session. A player will always earn exactly one token from a single quest, regardless of their contribution.

UA removes the restriction on dwarven, elven, and gnomish clerics, and on halfling druids. If the campaign milieu permits, special class tokens can be acquired for making characters of these combinations in the same way as UA class tokens: the completion of a significant quest.

23.10.2 LEVEL LIMITS

Characters created with these tokens enjoy the UA level limits³¹⁴, but not the ability to play clerics, unless a second token is spent, having been earned via a quest for the clerics of that race.

- ♦ Characters created regularly are subject to the PHB level limits.
- ♦ Characters created with a race or class allowed by a Character Token use the UA level limits for that race or class.³¹⁵

23.10.3 RELATION TO CHARACTER STABLES

A player must have an open slot in their character stable to create a character with a token, except in the case of their first character made with a token. The first time the player uses a token, they can surpass the character cap. After that, they will need to wait until 2 of their characters are lost or retired (thereby freeing a slot) in order to create another character.

23.10.4 TRADING

Players can trade tokens with each other if they'd like. Tokens should only be traded for other tokens, never for in-world items, services, or vows.

23.11 RECOVERING EATEN CREATURES

A creature who was eaten by a much larger creature has a percentage chance to be *raise-able* based on the creature's size and the time since being eaten.

Roll d% and check the following table to determine chance of *raise-able* corpse recovery. Look from left to right until you find the column in which the roll has succeeded. If it's failed all columns, no part of the corpse

³¹⁴Originally, we played with extrapolating level limits. Meaning, we looked at the level limits in the PHB and cross referenced them with the UA limits in order to come up with level limits for UA races that were in line with PHB limits. However, this produced some complications and oddities with the way the UA limits compare to the PHB limits, so in the interest of Occam's razor and BTB play, we just swapped to allowing full UA level limits for character token characters. I'm not really happy with this since I think the level limits in UA are too high.

³¹⁵We are trying to determine the best way to handle this. I'm not happy with it because I think UA's level limits are too high, and because it allows token characters to advance, on average, farther than a non-token character with the same stats. I will update this section in a future edition.

is found at all. -5% per 12 hours since being eaten. The DM can modify this for fast- or slow-digesting creatures.

Eater - Meal	Raise-able after healing	Raise-able after regeneration	Resurrectable
Halfling - Gnome	0%	0%	0%
Ogre - Gnome	2%	0%	5%
Giant - Gnome	5%	5%	10%
Dragon, adult+, small	10%	10%	25%
Dragon, adult+, average	25%	25%	40%
Dragon, adult+, large	40%	40%	55%
Titan	55%	55%	70%
Purple Wurm	70%	70%	85%
Kraken	85%	85%	95%
Dragon turtle	95%	95%	99%

24.0 APPENDIX H: HISTORY OF DEMON IDOL

In late 2021, I became aware of The Blue Bard, Anthony Huso's website on by the book (BTB) AD&D. BTB is a practice where the game rules are respected. The reason this is special is because AD&D is famous for having its rules ignored. People throw away rules that they view as stupid, meaningless, or annoying – rules that bring color and magic to an intricate, deep game system. The common parlance in modern RPG circles is that AD&D is impossible to understand, that it's a broken game, or that no one actually plays by the rules.

I believed that the common parlance was wrong, but I had never seen someone write about D&D in a way that resonated so strongly with me until I found The Blue Bard. At the time, I had just returned to RPGs after a long hiatus, and I hadn't run AD&D proper before, only OSRIC. Anthony Huso's passionate writing about this game enthralled me and spurred me to action – I had to run by-the-book AD&D, and I had to run it for the long haul.

So in 2022 I wrapped up my other campaigns, I gathered a group, and started running an open table 2-3 times a week. Many players who started back then are still playing, and many joined and left and returned besides. Our private chat server has about 35 people who talk about the game, many of whom are active players in one of my tables or one of the tables run by another DM in our group.

Anthony's campaign, our campaign, and the campaigns of numerous others who run AD&D "by the book" is proof that AD&D works. It works damn well.

As the campaign developed, I kept a public document containing all the things we learned about the rules, and rulings we had to make when the rules didn't cover a particular case. This was really helpful to us since learning AD&D properly requires cross-referencing a lot of material and often turning to old magazines and forum posts – AD&D is great, but its organization is not intuitive.

In September 2023 I began converting the non-campaign-setting-specific parts of our campaign doc to a form other people could use: DemonIdol.com. So what you see here is the combined knowledge of quite a lot of gaming over the past three years. We hope that you find it interesting, and maybe even useful.

25.0 APPENDIX T: TIPS FOR SUCCESS

Inspired by Trent Foster's *Heroic Legendarium*.

25.1 AS A PLAYER

1. DM your characters. Know what's on your character sheet, what your spells and abilities do, and what items and resources you have available to you. Write down rules you often forget and have them handy.
2. Talk with your fellow players in between sessions. Share ideas. Plan expeditions. Talk strategy. Discuss rules. Share resources you made or found online.
3. Session time is a resource. Sending the DM shopping requests and other downtime activities outside of a session means you can spend more session time adventuring. If you're requesting something not covered by the rules, offer suggestions or propositions you would find suitable, along with any sources (books, Dragonsfoot, etc.). Minimize the effort from the DM needed in order to respond.
4. Work with your fellow players to decide on character selections, equipment, magic items, and prepared spells for an expedition.
5. Consider assigning roles during a session. Some groups may like callers and other roles, where some groups may not. Note-takers, quartermasters, mappers, surprise/initiative-rollers, and rule-checkers are often welcome.
6. Cooperation is critical. Friendly competition can add to the group, too.
7. Avoid unnecessary encounters. Distractions abound, but the main source of XP is treasure.
8. Imagine your character's perspective. What they see, hear, and so on. This will help you ask the right questions and investigate the right things.
9. Be observant. Ask questions. Ask for detail if you're confused or unclear about anything.
10. Be bold. An overabundance of caution means more chances to be found by monsters or more time for monsters to react to you. Delaying action can mean lost initiative. Not to mention, slower play burns session time and can cause your fellow players to lose attentiveness.
11. The balance between boldness and caution is a skill you'll hone through play.
12. Set and pursue your own goals.
13. Leave a will.

25.2 As a DM

I haven't written this yet, but perhaps you could check Trent's list in his *Heroic Legendarium*. And subscribe to my new YouTube channel where I plan to post videos for DMs: <https://www.youtube.com/@DungeonBlasterTV>

26.0 APPENDIX W: DEMONIDOL.COM

DemonIdol.com has a character sheet, outfitting sheet, example DM screen, and other tools that are particularly useful when playing online.

GAMISTS UNITE: WHO ARE YOU? WHERE ARE YOU? HOW ARE YOU?

Come on over to Dungeon Blaster, my new blog and YouTube channel. I plan to put out more gamist materials, including guides and entire adventure scenarios from scratch.

<https://dungeonblaster.com/>

<https://www.youtube.com/@DungeonBlasterTV>