FOR ANY NUMBER OF PLAYERS, AGES 10 AND UP

DUNGEONS & DRAGONS®

EXPERT RULEBOOK

THE ORIGINAL FANTASY ROLE-PLAYING GAME

TSR™

Preface

By the light of your torch, you have seen the sparkle of coins and gems. You have pried magical swords from their age-old resting places. Strange beasts have been met and overcome; odd and unexpected friendships have come to light. You are an Adventurer.

After each perilous dungeon expedition, you have stepped out into the sunlight to return to your home. But what do you know of the green countryside, the farmers' golden fields, and the land beyond? What of your town, friends and neighbors? Indeed, noble traveler — what do you know of the world?

Watch! The world around you is coming into focus. More details await your discovery, in places far and near. Your quiet little home town of Threshold is only a beginning; the Duke's mighty capital, Specularum, beckons from the southern coast. There you may visit the local marketplace, seeking the stories of foreign lands brought by caravans and traders. Take a raft downstream, or follow a trail into the gnome hills; adventure lurks at every turn.

Gather knowledge, wealth and power; you can build a castle, attract followers, and even become ruler of a land. All this lies in your future — *and this is only the beginning*.

The horses are ready; dawn is breaking. Whither are we bound?

Frank Mentzer
May 1983

Earlier Editions and Rule Changes

The **DUNGEONS & DRAGONS®** game, first created in 1974, has changed as more and more people have played it. You may find three earlier versions — the Original Set, in small brown or white boxes (now collector's items), the "blue book" edition of 1978, and the "red book" edition of 1981.

The Original Set was written by and for "hobby gamers." But now, with millions of players around the world, a more gen-erally understandable version is needed — the volume you now hold, together with the new Basic Set. So many changes have occurred since 1973 that the task of explaining all of them would require a booklet of this size — and thus, they are not included here.

Use these rules (along with those in the revised Basic Set) whenever differences between the old and new rules occur.

DUNGEONS & DRAGONS® Expert Rulebook
by Gary Gygax and Dave Arneson

Fantasy Adventure Game

WARNING: This book has been designed to be used with the **DUNGEONS & DRAGONS®** Basic Set (the red box); it does *not* explain how to play the game. You *must* have the Basic rules before you can use this set.

T.M.

TSR, Inc.

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Introduction

First there was the DUNGEONS & DRAGONS® Basic Set. It taught you to play fantasy characters of low experience levels (1-3) and provided guidance on how to create your own dungeons for hours of fun.

Now there is the D&D® Expert Set which will add a whole new dimension to your games. D&D Expert will teach you how to play characters of experience levels 4 through 14. It also opens the doors to the world outside the dungeon. The **wilderness** awaits.

You will learn about the world your characters live and adventure in, including their Home Town. And you will learn how to keep the story of your character's adventures alive in the **campaign game,** the saga of the world where the character lives.

This set includes two booklets. The first contains all the new rules for the player and Dungeon Master. These rules have been carefully designed to add to those you learned in the D&D Basic Set, and can only be used with those rules. The second is an Adventure Module and provides the setting for many adventures on the Isle of Dread, as well as showing you how a wilderness is created.

These new rules are easy to learn and use:

If you are a Player, turn to the **Players' Information** section and read about the new abilities and spells of each character class. And if you are a Dungeon Master, turn to the **Dungeon Masters** section to review the new Procedures, Monsters, and Treasures, and learn how to create your own wilderness adventures.

Finally, to help you find rules during the game, rules are arranged alphabetically in each section and there is an index on the outside back cover of the rule book.

The Expert Game

When you used the D&D Basic rules alone, most adventures were simple "off to the dungeon and back again" affairs. Your low-level characters were still learning about simple adventuring — and you were, too!

However, just as in real life, nothing is quite that simple. Instead of merely going from town to dungeon, your characters may now explore the hills and forests of the wilderness world, as well as the challenges of rivers and seas.

The Player's Opportunities

A character who grows in wealth and power may build a castle and attract followers. Settlers may come to live nearby, and your character may eventually become the ruler of a land! Living in a fortress, your character may settle and control larger and larger areas, bringing civilization to the wilderness. You can discover the fun of playing the role of a medieval land owner — coping with day-to-day troubles, wandering monsters, and even attacks from powerful characters, both PCs and NPCs.

Your characters can continue to travel, roaming the wilderness in search of high adventure. In dungeons, many new monsters and treasures await your arrival. Castle owners may invite you in for a splendid banquet, followed by stories and rumors of great dangers and fabulous treasures. Or perhaps they will not look upon your arrival with kindness . . .

Whichever route you choose, you will discover the excitement and intrigue in dealing with the great wide world. Things are happening elsewhere in the lands, and some events may affect your characters — such as weather, war, and politics. The characters may, in turn, affect the course of events. Many story lines may be developing at the same time (just like in a fantasy novel!).

Your DM will consider the greater forces of nations and rulers, and combine this "flow of history" with the lesser forces of the actions of your characters. Logical results may create unexpected situations — often even surprising the DM! In this way, everyone contributes to the development of the fantasy world.

The Dungeon Master's Task

As a Dungeon Master, your D&D wilderness adventures will be far more challenging than a simple dungeon or two. For example, you should have a general idea of what is in each area of the wilderness, for the party may go anywhere! Although a few hints may help to guide the characters toward a desired area, you must be ready to make up minor details as needed, often during play.

But before designing a full campaign world in all its complexity, you should understand more about small towns and how they survive. Once you understand how towns begin and grow, cities and even whole nations can be designed.

A full history and background adds that "final touch" to the characters' world — the difference between a good Campaign and a great one. Adventurers may even shape the history of their world as they become more powerful. More details about the lands, peoples and cultures of a fantasy world are given in the D&D Companion Set.

A campaign is limited only by the creativity of the Dungeon Master and players. There are dragons to slay, evil hordes to overcome, towns to visit — and as usual, dungeons to explore. Onward!

Player's Information

Hit Dice and Hit Points

After a character reaches name level, the player no longer rolls dice to find additional hit points for the character. For each level of experience earned, a given number of hit points (instead of hit dice) will be gained. Each character can earn 9 hit dice at most (8 for halflings). Any Constitution adjustments to hit points apply *only* to the Hit Dice, and *not* to the hit points added at higher levels.

Maximum Levels and Experience Points

One simple but firm rule of the D&D game is that of "Maximum Levels." A demi-human character starts with far more special abilities than a human. To help keep all the character classes in balance, a halfling may only rise to 8th level; dwarves and elves may not progress beyond 12th level. All human classes may continue to 36th level.

Experience points, however, never reach a maximum. They may always be earned, even if a character's level has stopped increasing. Players should keep records of all XP gained; this may affect high-level play, as described in the D&D Companion and Masters Sets.

Horses

As the Campaign develops, characters will travel many miles in search of adventure. Most characters will probably purchase one or more horses to make travel faster and easier. **Riding horses** are the fastest normal steeds, but are no help in combat, and do not wear barding (horse armor).

War horses are larger and tougher, and may be useful in wilderness encounters. A war horse can fight, using its two front hoof attacks (for 1-6 points each), with the help of the character riding it. While guiding the horse, the character may not attack or cast a spell, but may perform some other action (such as drinking a potion, changing weapons, etc.). When not ridden, a war horse will defend itself without needing such guidance. Any character class can ride a war horse.

Titles

Most of the titles given in the class descriptions apply to male characters only. Feel free to create feminine forms for female characters!

Spell Casting

All details on spell casting, as given in the D&D® Basic rulebook, still apply in full.

Re-memorizing spells: After a spell is cast, the character cannot regain it until well-rested. One night's sleep is enough. Upon awakening, and before other activities, an hour (of game time) must be spent in study or meditation. Magic-users and elves must use their spell books to regain spells.

Reversed spells: Some spells may be "reversed" — cast with a result opposite to the normal effect (*cure light wounds* becomes *cause light wounds, light* becomes *darkness,* etc.). The effect of a reversed spell is given in the spell description.

A cleric may reverse a spell simply by casting it backward. The player simply says, "My cleric is casting the spell in reverse." However, Lawful clerics prefer the normal spells, and only cast the reversed forms in life-or-death situations. Chaotic clerics often use the reversed spells, and only use the normal forms to benefit their friends. Neutral clerics may choose to cast the normal or the reversed forms, but the cleric must continue using the forms first chosen, and is not free to change from one to the other.

Unlike cleric spells, reversible magic-user (and elf) spells must be memorized in reverse to be usable. The spell caster must select the normal or reversed form of the spell when the spell is memorized for the day. Of course, any spell may be studied in both normal and reversed forms. For example, if a Seer has a *light* spell in a spell book, the character could study both *light* and *darkness* for an adventure.

Multiple Spell Effects

Hit rolls, damage rolls, Saving Throws, Morale, and other abilities may be affected for a short time by using certain magic spells. In general, multiples of the same spell (such as two *bless* spells) do not combine their effects, even if cast by two different characters. Two *haste* spells do not allow attacks at four times the normal rate; only the first *haste* will take effect. Different spells, or those that add to the effects of magic items, will usually combine successfully. For example, a *bless* and a magic sword will both apply to a Hit roll, in addition to Strength bonuses.

Cleric

For the first three Levels of experience, a cleric's power is very limited. But as they advance (to a maximum of 36th level), clerics obtain more spells of greater power, due both to practice and the strengthening of their beliefs. It is very important for clerics to be faithful to their beliefs.

If a cleric behaves in a manner that does not fit the character's Alignment or beliefs, the cleric may be punished by the church — or even greater powers. This punishment could, for example, be a penalty on Hit rolls, a dangerous quest that must be completed, or even a lack of spells. Your DM will tell you what the character must do to recover good standing.

When a cleric reaches **Name** level, a castle may be built. If the cleric has never been punished for misbehavior, the cleric's church may help with the cost. Some followers may come to assist and serve the cleric. Your DM will help with the details.

FIRST LEVEL CLERIC SPELLS
1. Cure Light Wounds*
2. Detect Evil
3. Detect Magic
4. Light*
5. Protection from Evil
6. Purify Food and Water
7. Remove Fear*
8. Resist Cold

THIRD LEVEL CLERIC SPELLS
1. Continual Light*
2. Cure Blindness
3. Cure Disease*
4. Growth of Animals
5. Locate Object
6. Remove Curse*
7. Speak with the Dead
8. Striking

FIFTH LEVEL CLERIC SPELLS
1. Commune
2. Create Food
3. Dispel Evil
4. Insect Plague
5. Quest*
6. Raise Dead*

SECOND LEVEL CLERIC SPELLS
1. Bless*
2. Find Traps
3. Hold Person*
4. Know Alignment*
5. Resist Fire
6. Silence 15' radius
7. Snake Charm
8. Speak with Animal

FOURTH LEVEL CLERIC SPELLS
1. Animate Dead
2. Create Water
3. Cure Serious Wounds*
4. Dispel Magic
5. Neutralize Poison*
6. Protection from Evil 10' radius
7. Speak with Plants
8. Sticks to Snakes

SIXTH LEVEL CLERIC SPELLS
1. Animate Objects
2. Find the Path
3. Speak with Monsters*
4. Word of Recall
*Spell may be cast with reverse effects.

The notes on the chart are read the same as described in the Basic Set: a **number** is the roll needed, on 2d6, for the cleric to Turn a number of the undead monsters (to chase them away for some time); a **T** means automatic Turning, and a **D** means that a number of undead are destroyed. Up to 12 Hit Dice of undead are affected with each successful attempt. The number affected is determined by the DM using 2d6. Each successful attempt will Turn at least one undead monster.

If your cleric is successful at Turning undead, but some of the undead still remain (due to the 12 Hit Dice maximum per try), the cleric may make another attempt if desired. Only one attempt can be made each combat round, and no other actions are possible while Turning undead. However, if any attempt fails, no further attempts at Turning that group of undead will succeed for that cleric.

One new notation, D+, appears on the chart. This means that the power of the cleric is so great that 3-18 Hit Dice of undead are destroyed (3d6 instead of 2d6). Again, the DM will determine the exact amount.

CLERIC SAVING THROWS TABLE

Level:	1-4	5-8	9-12	13-16
Death Ray or Poison	11	9	7	5
Magic Wands	12	10	8	6
Paralysis or Turn to Stone	14	12	10	8
Dragon Breath	16	14	12	10
Rod/Staff/Spell	15	13	11	9

CLERIC EXPERIENCE TABLE

			Spells/Level					
Level	Title	XP	1	2	3	4	5	6
1	Acolyte	0	—	—	—	—	—	—
2	Adept	1,500	1	—	—	—	—	—
3	Priest	3,000	2	—	—	—	—	—
4	Vicar	6,000	2	1	—	—	—	—
5	Curate	12,000	2	2	—	—	—	—
6	Elder	25,000	2	2	1	—	—	—
7	Bishop	50,000	3	2	2	—	—	—
8	Lama	100,000	3	3	2	1	—	—
9	Patriarch	200,000	3	3	3	2	—	—
10*	10th Level Patriarch	300,000	4	4	3	2	1	—
11*	11th Level Patriarch	400,000	4	4	3	3	2	—
12*	12th Level Patriarch	500,000	4	4	4	3	2	1
13*	13th Level Patriarch	600,000	5	5	4	3	2	2
14*	14th Level Patriarch	700,000	5	5	5	3	3	2

CLERIC TURNING UNDEAD TABLE

	Cleric's Level										
Undead	1	2	3	4	5	6	7	8	9-10	11-12	13-14
Skeleton	7	T	T	D	D	D	D	D	D	D+	D+
Zombie	9	7	T	T	D	D	D	D	D	D	D+
Ghoul	11	9	7	T	T	D	D	D	D	D	D
Wight	—	11	9	7	T	T	D	D	D	D	D
Wraith	—	—	11	9	7	T	T	D	D	D	D
Mummy	—	—	—	11	9	7	T	T	D	D	D
Spectre	—	—	—	—	11	9	7	T	T	D	D
Vampire	—	—	—	—	—	11	9	7	T	T	D

Hit Dice: 1d6 per level, 9d6 maximum, +1 hit point per level thereafter.

*Constitution adjustments no longer apply.

First Level Clerical Spells

The following first level clerical spells may be reversed. Ranges, durations, Saving Throws, and areas of effect are unchanged from Basic unless noted.

Cure Light Wounds*

When reversed, this spell, *cause light wounds,* causes 2-7 points of damage to any creature or character touched (no Saving Throw). The cleric must make a normal Hit roll.

Light*

When reversed, this spell, *darkness,* creates a circle of darkness 30′ in diameter. It will block all sight except infravision. *Darkness* will cancel a *light* spell if cast upon it, but may itself be cancelled by another *light* spell. If cast at an opponent's eyes, it will cause blindness until cancelled, or until the duration ends. The target is allowed a Saving Throw and if he succeeds, the spell misses.

Remove Fear*

When reversed, this spell, *cause fear,* will make any one creature flee for two turns. The victim may make a Saving Throw vs. Spells to avoid the effect. This reversed spell has a range of 120′.

Second Level Clerical Spells

Bless*

Range: 60′
Duration: 6 turns
Effect: All within a 20′ square area

This spell improves the morale of friendly creatures by +1 and gives the recipients a +1 bonus on all Hit and damage rolls. It will only affect creatures in a 20′ x 20′ area, and only those who are not yet in melee.

When reversed, this spell, *blight,* places a −1 penalty on enemies' morale, Hit rolls, and damage rolls. Each victim may make a Saving Throw vs. Spells to avoid the penalties.

Find Traps

Range: 0 (Cleric only)
Duration: 2 turns
Effect: Traps within 30′ glow

This spell causes all traps to glow with a dull blue light when the cleric comes within 30′ of them. It does not reveal the types of traps, nor any method of removing them.

Hold Person*

Range: 180′
Duration: 9 turns
Effect: Paralyzes up to 4 creatures

The *hold person* spell will affect any human, demi-human, or human-like creature (bugbear, dryad, gnoll, gnome, hobgoblin, kobold, lizard man, ogre, orc, nixie, pixie or sprite). It will not affect the undead or creatures larger than ogres. Each victim must make a Saving Throw vs. Spells or be paralyzed for 9 turns. The spell may be cast at a single person or at a group. If cast at a single person, a −2 penalty applies to the Saving Throw. If cast at a group, it will affect up to 4 persons (at the cleric's choice), but with no penalty to their rolls.

The paralysis may only be removed by the reverse spell, or by a *dispel magic* spell.

The reverse of the spell, *free person,* removes the paralysis of up to 4 victims of the normal form of the spell (including one cast by a magic-user or elf). It has no other effect.

Know Alignment*

Range: 0 (Cleric only)
Duration: 1 round
Effect: One creature within 10′

The caster of this spell may discover the alignment (Lawful, Neutral, or Chaotic) of any one creature within 10′. The spell may also be used to find the alignment of an enchanted item or area (if any; for example, of a magic sword or temple).

The reverse of the spell, *confuse alignment* lasts for 1 turn per level of the caster, and may be cast on any one creature, by touch. No Saving Throw is allowed. For as long as the spell lasts, any cleric trying to find the alignment of the recipient by way of the normal form of the spell will get a false answer. That same false answer will be the result of any further attempts.

Resist Fire

Range: 30′
Duration: 2 turns
Effect: One living creature

For the duration of this spell, the recipient cannot be harmed by normal fire and heat. The recipient also gains a +2 bonus on all Saving Throws against magical fire (dragon's breath, *fire ball,* etc.). Furthermore, damage from such fire is reduced by 1 point per die of damage (though each die will inflict at least 1 point of damage, regardless of adjustments). Red dragon breath damage is reduced by 1 point per hit die of the creature (again to a minimum of 1 point of damage per hit die).

Silence 15' Radius

Range: 180'
Duration: 12 turns
Effect: Sphere of silence 30' across

This spell makes the area of effect totally silent. Conversation and spells in this area are impossible for the duration of the spell. This spell does not prevent a person within the area from hearing noises made outside the area. If cast on a creature, the victim must make a Saving Throw vs. Spells or the spell effect will move with the creature. If the Saving Throw is successful, the spell remains in the area in which it was cast, and the victim may move out of the area.

Snake Charm

Range: 60'
Duration: 2-5 rounds or 2-5 turns
Effect: Charms 1 HD of snakes per level of the caster

A cleric may charm 1 Hit Die of snakes for each level of experience with this spell, and no Saving Throw is allowed. A 5th level cleric could *charm* one 5 HD snake, five 1 HD snakes, or any combination totalling 5 Hit Dice or less. The snakes affected will rise up and sway, but will not attack unless attacked themselves. If used on *attacking* snakes, the spell's duration is 2-5 rounds; otherwise, it lasts 2-5 turns. When the spell wears off, the snakes return to normal (but with normal reactions, and will not be automatically hostile).

Speak with Animals

Range: 0 (Cleric only)
Duration: 6 turns
Effect: Allows conversation within 30'

When this spell is cast, the cleric must name one type of animal (such as "normal bats," "wolves," etc.). For the duration of the spell, the cleric may speak with all animals of that type if they are within 30'; the effect moves with the caster. Any normal or giant forms of animals (including mammals, insects, birds, etc.) may be spoken to, but intelligent animals and fantastic creatures are not affected. When there exist both normal and giant forms, only one type (either normal or giant) may be named. The creatures' reactions are usually favorable (+2 bonus to reaction roll), and they may be talked into doing a favor for the cleric if the reaction is high enough. The favor requested must be understood by the animal, and must be possible for the creature to perform.

Third Level Clerical Spells

Continual Light*

Range: 120'
Duration: Permanent
Effect: Sphere of light 60' across

This spell creates light as bright as daylight in a spherical volume of 30' radius. It lasts until a *dispel magic* or *continual darkness* spell is cast upon it. Creatures penalized in bright daylight (such as goblins) suffer the same penalties within this spell effect. If cast on an opponent's eyes, the victim must make a Saving Throw vs. Spells or be blinded until the effect is removed. This spell may be cast either in an area or upon an object.

The reverse of this spell, *continual darkness*, creates a completely dark volume of the same size. Torches, lanterns, and even a *light* spell will not affect it, and infravision cannot penetrate it. If cast on a creature's eyes, the creature must make a Saving Throw vs. Spells or be blinded until the spell is removed.

Cure Blindness

Range: Touch
Duration: Permanent
Effect: One living creature

This spell will cure nearly any form of blindness, including those caused by *light* or *darkness* spells (whether normal or continual). It will not, however, affect blindness caused by a *curse*.

Cure Disease*

Range: 30'
Duration: Permanent
Effect: One living creature within range

This spell will cure any living creature of one disease, such as those caused by a mummy or green slime. If cast by a cleric of 11th level or greater, this spell will cure lycanthropy.

The reverse of this spell, *cause disease*, infects the victim with a hideous wasting disease unless a Saving Throw vs. Spells is made. A diseased victim has a −2 penalty on all Hit rolls. In addition, the victim's wounds cannot be magically cured, and natural healing takes twice as long as usual. The disease is fatal in 2-24 days unless removed by a *cure disease* spell.

Growth of Animal

Range: 120'
Duration: 12 turns
Effect: Doubles the size of one animal

This spell doubles the size of one normal or giant animal. The animal then has twice its normal strength and inflicts double normal damage. It may also carry twice its normal encumbrance. This spell does not change an animal's behavior. Armor Class, or hit points, and does not affect intelligent animal races or fantastic creatures.

Locate Object

Range: 0 (Cleric only)
Duration: 6 turns
Effect: Detects one object within 120'

This spell allows the cleric to sense the direction of one known object. It gives no information about distance. A common object (such as "stairs leading up") can be detected; otherwise, the cleric must *know* exactly what the object looks like (size, shape, color, etc.). The spell will not locate a creature.

Remove Curse*

Range: Touch
Duration: Permanent
Effect: Removes any one curse

This spell removes one curse, whether on a character, item, or area. Some curses — especially those on magic items — may only be temporarily removed for a short time, DM's discretion, requiring a *dispel evil* spell for permanent effect (or possibly a *remove curse* cast by a high level cleric or magic-user).

The reverse of this spell, *curse*, causes a misfortune or penalty to affect the victim. Curses are limited only by the caster's imagination, but if an attempted curse is too powerful, it may return to the caster (DM's discretion)! Safe limits to curses may include: −4 penalty on Hit rolls; −2 penalty on Saving Throws; prime requisite reduced to ½ normal. The victim may make a Saving Throw vs. Spells to avoid the curse.
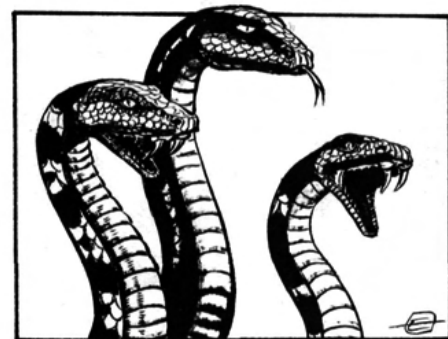
Speak with the Dead

Range: 10′
Duration: 1 round per level of the cleric
Effect: Cleric may ask 3 questions

By means of this spell, a cleric may ask 3 questions of a deceased spirit if the body is within range. A cleric of up to 7th level may only contact spirits recently dead (up to 4 days). Clerics of level 8-14 have slightly more power (up to 4 months dead), level 15-20 even more (up to 4 years dead). No time limits apply to clerics of 21st level or greater. The spirit will always reply in a tongue known to the cleric, but can only offer knowledge of things up to the time of its death. If the spirit's alignment is the same as the cleric's, clear and brief answers will be given; however, if the alignments differ, the spirit may reply in riddles.

Striking

Range: 30′
Duration: 1 turn
Effect: 1d6 bonus to damage on 1 weapon

This spell allows any one weapon to inflict 1-6 additional points of damage per attack (like a magical staff of striking). The weapon will inflict this extra damage for as long as the spell lasts. The bonus does not apply to Hit rolls. If cast on a normal weapon, creatures affected only by magic weapons may be hit, for 1-6 points of damage per strike (regardless of the weapon; only the magical damage applies in such cases).

# Fourth Level Clerical Spells

Animate Dead

Range: 60′
Duration: Permanent
Effect: Creates zombies or skeletons

This spell allows the caster to make animated, enchanted skeletons or zombies from normal skeletons or dead bodies within range. These animated undead creatures will obey the cleric until they are destroyed by another cleric or a *dispel magic* spell. For each level of the cleric, one Hit Die of undead may be animated. A skeleton has the same Hit Dice as the original creature, but a zombie has one Hit Die more than the original. Character levels are not counted (the remains of a 9th level theif would be animated as a zombie with 2 HD). Animated creatures do not have any spells, but are immune to *sleep* and *charm* effects and poison.
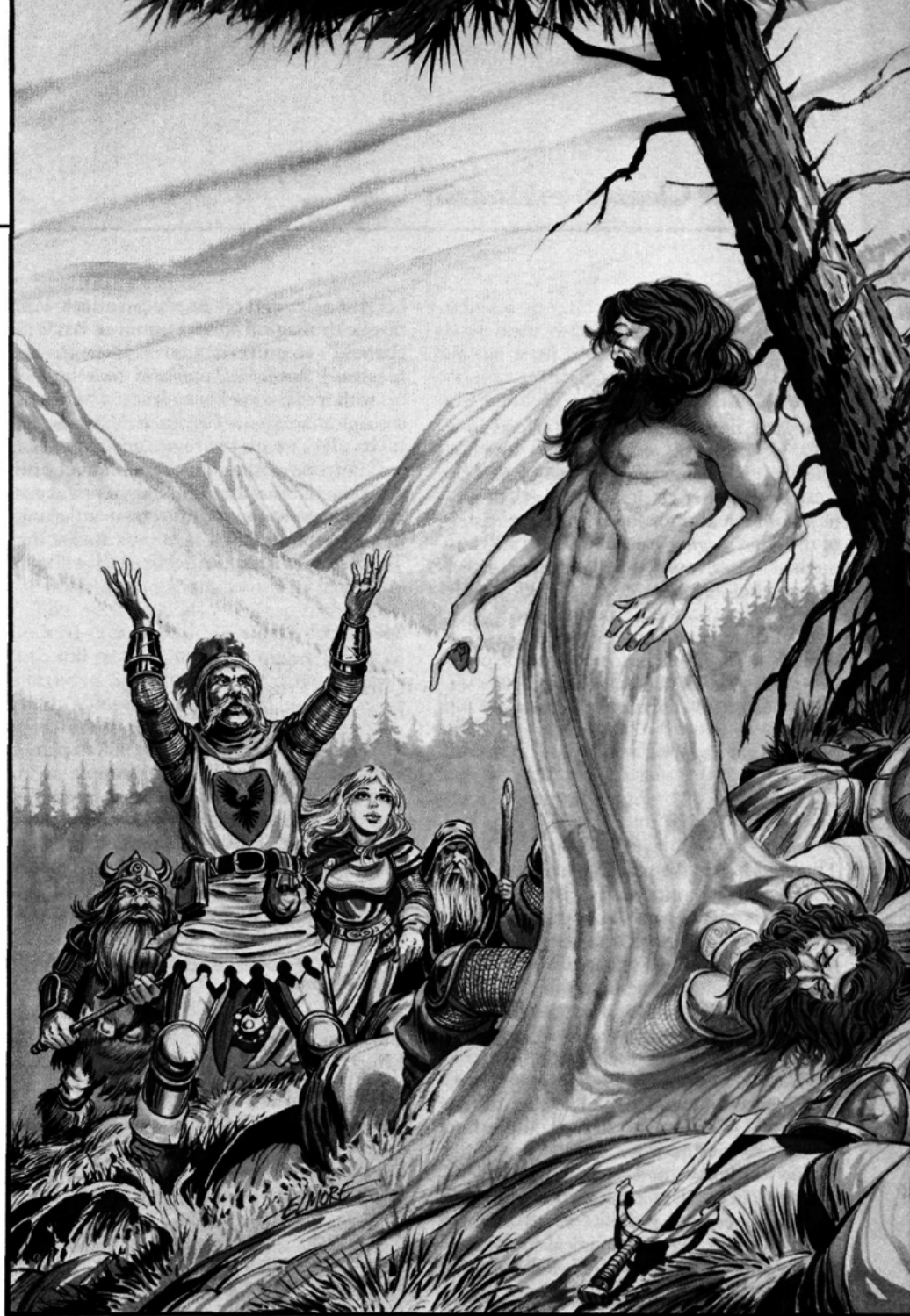
Lawful clerics must take care to use this spell only for good purpose. Animating the dead is usually a Chaotic act.

Create Water

Range: 10′
Duration: 6 turns
Effect: Creates one magical spring

With this spell, the cleric summons forth an enchanted spring from the ground or a wall. The spring will flow for an hour, creating enough water for 12 men and their mounts (for that day, about 50 gallons). For each of the cleric's levels above 8, water for twelve additional men and mounts is created.

Cure Serious Wounds*

Range: Touch
Duration: Permanent
Effect: Any one living creature

This spell is similar to a *cure light wounds* spell, but will cure one creature of 4-14 points of damage (2d6 + 2).

The reverse of this spell, *cause serious wounds*, causes 4-14 points of damage to any creature or character touched (no Saving Throw). The caster must make a normal Hit roll to cause the serious wound.

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Dispel Magic

Range: 120'
Duration: Permanent
Effect: Destroys spells in a 20' cube

This spell destroys other spell effects in a cubic volume of 20' x 20' x 20'. It does not affect magic items. Spell effects created by a caster (whether cleric, magic-user, or elf) of a level equal to or lower than the caster of the *dispel magic* are automatically and immediately destroyed. Spell effects created by a higher level caster might not be affected. The chance of failure is 5% per level of difference between the casters. *For example,* a 7th level cleric trying to dispel a *web* spell cast by a 9th level magic-user would have a 10% chance of failure.

Neutralize Poison*

Range: Touch
Duration: Permanent
Effect: A creature, container, or object

This spell will make poison harmless either in a creature, a container (such as a bottle), or on one object (such as a chest). It will even revive a victim slain by poison if cast within 10 rounds of the poisoning! The spell will affect any and all poisons present at the time it is cast, but does not cure any damage (and will thus not revive a poisoned victim who has died of wounds).

The reverse of this spell, *create poison,* may be cast, by touch, on a creature or container. It cannot be cast on any other object. A victim must make a Saving Throw vs. Poison or be immediately slain by the poison. If cast on a container, the contents become poisoned; no Saving Throw applies, even for magical containers or contents (such as potions). Poisoning is usually a Chaotic act.

Protection from Evil 10' Radius

Range: 0
Duration: 12 turns
Effect: Barrier 20' diameter

This spell creates an invisible magical barrier all around the caster, extending 10' in all directions. The spell serves as protection from "evil" attacks (attacks by monsters of an alignment other than the caster's). Each creature within the barrier gains a +1 to all Saving Throws, and all attacks against those within are penalized by −1 to the attacker's Hit roll while the spell lasts.

In addition, "enchanted" creatures cannot attack those within the barrier hand-to-hand. Enchanted creatures can attack with missile or magical attacks however. An "enchanted" creature is any creature that is magically *summoned, animated* or *controlled* (as with a *charm* spell) or can only be hit by a magical weapon. Creatures that can be hit by silver weapons are not enchanted.

If anyone within the barier attacks an enchanted creature, the barrier will no longer prevent the creature from attacking hand-to-hand, but the bonus to Saving Throws and penalty to Hit rolls will still apply.

Speak with Plants

Range: 0 (Cleric only)
Duration: 3 turns
Effect: All plants within 30'

This spell enables the cleric to talk to plants as if they were intelligent. A simple favor may be requested, and will be granted if it is within the plants' power to understand and perform. This spell may be used to allow the cleric and party to pass through otherwise impenetrable undergrowth. It will also allow communication with plant-like monsters (such as treants).

Sticks to Snakes

Range: 120'
Duration: 6 turns
Effect: Up to 16 sticks

This spell turns 2-16 sticks into snakes (detailed below). The snakes may be poisonous (50% chance per snake). They obey the cleric's commands, but will turn back into sticks when slain or when the duration ends.

Snakes: Armor Class 6, Hit Dice 1, Move 90' (30'), Attacks 1, Damage 1-4, Save As: Fighter 1, Alignment Neutral.

Fifth Level Clerical Spells

Commune

Range: 0 (Cleric only)
Duration: 3 turns
Effect: 3 questions

This spell allows the cleric to ask questions of the greater powers (the DM, mythological deities, etc.). The cleric may ask three questions that can be answered yes or no. However, a cleric may *commune* only once a week. If this spell is used too often, the DM may wish to limit its use to once a month. Once a year the cleric may ask twice the normal number of questions.

Create Food

Range: 10'
Duration: Permanent
Effect: Creates food for 12 or more

This spell creates enough food to feed 12 men and their mounts for one day. For every level of the cleric above 8th, food for 12 additional men and mounts is created.

Dispel Evil

Range: 30'
Duration: 1 turn
Effect: Enchanted or undead monsters or one Curse or Charm

This spell may affect all undead and enchanted (summoned, controlled, and animated) monsters within range. It will destroy the monster unless each victim makes a Saving Throw vs. Spells. If cast at only one creature, a −2 penalty applies to the Saving Throw. Any creature from another plane is Banished (forced to return to its home plane) if the Saving Throw is failed. Even if the Saving Throw is successful, the victims must flee the area, and will stay away as long as the caster concentrates (without moving).

This spell will also remove the curse from any one cursed item, or may be used to remove any magical *charm.*

Insect Plague

Range: 480'
Duration: 1 day
Effect: Creates a swarm of 30' radius

This spell summons a vast swarm of insects. The swarm obscures vision and drives off creatures of less than 3 Hit Dice (no Saving Throw). The swarm moves at up to 20' per round as directed by the cleric while it is within range. The caster must concentrate, without moving, to control the swarm. If the caster is disturbed, the insects scatter and the spell ends. This spell only works outdoors and aboveground.

Quest*

Range: 30'
Duration: Special
Effect: Compels one living creature

This spell forces the recipient to perform some special task or quest, as commanded by the caster. The victim may make a Saving Throw vs. Spells to avoid the effect. A typical task might include slaying a certain monster, rescuing a prisoner, obtaining a magic item for the caster, or going on a pilgrimage. If the task is impossible or suicidal, the spell has no effect. Once the task is completed, the spell ends. Any victim refusing to go on the *quest* is *cursed* until the *quest* is continued. The type of *curse* is decided by the DM, but may be double normal strength.

The reverse of this spell, *remove quest,* may be used to dispel an unwanted *quest* or a *quest*-related curse. The chance of success is 50%, reduced by 5% for every level of the caster below that of the caster of the *quest* (an 11th level cleric attempting to remove a *quest* from a 13th level cleric has a 40% chance of success).

Raise Dead*

Range: 120'
Duration: Permanent
Effect: Body of one human or demi-human

By means of this spell, the cleric can raise any human, dwarf, halfling, or elf from the dead. The body must be present, and if part is missing, the raised character may be disabled in some way. An 8th level cleric can raise a body that has been dead for up to four days. For each level of the cleric above 8th, four days are added to this time. Thus, a 10th level cleric can raise bodies that have been dead for up to twelve days. The recipient becomes alive with 1 hit point, and cannot fight, cast spells, use abilities, carry heavy loads, or move more than half speed. These penalties will disappear after 2 full weeks of complete bed rest, but the healing cannot be speeded by magic.

This spell may also be cast at any one *undead* creature within range. The creature will be slain unless it makes a Saving Throw vs. Spells with a −2 penalty. However, a vampire thus affected is only forced to retreat to its coffin, in gaseous form, to rest.

The reverse of this spell, *finger of death,* creates a death ray that will kill any one living creature within 60'. The victim may make a Saving Throw vs. Death Ray to avoid the effect. A Lawful cleric will only use *finger of death* in a life-or-death situation.

Sixth Level Clerical Spells

Animate Objects

Range: 60'
Duration: 6 turns (1 hour)
Effect: Causes objects to move (see below)

The cleric may use this spell to cause any non-living, non-magical objects to move and attack. Magical objects are not affected. Any one object up to 4,000 cn weight may be animated (roughly the size of two men), or smaller objects whose total weight does not exceed 4,000 cn. The DM must decide on the movement rate, number of attacks, damage, and other combat details of the objects animated. As a guideline, a man-sized statue might have a 3" movement rate, attack once per round for 2-16 points of damage, and have an Armor Class of 1. A chair might only be AC 6, but move at 180' per round on its four legs, attacking twice per round for 1-4 points per attack. All objects have the same chances to hit as the cleric animating them.

Find the Path

Range: 0 (Cleric only)
Duration: 6 turns + 1 turn per level of the caster
Effect: Shows the path to an area

When this spell is cast, the cleric must name a specific place, though it need not have been visited before. For the duration of the spell, the cleric will know the direction to that place. In addition, any special knowledge needed to get to the place will also be gained; for example, locations of secret doors become known, passwords, and so forth. This spell is often used to find a fast escape route.

Speak with Monsters*

Range: 0 (Cleric only)
Duration: 1 round per level of the cleric
Effect: Permits conversation with any monster

This spell gives the caster the power to ask questions of any and all living and undead creatures within 30'. Even unintelligent monsters will understand and respond to the cleric. Those spoken to will not attack the cleric while engaged in conversation, but may defend themselves if attacked. Only one question per round may be asked, and the spell lasts 1 round per level of the caster.

The reverse of this spell, *babble,* has a 60' range, and a duration of 1 turn per level of the caster. The victim may make a Saving Throw vs. Spells to avoid the effect, but with a −2 penalty to the roll. If the Saving Throw is failed, the victim cannot be understood by any other creature for the duration of the spell. Even hand motions, written notes, and all other forms of communication will seem garbled. This does not interfere with the victim's spell casting (if any), but does prevent the use of many magic items by turning the command words to mere babbling.

Word of Recall

Range: 0 (Cleric only)
Duration: Instantaneous
Effect: Teleports the caster to sanctuary

Similar to a magic-user's *teleport* spell, this spell carries the cleric and all equipment carried (but no other creatures) to the cleric's home. The cleric must have a permanent home (such as a castle), and a meditation room within that home; this room is the destination when the spell is cast. During the round in which this spell is cast, the cleric automatically gains initiative unless surprised.

Character Classes — Human

Fighter

Fighters may advance as high as 36th level. Their rapid advances, both in combat ability and in their amount of hit points, make them natural leaders for the normal human settlements. High level fighters usually spend their time training and leading men-at-arms, clearing the wilderness of monsters, and expanding human settlements. A fighter with enough money may build a castle regardless of level. When a fighter reaches Name level, the character is eligible for selection as a Baron (or Baroness).

Lance combat: When in combat on horseback, many fighters use a special long spear called a lance. If the fighter's horse runs for 20 yards or more before an attack, the lance will inflict double damage. Without room to charge, the lance can be thrust, as a spear, for normal damage. Other human classes cannot use a lance effectively. Magical and silver-coated lances are very rare.

Spear combat: Many fighters carry a normal spear in addition to other weapons. If a monster charges — that is, runs for 20 feet indoors, or 20 yards outdoors, before its attack — the fighter may "set the spear." This is holding the spear firm, against one foot, to defend against the attack. A spear cannot be "set" on horseback. If the charge is by surprise, there is no time to set the spear. If the spear hits, double damage is inflicted. A monster inflicts double damage on its victim if the charge attack hits.

Magic-user

Magic-users are able to advance up to 36th level. As they reach higher levels, magic-users become extremely powerful characters — but this advance is a difficult task. Their few weapons and spells (at low levels) balances the power they eventually achieve. Therefore, magic-users must be cautious at lower levels, as few will survive long without protection.

Magic-users may add more spells to their spell books through spell research. At Name level or greater, a magic-user may create magical items. Both of these activities are explained under **Research** (page 25). Upon reaching 11th level, a magic-user may build a tower (if funds are available). A magic-user who constructs a tower will usually attract 1-6 apprentices of levels 1-3.

FIGHTER SAVING THROWS TABLE

Level:	1-3	4-6	7-9	10-12	13-15
Death Ray or Poison	12	10	8	6	4
Magic Wands	13	11	9	7	5
Paralysis or Turn to Stone	14	12	10	8	6
Dragon Breath	15	13	11	9	7
Rod/Staff/Spell	16	14	12	10	8

MAGIC-USER SAVING THROWS TABLE

Level:	1-5	6-10	11-15
Death Ray or Poison	13	11	9
Magic Wands	14	12	10
Paralysis or Turn to Stone	13	11	9
Dragon Breath	16	14	12
Rod/Staff/Spell	15	12	9

FIGHTER EXPERIENCE TABLE

Level	Title	XP
1	Veteran	0
2	Warrior	2,000
3	Swordmaster	4,000
4	Hero	8,000
5	Swashbuckler	16,000
6	Myrmidon	32,000
7	Champion	64,000
8	Superhero	120,000
9	Lord	240,000
10*	10th Level Lord	360,000
11*	11th Level Lord	480,000
12*	12th Level Lord	600,000
13*	13th Level Lord	720,000
14*	14th Level Lord	840,000

*Constitution adjustments no longer apply.

Hit Dice: 1d8 per level, 9d8 maximum; +2 hit points per level thereafter.

MAGIC-USER EXPERIENCE TABLE

Level	Title	XP	Spells/Level 1	2	3	4	5	6
1	Medium	0	1	—	—	—	—	—
2	Seer	2,500	2	—	—	—	—	—
3	Conjurer	5,000	2	1	—	—	—	—
4	Magician	10,000	2	2	—	—	—	—
5	Enchanter	20,000	2	2	1	—	—	—
6	Warlock	40,000	2	2	2	—	—	—
7	Sorcerer	80,000	3	2	2	1	—	—
8	Necromancer	150,000	3	3	2	2	—	—
9	Wizard	300,000	3	3	3	2	1	—
10*	10th Level Wizard	450,000	3	3	3	3	2	—
11*	11th Level Wizard	600,000	4	3	3	3	2	1
12*	12th Level Wizard	750,000	4	4	4	3	2	1
13*	13th Level Wizard	900,000	4	4	4	3	2	2
14*	14th Level Wizard	1,050,000	4	4	4	4	3	2

*Constitution adjustments no longer apply.

Hit Dice: 1d4 per level, 9d4 maximum; +1 hit point per level thereafter.

FIRST LEVEL MAGIC-USER SPELLS
1. Charm Person
2. Detect Magic
3. Floating Disc
4. Hold Portal
5. Light*
6. Magic Missile
7. Protection from Evil
8. Read Languages
9. Read Magic
10. Shield
11. Sleep
12. Ventriloquism

SECOND LEVEL MAGIC-USER SPELLS
1. Continual Light*
2. Detect Evil
3. Detect Invisible
4. ESP*
5. Invisibility
6. Knock
7. Levitate
8. Locate Object
9. Mirror Image
10. Phantasmal Force
11. Web
12. Wizard Lock

THIRD LEVEL MAGIC-USER SPELLS
1. Clairvoyance
2. Dispel Magic
3. Fire Ball
4. Fly
5. Haste*
6. Hold Person*
7. Infravision
8. Invisibility 10' radius
9. Lightning Bolt
10. Protection from Evil 10' radius
11. Protection from Normal Missiles
12. Water Breathing

FOURTH LEVEL MAGIC-USER SPELLS
1. Charm Monster
2. Confusion
3. Dimension Door
4. Growth of Plants*
5. Hallucinatory Terrain
6. Ice Storm/Wall
7. Massmorph
8. Polymorph Others
9. Polymorph Self
10. Remove Curse*
11. Wall of Fire
12. Wizard Eye

FIFTH LEVEL MAGIC-USER SPELLS
1. Animate Dead
2. Cloudkill
3. Conjure Elemental
4. Hold Monster*
5. Magic Jar
6. Pass-Wall
7. Teleport
8. Wall of Stone

SIXTH LEVEL MAGIC-USER SPELLS
1. Anti-Magic Shell
2. Death Spell
3. Disintegrate
4. Geas*
5. Invisible Stalker
6. Lower Water
7. Projected Image
8. Stone to Flesh*

*Spell may be cast with reverse effect.

The following first and second level spells may be reversed; Ranges, durations, Saving Throws, and areas of effect will remain unchanged unless specified.

First Level Magic-user Spells

Light*

When reversed, this spell, *darkness*, creates a circle of darkness 30' in diameter. It will block all sight except infravision. *Darkness* will cancel a *light* spell if cast upon it (but may itself be cancelled by another *light* spell). If cast at an opponent's eyes, it will cause blindness until cancelled, or until the duration ends.

Second Level Magic-user Spells

Continual Light*

The reverse of this spell, *continual darkness*, creates a completely dark volume of 30' radius. Torches, lanterns, and even a *light* spell will not affect it, and infravision cannot penetrate it. If cast on a creature's eyes, the creature must make a Saving Throw vs. Spells or be blinded until the spell is removed. A *continual light* spell will cancel its effects.

ESP*

The reverse of this spell, *mindmask*, may be cast, by touch, on any one creature. The recipient is completely immune to *ESP* and all other forms of mind reading for the duration of the spell.

Third Level Magic-user Spells

Clairvoyance

Range: 60'
Duration: 12 turns
Effect: See through another's eyes

With this spell, the caster may see an area through the eyes of any single creature in it. The creature must be in range, and in the general direction chosen by the caster. The effects of this spell may be blocked by more than two feet of rock or a thin coating of lead. "Seeing" through a creature's eyes takes one full turn, after which the caster can change to another creature, possibly in another area entirely.

Dispel Magic

Range: 120'
Duration: Permanent
Effect: Destroys spells in a 20' cube

This spell destroys other spell effects in a cubic area 20' x 20' x 20'. It does not affect magic items. Spell effects created by a caster (whether cleric, magic-user, or elf) of a level equal to or lower than the caster of the *dispel magic* are automatically and immediately destroyed. Spell effects created by a higher level caster might not be affected. The chance of failure is 5% per level of difference between the casters. *For example,* a 5th level elf trying to dispel a *web* spell cast by a 7th level magic-user would have a 10% chance of failure.

Fire Ball

Range: 240'
Duration: Instantaneous
Effect: Explosion in a sphere 40' diameter

This spell creates a missile of fire that bursts into a ball of fire of 20' radius when it strikes a target. The *fire ball* will cause 1-6 points of fire damage per level of the caster to every creature in the area. Each victim may make a Saving Throw vs. Spells; if successful, the spell will only do half damage. *For example,* a *fire ball* cast by a 6th level magic-user will burst for 6-36 points of damage, or one half the total to those making the Saving Throw.

Character Classes — Human

Fly

Range: Touch
Duration: 1-6 turns +1 turn per level of
 the caster
Effect: One creature may fly

This spell allows the recipient (possibly the caster) to fly. The spell will permit movement in any direction and at any speed up to 360' per turn (120' per round) by mere concentration. The recipient may also stop and hover at any point (as a *levitate* spell), which does not require concentration.

Haste*

Range: 240'
Duration: 3 turns
Effect: Up to 24 creatures move double
 speed

This spell allows up to 24 creatures in a 60' diameter circle to perform actions at double speed for a half hour. Those affected may move at up to twice normal speed and make double the normal number of missile or hand-to-hand attacks. This spell does not affect the rate at which magic works, so the casting of spells and the use of devices (such as wands) cannot be speeded up.

The reverse of this spell, *slow*, will remove the effects of a *haste* spell, or will cause the victims to move and attack at half normal speed for the duration of the spell. As with *haste*, spell casting is not affected. The victims may make a Saving Throw vs. Spells to avoid the effect.

Hold Person*

Range: 120'
Duration: 1 turn/level
Effect: Paralyzes up to 4 creatures

This spell will affect human, demi-human, and human-like creatures (bugbear, dryad, gnoll, gnome, hobgoblin, kobold, lizard man, ogre, orc, nixie, pixie or sprite). It will not affect the undead or creatures larger than ogres. Each victim must make a Saving Throw vs. Spells or be paralyzed. The spell may be cast at a single person or at a group. If cast at a single person, a −2 penalty applies to the Saving Throw. If cast at a group, it will affect up to 4 persons (at the magic-user's choice), but with no penalty to their rolls.

The reverse of the spell, *free person*, removes the paralysis of up to 4 victims of the normal form of the spell (including one cast by a cleric). It has no other effect.

Infravision

Range: Touch
Duration: 1 day
Effect: One living creature

This spell enables the recipient to see in the dark, to a 60' range. (See the D&D Basic Set DM Rulebook, page 22, for notes on Infravision.)

Invisibility 10' radius

Range: 120'
Duration: Permanent until broken
Effect: All creatures within 10'

This spell makes the recipient and all others within 10' (at the time of the casting) invisible. This is an area effect, and those who move further than 10' from the recipient become visible. They may not regain *invisibility* by returning to the area. Otherwise, the invisibility is the same as that bestowed by the spell *invisibility* (Basic Player's Guide, page 41). All items carried (whether by the recipient or others within 10') also become invisible.

Lightning Bolt

Range: 180'
Duration: Instantaneous
Effect: Bolt 60' long, 5' wide

This spell creates a bolt of lightning, starting up to 180' away from the caster and extending 60' further away. All creatures within the area of effect take 1-6 points of damage per level of the spell caster. Each victim may make a Saving Throw vs. Spells; if successful, only half damage is taken. If the *lightning bolt* strikes a solid surface (such as a wall), it will bounce back toward the caster until the total length of the bolt is 60'.

Protection from Evil 10' Radius

Range: 0
Duration: 12 turns
Effect: Barrier 20' diameter

This spell creates an invisible magical barrier all around the caster, extending 10' in all directions. The spell serves as protection from "evil" attacks (attacks by monsters of an alignment other than the caster's). Each creature within the barrier gains a +1 to all Saving Throws, and all attacks against those within are penalized by −1 to the attacker's Hit roll while the spell lasts.

In addition, "enchanted" creatures cannot attack those within the barrier hand-to-hand. Enchanted creatures can attack with missile or magical attacks however. An "enchanted" creature is any creature that is magically *summoned*, *animated* or *controlled* (as with a *charm* spell) or can only be hit by a magical weapon. Creatures that can be hit by silver weapons are not enchanted.

If anyone within the barrier attacks an enchanted creature, the barrier will no longer prevent the creature from attacking hand-to-hand, but the bonus to Saving Throws and penalty to Hit rolls will still apply.

Protection from Normal Missiles

Range: 30'
Duration: 12 turns
Effect: One creature

This spell gives complete protection from all small non-magical missiles, causing them to miss. Thus, a catapult stone or a magic arrow would not be affected. Any one creature within range may be the recipient.

Water Breathing

Range: 30'
Duration: 1 day
Effect: One air-breathing creature

This spell allows the recipient to breathe while under water (at any depth). It does not affect movement in any way, nor does it interfere with the breathing of air.

Fourth Level Magic-user Spells

Charm Monster

Range: 120'
Duration: Special
Effect: One or more living creatures

This spell effect is identical to that of a *charm person* spell, but any creature except an undead may be affected. If the victims have 3 Hit Dice or less, 3-18 may be *charmed*. Otherwise, only one monster will be affected. Each victim may make a Saving Throw vs. Spells to avoid the effects.

Confusion

Range: 120'
Duration: 12 rounds
Effect: 3-18 creatures in an area 60' across

This spell will confuse several creatures, affecting all within a 30' radius. Victims with less than 2 + 1 Hit Dice are not allowed a Saving Throw. Those with 2 + 1 or more Hit Dice must make a Saving Throw vs. Spells every round of the spell's duration, if they remain in the area, or be confused. Each confused creature acts randomly. The DM should roll 2d6 each round to determine each creature's action, using the following chart:

    2-5   Attack the spell caster's party
    6-8   Do nothing
    9-12   Attack the creature's own party

Dimension Door

Range: 10'
Duration: 1 round
Effect: Safely transports one creature

This spell will transport one creature up to 10' from the caster, to a place up to 360' away. The caster picks the desired destination. If the location is not known, distances not exceeding a total of 360' may be given (for example, 200' west, 60' south, 100' down). If this would cause the recipient to arrive at a location occupied by a solid object, the spell has no effect. An unwilling recipient may make a Saving Throw vs. Spells to avoid the effect.

Growth of Plants*

Range: 120'
Duration: Special
Effect: Enlarges 3000 square feet of plants

This spell causes normal brush or woods to become thickly overgrown with vines, creepers, thorns, briars. An area of up to 3000 square feet may be affected (the dimensions chosen by the caster). The plants to be affected must be entirely within the spell's range. The affected area is impassable to all but giant-sized creatures. The effect lasts until removed by the reverse or by a *dispel magic* spell.

The reverse of this spell, *shrink plants*, causes all normal plants within a similar area of effect to shrink and become passable. It may be used to negate the effects of the normal spell. *Shrink plants* will not affect plant-like monsters (such as treants).

Hallucinatory Terrain

Range: 240'
Duration: Special
Effect: Changes or hides terrain

This spell creates the illusion of a "terrain feature," either indoors (such as a pit, stairs, etc.) or outdoors (hill, swamp, grove of trees, etc.), possibly hiding a real feature. The entire terrain feature must be within the range of the spell. The spell lasts until the illusion is touched by an intelligent creature, or until dispelled.

Ice Storm/Wall

Range: 120'
Duration: Storm 1 round or Wall 12 turns
Effect: Storm in 20' x 20' x 20' volume or wall of 1200 square feet

This spell may be cast in either of two ways: either as an icy blast, *ice storm,* or a *wall of ice.*

An *ice storm* fills a 20' x 20' x 20' cube. If cast in a smaller area, it will remain 20' long at most. The storm inflicts 1-6 points of cold damage per level of the caster to every creature in the area. Each victim may make a Saving Throw vs. Spells; if successful, the spell only does half damage. Fire-type creatures (red dragon, flame salamander, etc.) have a −4 penalty on their Saving Throws, but cold-type creatures (frost giant, frost salamander, etc.) are not affected by the spell.

A *wall of ice* is a thin vertical wall of any dimensions and shape determined by the magic-user totalling 1200 square feet (such as 10' x 120', 20' x 60', 30' x 40', etc.). The wall is opaque and will block sight. Creatures of less than 4 Hit Dice cannot break through the wall. Creatures of 4 HD or more can break through, but take 1-6 points of damage in the process. Fire-type creatures each take twice the amount points of damage (2-12) while breaking through. The wall must be cast to rest on the ground or similar support, and cannot be cast in a space occupied by another object.

Massmorph

Range: 240'
Duration: See below
Effect: Causes illusion of trees

This spell will affect up to 100 human or man-sized creatures in a 240' diameter, making them appear to be the trees of an orchard or dense woods. Unwilling creatures are not affected. Creatures larger than man-size (such as horses) may be included, counting them as 2 or 3 men each. The illusion will even hide the recipients from creatures moving through the area affected. The spell lasts until a *dispel magic* is cast on it or until the caster decides to drop the illusion. The appearance of each disguised creature returns to normal if the creature moves out of the affected area. However, movement within the area does not destroy the illusion.

Polymorph Other

Range: 60'
Duration: Permanent until dispelled
Effect: Changes one living creature

This spell changes the victim into another living creature. The new form may have no more than twice as many Hit Dice as the original, or the spell will fail. The number of hit points remains the same. Unlike the *polymorph self* spell, the recipient actually becomes the new creature, gaining any and all special abilities of the new form, plus its tendencies and behavior. For example, a hobgoblin polymorphed into a mule will think and act like a mule.

This spell cannot create a duplicate of a specific individual, only a race or monster type. *For example,* a creature polymorphed into a "9th level fighter" will indeed become a human, but not necessarily a fighter and no higher than 1st level.

The victim of this spell may make a Saving Throw vs. Spells to avoid the effect. The effect lasts until dispelled, or until the creature dies.

Polymorph Self

Range: 0 (Caster only)
Duration: 6 turns + 1 turn per level of the caster
Effect: Caster may change shapes

This spell allows the caster to change shape, taking the physical form of another living creature. The Hit Dice of the new form must be equal to or less than the Hit Dice of the caster. The caster's Armor Class, hit points, Hit rolls, and Saving Throws do not change. Special abilities and special immunities of the new form are not gained, but physical abilities are acquired. *For example,* a magic-user polymorphed into a frost giant has the strength of a frost giant and the ability to hurl boulders, but not immunity from cold. A magic-user polymorphed into a dragon could fly but would not be able to use any breath weapons or spells.

Spells cannot be cast while polymorphed into a different form. The spell lasts for the given duration, or until dispelled, or until the caster is killed. This spell will not enable the caster to take the form of a specific individual (see *polymorph other*).

Remove Curse*

Range: Touch
Duration: Permanent
Effect: Removes any one curse

This spell removes one curse, whether on a character, item, or area. Some curses — especially those on magic items — may only be temporarily removed, DM's discretion, requiring a clerical *dispel evil* spell for permanent effect (or possibly a *remove curse* cast by a high level magic-user).

The reverse of this spell, *curse,* causes a misfortune or penalty to affect the recipient. Curses are limited only by the caster's imagination, but if an attempted curse is too powerful, it may return to the caster (DM's discretion)! Safe limits to curses may include: −4 penalty on Hit rolls; −2 penalty to all Saving Throws; prime requisite reduced to ½ normal. The victim may make a Saving Throw vs. Spells to avoid the *curse.*

Wall of Fire

Range: 60′
Duration: Concentration
Effect: Creates 1200 square feet of fire

This spell creates a thin vertical wall of fire of any dimensions and shape, determined by the magic-user, totalling 1,200 square feet (for example, 10′ x 120′, 20′ x 60′, 30′ x 40′, etc.). The wall is opaque and will block sight. Creatures of less than 4 Hit Dice cannot break through the wall. Creatures of 4 HD or more can break through, but take 1-6 points of damage in the process. Undead and cold-using creatures (white dragons, frost giants, etc.) each take double damage while breaking through. The wall cannot be cast in a space occupied by another object. It lasts as long as the caster concentrates on it, without moving.

Wizard Eye

Range: 240′
Duration: 6 turns
Effect: Creates movable invisible eye

This spell creates an invisible eye through which the caster can see. It is the size of a real eye and has infravision (60′ range). The *wizard eye* floats through the air at up to 120′ per turn, but will not go through solid objects nor move more than 240′ away from the caster. The magic-user must concentrate to see through the eye.

Fifth Level Magic-user Spells

Animate Dead

Range: 60′
Duration: Permanent
Effect: Creates zombies or skeletons

This spell allows the caster to make animated skeletons or zombies from normal skeletons or dead bodies within range. These animated undead creatures will obey the magic-user until they are destroyed by a cleric or a *dispel magic* spell. For each level of the magic-user, one Hit Die of undead may be animated. A skeleton has the same Hit Dice as the original creature, but a zombie has one Hit Die more than the original. Character levels are not counted (the remains of a 9th level thief would be animated as a zombie with 2 HD). Animated creatures do not have any spells, but are immune to *sleep* and *charm* effects and poison.

Cloudkill

Range: 1′
Duration: 6 turns
Effect: Creates a moving poison cloud

This spell creates a circular cloud of poisonous vapor, 30′ across and 20′ tall, which appears next to the magic-user. It moves away at the rate of 60′ per turn (20′ per round) in any one direction (with the wind, if any; otherwise, in the direction chosen by the caster). This cloud is heavier than air and will sink when possible (going down holes, sliding downhill, etc.). The cloud will be destroyed if it hits trees or other thick vegetation. If cast in a small area (such as in a 10′ tall dungeon corridor), the cloud may be of smaller than normal size.

All living creatures within the cloud take 1 point of damage per round. Any victim of less than 5 Hit Dice must make a Saving Throw vs. Poison or be killed by the vapors.

Conjure Elemental

Range: 240′
Duration: Concentration
Effect: Summons one 16 HD elemental

This spell allows the caster to summon any one elemental (AC: −2, HD: 16, Damage: 3-24; see page 49). Only one of each type of elemental (earth, air, fire, water) may be summoned in one day. The elemental will perform any tasks within its power (carrying, attacking, etc.) as long as the caster maintains control by concentrating. The caster cannot fight, cast other spells, or move over half normal speed, or the control is lost. If control is lost, it cannot be regained. An uncontrolled elemental will try to slay its summoner, and may attack anyone in its path while pursuing him. A controlled elemental may be returned to its home plane simply by concentration. An uncontrolled elemental may also be sent back by the use of a *dispel magic* or *dispel evil* spell.

the possession fails and the caster may not try to possess that victim again for one turn. If the victim fails the Saving Throw, the creature's body is possessed and is under the caster's control. The life force of the possessed victim is placed into the *magic jar*.

The caster may cause the body to perform any normal actions, but not special abilities (similar to a *polymorph self* effect). A *dispel evil* spell will force the magic-user's life force out of the possessed body and back into the magic jar. When the magic-user returns to his or her real body, the spell ends.

If the possessed body is destroyed, the victim's life force dies, and the caster's life force returns to the *magic jar*. From there the caster may try to possess another body or return to the original body. If the *magic jar* is destroyed while the caster's life force is within it, the caster is killed. If the *magic jar* is destroyed while the caster's life force is in a possessed body, the life force is stranded in that body. If the caster's original body is destroyed, his life force is stranded in the *magic jar* until the caster can possess another body! The possession of another's body is a Chaotic act.

Pass-Wall

Range: 30'
Duration: 3 turns
Effect: Creates a hole 10' deep

This spell causes a hole 5' diameter, 10' deep to appear in solid rock or stone only. The stone reappears at the end of the duration. The hole may be horizontal or vertical.

Teleport

Range: 10'
Duration: Instantaneous
Effect: Transports one creature with all equipment

This spell instantly transports the magic-user or other recipient to any unoccupied ground-level destination on the same plane of existence! An unwilling victim may make a Saving Throw vs. Spells to avoid the effect. The recipient arrives at the destination with all equipment carried. The destination may not deliberately be one known to be occupied by a solid object, or above ground level. The chance of arriving safely depends on how carefully the caster has studied the area. Any creature teleporting into a solid object is instantly killed.

Knowledge of Destination			Result
Casual	General	Exact	
01-50	01-80	01-95	Success
51-75	81-90	96-99	Too High
76-00	91-00	00	Too Low

"Casual Knowledge" means that the caster has been there once or twice, or is visualizing the aiming point from descriptions or magical means. General knowledge means the caster has been to the area often, or has spent several weeks studying the area magically (via *crystal ball*, etc.). Exact knowledge means the caster has made a highly detailed personal study of the landing point.

For each *teleport*, the DM rolls d%. If the result is other than "Success," the recipient arrives 10-100 (1d10x10) feet above or below the desired destination. If "Too High," the recipient falls, taking damage on impact (1-6 points of damage per 10' fallen). If the result is "Too Low," death occurs unless a vacant area (such as a cave or dungeon) lies conveniently at that point.

Wall of Stone

Range: 60'
Duration: Special
Effect: Creates 1000 cubic feet of stone

This spell creates a vertical stone wall exactly 2' thick. Any dimensions and shape may be chosen by the caster, but the total area must be 500 square feet or less (10' x 50', 20' x 25', etc.), and the entire wall must be within 60' of the caster. The wall must be created so as to rest on the ground or similar support, and cannot be cast in a space occupied by another object. It lasts until dispelled or physically broken.

Sixth Level Magic-user Spells

Anti-Magic Shell

Range: 0 (Caster only)
Duration: 12 turns
Effect: Personal barrier which blocks magic

This spell creates an invisible barrier around the magic-user's body (less than an inch away). The barrier stops all spells or spell effects, including the caster's. The caster may destroy the shell at will; otherwise, it lasts until the duration ends. Except for a *wish*, no magical power (including a *dispel magic* spell) can cancel the barrier.

Hold Monster*

Range: 120'
Duration: 6 turns +1 turn per level of the caster
Effect: Paralyzes 1-4 creatures

This spell has an effect identical to that of a *hold person* spell, but will affect any living creature (not undead). Each victim must make a Saving Throw vs. Spells or be paralyzed. The spell may be cast at a single creature or a group. If cast at a single creature, a −2 penalty applies to the Saving Throw. If cast at a group, it will affect 1-4 creatures (the magic-user's choice), but with no penalties.

The reverse of this spell, *free monster* removes the paralysis of up to 4 victims of *hold person* or *hold monster* spells. It has no other effect.

Magic Jar

Range: 30'
Duration: See below
Effect: Possess one body

This spell causes the caster's body to fall into a trance, while the caster's life force is placed in an inanimate object (*magic jar*) within range. From this object (a gem or vial, for example), the caster's life force may attempt to possess any one creature within 120' of the *magic jar*. If the victim makes a successful Saving Throw vs. Spells,

Death Spell

Range: 240'
Duration: Instantaneous
Effect: Slays 4-32 Hit Dice of creatures
within a 60' x 60' x 60' area

This spell will affect 4-32 Hit Dice of living creatures within the given area. Normal plants and insects are automatically slain, and those with no hit points are not counted in the total affected. Undead are not affected, nor are creatures with 8 or more Hit Dice (or levels of experience). The lowest Hit Dice creatures are affected first. Each victim must make a Saving Throw vs. Death Ray or be slain.

Disintegrate

Range: 60'
Duration: Instantaneous
Effect: Destroys one creature or object

This spell causes one creature or non-magical object to crumble to dust. A victim may make a Saving Throw vs. Death Ray to avoid the effect. (Examples: A dragon, a ship, or a 10' section of wall may be disintegrated.) The spell does not affect magic items or spell effects.

Geas*

Range: 30'
Duration: Until completed or removed
Effect: Compels one creature

This spell forces a victim either to perform or avoid a stated action. *For example,* a character may be geased to bring back an object for the caster; to eat whenever the chance arises; or to never reveal certain information. The action must be possible and not directly fatal or else the *geas* will return and affect the caster instead! The victim may make a Saving Throw vs. Spells to avoid the effect. If the victim ignores the *geas*, penalties (decided by the DM) are applied until the character either obeys the *geas* or dies. Suitable penalties include minuses in combat, lowered ability scores, loss of spells, pain and weakness, and so forth. *Dispel magic* and *remove curse* spells will not affect a *geas*.

The reverse of this spell, *remove geas*, will rid a character of an unwanted *geas* and its effects. However, if the caster is a lower level than the caster of the original *geas*, there is a chance of failure (5% per level difference).

Invisible Stalker

Range: 0 (Caster only)
Duration: Until mission is accomplished
Effect: Summons one creature

This spell summons an *invisible stalker* (page 52), which will perform one task for the caster. The creature will serve whatever the time or distance involved, until the task is completed or until the creature is slain. A *dispel evil* spell will force the creature to return to its home plane.

Lower Water

Range: 240'
Duration: 10 turns
Effect: Cuts depth to ½ normal

This spell will affect an area up to 10,000 square feet, as noted above. If cast around a boat or ship, the vessel may become stuck. At the end of the duration, the sudden rush of water filling the "hole" will sweep a ship's deck clear of most items and cause 21-32 (1d12 + 20) points of hull damage.

Projected Image

Range: 240'
Duration: 6 turns
Effect: Creates one image

This spell creates an image of the caster up to 240' away which will last without concentration. The *projected image* cannot be distinguished from the original except by touch. Any spell cast will seem to come from the image, but the caster must still be able to see the target. Spells and missile attacks will seem to have no effect on the image. If touched or struck by a hand-to-hand weapon, the image disappears.

Stone to Flesh*

Range: 120'
Duration: Permanent
Effect: One creature or object

This spell turns any one statue (or quantity of stone up to 10' x 10' x 10') to flesh. It is usually used to restore a character turned to stone (by gorgon breath, for example).

The reverse of this spell, *flesh to stone*, will turn one living creature, including all equipment carried, to stone. The victim may make a Saving Throw vs. Turn to Stone to avoid the effect.

Thief

Thieves may advance to 36th level. When 4th level (Burglar) is reached, a thief gains an 80% chance to read any normal writing or language (including simple codes, dead languages, treasure maps, and so on, but not magical writings) in addition to the usual Thief abilities. If the attempt to read a piece of writing fails, the thief must gain at least one level before trying to read it again.

At 10th level, a thief gains the ability to cast magic-user spells from spell scrolls. However, there is a 10% chance that the spell will backfire, creating an unexpected result, because of the thief's imperfect understanding of magical writings. This ability only allows thieves to cast spells from existing magic scrolls, not to write their own.

Thieves may not build strongholds or castles like other characters. However, upon reaching Name level, a thief may construct a hideout (a fortified house in a city, a cave network, etc.). A thief who has constructed a hideout will attract 2-12 apprentice (1st level) thieves, who come to learn from a master. These will generally (though not always) be loyal, but will not be replaced by others if they die or leave. At this point, a player character thief may want to consider setting up a Thieves' Guild (the details of this are given in the D&D Companion Set).

THIEF SAVING THROWS				
Level:	1-4	5-8	9-12	13-16
Death Ray or Poison	13	11	9	7
Magic Wands	14	12	10	8
Paralysis or Turn to Stone	13	11	9	7
Dragon Breath	16	14	12	10
Rod/Staff/Spell	15	13	11	9

THIEF EXPERIENCE TABLE		
Level	Title	XP
1	Apprentice	0
2	Footpad	1,200
3	Robber	2,400
4	Burglar	4,800
5	Cutpurse	9,600
6	Sharper	20,000
7	Pilferer	40,000
8	Thief	80,000
9	Master Thief	160,000
10*	10th Level Master Thief	280,000
11*	11th Level Master Thief	400,000
12*	12th Level Master Thief	520,000
13*	13th Level Master Thief	640,000
14*	14th Level Master Thief	760,000

*Constitution adjustments no longer apply.

Hit Dice: 1d4 per level, 9d4 maximum; +2 hit points per level thereafter.

	THIEVES' ABILITIES TABLE						
Level	Open Locks	Remove Traps	Pick* Pockets	Move Silently	Climb Sheer Surfaces	Hide in Shadows	Hear Noise**
1	15	10	20	20	87	10	1-2
2	20	15	25	25	88	15	1-2
3	25	20	30	30	89	20	1-3
4	30	25	35	35	90	25	1-3
5	35	30	40	40	91	30	1-3
6	45	40	45	45	92	35	1-3
7	55	50	55	55	93	45	1-4
8	65	60	65	65	94	55	1-4
9	75	70	75	75	95	65	1-4
10	85	80	85	85	96	75	1-4
11	95	90	95	95	97	85	1-5
12	96	95	105***	96	98	90	1-5
13	97	97	115***	98	99	95	1-5
14	99	99	125***	99	99	99	1-5

*The chance of success is reduced by 5% for every level of the victim above 5th. Thus, a 7th level thief picking the pocket of a 10th level fighter would have a 30% chance of success (55 − 25 = 30).

**Roll 1d6 to determine if successful.

***Once a thief reaches 12th level, the pockets of low-level characters may be picked "automatically." However, the DM should allow a 1% minimum chance of failure, regardless of the thief's level.

Character Classes — Demi-Human

Dwarf

Dwarves are only able to attain 12th level at most. However, this is balanced by the dwarf's special abilities, such as infravision, detection abilities, and better saving throws. Twelfth level dwarves are formidable fighters. A dwarf may "set" a spear against charge attacks, and (when mounted) may charge with a lance, as described under "Fighter" (page 10).

When a dwarf reaches Name level, he may build a stronghold. It must be an underground cavern complex located in either mountains or hills. The character may hire only dwarven mercenaries, but specialists and retainers of other races may be hired.

Dwarven families are organized in Clans. See page 22 for more information on Clans.

DWARF SAVING THROWS				
Level:	1-3	4-6	7-9	10-12
Death Ray or Poison	8	6	4	2
Magic Wands	9	7	5	3
Paralysis or Turn to Stone	10	8	6	4
Dragon Breath	13	10	7	4
Rod/Staff/Spell	12	10	8	6

ELF SAVING THROWS				
Level:	1-3	4-6	7-9	10
Death Ray or Poison	12	10	8	6
Magic Wands	13	11	9	7
Paralysis or Turn to Stone	13	11	9	7
Dragon Breath	15	12	9	6
Rod/Staff/Spell	15	12	9	6

Elf

An elf may only advance to 10th level. However, this is balanced by the elf's special abilities, especially the combination of fighting and spell casting. This combination makes an elf far more powerful than a human of the same level. Elves only hire elves as mercenaries, although specialists and retainers of any race may be employed. An elf may "set" a spear against charge attacks, and (when mounted) may charge with a lance, as described under "Fighter" (page 10).

When Name (9th) level is reached, an elf may build a special kind of stronghold deep in the forest. This stronghold must pleasingly blend with its surroundings, usually a natural site of great beauty. Typical locations are the tops of great trees, on the edges of quiet vales, or behind rushing waterfalls. Because of the effort to beautify the work, the structure costs as much as similar work if made of stone.

When the stronghold is completed, the character will develop a friendship with the animals of the forest (birds, rabbits, squirrels, foxes, bears, etc.). All normal animals within 5 miles of the stronghold will be friendly toward the elves dwelling there. Animals will be able to warn of approaching strangers, carry news of events, deliver short messages to nearby places, etc. In return for these services, the animals will expect help and protection from the elves.

Elven families live in Clans. See page 22 for more information.

DWARF EXPERIENCE TABLE		
Level	Title	XP
1	Dwarven Veteran	0
2	Dwarven Warrior	2,200
3	Dwarven Swordmaster	4,400
4	Dwarven Hero	8,800
5	Dwarven Swashbuckler	17,000
6	Dwarven Myrmidon	35,000
7	Dwarven Champion	70,000
8	Dwarven Superhero	140,000
9	Dwarven Lord	270,000
10*	10th Level Dwarven Lord	400,000
11*	11th Level Dwarven Lord	530,000
12*	12th Level Dwarven Lord	660,000

*Constitution adjustments no longer apply.

Hit Dice: 1d8 per level, 9d8 maximum; +3 hit points per level thereafter.

ELF EXPERIENCE TABLE			Spells/Level					
Level	Title	XP	1	2	3	4	5	6
1	Veteran Medium	0	1	—	—	—	—	—
2	Warrior Seer	4,000	2	—	—	—	—	—
3	Swordmaster Conjurer	8,000	2	1	—	—	—	—
4	Hero Magician	16,000	2	2	—	—	—	—
5	Swashbuckler Enchanter	32,000	2	2	1	—	—	—
6	Myrmidon Warlock	64,000	2	2	2	—	—	—
7	Champion Sorcerer	120,000	3	2	2	1	—	—
8	Superhero Necromancer	250,000	3	3	2	2	—	—
9	Lord Wizard	400,000	3	3	3	2	1	—
10*	10th Level Lord Wizard	600,000	3	3	3	3	2	—

*Constitution adjustments no longer apply.

Hit Dice: 1d6 per level, 9d6 maximum; +2 hit points at 10th level.

Halfling

Halflings may only advance to 8th level. This is balanced by their special abilities in woodlands, better saving throws, and combat bonuses.

In combat, a halfling may "set" a spear against charge attacks, as described under "Fighter" (page 10). However, halflings are too small to properly wield a lance from horseback. A halfling may build a stronghold whenever the expense can be withstood (page 27), regardless of the level of the character. The stronghold will attract a whole community of other halflings if constructed in a place suited to their preferences.

HALFLING SAVING THROWS			
Level:	1-3	4-6	7-8
Death Ray or Poison	8	6	4
Magic Wands	9	7	5
Paralysis or Turn to Stone	10	8	6
Dragon Breath	13	10	7
Rod/Staff/Spell	12	10	8

Halflings prefer to live in pleasant areas of fair countrysides near rolling hills and gentle streams. When not working or adventuring, halflings will spend most of their time eating, drinking, talking with friends, and relaxing. Their communities are called Shires, and their recognized spokesman is called a Sheriff.

Halfling families live in Clans. See page 22 for more information.

HALFLING EXPERIENCE TABLE		
Level	Title	XP
1	Halfling Veteran	0
2	Halfling Warrior	2,000
3	Halfling Swordmaster	4,000
4	Halfling Hero	8,000
5	Halfling Swashbuckler	16,000
6	Halfling Myrmidon	32,000
7	Halfling Champion	64,000
8	Sheriff	120,000

This section includes lists of equipment and weapons that may be purchased in town. Average prices and encumbrance are listed with each item. At the DM's discretion, the price of an item may vary from town to town depending on how available an item is. Following the lists are explanations of how most items are used.

WEAPONS

Item	Cost in gp	Encumbrance
Axes: Battle Axe (2-handed)	7	60
Hand Axe	4	30
Bows: Cross w/	30	50
30 quarrels (+ case)	10	a*
Long Bow	40	30
Short Bow	25	20
20 arrows (quiver)	5	a*
Silver-tipped arrow	5	a*
Catapult, Light	150	1000 b*
Normal Shot	5	30 b*
Pitch Shot	25	30 b*
Daggers: Normal	3	10
Silver	30	10
Swords: Short	7	30
Normal	10	60
Two-handed	15	100
Other weapons:		
Mace	5	30 c*
Club	3	50 c*
Javelin	1	20
Lance	10	180
Pole Arm (2-handed)	7	150
Sling (+30 stones)	2	20 c*
Spear	3	30
Staff (2-handed)	2	20 c*
War Hammer	5	50 c*

NORMAL EQUIPMENT

Item	Cost in gp	Encumbrance
Backpack	5	20
Garlic	5	1
Grappling Hook	25	80
Hammer (small)	2	10
Holy Symbol	25	1
Holy Water (1 vial)	25	1
Iron Spikes (12)	1	60 (5 each)
Lantern	10	30
Mirror, hand-sized steel	5	5
Oil (1 flask)	2	10
Pole, Wooden (10' long)	1	100
Rations, Iron	15	70
Rations, Standard	5	200
Rope (50' length)	1	50
Sack, small	1	1
Sack, large	2	5
Stakes (3) and Mallet	3	10
Thieves' Tools	25	10
Tinder Box	3	5
Torches (6)	1	120 (20 each)
Waterskin (1 quart)	1	5
Wine (1 quart)	1	30
Wolfsbane (1 bunch)	10	1
Capacities: Backpack		400 cn
Sack, small		200 cn
Sack, large		600 cn

ARMOR

Item	AC	Cost	Encumbrance
Barding (for horses)	5	150	600
Chain Mail Armor	5	40	400
Leather Armor	7	20	200
Plate Mail Armor	3	60	500
Shield	(−1)*	10	100

*Subtract 1 from AC if a shield is used.

*Notes on all Equipment Lists:

a   Ammunition is included in encumbrance.

b   Encumbrance is for mules or horses towing the wheeled catapult. Shot is carried on the catapult "wagon."

c   This weapon is permitted for clerics.

d   Figures are: maximum capacity for normal movement/and capacity for half normal movement.

e   Capacity varies with number of horses; cart = 1 or 2 horses, wagon = 2 or 4; mules may be used, 2 mules = 1 horse.

LAND TRANSPORT

Item	Cost in gp	Capacity
Camel	100	3,000/6,000 d*
Cart (2 wheels)	100	4,000/8,000 e*
Horses: Draft	40	4,500/9,000 d*
Riding	75	3,000/6,000 d*
War	250	4,000/8,000 d*
Mule	30	3,000/6,000 d*
Saddle and Bridle	25	200 (Enc 300) f*
Saddle Bags	5	800 (Enc 100) f*
Wagon (4 wheels)	200	15,000/25,000 e*

WATER TRANSPORT

Item	Cost in gp	Capacity
Boat, River	4,000	40,000
Boat, Sailing	2,000	20,000-40,000
Canoe	50	6,000 g*
Galleys: Large	30,000	60,000
Small	10,000	40,000
War	60,000	80,000
Lifeboat, Ship's	1,000	15,000
Longship	15,000	30,000
Raft	1 gp/sq ft	100/50 h*
Sailing Ships:		
Large	20,000	300,000
Small	5,000	100,000
Troop Transport	40,000	600,000

See page 43 for all details on Water Transport details and adventures.

f   Encumbrance (Enc) is for empty item; add for items carried, to capacities given. Total of saddle plus saddlebags is 400 cn encumbrance, 1,000 cn capacity.

g   Encumbrance is 1,000 cn if carried by one person, 300 cn each for 2 persons.

h   Capacity figures are for purchased vs. made by characters.

Adventuring

Backpack: Used to carry equipment on back. The shoulder straps leave the character's hands free for other actions.

Barding: Armor for horses, made of leather and metal plates giving an Armor Class of 5.

Cart: Pulled by 1-2 draft horses or by mules (2 mules = 1 horse). Movement rate 60′ per turn. Capacity 4,000 cn with a single horse, 8,000 cn with two. Cannot travel through desert, forest, mountain, or swamp except by road.

Catapult, light: This is a "siege engine," a large slingshot-like device that throws burning pitch or rocks. For land travel, it is mounted on a small wheeled wagon, and is towed by horses or mules. It cuts the normal movement rate of a wagon (based on terrain) by half. The 1,000 cn encumbrance value is divided among those towing it. When used on ships, the same encumbrance value is used, but the item is mounted directly on the vessel.

Grappling Hook: A large 3- or 4-pronged hook, made of specially hardened iron, used to anchor a rope.

Hammer (small): Needed for pounding iron spikes into a wall or floor.

Holy Symbol: A sign or symbol of a cleric's beliefs. Used in Turning undead.

Holy Water: Water made holy by a high level cleric (NPC). It will cause damage to undead monsters.

Iron Spikes: Used to wedge doors open or shut, or to anchor a rope.

Lantern: Casts light in a 30′ radius, burning 1 flask of oil in four hours (24 turns). May be shuttered against wind.

Mirror: Used to look around corners safely, or to defend against a "gaze" attack. When a character uses a mirror to watch an opponent, a −2 penalty to the Hit roll applies, and the character cannot use a shield. The area must be lit for the mirror to be effective.

Oil flask: Burned, in a lantern, for light. It also may be thrown as a missile weapon, or poured out and ignited to delay pursuit.

Pole, wooden: 10′ long. A 2″ thick pole, useful for poking piles of rags, pools, etc.

Rations, Iron: Preserved food for one person for one week.

Rations, Standard: Unpreserved food for one person for one week. Sometimes thrown to monsters to delay pursuit.

Rope (50′ length:) A heavy climbing rope that can support 3 fully loaded humans.

Sack, Large: A burlap, leather, or cloth bag, usually 2′ x 4′.

Sack, Small: Similar to large sack, 1′ x 2′.

Saddle: Leather and wooden saddle with metal fastenings, assumed to include blanket, bridle and bit, and stirrups.

Saddle Bag: Long leather, two pocket sack; lays across mount, behind saddle.

Stakes and Mallet: Three large (18″) wood stakes plus a wooden mallet. Useful for destroying vampires.

Thieves' Tools: Required for picking locks.

Tinderbox: Flint, steel, and tinder (wood shavings). Needed to start fires (torches, lanterns, etc.). To use, roll 1d6; succeeds on a result of 1-2. May be tried once per round.

Torch: Casts light in 30′ radius. Burns for 1 hour (six turns).

Wagon: Pulled by 2 or 4 draft horses (or mules; 2 mules = 1 horse). Movement rate 60′ per turn. Capacity 15,000 cn with two horses, 25,000 with four. Cannot travel through desert, forest, mountain, or swamp except by road.

Waterskin/wineskin: Leather or preserved animal bladder. Capacity: 1 quart. Encumbrance is when filled; 5 cn otherwise.

Wolvesbane: An herb; dried and used to drive off lycanthropes.

Adventuring

In the DUNGEONS & DRAGONS Basic rules, your characters could travel directly to the dungeon without difficulty or danger. But now dangers await you in the wilderness and you must make more choices before adventuring. Your characters must decide where to go and what supplies they will need. You must decide the marching order for overland travel, and organize guard watches for the night.

Starting Out

Before journeying into the wilderness, use the following guideline to organize the party and plan the journey:

1. **Decide where to go:** choose a goal for the adventure.
2. **List the needed supplies:** prepare the party for the journey to the goal.
3. **Equip the party:** buy the equipment you will need, as a group, to reach the goal.
4. **Set a marching order:** arrange the characters to face combat and surprise situations.

Mapping

You should make a map of the areas you explore. Use "hex paper" to map, instead of the graph paper used in dungeon exploring. You can normally map only the hexagon through which you pass, but this may vary with terrain as one can see farther on top of a mountain than in a valley.

As your characters move through each "hex" of wilderness, you will discover general terrain features (forest, mountains, lakes, etc.) and signs of civilization (roads, cities, castles, farms, and the like). You will not learn anything about local residents unless you stop and spend extra time there.

Becoming Lost

Unless the party is following a known path, or moving along a river or coastline, or toward a visible terrain feature, they may become lost. You will discover this as you move. The DM will keep track of your actual position and direction of movement. If lost, you may try to find the right direction, backtrack, or find recognizable terrain features.

Scale

Unlike dungeons, the basic measure of wilderness distance is the yard. One yard equals three feet. In the wilderness it is easier to move quickly; there is more open terrain, the lighting is better, and less caution is necessary. The dungeon movement rate number is also used for outdoor movement, but the number is read as yards instead of feet. For example, a character who could move 90′ per turn in a dungeon could move 90 yards per turn outdoors. The distance moved in a combat round is also read as yards.

Missiles and spell ranges are also read as yards in the wilderness.

THE *AREA* AFFECTED BY A SPELL IS *NOT* READ AS YARDS. Thus, a *fire ball* spell cast in the wilderness would have a range of 240 yards, but still affect an area 40 *feet* in diameter.

Movement Rates

To find the distance traveled in a day, divide the normal movement rate per turn by 5. The result is the number of *miles* traveled in a normal day. *For example,* a man who moves 90′ per turn in a dungeon can travel 18 miles in a day (90 ÷ 5 = 18). The slowest movement rate in a party determines the distance traveled by a party. If characters are mounted, movement is calculated in the same manner. *For example,* if all characters are riding lightly encumbered war horses (180′ per turn), the party may cover 36 miles per day (180 ÷ 5 = 36).

Terrain (the features of the land being explored) affects the rate of travel. Though it makes no difference to the combat round or the 10 minute turn, the terrain may increase or decrease the number of miles moved per day. Your Dungeon Master will tell you how far you travel each day, based on your mounts (if any), the terrain, and any encounters you have (which can greatly slow progress).

Forced march: If necessary, you may increase the number of miles traveled in a day by using a *forced march.* If you use this option, the characters move 50% further than the normal day's movement (24 miles per day increases to 36, 36 increases to 54, and so forth). However, the whole day after the forced march must be spent resting.

Pursuit speed in the wilderness is equal to 3 times normal speed per round. *For example,* a war horse (60′ per round) may pursue or flee at a maximum rate of 180′ per round. Such speed may only be maintained for short periods of time and requires rest immediately afterward.

Obstacles to Movement

Traveling in the wilderness, whether by land, water or air, is not always easy as there are often features or events that will present delays or obstructions. These may include unfordable rivers, massive cliffs, snowbound passes, rapids, sandbars, waterfalls, dense forests, or vile and treacherous moors or swamps. Flying may be affected by thunderclouds, strong winds, fog, or mountains too high to fly over.

Special Wilderness Travel

Water: For waterborne traveling, whether on a river or near a coast, your characters might be able to buy a water craft or buy passage on a trade ship. Your DM will tell you if such things are available, but your characters must investigate the costs and other requirements.

Air: Some characters may gain the ability to fly by using magic spells or items. You *might* even be lucky enough to get a flying mount, such as a hippogriff or pegasus. Air travel is easier and faster than other types. When flying, the character may travel twice the normal distance per day (for example, a *broom of flying* moves at 240′/turn with one rider, or 96 miles/day). Furthermore, terrain can often be ignored.

Food

Be sure to bring enough standard or iron rations for everyone's use for the whole trip, plus up to 50% extra. If you are greatly delayed (by weather, for example) you might run out of food. Whenever you are in fields, forest, or mountains (but not in swamp or ocean), you may either Forage or Hunt to get more food.

Foraging: Your characters may forage while traveling, by slowing their movement rate to ⅔ normal. You cannot forage while on a forced march. Foraged food includes nuts, berries, and possibly small game. You usually have a 1 in 3 chance of finding enough food to survive. Your DM may modify this due to the terrain, and will make all the necessary rolls.

Hunting: If you spend a day without moving, normal foraging is automatically successful, and you might (1 in 4) encounter some animals which may be hunted for additional food. Days spent in a forced march or resting cannot be spent hunting.

If they run out of food, your characters will face hunger — needing more rest, traveling slower, being penalized on Hit rolls, and gradual loss of hit points and eventual death from starvation.

Rest

Characters or mounts must rest one full day for every six days they spend traveling. Rest may also be required after evading monsters. Those who do not rest have a −1 penalty on Hit rolls and damage rolls until they do rest.

Encumbrance (Optional Expert System)

In the D&D Basic Set, a simple total encumbrance was based on the type of armor worn. With Expert rules, the same movement rates are used, but the system for finding the total encumbrance is more detailed.

Instead of using an estimate for the encumbrance, you may calculate the exact weight carried by your character.

1. Do *not* use the Basic encumbrance figures given in the D&D Basic Set (300 cn for leather or no armor, 700 cn for metal armor). Instead, add the encumbrance of each item normally carried for adventuring, to find the total Normal Encumbrance. Use this total to find the character's movement rate, according to the following chart.
2. Add encumbrance whenever any treasure or items found are picked up, and keep track of the character's current encumbrance.
3. Make any other modifications as needed — when special items are purchased and carried, or when certain items are left home, unused on a particular adventure. Be sure to make adjustments when new armor or weapons are purchased.

CHARACTER MOVEMENT RATES AND ENCUMBRANCE

Encumbrance	Normal Speed Feet per turn	Encounter Speed Feet per round	Running Speed Feet per round
up to 400 cn	120	40	120
401-800 cn	90	30	90
801-1200 cn	60	20	60
1201-1600 cn	30	10	30
1601-2400 cn	15	5	15
2401 or more	0	0	0

ENCUMBRANCE OF TREASURES

Coin (any type)	1 cn	Scroll	1 cn
Gem (any value)	1 cn	Rod	20 cn
Jewelry (1 piece)	10 cn	Staff	40 cn
Potion	10 cn	Wand	10 cn

Note that the encumbrance of an item is *not* always the same as its actual weight, it includes how awkward the item is to carry. A 10′ wooden pole, for example (encumbrance 100 cn), weighs about 40 cn but cannot be as easily carried as 40 coins.

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