Delving Deeper

Book One of Three

The Annotated
HEROES & MAGIC

Simon J. Bull

With special thanks to Dan Boggs, and gratitude to all those who
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Adams, David Macauley, Marv Breig, Matthew J. Finch, and
esteemed members of the odd74 discussion group.

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Preface

Years ago, I made a casual assertion on the ODD74 forum that the word “turn” was often used in the original game in a way that showed its meaning was simply carried over from earlier miniatures wargaming rules. In reply, Simon produced an exhaustive list of every sentence in the three little brown booklets containing the word “turn”. Then as now, Simon’s enthusiasm for exacting detail has not dimmed, and with this work he takes that thoroughness to a whole new level.

If you picked up this volume because you are curious about Delving Deeper, or the original game itself, and if satisfying that curiosity will bring you pleasure, then the Annotated Delving Deeper will long be an abundant source of satisfaction. Simon is a keen student of the original three booklets and CHAINMAIL. While we gamers may disagree from time to time on the use of a rule or method, this work demonstrates, with meticulous footnotes, why each particular interpretation in Delving Deeper is cast the way it is. The devil is in the details, they say, and those details are in the footnotes in this book!

“Why bother?” some may ask. The answer should be evident to anyone who has read the original game. While unparalleled in their creativity, the little brown booklets are a wonderful mess—a mess for which Delving Deeper is the clean-up crew. Where the original is scattered or confusing, Delving Deeper is orderly and clear. With each iteration Simon has striven to make Delving Deeper truer to the original, within the bounds of the OGL. So many changes and rules interpretations have arisen since the original game was published in January of 1974 that it can be difficult to gather meaning from the original text uncolored by years of assumptions and ideas taken for granted. The details captured in this volume take the reader as close to that 1974 moment as can be found through any means today. Ultimately, the value in getting it right is to facilitate an understanding of the foundation that Arneson and Gygax intended we build from. This annotated text enables us, as from a wilderness stronghold, to sally forth and take the game in whatever direction we want, secure in the knowledge that we have the best of bases to return to.

Although we have never met, I’m proud to consider Simon a friend and colleague, for we have plumbed the depths of gaming minutia together on many a subject. I’m hopeful the reader will get as much enjoyment from this volume as I have, and I am equally looking forward to the second instalment of this annotated work.

D. H. Boggs, June 2018
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The Annotated Delving Deeper

Delving Deeper V5

Delving Deeper V5 is the product of further research into the original 1974 rules for fantastic medieval wargames campaigns. It continues to acknowledge the distinction between the printed rules and how the authors and other referees reportedly played the game. While other works might (justifiably) emphasise the latter, Delving Deeper remains focussed on the former. In particular, it emulates the printed materials that were contemporaneous leading to and during 1974; the extant body of rules which the first wave of players might have encountered, or been referred to, as they launched their own fantastic medieval wargames campaigns.

Delving Deeper is about what the rules say; not how they may have been applied in one campaign or another “back when”, or since. That aspect cannot be dictated by any printed rule, but is a crucial function of the campaign referee. It is precisely the necessity that a referee interpret these rules that ensures each and every fantastic medieval wargames campaign will be its own variant.

Each campaign should be a “variant”, and there is no “official interpretation” from me or anyone else.

— E.G. Gygax, Alarums and Excursions #2, July 1975

The Annotated V5

This is a companion text intended to accompany the first of three Delving Deeper V5 books; Heroes & Magic. Those who only desire to play fantastic medieval wargames campaigns can confidently ignore this work and rest assured that Delving Deeper is a complete, stand alone game with no dependence whatever on this apparatus.

This work exists for the reader who wants to know why. It illustrates how V5 has been put together, demonstrating (for better or worse) the origin of every significant phrase in the Delving Deeper text. It is hoped that this work will assist readers to understand why V5 is what it is, and facilitate a broader appreciation of the original 1974 rules themselves. Finally, it is hoped that study of this work may provide the reader with utility and enjoyment, and perhaps illuminate some subtlety or nuance that even an accomplished reader may have overlooked.
The following abbreviations occur in footnotes throughout the Annotated Delving Deeper text. A subset of these sources are referenced in each of Delving Deeper’s three volumes.

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<td>The Hobbit (or There and Back Again), 1937</td>
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<td>LOTR</td>
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<td>3H3L</td>
<td>Three Hearts Three Lions, 1961</td>
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<td>Chainmail, 1st Edition, Mar 1971</td>
</tr>
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<td>PFC</td>
<td>First Fantasy Campaign, developed 1971–77, printed 1977</td>
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<td>OS1</td>
<td>Outdoor Survival, 1st print, Sep 1972</td>
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<tr>
<td>BTPBD</td>
<td>...Beyond This Point be Dragons... (a.k.a. the “Dalluhn Manuscript”), circa late 1973</td>
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<td>M&amp;M</td>
<td>Men &amp; Magic, 1st print, Jan 1974</td>
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<td>M&amp;T</td>
<td>Monsters &amp; Treasure, 1st print, Jan 1974</td>
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<td>U&amp;WA</td>
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<td>SSGJ9</td>
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<td>Adventures in Fantasy, 1978</td>
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<td>WAR</td>
<td>The Complete Warlock, Jul 1978</td>
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<tr>
<td>AD&amp;D</td>
<td>Advanced Dungeons &amp; Dragons; a collective reference to MM, PHB, DMG (below).</td>
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Introduction

These rules detail the main elements of a Fantastic Medieval Wargame Campaign\(^1\) while remaining flexible.\(^2\) They are complete only insofar as they provide almost endless scope for campaigning across the fantastic medieval genre.\(^3\) Play need not be even so loosely constrained, however; it can be made to encompass prehistory or science-fiction or whatever else can be imagined.\(^4\)

A fantastic medieval wargame campaign requires a referee\(^5\) and from four to 20 players, although as many as 50 might be accommodated as allowed by the referee.\(^6\) The use of pencil, paper, and hand drawn maps are standard.\(^7\) Miniature figures—while aesthetically pleasing—are not required,\(^8\) but their occasional employment can be a spectacle when battles are fought.\(^9\)

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\(^{1}\)The D&D boxed set bears the subtitle: «Rules for Fantastic Medieval Wargames Campaigns Playable with paper and Pencil and Miniature Figures». This new game was described as a Fantastic Medieval Wargame; the term role playing game had not yet arisen.

\(^{2}\)M&M p4 (Introduction): «These rules ... cover the major aspects of fantasy campaigns but still remain flexible». The emphasis on flexibility is a notable feature of the rules.

\(^{3}\)The so-called fantastic medieval genre is a mashup of early 1970s medieval wargaming with Tolkien and the pulp fantasy literature of the day, including Howard, Burrows, Anderson, et. al. E.g., M&M p4 (Introduction): «those who don’t care for Burroughs’ Martian adventures where John Carter is groping through black pits, who feel no thrill upon reading Howard’s Conan saga, who do not enjoy the de Camp & Pratt fantasies or Fritz Leiber’s Fafhrd and the Gray Mouser pitting their swords against evil sorceries will not be likely to find DUNGEONS and DRAGONS to their taste».

\(^{4}\)M&M p5 (Scope): «the scope need not be restricted to the medieval; it can stretch from the prehistoric to the imagined future» and M&M p3 (Forward...): «Its possibilities go far beyond any previous offerings anywhere!».

\(^{5}\)M&M p5 (Number of Players): «At least one referee».

\(^{6}\)M&M p5 (Number of Players): «...from four to fifty players can be handled in any single campaign, but the referee to player ratio should be about 1:20 or thereabouts». These are the numbers of players involved in the campaign. A subset of these would be involved in each individual game session.

\(^{7}\)M&M p5 (Scope): «The use of paper, pencil and map boards are standard».

\(^{8}\)M&M p5 (Scope): «Miniature figures can be added if the players have them available and so desire, but miniatures are not required, only esthetically pleasing».

\(^{9}\)CM p25 (c.f. CM3 p28) (Fantasty Supplement): «The utilization of varied scales of figures is almost a must for fantastic wargaming, considering that
While it is possible to play a stand-alone game, unrelated to any other, these rules are designed with long-lived campaigning in mind. It should be straight forward to establish a campaign; the most extensive requirements being time and imagination. The referee will initially need time to lay out the terrain of his world and maps of his underworld dungeons; thereafter he will need time to meet the demands of his players. Above all he will need imagination.

A campaign should begin simply, avoiding unnecessary detail, and thereafter be allowed to develop at a pace which best suits the participants. New details can be added as they arise and former pillars of the game world altered so as to provide continually new and different situations. The player interactions within the game world will enrich its development and make the experience of it unique. Ultimately the whole has potential to grow into a milieu of unforeseen depth and intricacy, and this is quite desirable.
As with any set of miniatures rules those herein are guidelines only, intended to assist the referee in designing his own fantastic medieval campaign. They are a framework around which you will build your own game; which should be intuitive and enjoyable. The prospective referee is urged to refrain from constructing new rule interpretations at every turn, for everything herein is fantastic. The best approach is to simply decide how it should be, and make it so!

**Preparation for Play**

Players should begin with Volume I which details characters that can be played, equipment and hirelings that can be had, and spells that are available to magic-using sorts. Players need read no further.

Aspiring referees are advised to continue immediately on to Volume II wherein are guidelines for constructing a campaign world and filling it with dungeons, monsters, and treasures, and advice on conducting adventures around these. Finally, Volume III is intended as a reference for referees; it describes monsters—from animals to zombies—and treasures including magical wands, weapons, and a plethora of other items.
Player’s Supplies

Intending players should provision themselves with:

- Heroes & Magic (you’re reading it!),

- Dice (at least one pair of six-sided dice and one pair of twenty-sided dice per player),

- Pencils and eraser,

- A notebook and/or lined paper,

- Graph paper for mapping dungeons,

- Hexagonal paper for mapping wilderness regions,

- A vivid imagination.

Players require six- and twenty-sided dice. One pair of each type per player will minimally suffice, but four or more pairs of each type will facilitate game pace.
Player Characters

The player’s first endeavour is to construct a fantasy persona\textsuperscript{48} — known as a character\textsuperscript{49} — which he will control in the campaign world.\textsuperscript{50}

Determination of Abilities

Characters are rated\textsuperscript{51} in six abilities: strength, intelligence, wisdom, constitution, dexterity, and charisma.\textsuperscript{52} Each is determined, in order,\textsuperscript{53} by the referee\textsuperscript{54} with a throw of three six-sided dice producing scores between 3 and 18. The player should record these\textsuperscript{55} figures on note paper or a character record sheet\textsuperscript{56} before selecting his class.\textsuperscript{57}

\textsuperscript{48}M&M p5–6 (Preparation for the Campaign): «Before they begin, players must decide what role they will play».
\textsuperscript{49}M&M p6 (Characters): «There are three (3) main classes of characters».
\textsuperscript{50}The terms fantastic-medieval campaign, fantasy campaign and simply campaign appear throughout the 3LBBs’ foreword and introduction in reference to the imaginary game setting in which play occurs.
\textsuperscript{51}M&M p10 (Determination of Abilities): «to rate each as to various abilities».
\textsuperscript{52}M&M p10: «Categories of ability are: Strength, Intelligence, Wisdom, Constitution, Dexterity, and Charisma».
\textsuperscript{53}M&M p10: «roll three six-sided dice in order».
\textsuperscript{54}M&M p10: «it is necessary for the referee to roll».
\textsuperscript{55}M&M p10: «Each player notes his appropriate scores».
\textsuperscript{56}Implied by «A sample of the record of a character appears like this» M&M p10.
\textsuperscript{57}M&M p10: «Prior to the character selection by players» and «Each player notes his appropriate scores ... and then opts for a role».
**Explanation of Abilities**

**Strength** is size\(^{58}\) and power\(^{59}\) and is the prime requisite for fighters.\(^{60}\) It is useful for forcing doors,\(^{61}\) lifting gates,\(^{62}\) and for carrying heavy equipment and treasure.\(^{63}\)

\(^{58}\)The relationship between size and physical force is explicit throughout the 3LBBs. E.g.; U&WA p9: «Doors must be forced open by strength, a roll or a 1 or 2 indicating the door opens, although smaller and lighter characters may be required to roll a 1 to open doors»; U&WA p31–32: «Breaking down doors, chopping through walls or decks or cutting rigging should be set by the referee with an eye towards the players individual size and strength»; M&T p24 (Balrogs): «doing two, three or four dice of damage (depending on size)»; M&T p8 (Ogres): «due to their size will score 1 die +2 (3–8) points of hits when they hit»; M&T p8 (Giants): «Due to their huge weapons all Giants will score two dice of damage when hitting an opponent» and M&T p38: (Girdle of Giant Strength): «bestows the strength and hit probability ... of Hill Giant»; M&T p15 (Sea Monsters): «The typical Sea Monster of mythology is equal in size to a Purple Worm» and «Typically, hits from a Sea Monster would inflict 3 or 4 dice of damage»; M&T p20 (Large Insects or Animals) says creatures of 2–20 HD should cause 2–4 dice damage.

\(^{59}\)The word power usually appears in reference to clerical powers, the Powers Above, and the various special powers of monsters and magic items. However, M&T p38 (Guantlets of Ogre Power) explicitly uses the word power to describe physical strength: «give his hands and arms the strength of an ogre».

\(^{60}\)M&M p10: «Strength is the prime requisite for fighters».

\(^{61}\)U&WA p9 (Doors): «Doors must be forced open by strength» and U&WA p31–32 (General Notes on Melee): «Breaking down doors ... should be set by ... individual size and strength».

\(^{62}\)M&M p10 «Strength will also aid in opening traps and so on» where traps presumably implies cage-like mantraps such as EPT p104 (example of play): «Referee: ... “A great metal cage falls clanging down over all of you... nobody specified leaving leaving any of the party behind to guard the door, and I thus assume you were all within the 20 foot square area covered by the cage”». The and so on is perhaps ambiguous enough to include portcullis-type gates. Not germane to these rules, but GH introduces the notion of «bending iron bars and performing feats of strength», and the AD&D PHB subsequently includes lifting gates explicitly.

\(^{63}\)M&M p15 states: «Maximum Load/Person at half normal movement» is 3,000 gold pieces load, while Giants, having giant strength, can carry up to 6,000 gold pieces load without hindrance (M&T p8). Djinn and Efreet, having giant strength by implication, can carry 6,000 and 10,000 gold pieces load, respectively (M&T p19).
**Intelligence** is communication and tactical sense and is the prime requisite for magic-users. One additional language is known for every point above 10. Intelligence is useful to the referee for determining what course of action a non-player character should take.

**Wisdom** is maturity and tactical judgement and is the prime requisite for clerics. It functions as does intelligence in determining what course of action a non-player character should take.

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64 M&M p10 (Intelligence): «it allows additional languages to be spoken».
65 U&WA p9 (Surprise): «monsters ... will ... close the distance between themselves and the character(s) (unless they are intelligent and their prey is obviously too strong to attack) or attack» and U&WA p12 (Avoiding Monsters): «Monsters will automatically attack ... with the exception of those monsters which are intelligent enough to avoid an obviously superior force». DD positions this as tactical sense.
66 M&M p10 (Intelligence): «Intelligence is the prime requisite for magical types» where magical types presumably includes magic-users, elves, and others employing magic-user spells. It could potentially include clerics but this possibility is overridden in the following paragraph (c.f. Wisdom).
67 M&M p12 (Languages): «Characters with an Intelligence above 10 may learn additional languages».
68 M&M p10 (Intelligence): «Intelligence will also affect referees’ decisions as to whether or not certain action would be taken» and c.f. the note above re: tactical sense.
69 The term maturity is associated with age via the dragon age categories (M&T p11) and via the staff of withering (M&T p35), although neither explicitly associates age or maturity with wisdom. However, U&WA p22 (Specialists) includes the sage non-player type, which dictionary.com defines as «a profoundly wise person; a person famed for wisdom; someone venerated for the possession of wisdom, judgement, and experience». DD emphasizes this (albeit tenuous) association between wisdom, experience, and maturity.
70 c.f. Intelligence, and note (dictionary.com) that a sage is «someone venerated for the possession of wisdom, judgement, and experience». DD positions this as tactical judgement.
71 M&M p10: «Wisdom is the prime requisite for Clerics».
72 M&M p10: «Wisdom rating will act much as does that for intelligence» and «Intelligence will also affect referees’ decisions as to whether or not certain action would be taken».
Constitution is vim and fortitude. It determines what damage can be endured and whether a character will withstand being raised from the dead, paralyzed, polymorphed, or turned to stone.

Table 1: Adjustments due to Constitution

<table>
<thead>
<tr>
<th>Constitution Score</th>
<th>Hit Points Per Die</th>
<th>Withstand Adversity</th>
</tr>
</thead>
<tbody>
<tr>
<td>3–6</td>
<td>−1*</td>
<td>20%</td>
</tr>
<tr>
<td>7–8</td>
<td></td>
<td>40%</td>
</tr>
<tr>
<td>9</td>
<td></td>
<td>60%</td>
</tr>
<tr>
<td>10</td>
<td></td>
<td>70%</td>
</tr>
<tr>
<td>11</td>
<td></td>
<td>80%</td>
</tr>
<tr>
<td>12</td>
<td></td>
<td>90%</td>
</tr>
<tr>
<td>13–14</td>
<td></td>
<td>Always</td>
</tr>
<tr>
<td>15–18</td>
<td>+1</td>
<td>Always</td>
</tr>
</tbody>
</table>

* Minimum 1 hit point per die.

Withstand Adversity is the probability a character will survive being raised from the dead (any failed attempt indicates that no subsequent attempt can ever succeed), returning to flesh after being

73 M&M p10 (Constitution): «Constitution is a combination of health and endurance» which DD restates as vim for health and fortitude for endurance.

74 M&M p10 (Constitution): «the number of hits which can be taken» and also M&T p10 (Hydras): «Because of its size and constitution ... the hit die per head is generally of six pips».

75 The term withstand is retained from M&M p10 (Constitution): «can withstand» and M&M p11 (Bonuses and Penalties to Advancement due to Abilities): «Will withstand adversity».

76 M&M p33 (Raise Dead): «if the character's Constitution was weak, the spell will not bring him back to life».

77 M&M p10 (Constitution): «withstand being paralyzed, turned to stone, etc.» Note especially that etc. implies there are additional cases, however; the only additional case explicitly mentioned in the 3LBBs is raise dead.

78 Not explicit in the 3LBBs but BTPBD b2, p4 (Health) has: «how well a person stands up under the strain of events (such as being turned to stone or changed into a toad)» and GH p9 (Constitution) defines the Probability of Surviving Spells with the footnote stating «polymorph, stone, etc».

79 Withstand Adversity is OD&D terminology for what would later (PHB p12) become System Shock Survival and Resurrection Survival.

80 M&M p33 (Raise Dead): «if the character's Constitution was weak, the spell will not bring him back to life».
turned to stone,\textsuperscript{81} or transformation into another shape by curse or wish or a \textit{Polymorph Other} spell.\textsuperscript{82}

\textbf{Dexterity} is speed and precision.\textsuperscript{83} It is useful for accurate shooting,\textsuperscript{84} for shooting or conjuring a spell first,\textsuperscript{85} or for manual speed\textsuperscript{86} whenever initiative is in question.\textsuperscript{87}

<table>
<thead>
<tr>
<th>Dexterity Score</th>
<th>Initiative Adjustment</th>
<th>To Hit Adj. with Missiles</th>
</tr>
</thead>
<tbody>
<tr>
<td>3–6</td>
<td>−1</td>
<td>−1</td>
</tr>
<tr>
<td>7–8</td>
<td>−1</td>
<td></td>
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<tr>
<td>9–12</td>
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<td></td>
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<tr>
<td>13–14</td>
<td>+1</td>
<td>+1</td>
</tr>
<tr>
<td>15–18</td>
<td></td>
<td></td>
</tr>
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\textsuperscript{81}OD&D is not explicit that the survive adversity check should be made when \textit{returning} to the flesh, however; a later rendering of the \textit{Stone to Flesh} spell (AD&D PHB p86) is explicit.

\textsuperscript{82}BTPBD b2, p4 (Health): «how well a person stands up under the strain of events (such as being ... changed into a toad)». This became explicit in the the AD&D PHB (p78).

\textsuperscript{83}\textit{Speed and precision} are introduced terms surmising the following notes related to dexterity.

\textsuperscript{84}M&M p11: «It will indicate the character’s missile ability» and (Bonuses and Penalties to Advancement due to Abilities): «Fire any missile at +1» and «Fire any missile at −1».

\textsuperscript{85}M&M p11: «Dexterity applies to ... conjuration» and «speed with actions such as ... getting off a spell».

\textsuperscript{86}M&M p11: «Dexterity applies to ... manual speed».

\textsuperscript{87}M&M p11: «speed with actions such as firing first, getting off a spell, etc.». Not germane to these rules, but see also SR 1#2 p3 (FAQ): «Initiative thereafter is simply a matter of rolling two dice ... scores are adjusted for dexterity and so on».
Charisma is comeliness and personal influence.\textsuperscript{88} It is useful in determining reactions,\textsuperscript{89} in negotiations,\textsuperscript{90} and for attracting monsters into service.\textsuperscript{91} It determines the number of retainers a character can have\textsuperscript{92} and the loyalty of any hirelings.\textsuperscript{93}

<table>
<thead>
<tr>
<th>Charisma Score</th>
<th>Maximum Retainers</th>
<th>Loyalty Adjustment</th>
<th>Reaction Adjustment</th>
</tr>
</thead>
<tbody>
<tr>
<td>3–5</td>
<td>2</td>
<td>−2</td>
<td>−1</td>
</tr>
<tr>
<td>6–8</td>
<td>3</td>
<td>−1</td>
<td>−1</td>
</tr>
<tr>
<td>9–12</td>
<td>4</td>
<td></td>
<td></td>
</tr>
<tr>
<td>13–14</td>
<td>5</td>
<td>+1</td>
<td>+1</td>
</tr>
<tr>
<td>15–17</td>
<td>6</td>
<td>+2</td>
<td>+1</td>
</tr>
<tr>
<td>18</td>
<td>12</td>
<td>+4</td>
<td>+1</td>
</tr>
</tbody>
</table>

\textsuperscript{88}M&M p11 (Charisma): «Charisma is a combination of appearance, personality, and so forth» which DD restates as \textit{comeliness} for appearance, and \textit{personal influence} for personality and so forth.

\textsuperscript{89}M&M p11 (Charisma): «the charisma score is usable to decide such things as whether or not a witch capturing a player will turn him into a swine or keep him enchanted as a lover» implies that charisma will, in general, affect how monsters should react to the player. U&WA p12 (Random Actions by Monsters) has: «intelligent monsters will act randomly according to the results of the score rolled on two (six-sided) dice ... modified by additions and subtractions for such things as bribes offered, fear, alignment of the parties concerned, etc». Charisma is not explicitly listed as a factor, but it DD presumes it is encompassed within the ambiguous \textit{etc}. HOLM p11 (Hostile/Friendly Reaction Table) makes it explicit: «make adjustments if the party spokesman has high charisma or offers special inducements».

\textsuperscript{90}M&M p12 (Non-Player Characters): «Monsters can be lured into service» and «some high-level characters can be brought into a character’s service, charisma allowing».

\textsuperscript{91}M&M p11 (Charisma): «charisma will aid a character in attracting various monsters to his service» and M&M p12 (Non-Player Characters): «Monsters can be lured into service» and «The monster will react ... according to the offer, the referee rolling two six-sided dice and adjusting for charisma».

\textsuperscript{92}M&M p11 (Charisma): «Its primary function is to determine how many hirelings of unusual nature a character can attract» and «can employ only as many as indicated by his charisma score».

\textsuperscript{93}M&M p11 (Charisma): «This is not to say that he cannot hire men-at-arms and employ mercenaries, but the charisma function will affect loyalty of even these men» and M&M p13 (Loyalty of Non-Player Characters): «Adjustments are made for charisma».
The maximum distance at which hirelings will respond to commands is as many scale inches as the charisma score, halved if engaged in melee.

Player Classes

Having been given ability scores the player must select a class for his character; fighter, magic-user, or cleric. Men, elves, dwarfs, and even hobbits can be fighters; men and elves can be magic-users; only men can be clerics.

All characters begin at the lowest (1st) level in their chosen class. From there they can work upward to successive experience levels (if they survive) by accumulating the necessary number of experience points.

Non-human characters have certain advantages over humans...
men, but are limited in how far they can progress.

Table 4: Experience Points Required

<table>
<thead>
<tr>
<th>Level</th>
<th>Fighters</th>
<th>XP</th>
<th>Magic-Users</th>
<th>XP</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>Fighter</td>
<td>0</td>
<td>Medium</td>
<td>0</td>
</tr>
<tr>
<td>2nd</td>
<td>Veteran</td>
<td>2,000</td>
<td>Seer</td>
<td>2,400</td>
</tr>
<tr>
<td>3rd</td>
<td>Myrmidon</td>
<td>4,000</td>
<td>Spellbinder</td>
<td>5,000</td>
</tr>
<tr>
<td>4th</td>
<td>Hero</td>
<td>8,000</td>
<td>Theurge</td>
<td>10,000</td>
</tr>
<tr>
<td>5th</td>
<td>Armiger</td>
<td>16,000</td>
<td>Thaumaturge</td>
<td>20,000</td>
</tr>
<tr>
<td>6th</td>
<td>Captain</td>
<td>30,000</td>
<td>Magician</td>
<td>35,000</td>
</tr>
<tr>
<td>7th</td>
<td>Champion</td>
<td>62,000</td>
<td>Evoker</td>
<td>57,000</td>
</tr>
<tr>
<td>8th</td>
<td>Superhero</td>
<td>110,000</td>
<td>Mage</td>
<td>90,000</td>
</tr>
<tr>
<td>9th</td>
<td><strong>Warlord</strong></td>
<td>220,000</td>
<td>Archimage</td>
<td>180,000</td>
</tr>
<tr>
<td>10th</td>
<td>Warlord, 10th*</td>
<td>440,000</td>
<td><strong>Wizard</strong></td>
<td>270,000</td>
</tr>
<tr>
<td>11th</td>
<td>Warlord, 11th†</td>
<td>660,000</td>
<td>Wizard, 11th†</td>
<td>540,000</td>
</tr>
<tr>
<td>12th</td>
<td>Warlord, 12th‡</td>
<td>880,000</td>
<td>Wizard, 12th‡</td>
<td>810,000</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Level</th>
<th>Clerics</th>
<th>XP</th>
<th>XP</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>Brother</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>2nd</td>
<td>Crucifer</td>
<td>1,600</td>
<td></td>
</tr>
<tr>
<td>3rd</td>
<td>Curate</td>
<td>3,000</td>
<td></td>
</tr>
<tr>
<td>4th</td>
<td>Vicar</td>
<td>6,000</td>
<td></td>
</tr>
<tr>
<td>5th</td>
<td>Priest</td>
<td>13,000</td>
<td></td>
</tr>
<tr>
<td>6th</td>
<td>Canon</td>
<td>27,000</td>
<td></td>
</tr>
<tr>
<td>7th</td>
<td>Prelate</td>
<td>57,000</td>
<td></td>
</tr>
<tr>
<td>8th</td>
<td><strong>Bishop</strong></td>
<td>120,000</td>
<td></td>
</tr>
<tr>
<td>9th</td>
<td>Bishop, 9th†</td>
<td>240,000</td>
<td></td>
</tr>
<tr>
<td>10th</td>
<td>Bishop, 10th</td>
<td>360,000</td>
<td></td>
</tr>
<tr>
<td>11th</td>
<td>Bishop, 11th</td>
<td>480,000</td>
<td></td>
</tr>
<tr>
<td>12th</td>
<td>Bishop, 12th</td>
<td>600,000</td>
<td></td>
</tr>
</tbody>
</table>

* A Fighter requires 220,000 XP per level beyond the 9th.
† A Magic-User requires 270,000 XP per level beyond the 10th.
‡ A Cleric requires 120,000 XP per level beyond the 8th.

\(^{106}\)M&M p6 (Characters): «non-human players are restricted in some aspects and gifted in others».

\(^{107}\)M&M p8 (Elves): «may not progress beyond 4th level Fighting-Man (Hero) or 8th level Magic-User (Warlock)» and M&M p7 (Dwarves): «Dwarves ... never progress beyond the 6th level» and M&M p8 (Hobbits): «Hobbits cannot progress beyond 4th level Fighting-Man». 
Prime Requisite Abilities

One of the six abilities is considered to be the prime requisite for each class. A character will earn a greater or lesser number of experience points from his adventures according to his prime requisite score; thus fighters should ideally be strong, magic-users intelligent, and clerics wise.

Table 5: Experience Earned

<table>
<thead>
<tr>
<th>Prime Requisite</th>
<th>Experience Adjustment</th>
</tr>
</thead>
<tbody>
<tr>
<td>3–5</td>
<td>−20%</td>
</tr>
<tr>
<td>6–8</td>
<td>−10%</td>
</tr>
<tr>
<td>9–12</td>
<td></td>
</tr>
<tr>
<td>13–15</td>
<td>+5%</td>
</tr>
<tr>
<td>16–18</td>
<td>+10%</td>
</tr>
</tbody>
</table>

A character’s prime requisite score is adjusted—for the purpose of determining experience points earned only—as follows: A cleric adds 1 to his prime requisite for every 2 points of intelligence above 9 and for every 3 points of strength above 9. A fighter adds 1 to his prime requisite for every 2 points of intelligence above 9 and for every 3 points of wisdom above 9. A magic-user adds 1 to his prime requisite for every 2 points of wisdom above 9.

108 M&M p10 (Explanation of Abilities): «The first three categories are the prime requisites for each of the three classes».
109 M&M p11 (Bonuses and Penalties to Advancement due to Abilities) notes, for example, that a player with a prime requisite score of 15 or more will add 10% to earned experience.
110 Logical inference introduced into DD.
112 M&M p10 (Strength): «Clerics can use strength on a 3 for 1 basis in their prime requisite area (wisdom)» to which the 5th print (Dec. 1975) appends the following clarification: «for purposes of gaining experience only».
113 M&M p10 (Intelligence): «Clerics can use it in their prime requisite areas (... wisdom ...) on a 2 for 1 basis».
114 M&M p10 (Strength): «Clerics can use strength on a 3 for 1 basis in their prime requisite area (wisdom)».
115 M&M p10 (Intelligence): «fighters ... can use it in their prime requisite areas (strength ...) on a 2 for 1 basis».
116 M&M p10 (Wisdom): «It may be used on a 3 for 1 basis by fighters ... in their respective prime requisite areas».
117 M&M p10 (Wisdom): «It may be used ... on a 2 for 1 basis by Magic-Users, in their respective prime requisite areas».
Explanation of Statistics

Statistics are given to the *top level* for each class, but there is theoretically no limit to how far a man can rise.\(^{118}\) Non-human player-types have certain advantages\(^{119}\) but are limited in how far they can progress.\(^{120}\)

Hit Dice are the number of six-sided dice used to determine how many hit points damage must be sustained to slay a figure.\(^{121}\) Additions, if any, indicate a number of extra hit points to be added to the sum of all hit dice.\(^{122}\) Whether sustaining hit point damage will otherwise affect a figure is for the referee to decide.\(^{123}\)

\(^{118}\)M&M p18 (Levels): «There is no theoretical limit to how high a character may progress» but note that non-humans are restricted. Therefore, only *men* are theoretically unlimited.

\(^{119}\)M&M p6 (Characters): «non-human players are restricted in some aspects and gifted in others».

\(^{120}\)M&M p8 (Elves): «may not progress beyond 4th level Fighting-Man (Hero) nor 8th level Magic-User (Warlock)» and M&M p7 (Dwarves): «Dwarves ... never progress beyond the 6th level» and M&M p8 (Hobbits): «Hobbits cannot progress beyond 4th level Fighting-Man».

\(^{121}\)M&M p18 (Dice for Accumulative Hits): «indicates the number of dice which are rolled in order to determine how many hit points a character can take». Note that the example immediately following has «a Super Hero gets 8 dice +2; they are rolled and score 1, 2, 2, 3, 4, 5, 6/ totals 26» strongly implies that dice are six-sided.

\(^{122}\)M&M p18 (Dice for Accumulative Hits): «Plusses are merely the number of pips to add to the total of all dice rolled not to each die».

\(^{123}\)M&M p18 (Dice for Accumulative Hits): «Whether sustaining accumulative hits will otherwise affect a character is left to the descretion of the referee».
**Fighting Capability** is a two-fold statistic\(^{124}\) indicating the number of men a figure will fight as in normal combat,\(^{125}\) and whether a figure can participate in fantastic combat as a Hero, Superhero, or Wizard.\(^{126}\)

**Spells per Spell Level** indicates the number of spells of each spell level that can be memorized by a clerical- or magical-type for use during a single adventure.\(^{127}\)

\(^{124}\)M&M p18 (Fighting Capability): «a key to use in conjunction with the CHAINMAIL fantasy rules» implying its usefulness in both of Chainmail’s normal and fantastic modes of combat resolution (also known as the Man-to-Man and Fantasy combat systems), and: «as modified in various places herein».

\(^{125}\)Chainmail’s normal combat system allows super-normal figures to fight as multiple factors of a single normal figure. E.g., heroes CM p27 (c.f. CM3 p30) «have the fighting ability of four figures» and trolls CM p30 (c.f. CM3 p34) «have a melee capability of six Heavy Foot». This *fighting capability in normal combat* is generalised in M&T p5 (Attack/Defence) as: «capabilities versus normal men are simply a matter of allowing one roll as a man-type for every hit die». DD applies this 1:1 relationship between one Hit Die and one Man’s Fighting Capability consistently across monster- and player-types. It is notable that BTPBD b1, p3 (Statistics Regarding Types/Classes) lists Fighting Capabilities up to 6 Men for fighters and 3 or 4 Men for non-fighters, and M&M explicitly lists Fighting Capabilities up to 6 Men for fighters and 3 Men for non-fighters.

\(^{126}\)Chainmail’s fantasy combat system allows super-normal figures to fight on the Fantasy Combat Table, where each figure’s attack and defence capabilities are separately weighted and subsumed into a single, potentially decisive, throw. M&M p19 (Alternative Combat System): «is based upon the defensive and offensive capabilities of the combatants; such things as speed, ferocity, and weaponry of the monster attacking are subsumed in the matrixes» implying that Chainmail’s hero, superhero, and wizard fighting capabilities are represented by the various player-type level bands on Attack Matrix I, and Chainmail’s various monster fighting capabilities are represented by number of hit dice on Attack Matrix II. DD aligns the hero, superhero, and wizard fighting capabilities neatly with the player-type level bands on Attack Matrix I.

\(^{127}\)M&M p19 (Spells & Levels): «the number of spells that can be used (remembered during any single adventure)». Note especially that spells are memorised *per adventure* rather than *per day*. 
The Fighter

Fighters\textsuperscript{128} are the ubiquitous fighting-men\textsuperscript{129} of the fantastic medieval genre.\textsuperscript{130} Of all the classes they are the most formidable in attack,\textsuperscript{131} can endure the most damage,\textsuperscript{132} and are the only class entitled to joust.\textsuperscript{133}

Fighters can employ any armor or shield\textsuperscript{134} and should have the best available.\textsuperscript{135} They have the use of all weaponry,\textsuperscript{136} including missiles and spears,\textsuperscript{137} and magic swords and the majority of other enchanted weapons are usable exclusively by them.\textsuperscript{138} They are unable to cast spells,\textsuperscript{139} however, and have use of a limited selection of other magical items.\textsuperscript{140}

\textsuperscript{128}Fighter\ is the noun which the SRD ascribes to the fighting class. This same noun appears frequently in the original game.

\textsuperscript{129}M&M p6 defines «Fighting-Men».

\textsuperscript{130}The subtitle of the original game is: «Rules for Fantastic Medieval Wargames Campaigns».

\textsuperscript{131}M&M p17–18 (Statistics Regarding Classes): Fighting-Men have the best Hit Dice and Fighting Capability statistics, and also (M&M p19) the most advantageous progression on Attack Matrix I.

\textsuperscript{132}Fighters will have the best armor class, the most hit points (even considering their greater XP requirement), and are able to ignore a number of normal hits.

\textsuperscript{133}CM p23 (c.f. CM3 p26) (Jousting): Defines jousting as «Knights in “friendly” combat» and U&WA p15 (Castles) states: «Fighting-Men within castles will demand a jousting match with all passersby of like class». In this regard the original game draws from European medieval myth/history. Non-European settings might conceivably offer alternate contests of martial prowess that would likewise be reserved for fighters only.

\textsuperscript{134}M&M p7 (Clerics): «Clerics gain some of the advantages from both of the other two classes ... in that they have the use of magic armor» implying fighters must also have the use of magic armor. See also note 8.

\textsuperscript{135}CM3 p26 (Leaders): «their type of armor be considered the best for their origin and period». Note, however, that Leaders are an addition to Chainmail 3rd Edition (1975).

\textsuperscript{136}M&M p6 (Fighting-Men): «All magical weaponry is usable by fighters» implying all normal weaponry is usable by them also.

\textsuperscript{137}Use of missiles and spears is particularly advantageous, warranting explicit mention in DD. See also note 9.

\textsuperscript{138}M&T p23–24 (Treasure Tables): 92% of all magical weaponry appearing is usable \textit{exclusively} by fighters. 80% are swords, 8% arrows, 1% bows, 1% axes, and 2% spears. Only the 4% daggers, 2% maces, and 2% hammers are usable by magic-users and clerics, respectively, and these are usable by fighters also.

\textsuperscript{139}M&M p6 (Fighting-Men): «they can use no spells».

\textsuperscript{140}M&M p6 (Fighting-Men): «They can use only a very limited number of
<table>
<thead>
<tr>
<th>Fighters</th>
<th>Hit Dice</th>
<th>Fighting Capability</th>
<th>Spells per Spell Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fighter</td>
<td>1 + 2</td>
<td>Man +1</td>
<td>Nil</td>
</tr>
<tr>
<td>Veteran</td>
<td>2 + 1</td>
<td>2 Men</td>
<td>Nil</td>
</tr>
<tr>
<td>Myrmidon</td>
<td>3</td>
<td>3 Men/Hero − 1</td>
<td>Nil</td>
</tr>
<tr>
<td>Hero</td>
<td>4</td>
<td>4 Men/Hero</td>
<td>Nil</td>
</tr>
<tr>
<td>Armiger</td>
<td>5</td>
<td>5 Men/Hero</td>
<td>Nil</td>
</tr>
<tr>
<td>Captain</td>
<td>6</td>
<td>6 Men/Hero</td>
<td>Nil</td>
</tr>
<tr>
<td>Champion</td>
<td>7</td>
<td>Superhero − 1</td>
<td>Nil</td>
</tr>
<tr>
<td>Superhero</td>
<td>8 + 1</td>
<td>Superhero</td>
<td>Nil</td>
</tr>
<tr>
<td><strong>Warlord</strong></td>
<td>9 + 2</td>
<td>Superhero</td>
<td>Nil</td>
</tr>
<tr>
<td>Warlord, 10th</td>
<td>10</td>
<td>Superhero</td>
<td>Nil</td>
</tr>
<tr>
<td>Warlord, 11th</td>
<td>10 + 2</td>
<td>Superhero</td>
<td>Nil</td>
</tr>
<tr>
<td>Warlord, 12th</td>
<td>11*</td>
<td>Warlord − 1</td>
<td>Nil</td>
</tr>
</tbody>
</table>

* A Fighter adds 1 HD per two levels beyond the 12th.

A Hero and above adjusts morale checks of any normal-types he leads in combat by +1, and is unaffected by fewer than four normal hits in a combat encounter.

magical items of the non-weaponry variety.

Heroes (and Anti-heroes) are the iconic fantasy fighters of Chainmail’s Fantasy Supplement who «have the fighting ability of four figures» CM p27 (c.f. CM3 p30). The same title appears in D&D, now identifying a 4th level Fighting-Man (M&M p16) who explicitly has the Fighting Capability of a Chainmail Hero (M&M p17) and implicitly, therefore, has the Fighting Capability of four Men.

DD presumes that figures which Chainmail refers to as unit and troops are best represented as normal-types in D&D.

CM p27 (c.f. CM3 p30) (Heroes): «they add 1 to the die or dice of their unit (or whatever unit they are with)». CM p39 (c.f. CM3 p43) (Fantasy Reference Table) states heroes have «The ability to raise morale of friendly troops».

CM p27 (c.f. CM3 p30) (Heroes): «four simultaneous kills must be scored against Heroes (or Anti-heroes) to eliminate them. Otherwise, there in no effect on them». This neglected detail can go a long way toward sustaining fighter hit points during an extended delve. It implies that Heroes and above ignore up to three normal hits in a combat. This phenomena is apparent in fantasy fiction where heroes enjoy a tendency to bounce back after combat encounters. Moreover, it implies that clerics need not function as “heal bots” for fighters, that healing magic can be reserved for non-trivial injuries, and that the fighter's XP requirements are that much more justified.
A Superhero\textsuperscript{145} and above is aware of invisible opponents within 3''\textsuperscript{,146} and threatened normal-types must take a morale check if approached, or to approach, within his charge movement distance\textsuperscript{147} of 15''\textsuperscript{.148}

A Warlord\textsuperscript{149} and above who establishes a stronghold is considered a Baron.\textsuperscript{150} So long as the surrounding countryside is kept clear of monsters\textsuperscript{151} this holding will attract settlers,\textsuperscript{152} who can each be

\begin{footnotes}
\footnotetext[145]{CM p27 (c.f. CM3 p30) (Super Heroes): Super Heroes are the «one-man armies!» of Chainmail’s Fantasy Supplement. The same title appears in D&D, therein identifying an 8th level D&D Fighting-Man (M&M p16) who is prescribed the same Fighting Capability as a Chainmail Superhero (M&M p17). Note that Chainmail states only that superheroes «act as Hero-types ... except they are about twice as powerful».
\footnotetext[146]{CM p39 (c.f. CM3 p43) (Fantasy Reference Table) states superheroes have «The ability to detect hidden invisible enemies». M&T p16 (Pixies) restates this rule as: «They can be seen clearly only when a spell to make them visible is employed, although certain monsters such as Dragons and high-level fighters will be aware of their presence». DD qualifies this capability as having 3'' range because this is the range at which figures can be melee’d. c.f. Combat.
\footnotetext[147]{CM p27 (c.f. CM3 p30) (Super Heroes): «When a Super-hero approaches within his charge movement of the enemy, all such units must check morale as if they had taken excess casualties» and CM p39 → CM3 p43 (Fantasy Reference Table): «The ability to cause the enemy to check morale».
\footnotetext[148]{CM p39 (c.f. CM3 p43) (Fantasy Reference Table) notes a superhero’s charge move as being 15'' on foot, or 24'' mounted. It is conceivable—in a D&D context—that a superhero’s charge move could be less than 15'' on foot if he were encumbered, but would normal-types ever dare assume an approaching superhero was burdened? Note that DD uses the word threatened rather than enemy as the delineation of sides is not always as absolute in DD as it is in Chainmail.
\footnotetext[149]{Lord is the title given to «top-level» fighters in the original game, see M&M p6 (Fighting-Men): «Top-level fighters (Lords and above)... » and also M&M p16–17. DD introduces several alternative level titles for OGL compliance, with Warlord being DD’s title for a top level fighter.
\footnotetext[150]{M&M p6 (Fighting-Men): «Top-level fighters (Lords and above) who build castles are considered Barons».
\footnotetext[151]{U&WA p24 (Baronies): «Clearing the countryside of monsters is the first requirement» and «Territory up to 20 miles distant from a stronghold may be kept clear of monsters» precedes the discussion of population and tax revenue.
\footnotetext[152]{Players are encouraged to build their strongholds in an unclaimed, wilderness area: e.g. U&WA p24 (Player/Character Support and Upkeep): «If the stronghold is in a wilderness area all support and upkeep costs then cease» and U&WA p24 (Baronies): «Another advantage occurring to those who build their strongholds in the wilderness is», and are then informed that
\end{footnotes}
taxed 10 gp per year, and can be further developed to improve its revenues.

The Magic-User

Magic-users are potentially the most powerful class but they are initially the most vulnerable; they can wear no armor and can use only daggers and staves as weapons. A magic-user can, however, cast magic spells. He can memorize a number of spells per adventure appropriate for his experience level and gains access to spells of successive spell levels as he progresses. He is assumed to

«Within each territory there will be from 2–8 villages of from 100–400 inhabitants» U&WA p24. The implication appears to be that the new stronghold will attract these inhabitants to a previously unclaimed wilderness area.

M&M p6 (Fighting-Men): «10 Gold Pieces/inhabitant of the barony/game year» and U&WA p24 (Baronies) «annual tax revenue equal to 10 Gold Pieces each».

M&M p6 (Fighting-Men): «they may invest in their holdings in order to increase their income» and U&WA p24 (Baronies): «The referee may also allow various investments in the territory, adjudicating revenue according to investment and area potential» and «Successful investments will also have the effect of increasing the population of the investor’s territory».

M&M p6 (Magic-Users): «Top level magic-users are perhaps the most powerful characters in game».

M&M p6 (Magic-Users): «to begin with they are weak, so survival is often the question».

M&M p6 (Magic-Users): «The whole plethora of enchanted items lies at the magic-users beck and call, save the arms and armor of the fighters» which is to say magic-users cannot employ magic armor nor, by implication, non-magical armor. Unlike fighters and clerics, magic-users encountered as non-players will not possess magic armor (see M&T p5 and U&WA p19).

M&M p6 (Magic-Users): «Magic-Users may arm themselves with daggers only», however; M&T p25 (Wands and Staves) states explicitly that magic-users can employ the Staff of Striking, which has no function beyond its use as a weapon. DD presumes this capability is applicable to staves in general.

CM p28 (c.f. CM3 p30) (Wizards): «Wizards cast terrible spells» and the very name of the magic-user class implies this ability. Additionally, M&M p17 (Statistics Regarding Classes) lists Spells & Levels for magic-users, which is explained M&M p19 (Spells & Levels) as: «the number of spells of each level that can be used».

M&M p19 (Spells & Levels): «the number of spells that can be used (remembered during any single adventure)». Note especially that spells are memorised per adventure rather than per day.

M&M p17 (Statistics Regarding Classes) demonstrates that higher level magic-users can employ higher level spells.
acquire spell books containing the spells he can cast, one book per spell level, and can devise his own spells besides.

Magic-users covet enchanted items and have use of the broadest range of these. All save for arms (excepting daggers and staves), armor, and a handful of clerical items are at their disposal. Moreover, a Wizard can enchant items of his own; the cost and time required being commensurate with its value.

162M&M p35 (Books of Spells): «Characters who employ spells are assumed to acquire books containing the spells they can use». Magic-users plainly employ spells so there can be no doubt that magic-users are assumed to acquire books of spells.

163M&M p35 (Books of Spells): «one book for each level».

164M&M p35 (Magical Research): «Both Magic-Users and Clerics may attempt to expand on the spells listed».

165M&M p12 (Non Player Characters): «Magic-Users ... desire magical items» and U&WA p15 (Magic-Users) «having first choice of magical items and automatically choosing Miscellaneous Magic, Wands/Staves, or Rings (in that order) in preference to other items».

166M&M p6 (Magic-Users): «The whole plethora of enchanted items lies at the magic-users beck and call».

167M&T p25 (Wands and Staves): Several magical staves are usable by clerics only, and the D&D Correction Sheet adds to M&T p24 (Scrolls): «There is a 25% chance that any scroll of spells found will contain those usable by Clerics». This amendment also appears in M&T 5th print and thereafter.

168M&M p6–7 (Magic-Users): «Wizards and above may manufacture for their own use (or for sale) such items as potions, scrolls, and just about anything else magical»

169M&M p7 (Magic-Users): «Costs are commensurate with the value of the item, as is the amount of game time required». 
Table 7: Statistics Regarding Magic-Users

<table>
<thead>
<tr>
<th>Magic-Users</th>
<th>Hit Dice</th>
<th>Fighting Capability</th>
<th>Spells per Spell Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Medium</td>
<td>1</td>
<td>Man</td>
<td>1</td>
</tr>
<tr>
<td>Seer</td>
<td>1 + 1</td>
<td>Man+1</td>
<td>2</td>
</tr>
<tr>
<td>Spellbinder</td>
<td>2</td>
<td>2 Men</td>
<td>3 1</td>
</tr>
<tr>
<td>Theurge</td>
<td>3</td>
<td>3 Men/Hero−1</td>
<td>4 2</td>
</tr>
<tr>
<td>Thaumaturge</td>
<td>3 + 1</td>
<td>3 Men/Hero−1</td>
<td>4 2 1</td>
</tr>
<tr>
<td>Magician</td>
<td>4</td>
<td>Hero</td>
<td>4 2 2</td>
</tr>
<tr>
<td>Evoker</td>
<td>5</td>
<td>Hero</td>
<td>4 3 2 1</td>
</tr>
<tr>
<td>Mage</td>
<td>5 + 1</td>
<td>Hero</td>
<td>4 3 3 2</td>
</tr>
<tr>
<td>Archimage</td>
<td>6</td>
<td>Hero</td>
<td>4 4 3 3 1</td>
</tr>
<tr>
<td><strong>Wizard</strong></td>
<td>7</td>
<td>Wizard</td>
<td>4 4 4 3 2</td>
</tr>
<tr>
<td>Wizard, 11th</td>
<td>7 + 1</td>
<td>Wizard</td>
<td>4 4 4 4 3 1</td>
</tr>
<tr>
<td>Wizard, 12th</td>
<td>7 + 2*</td>
<td>Wizard</td>
<td>4 4 4 4 4 2</td>
</tr>
</tbody>
</table>

*A Magic-User adds 1 HD per three levels beyond the 12th.

A Wizard (10th+ level)\(^{170}\) can occupy a stronghold.\(^{171}\) His reputation is so perilous that he adds +1 to morale checks of any troops he leads in combat,\(^{172}\) and threatened normal-types must take a morale check if approached, or to approach, within his movement distance\(^{173}\) of 12”.\(^{174}\)

\(^{170}\)As a point of differentiation, DD magic-users attain *top level* (Wizard status) at the 10th rather than the 11th experience level.

\(^{171}\)U&WA p15 (Castles): «Inhabitants of these strongholds...» implies that castle is synonymous with stronghold. The immediately following table then indicates that stronghold occupants include necromancers and wizards. Not germane to these rules, but M. Mornard’s public comment: http://odd74.proboards.com/thread/10905/castles-taxes-wizards also implies that the omission of magic-user strongholds was merely an oversight.

\(^{172}\)CM p43 states that wizards have: «The ability to raise morale of friendly troops» exactly as do heroes.

\(^{173}\)CM p28 (c.f. CM3 p30) (Wizards): «they affect ... enemy morale as do Super Heroes» and CM p39 (c.f. CM3 p43) (Fantasy Reference Table) states that wizards have: «The ability to cause the enemy to check morale» exactly as does a Chainmail superhero.

\(^{174}\)CM p39 (c.f. CM3 p43) (Fantasy Reference Table) notes a wizard’s move as being 12” on foot or 30” mounted.
The Cleric

Clerics must only be men\(^{175}\) of law or chaos;\(^{176}\) they cannot remain neutral\(^{177}\) in the eternal struggle.\(^{178}\)

Clerics are fanatically religious\(^{179}\) missionaries\(^{180}\) or templars, hospitallers,\(^{181}\) or other brothers\(^{182}\) of a monastery or order\(^{183}\) guided by the Powers “above”.\(^{184}\)

They desire to establish temples\(^{185}\) and to tithe money and jewels

\(^{175}\)M&M p6 (Characters): «Clerics are limited to men only».

\(^{176}\)M&M p7 (Clerics): «Clerics are either “Law” or “Chaos”». Not seminal to DD, but from the 5th print (Dec. 1975) this restriction was delayed to the 7th experience level.

\(^{177}\)M&M p9 (Character Alignment): Patriarchs and Evil High Priests are listed under law and chaos, respectively. No cleric is list under neutrality. Note that DD states only that a cleric cannot remain neutral.

\(^{178}\)CM p25 (c.f. CM3 p28) (Fantasy Supplement): The «epic struggles» of fantasy literature are cited.

\(^{179}\)M&T p6 (Dervishes) states that dervishes are «fanatically religious» men who «will always be led by an 8th–10th level cleric» implying that clerics associated with dervishes are themselves among the fanatically religious. As DD clerics will ultimately attract—and lead—dervishes (or cultists), DD extends the religious fanaticism of the latter to the former.

\(^{180}\)The word missionaries is an introduction, surmising BTPBD b2, p2 (Clerics) which has: «The object of a Cleric’s life is to be accepted in and work through a monastery or an Order» and «Their adventures are more on the order of quests». Moreover, U&WA p16 has: «the Cleric will send the adventurers on some form of Lawful or Chaotic task, under Quest». DD characterises these quests as religious missions.

\(^{181}\)CM p18 (c.f. CM3 p20) (Saracens) is explicit that its religious orders of Knighthood include templars and hospitallers: «They will take no prisoners from “religious” orders of knighthood (Templars and Hospitallers)». BTPBD b2, p2 explicitly has clerics working through similar orders, while 3LBB clerics are associated (M&T p6)—albeit loosely—with religious fanaticism.

\(^{182}\)The noun brother is introduced. Arneson described the «Brothers of the Swamp» (BM p28–) as a religious order (albeit an evil one) and the cleric Brother Richard, the Flying Monk appears in his Adventures in Blackmoor. Moreover, brother is a term readily associated with clerical Orders, as positioned in DD.

\(^{183}\)CM p18 (c.f. CM3 p19–20) discusses «Religious Orders of Knighthood». Moreover, the phrase «Monastery or Order» occurs four times in the one paragraph defining clerics in BTPBD (b2, p2).

\(^{184}\)M&M p7 (Clerics): «Clerics ... receive help from “above”» and M&M p34 (Commune): «A spell which puts the Cleric in touch with the powers “above”». Not seminal to DD, but GH p8 also has: «All cleric spells are considered as “divinely” given».

\(^{185}\)M&M p12 (Non-Player Characters): «Clerics want some assurance of having a place of worship in which to house themselves».
In performing their duty clerics have some of the advantages of both fighters and magic-users; they are allowed shields and armor and non-edged weapons (excluding arrows). Moreover, a lawful cleric can turn the undead and has a repertoire of clerical spells.

A cleric is assumed to acquire spell books containing the spells he can cast, one book per spell level, and can devise his own spells besides. He can memorize a number of spells appropriate for his experience level.

When a cleric achieves Bishop status (8th+ level) he can establish a stronghold and, should he invest at least 100,000 gp in its construction, the religious fervor of the workforce will produce a fortress of double value. Once established, the stronghold will at-

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186 U&WA p15 (Castles): «Clerics will require passersby to give a tithe (10%) of all their money and jewels» and GD&D (Twin Cities) (Clerics): «The object of a Cleric’s life is to be accepted in and work through a monestary or an Order, and therefore gold pieces are only as important as a tribute or tithe».

187 M&M p7 (Clerics): «Clerics gain some of the advantages from both of the other two classes (Fighting-Men and Magic-Users)».

188 M&M p7 (Clerics): «they have the use of magic armor and all non-edged magic weapons (no arrows!)» and GD&D (Clerics): «They may not use edged weapons».

189 M&M p22 includes a table of «Clerics versus Undead Monsters».

190 M&M p7 (Clerics): «they have numbers of their own spells».

191 M&M p35 (Books of Spells): «Characters who employ spells are assumed to acquire books containing the spells they can use». Clerics plainly have «have numbers of their own spells» and moreover «gain some of the advantages of ... Magic-Users», so there can be no doubt that clerics are characters who employ spells. As no other explanation is offered, DD presumes that clerics employ spell books as do Magic-Users. Not germane to DD, but EW (p2) would later state: «Druids may use those magical items ... normally usable by clerics, excluding all clerical items of a written nature (scrolls, books, etc)». I.e. magical clerical books are mentioned explicitly.

192 M&M p35 (Books of Spells): «one book for each level».

193 M&M p35 (Magical Research): «Both Magic-Users and Clerics may attempt to expand on the spells listed».

194 M&M p19 (Spells & Levels): «the number of spells of each level that can be used (remembered during any single adventure)». Note this is a number of spells that can be memorised per adventure not per day.

195 DD introduces several alternative level titles for OGL compliance, with Bishop being DD’s top level clerical title.

196 M&M p7 (Clerics): «When Clerics reach top level (Patriarch) they may opt to build their own stronghold».

197 M&M p7 (Clerics): «if they spend 100,000 Gold Pieces in castle construc-
tract a body of 30–300 fanatically loyal dervishes who will serve without pay (the referee will determine the exact composition of this force). If the surrounding countryside is kept clear of monsters this holding will attract faithful settlers each of whom can pay 20 gp in tithes and taxes per year.

Table 8: Statistics Regarding Clerics

<table>
<thead>
<tr>
<th>Clerics</th>
<th>Hit Dice</th>
<th>Fighting Capability</th>
<th>Spells/Spell Level</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
</tr>
</thead>
<tbody>
<tr>
<td>Brother</td>
<td>1</td>
<td>Man</td>
<td></td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
</tr>
<tr>
<td>Crucifer</td>
<td>2</td>
<td>2 Men</td>
<td>2</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
</tr>
<tr>
<td>Curate</td>
<td>2 + 1</td>
<td>2 Men</td>
<td>2</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
</tr>
<tr>
<td>Vicar</td>
<td>3</td>
<td>3 Men/Hero−1</td>
<td>2</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
</tr>
<tr>
<td>Priest</td>
<td>4</td>
<td>Hero</td>
<td>2</td>
<td>2</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>Canon</td>
<td>5</td>
<td>Hero</td>
<td>2</td>
<td>2</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>Prelate</td>
<td>6</td>
<td>Hero</td>
<td>2</td>
<td>2</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td><strong>Bishop</strong></td>
<td>7</td>
<td>Superhero−1</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>Bishop, 9th</td>
<td>7 + 1</td>
<td>Superhero−1</td>
<td>3</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>Bishop, 10th</td>
<td>7 + 2</td>
<td>Superhero−1</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>2</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>Bishop, 11th</td>
<td>8</td>
<td>Superhero</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>Bishop, 12th</td>
<td>8 + 1*</td>
<td>Superhero</td>
<td>4</td>
<td>4</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>4</td>
</tr>
</tbody>
</table>

* A Cleric adds 1 HD per three levels beyond the 12th.

198DD’s 30–300 dervishes is an alteration of the original’s 50–300 fanatically loyal, “faithful” men made up of three Chainmail troop types. DD’s minor numerical deviation aligns the size of the cleric’s force with the standard number of men occurring elsewhere. More importantly, the DD cleric’s force comprises dervishes while the original cleric’s force instead comprises “faithful” men who are fanatically loyal. DD presumes these religious fanatics are best represented by dervishes. Moreover, DD’s use of dervishes means the referee need not refer to CM for the specifics of troop types that are not defined in D&D.

199The referee can refer to Chainmail for specific troop types, if desired, or use an alternative method in the absence of that volume.

200M&M p7 (Clerics): «Clerics with castles of their own will have control of a territory similar to the “Barony” of fighters, and they will receive “tithes” equal to 20 Gold Pieces/Inhabitant/year». DD translates the per annum figure to a rounded, monthly figure as a point of differentiation and to align with the monthly charge rates of hirelings and mercenaries. Tithes become taxes and tithes to create consistency with the sums collectible by fighters.
Turning the Undead

Mindless undead\textsuperscript{201} need never check morale\textsuperscript{202} and cannot be subdued\textsuperscript{203} but all the undead are subject to being turned away\textsuperscript{204} or even dispelled utterly\textsuperscript{205} by a lawful cleric\textsuperscript{206} who forcefully\textsuperscript{207} presents a Holy cross.\textsuperscript{208}

Turning the undead is accomplished by throwing two six-sided dice and comparing the result to the following table:

Table 9: Clerics Versus the Undead

<table>
<thead>
<tr>
<th>Clerics</th>
<th>Skeleton</th>
<th>Zombie</th>
<th>Ghoul</th>
<th>Wight</th>
<th>Wraith</th>
<th>Mummy</th>
<th>Spectre</th>
<th>Vampire</th>
</tr>
</thead>
<tbody>
<tr>
<td>Brother</td>
<td>6</td>
<td>9</td>
<td>11</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Crucifer</td>
<td>(\dagger)</td>
<td>6</td>
<td>9</td>
<td>11</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Curate</td>
<td>(\dagger)</td>
<td>(\dagger)</td>
<td>6</td>
<td>9</td>
<td>11</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Vicar</td>
<td>(\ast)</td>
<td>(\dagger)</td>
<td>(\dagger)</td>
<td>6</td>
<td>9</td>
<td>11</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Priest</td>
<td>(\ast)</td>
<td>(\ast)</td>
<td>(\dagger)</td>
<td>(\dagger)</td>
<td>6</td>
<td>9</td>
<td>11</td>
<td></td>
</tr>
<tr>
<td>Canon</td>
<td>(\ast)</td>
<td>(\ast)</td>
<td>(\ast)</td>
<td>(\dagger)</td>
<td>(\dagger)</td>
<td>6</td>
<td>9</td>
<td>11</td>
</tr>
<tr>
<td>Prelate</td>
<td>(\ast)</td>
<td>(\ast)</td>
<td>(\ast)</td>
<td>(\ast)</td>
<td>(\dagger)</td>
<td>(\dagger)</td>
<td>6</td>
<td>9</td>
</tr>
<tr>
<td>Bishop</td>
<td>(\ast)</td>
<td>(\ast)</td>
<td>(\ast)</td>
<td>(\ast)</td>
<td>(\ast)</td>
<td>(\dagger)</td>
<td>(\dagger)</td>
<td>6</td>
</tr>
</tbody>
</table>

\(\dagger\) 2–12 monsters of this type are turned away.
\(\ast\) 2–12 monsters of this type are dispelled utterly.

\textsuperscript{201}M&T p10 (Skeletons/Zombies): «Skeletons and Zombies act only under the instructions of their motivator, be it a Magic-User or Cleric (Chaos)» implying that these monsters are not free-willed creatures; they are automatons directed by a “motivator” (c.f. the Animate Dead spell).

\textsuperscript{202}M&T p10 (Skeletons/Zombies): «There is never any morale check for these monsters; they will always attack until totally wiped out».

\textsuperscript{203}M&M p13 «Morale dice can cause a man or intelligent monster to attempt to surrender or become subdued». Note that unintelligent types are excluded.

\textsuperscript{204}M&M p22 (Clerics versus Undead Monsters) «T = Monster turned away».

\textsuperscript{205}M&M p22 (Clerics versus Undead Monsters) «D = Dispelled/dissolved».

\textsuperscript{206}M&M p22 «Also, note the Clerics versus Undead Monsters table, indicating the strong effect of the various clerical levels upon the undead; however, evil Clerics do not have this effect, the entire effect being lost».

\textsuperscript{207}M&T p10 (Vampires): «cannot abide the smell of garlic, the face of a mirror, or the sight of cross. They will fall back from these if strongly presented». Note that garlic or a mirror will serve as well as a Cross against a vampire. DD uses the adjective forcefully for strongly.

\textsuperscript{208}M&M p14 (Equipment): The 3LBBs list wooden and silver Crosses rather than the generic Holy symbols of later editions.
The Anti-Cleric

Clerics of the chaotic sort are called anti-clerics and have a number of reversed clerical spells, which they can employ with impunity. They cannot turn the undead but can abide them and other chaotic-types and, at top level, are more influential among these than even gothrogs. Otherwise, they function as do clerics except that an anti-cleric stronghold will attract cultists rather than dervishes.

Should a lawful cleric ever switch to chaos he becomes an anti- 

209 M&M p34 (Anti-Clerics): «There are Anti-Clerics (listed below) who have similar powers to Clerics».
210 M&M p22 (final para): «Note that under lined Clerical spells are reversed by evil Clerics».
211 A lawful cleric risks becoming an anti-cleric if he misuses his powers. E.g., M&M p34 (The Finger of Death): «A Cleric-type may use this spell in a life-or-death situation, but misuse will immediately turn him into an Anti-Cleric». An anti-cleric is unaffected by this risk.
212 M&M p22 (Clerics versus Undead Monsters): «indicating the strong effect of the various clerical levels upon the undead; however, evil Clerics do not have this effect, the entire effect being lost».
213 U&WA p15 (Type of Guards/Retainers in Castle) indicates that trolls, vampires, spectres, and other types serve Evil High Priests in their own strongholds. This implies that an Evil High Priest can at least tolerate these monsters. DD presumes this tolerance is applicable to anti-clerics more generally and states that anti-clerics can abide these monsters. The precise implications of this benefit are left to the referee.
214 The noun Gothrog is an introduction. With all due respect for TSR’s attempt to de-Tolkienised D&D from its 6th print (1977) onward, DD includes Gothrogs rather than Tolkien’s Balrogs.
215 M&T p14 (Balrogs): «Chaotic creatures will generally obey a Balrog before a human (except for an Evil High Priest who is slightly more influential)».
216 M&M p34 (Anti-Clerics): «Anti-Clerics ... have similar powers to Clerics».
217 The noun cultist is an introduction replacing DD4’s zealot, itself an introduction which proved problematic for some readers. Cultists are effectively DD’s chaotic dervishes. U&WA states (p16) that a Patriarch/EHP will have 30–180 «guards» at his stronghold, while M&M states (p7) that 50–300 «fanatically loyal» «faithful men» will flock to a Patriarch’s stronghold. Despite their unequal numbers these men appear to serve the same function; DD presumes they are one and the same. Meanwhile, M&T (p6) describes dervishes as «fanatically religious» men who are always lawful, and are always led by clerics. DD further presumes the aforementioned castle «guards» to be lawful dervishes at clerical strongholds, and chaotic cultists at anti-clerical strongholds.
cleric.\textsuperscript{218} He loses his power to turn the undead\textsuperscript{219} and a number of his spells will be reversed.\textsuperscript{220} Should a Bishop (8th+ level) ever change sides he is immediately stripped of his stronghold (should he have one) including all incomes derived from it and faithful men serving it.\textsuperscript{221}

**Anti-Clerics** The anti-clerical titles are: Evil Brother, Evil Crucifer, Incurate, Evil Vicar, Evil Priest, Evil Canon, Apostate, Evil Bishop.

\textsuperscript{218}Clerics and anti-clerics are diametrically opposed and «there is a sharp distinction between them» (M&M p7). Moreover, M&M p34 (The Finger of Death) provides an explicit case where a cleric risks becoming an anti-cleric: «A Cleric-type may use this spell in a life-or-death situation, but misuse will immediately turn him into an Anti-Cleric». DD presumes the same principle is more broadly applicable.

\textsuperscript{219}M&M p22 (Clerics versus Undead Monsters): «evil Clerics do not have this effect, the entire effect being lost».

\textsuperscript{220}M&M p22 (final para): «Note that under lined Clerical spells are reversed by evil Clerics» and M&M p34 (re: Finger of Death): «Those Clerical spells underlined on the table for Cleric Spells have a reverse effect».

\textsuperscript{221}M&M p7 (Clerics): «If a Patriarch receiving the above benefits changes sides, all the benefits will immediately be removed!». The 3LBB Patriarch’s benefits include his stronghold, its incomes, and the faithful men serving it. DD ascribes these same benefits to the Bishop.
Non-Human Player-Types

Dwarfs

Dwarfs choose to dwell deep underground in mountainous homes and operate equally well by day or by night. They can advance as high as 6th level in the fighting class (Captain), but make all saving throws at four levels above their actual level. They are the only characters able to employ the +3 war hammer to its full potential.

Dwarfs desire gold and mine twice as quickly as do normal sappers. They are able to note slanting and sloping passages, traps, and shifting walls or new construction in dungeon stonework.

222"Dwarfs" is the correct English spelling. "Dwarves" is a Tolkien-ism that remains even after all Tolkien references were supposedly excised from the 5th and subsequent prints of the 3LBBs.

223CM p26 (c.f. CM3 p29) (Dwarves (Gnomes)): «their natural habitat is deep under the ground»

224M&T p16 (Gnomes): «the mountainous homes which dwarves choose».

225CM p26 (c.f. CM3 p29) (Dwarves (Gnomes)): «these stout folk operate equally well day or night».

226M&M p7 (Dwarves): «Dwarves may opt only for the fighting class, and they may never progress beyond the 6th level».

227Captain is the DD level title for 6th level fighters.

228M&M p7 (Dwarves): «they add four levels when rolling saving throws».

229M&T p31 (War Hammers): «The Hammer +3 has double range (6") only if being used by a Dwarf, and the same is true regarding its automatic return» and «When used by a Dwarf it does two dice of damage».

230M&M p12 (Non-Player Characters): «dwarves are more interested in gold».

231CM p35 (c.f. CM3 p38) (Fantastic Sieges): «Dwarves dig twice as fast as an equal number of human sappers. They may attempt 2 more mines or counter-mines than usual».

232The terms slanting and sloping both appear; e.g., U&WA p5 (Sample Map of Underworld Level, Area 3): «illustrates the use of slanting passages to help prevent players from accurately mapping a level (exact deviation from cardinal points is quite difficult for them to ascertain)» and U&WA p5 (Area 5): «Passage south “D” is a slanting corridor which will take them at least one level deeper, and if the slope is gentle even dwarves won’t recognize it» (implying dwarfs typically would recognize such slopes). DD uses slanting to identify non-orthogonal changes in heading, and sloping to identify changes in gradient. The dwarf’s ability to notice these subtitles means he is less likely to become disoriented underground.

233M&M p7 (Dwarves): «they note ... traps ... in underground settings».

234M&M p7 (Dwarves): «they note ... shifting walls and new construction in underground settings».
and will identify noises when listening at doors with a throw of 5–6 on a six-sided die.\textsuperscript{235}

Dwarfs despise goblins (including hobgoblins) above all other enemies.\textsuperscript{236} However, giants and the like have difficulty catching them\textsuperscript{237} and will cause only half hits.\textsuperscript{238}

Dwarfs are able to speak\textsuperscript{239} the languages of gnomes, goblins, and hobgoblins\textsuperscript{240} in addition to their own language, their alignment tongue, and the common tongue.

\textsuperscript{235}U&WA p9 (Listening): «A roll of ... 1 or 2 for Elves, Dwarves, or Hobbits will detect sound if there is anything to be heard». Note that DD always presumes high rolls to be good rolls.

\textsuperscript{236}CM p26 (c.f. CM3 p29) (Dwarves (and Gnomes)): «Dwarves (Gnomes) will attack Goblins (Kobolds) before any other enemies in sight» and CM p29 (c.f. CM3 p29) (Goblins): «Because of their reciprocal hatred, Goblins (Kobolds) will automatically attack any Dwarves (Gnomes) within charging distance» and M&T p7 (Goblins): «They attack dwarves on sight». These relationships are a setting-specific detail, but it is clear that dwarfs have an animosity liability.

\textsuperscript{237}CM p26 (c.f. CM3 p29) (Dwarves (Gnomes)): «Trolls, Ogres, and Giants find them hard to catch because of their small size» and M&T p16 (Dwarves): «Ogres, Giants and the like will have a difficult time hitting Dwarves».

\textsuperscript{238}CM p26 (c.f. CM3 p29) (Dwarves (Gnomes)): «Trolls, Ogres, and Giants ... count only one-half normal kills when Dwarves and Gnomes fight with them, for either attacks upon the Dwarves and Gnomes or returns should the Dwarves be the attacker». Thus CM-dwarves sustain (and deliver) half as many \textit{kills} versus giant-sized opponents. In translating Chainmail features to D&D, U&WA advises (p25, Land Combat): «Melee can be conducted with the ... CHAINMAIL system, with scores equalling a ... kill equal only to a hit». Thus D&D-dwarves theoretically sustain (and deliver) half as many \textit{hits} versus giant-sized figures. Although M&T reaffirms that dwarves are difficult to \textit{hit}, it then concludes any such hits should cause one-half damage, without adjusting hit probability: M&T p16 (Dwarves): «Ogres, Giants and the like will have a difficult time hitting Dwarves, so score only one half the usual hit points when a hit is scored». DD states only that giant-types will cause fewer \textit{hits}, leaving it to the referee’s discretion. Not seminal to these rules, but note that the AD&D PHB later recast this feature as a \textemdash 4 adjustment on giant-type attack throws versus dwarves (PHB p16).

\textsuperscript{239}M&M p7 (Dwarves): «they are able to speak the languages of...». Note that while a dwarf is \textit{able} to learn these tongues, the number of languages he knows is presumably limited by his intelligence score (c.f. Intelligence).

\textsuperscript{240}M&M p7 (Dwarves): «they are able to speak the languages of Gnomes, Kobolds and Goblins». However, DD divides the 3LBB’s goblin super-family into three distinct branches, with the subterranean goblin/hobgoblin branch competing most directly with dwarfs. It is logical that DD-dwarfs would have cause to communicate with goblins and hobgoblins, but less exposure to kobolds (positioned in DD’s reptilian branch, per the SRD).
Elves

Elves begin as either fighters or magic-users\(^\text{241}\) but can change class between adventures as often as desired.\(^\text{242}\) An elf becomes a combination figure\(^\text{243}\) when he changes class for the first time.\(^\text{244}\) He may thereafter use both the weaponry of a fighter and the spells of a magic-user simultaneously\(^\text{245}\) but cannot act as a magic-user while wearing non-magical armor.\(^\text{246}\) Elves are limited to 4th level (Hero) as fighters and to 8th level (Mage)\(^\text{247}\) as magic-users.

Elves see equally well by day or by night.\(^\text{248}\) They can move almost silently and are nearly invisible in their gray-green cloaks.\(^\text{249}\) When actively searching, elves will locate secret doors with a throw of

\(^{241}\)M&M p8 (Elves): «Elves can begin as either Fighting-Men or Magic-Users».

\(^{242}\)M&M p8 (Elves): «switch class whenever they choose, from adventure to adventure, but not during the course of a single game».

\(^{243}\)The term combination figure appears in CM p35 (c.f. CM3 p38) (Combination Figures): «There are certain natural, although rare, combinations ... who combines the attributes of the Hero-type with wizardry», but does not appear in the 3LBBs, nor do dual-classed or multi-classed appear. Additional combination classes appear in Warlock (GPGPN #9, June 1974) p24–25, which adds the «Magical-Fighter Combination», «Magical-Cleric Combination», and the «Clerical-Fighter Combination» classes. GH p34 (Druids) also has: «These Men ... are combination Clerics/Magic-Users».

\(^{244}\)The logical implication of combining a second class with the player’s first class.

\(^{245}\)M&M p8 (Elves): «they gain the benefits of both classes and may use both weaponry and spells». DD adds the word simultaneously in light of Chainmail’s example combination figure «who combines the attributes of the Hero-type with wizardry» CM p35 (c.f. CM3 p38). Not germane to these rules, but GH (p5–6) is explicit that non-humans can work «simultaneously» in several classes.

\(^{246}\)M&M p8 (Elves): «They may use magic armor and still act as Magic-Users».

\(^{247}\)M&M p8 (Elves): «they may not progress beyond 4th level Fighting-Man (Hero) nor 8th level Magic-User (Warlock)». Note that DD introduces alternative level titles for OGL compliance, with Mage being DD’s 8th level magic-user title.

\(^{248}\)CM p39 (c.f. CM3 p43) (Fantasy Reference Table) states elves have: «The ability to see in normal darkness as if it were light». Not seminal to these rules, but interestingly none the less, BTPBD p2, p3 (Elves) states: «they can see in the dark and cannot get lost in normal woods».

\(^{249}\)CM p39 (c.f. CM3 p43) (Fantasy Reference Table) states elves have: «The ability to become invisible» and M&T p16 (Elves): «have the ability of moving silently and are nearly invisible in their gray-green cloaks». DD qualifies silently as almost silently.
3–6 on a six-sided die;\textsuperscript{250} when merely passing by they will do so with a throw of 5–6.\textsuperscript{251} They will identify noises when listening at doors with a throw of 5–6 on a six-sided die.\textsuperscript{252}

Elves on foot can move and fire\textsuperscript{253} a horse bow\textsuperscript{254} without penalty.\textsuperscript{255} In melee combat they deal an additional 1–6 hit points of damage to ogres\textsuperscript{256} on a hit and are immune to the paralyzing touch of ghouls.\textsuperscript{257}

An elf with a magical weapon adds the fighting capability of three men versus orcs, or two men versus gnolls,\textsuperscript{258} or one man versus other

\textsuperscript{250}M&M p8 (Elves): «Elves are more able to note secret and hidden doors» and U&WA p9 (Secret Doors): «Elves will be able to locate them on a roll of 1–4». DD presumes a high roll is a good roll.

\textsuperscript{251}U&WA p9 (Secret Doors): «At the referee’s option, Elves may be allowed the chance to sense any secret door they pass, a 1 or a 2 indicating that they become aware that something is there».

\textsuperscript{252}U&WA p9 (Listening): «A roll of ... 1 or 2 for Elves ... will detect sound within if there is any to be heard».

\textsuperscript{253}M&T p16 (Elves): «Elves on foot may split-move and fire. Mounted Elves may not split-move and fire».

\textsuperscript{254}CM p39 (c.f. CM3 p43) (Fantasy Reference Table) gives Elves 18′′ range with missiles. 18′′ is the range of Light Horse (CM p7, c.f. CM3 p10), a horsebow (CM p37, c.f. CM3 p41) and also of a horsebow (GH p14), so DD presumes elves are equipped with bows of horsebow-like stature. Furthermore, U&WA p23 (Men-at-Arms) includes Elvish archers, but excludes Elvish longbowmen. Tolkien’s Elves were taller than Men, but Gygax has them shorter; too short, presumably, to employ longbows.

\textsuperscript{255}CM p8 (c.f. CM3 p11) (Rate of Fire): «If crossbowmen, archers, and longbowmen are moved over one-half of their normal movement ... they may fire once only if they beat their opponent’s die roll» implying that missile fire on the move is less effective. Then: CM p9 (c.f. CM3 p12) (Split-move and fire): «horse archers move up to one-half of their normal movement, immediately conduct missile fire procedure, and continue to move out the balance of their normal movement» implying that a split-move-and-fire allows missile fire not adversely affected by movement. Finally: M&T p16 (Elves): «Elves on foot may split-move and fire».

\textsuperscript{256}M&M p8 (Elves): «They also gain the advantages noted in the CHAINMAIL rules when fighting certain fantastic creatures» and CM p30 (c.f. CM3 p34) (Trolls (and Ogres)): «Ogres are killed when they have taken an accumulation of six missile or melee hits in normal combat. Elves can kill them with three hits». DD presents this as additional damage versus ogres.

\textsuperscript{257}M&T p9 (Ghouls): «Ghouls paralyze any normal figure they touch, excluding Elves» which supersedes Chainmail’s prior rule: CM p30 (c.f. CM3 p33–34) (Wraiths): «Paralyzed troops remain unmoving until touched by a friendly Elf».

\textsuperscript{258}CM p26–27 (c.f. CM3 p29) (Elves): «Elves ... armed with magical weapons add an extra die in normal combat», however; the table immediately following indicates that elves with magic weapons add \textit{three dice} versus
normal-types, and otherwise deals +1 hit point of damage on a hit. An elf firing a magical arrow always does so as a Hero.

Elves are able to speak the languages of orcs and gnolls as well as their own language, their alignment tongue, and the common tongue.

goblins, and two dice versus orcs. DD divides the 3LBB’s goblin super-family into three distinct branches, with the terrestrial orc/gnoll branch competing most directly with elves. It is sensible, in this context, that DD-elves be most adept at combating orcs and gnolls, and less exposed to the subterranean goblins.

259 CM p26–27 (c.f. CM3 p29) (Elves): «Elves ... armed with magical weapons add an extra die in normal combat» which is the usual function of a magical weapon in normal combat CM p34 (c.f. CM3 p38) (Magic Swords): «In normal combat they merely add an extra die»; it is notable that a normal figure should be so equipped.

260 M&T p16 (Elves): «Elves armed with magical weapons will add one pip to dice rolled to determine damage». DD presumes this adjustment to be applicable to fantastic combat only, and so inserts and otherwise.

261 CM p34 (c.f. CM3 p38) (Enchanted Arrows): «Treat Elves armed with Enchanted Arrows as Hero-types for purposes of missile fire against fantastic targets».

262 M&M p8 (Elves): «Elves are able to speak the languages of...». Note that while an elf is able to learn these tongues, the number of languages he knows is presumably limited by his intelligence score (c.f. Intelligence).

263 M&M p8 (Elves): «Elves are able to speak the languages of Orcs, Hobgoblins, and Gnolls». As stated above, DD has the terrestrial orc/gnoll branch of the 3LBB’s goblin super-family competing most directly with elves. It is logical, in this context, that DD-elves would have cause to communicate with orcs and gnolls, but less exposure to subterranean hobgoblins.
Hobbets

Hobbets\textsuperscript{264} generally have small interest in adventures or battles\textsuperscript{265} but can progress as high as the 4th level (Hero) in the fighting class.\textsuperscript{266} They are deadly accurate with missiles\textsuperscript{267} so every two shots loosed count as three\textsuperscript{268} and can sling a stone up to 15′′.\textsuperscript{269} They are nearly invisible\textsuperscript{270} when they choose to blend into the background\textsuperscript{271} and make excellent scouts.\textsuperscript{272} When listening at doors they will identify noises with a throw of 5–6 on a six-sided die,\textsuperscript{273} but will require a throw of 6 to force a stuck door.\textsuperscript{274} Despite their small stature hobbets are uncommonly resilient and make all saving throws at four levels above their actual level.\textsuperscript{275}

\textsuperscript{264}DD’s halfings, c.f. SRD.
\textsuperscript{265}CM p26 (Hobbits): «These little chaps have small place in the wargame».
\textsuperscript{266}M&M p8 (Hobbits): «Hobbits cannot progress beyond 4th level Fighting-Man».
\textsuperscript{267}M&M p8 (Hobbits): «they will have deadly accuracy with missiles as detailed in CHAINMAIL».
\textsuperscript{268}CM p26 (c.f. CM3 p29) (Hobbits): «because of their well known accuracy, for every two Hobbits firing count three on the Missile Fire table». This is not easily translated into D&D terms. In terms of hit probability, it would be approximately equivalent to an average +3.5 attack adjustment on a d20. In terms of damage, it would be equivalent to each hit causing 150% damage, or approximately +2 on a six-sided die (3–8 damage), which is mathematically equivalent to +4 to hit. In terms of rate of fire, it would be equivalent to three shots in the time normally taken to loose two. The original rule is more open to interpretation than any of these specific solutions, so DD leaves it to the referee’s judgement.
\textsuperscript{269}CM p26 (c.f. CM3 p29) (Hobbits): «They can fire a stone as far as an archer shoots» where archer is a specific troop type having 15′′ range. “Firing a stone” implies use of a sling which does not otherwise appear in the 3LBBs, but which the AD&D PHB would later list as having 16′′ or 20′′ range (firing stones or bullets, respectively).
\textsuperscript{270}CM p39 (c.f. CM3 p43)(Fantasty Reference Table): «The ability to become invisible (Hobbits only in brush or woods)».
\textsuperscript{271}CM p26 (c.f. CM3 p29) (Hobbits): «they are able to blend into the background».
\textsuperscript{272}CM p26 (c.f. CM3 p29) (Hobbits): «they ... make excellent scouts».
\textsuperscript{273}U&WA p9 (Listening): «A roll of ... 1 or 2 for ... Hobbits will detect sound within if there is any to be heard».
\textsuperscript{274}U&WA p9 (Doors): «Doors must be forced open by strength ... smaller and lighter characters may be required to roll a 1 to open doors». DD presumes that hobbets are among the “smaller and lighter” characters, and that a high roll is a good roll.
\textsuperscript{275}M&M p8 (Hobbits): «they will have magic-resistance equal to dwarves (add four levels for saving throws)».
Saving Throws

Table 10: Saving Throws

<table>
<thead>
<tr>
<th>Class</th>
<th>Poison</th>
<th>Wands /Rays</th>
<th>Paral. /Petrif.</th>
<th>Breath Weapon</th>
<th>Spells</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fighter 1–2</td>
<td>12</td>
<td>13</td>
<td>14</td>
<td>15</td>
<td>16</td>
</tr>
<tr>
<td>Fighter 3–6</td>
<td>10</td>
<td>11</td>
<td>12</td>
<td>12</td>
<td>14</td>
</tr>
<tr>
<td>Fighter 7–11</td>
<td>7</td>
<td>8</td>
<td>9</td>
<td>9</td>
<td>11</td>
</tr>
<tr>
<td>Fighter 12–</td>
<td>4</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>8</td>
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<tr>
<td>Magic-User 1–3</td>
<td>13</td>
<td>14</td>
<td>13</td>
<td>16</td>
<td>15</td>
</tr>
<tr>
<td>Magic-User 4–9</td>
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<td>11</td>
<td>10</td>
<td>13</td>
<td>11</td>
</tr>
<tr>
<td>Magic-User 10–</td>
<td>7</td>
<td>8</td>
<td>7</td>
<td>10</td>
<td>6</td>
</tr>
<tr>
<td>Cleric 1–3</td>
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<td>12</td>
<td>14</td>
<td>16</td>
<td>15</td>
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<tr>
<td>Cleric 4–7</td>
<td>8</td>
<td>9</td>
<td>11</td>
<td>13</td>
<td>12</td>
</tr>
<tr>
<td>Cleric 8–</td>
<td>4</td>
<td>6</td>
<td>8</td>
<td>9</td>
<td>8</td>
</tr>
</tbody>
</table>

Throwing the indicated score (or above)\(^{276}\) on a twenty-sided die\(^{277}\) will avoid the effects of wands and rays, paralysis or petrification, and spells entirely;\(^{278}\) poison and breath weapons will cause only one-half of the possible damage.\(^{279}\) Failure to throw the indicated score allows the weapon to have its full effect.\(^{280}\)

Changing Class

With the exception of elves, changing class is not recommended.\(^ {281}\) Even if the referee permits it,\(^ {282}\) no character can ever change class

\(^{276}\)M&M p20–21 (Saving Throw Matrix): «Scoring the total indicated above (or scoring higher)».

\(^{277}\)U&WA p38 (Magical Items' Saving Throws): «Roll with a twenty-side die».

\(^{278}\)M&M p20–21 (Saving Throw Matrix): «means the weapon has no effect (death ray, polymorph, paralization, stone, or spell)».

\(^{279}\)M&M p20–21 (Saving Throw Matrix): «poison scoring one-half of the total possible hit damage and dragon’s breath scoring one-half of its full damage».

\(^{280}\)M&M p20–21 (Saving Throw Matrix): «Failure to make the total indicated above results in the weapon having full effect».

\(^{281}\)M&M p10 (Changing Character Class): «While changing class (for other than elves) is not recommended».

\(^{282}\)M&M p10 (Changing Character Class): «the following rule should be applied:». Despite it being not recommended, a rule is provided for the referee’s consideration.
during an adventure and nor can a cleric ever change to a magic-user or vice versa. Moreover, a man requires a minimum score of 15 in the prime requisite of the class he intends to change to.

**Alignment**

Before play begins each character must choose a side in the eternal struggle. Subject to type he may be either of law or of chaos or otherwise neutral.

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283 M&M p8 (Elves): «Elves can ... switch class whenever they choose ... but not during the course of a single game». DD presumes the same rule to apply more generally.

284 M&M p10 (Changing Character Class): «In any event Magic-Users cannot become Clerics and vice-versa». The remaining combinations therefore include: fighter/cleric, fighter/anti-cleric, fighter/magic-user, and (perhaps most intriguingly) the magic-user/anti-cleric. Not germane to these rules, but GH would later (1975) introduce druids (p28) and describe them as: «priests of a neutral-type religion» and «combination clerics/magic-users». In this context, it is plausible that the magic-user/cleric restriction only disallows the magic-user/lawful-cleric combination.

285 M&M p10 (Changing Character Class): «In order for men to change class». Note that only men are discussed. In the context of the 3LBBs, dwarves and hobbits are exclusively fighting-men, and elves may switch class whenever desired. Other player types that may eventuate are not explicitly addressed, other than to say that changing class is not recommended.

286 M&M p10 (Changing Character Class): «In order for men to change class they must have a score of 16 or better in the prime requisite ... of the class they wish to change to, and this score must be unmodified». This includes only 4.62% of fair characters. DD is more lenient, considering the 9.25% of fair characters with a score of at least 15 eligible, and omitting the requirement that the score must be unmodified.

287 M&M p9 (Character Alignment): «Before the game begins ... it is also necessary to determine what stance the character will take».

288 CM p35 (c.f. CM3 p39) (General Line Up): «Neutral figures can be diced for to determine on which side they will fight». I.e., designation to law, neutrality, and chaos determines which side a figure can fight for.

289 CM p25 (c.f. CM3 p28) (The Fantasy Supplement): The epic struggles of fantasy literature are cited. c.f. the Cleric.

290 M&M p9 (Character Alignment): «Character types are limited as follows by this alignment». Note limited.

291 CM p35 (c.f. CM3 p39): Law, Neutral, and Chaos are the listed options. M&M p9: Law, Neutrality, and Chaos are the restated three choices.
Table 11: Alignment

<table>
<thead>
<tr>
<th>Law</th>
<th>Neutrality</th>
<th>Chaos</th>
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<tbody>
<tr>
<td>Clerics</td>
<td>Dwarfs/Gnomes</td>
<td>Anti-clerics</td>
</tr>
<tr>
<td>Dwarfs/Gnomes</td>
<td>Elves</td>
<td>Fighters</td>
</tr>
<tr>
<td>Elves</td>
<td>Fighters</td>
<td>Magic-users</td>
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<tr>
<td>Fighters</td>
<td>Magic-users</td>
<td>Dragons</td>
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<tr>
<td>Hobbits</td>
<td>Cavemen</td>
<td>Efreet</td>
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<tr>
<td>Magic-users</td>
<td>Centaurs</td>
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<tr>
<td>Centaurs</td>
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<tr>
<td>Golden dragons</td>
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<td>Goblins/Hobgoblins</td>
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<td>Men</td>
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<td>Medusae</td>
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<td>Ogres</td>
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<td>Wights</td>
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<td></td>
<td></td>
<td>Wraiths</td>
</tr>
</tbody>
</table>

Italicized entries indicate standard player-types.

Alignment will adjust non-player reactions and loyalty and determine who may serve or be predisposed to attack. Additionally, alignment will determine whether magic swords may be handled safely and the shape a player would be reincarnated in.

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292 U&WA p12 (Reaction): «The dice score is to be modified by additions and subtractions for alignment of the parties concerned».
293 M&M p13 (Loyalty of Non-Player Characters): «Men, dwarves and elves will serve ... with relative loyalty». Presumably these are loyal relative to orcs, who are listed but not otherwise mentioned. The reader might further presume that chaotic types are generally less loyal than lawful types. Although not seminal to DD, the AD&D DMG would later expand upon this concept (p37).
294 M&M p12: «Monsters can be lured into service if they are of the same basic alignment as the player-character».
295 M&M p12 (Languages): «While not understanding the language, creatures who speak a divisional tongue will recognize a hostile one and attack».
296 M&T p27 (Swords): «If a character picks up a sword which is not of the same alignment as he, damage will be taken» and also U&WA p39 (Artifacts): «very harmful effects should be incurred by any Neutral or Oppositely aligned character who touches one».
297 M&M p30 (Reincarnation spell): «The form in which the character is
Languages

Many languages are spoken throughout the game world with each intelligent type having its own tongue. Men also share a “common tongue” which most men and one-third of other speaking creatures will know (with a throw of 5–6 on a six-sided die).

Additionally, there are the tongues of law, chaos, and neutrality which are known to the speaking membership of those alignments. Creatures of one alignment will recognize hostile alignment tongues without comprehending them and be predisposed to attack.

Player characters always know at least two languages, typi-
cally the common tongue and an alignment tongue.\textsuperscript{306} Player characters with above average intelligence will know additional languages.\textsuperscript{307} There are also spells and magic items that will aid in the comprehension of unknown languages.\textsuperscript{308}

Levels Beyond the 12th

Further increments in Fighting Capability and saving throws are as follows:\textsuperscript{309} Clerics attain Superheroic+2 saving throws and Superheroic+2 FC at the 20th level,\textsuperscript{310} and Superheroic+3 FC at the 23rd level. Fighters attain Warlord+2 FC at the 20th level, and Warlord+3 FC at the 23rd level. Magic-users attain Wizard+2 saving throws and Wizard+2 FC at the 22nd level, and Wizard+3 FC at the 25th level.

Further increments in spell casting are as follows: Clerics add a 3rd level spell at 13th level, a 4th level spell at 14th level, a 5th level spell at 15th level, and 1st and 2nd level spells at 16th level; this pattern repeats thereafter. Magic-users add 1st, 2nd, and 3rd level spells at 13th level, a 6th level spell at 14th level, and 4th and 5th level spells at 15th level; this pattern repeats thereafter.

\textsuperscript{306}M&M p12 (Languages): «i.e. the common tongue, his divisional language, and 5 creature languages». DD inserts typically for i.e. to recognise that non-human types would likely speak their native creature tongue before they would the common tongue of humankind. I.e., that elves would speak the elvish tongue before the common one.

\textsuperscript{307}M&M p10 (Intelligence): «it allows additional languages to be spoken».

\textsuperscript{308}M&M p12: «Magic-Users spells and some magic items will enable the speaking and understanding of languages» and specifically; M&M p23 (Read Languages spell): «The means by which directions and the like are read, particularly on treasure maps» and M&M p33 (Speak with Animals): «This spell allows the Cleric to speak with any form of animal life, understanding what they say in reply» and M&T p37 (Helm of Reading Magic and Languages): «Wearing this helm allows the person to read any language or magical writing».

\textsuperscript{309}DD’s higher level progression curve is slower than that described in the 3LBBs.

\textsuperscript{310}A 20th level DD-cleric saves as does a Superheroic tier (8th+ level) cleric with a +2 adjustment on his throws, and likewise fights as a Superhero tier (8th+ level) cleric with a +2 adjustment on attack throws.
Other Classes

The classes herein will provide many challenges but need not be exhaustive.\textsuperscript{311} There is no reason a player should not be allowed to play virtually any type of character, should the referee permit it.\textsuperscript{312} For any new player-type the referee should predetermine\textsuperscript{313} a progression that starts out relatively weak and works upward,\textsuperscript{314} as per the other classes.\textsuperscript{315} No player-type should be so powerful as to destroy play balance.\textsuperscript{316}

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\textsuperscript{311} The inclusion of this section makes this self evident.

\textsuperscript{312} M&M p8 (Other Character Types): «There is no reason that players cannot be allowed to play as virtually anything». Note that \textit{be allowed} implies the referee authorises any such character.

\textsuperscript{313} M&M p8 (Other Character Types): «steps being predetermined by the campaign referee».

\textsuperscript{314} M&M p8 (Other Character Types): «a player wishing to be a Dragon would have to begin as let us say, a “young” one and progress upwards»

\textsuperscript{315} M&M p8 (Other Character Types): «progress upwards in the usual manner» the “usual manner” implying a progression similar to that of the core three classes.

\textsuperscript{316} CM p35 (c.f. CM3 p38) (Combination Figures): «Whatever combination you do decide to use, remember to be careful so as not to make any one too powerful so as to destroy play balance».
Equipment

Each player begins with 30–180 gold pieces\textsuperscript{317} to furnish his character with basic equipment.\textsuperscript{318} Players may trade amongst themselves, and gold would be exchanged.\textsuperscript{319}

Table 12: Cost of Basic Equipment

<table>
<thead>
<tr>
<th>Item</th>
<th>gp</th>
</tr>
</thead>
<tbody>
<tr>
<td>Battle axe</td>
<td>10</td>
</tr>
<tr>
<td>Club or Cudgel</td>
<td>1</td>
</tr>
<tr>
<td>Dagger</td>
<td>3</td>
</tr>
<tr>
<td>Flail</td>
<td>8</td>
</tr>
<tr>
<td>Hand axe</td>
<td>3</td>
</tr>
<tr>
<td>Lance</td>
<td>6</td>
</tr>
<tr>
<td>Mace</td>
<td>4</td>
</tr>
<tr>
<td>Morning star</td>
<td>6</td>
</tr>
<tr>
<td>Spear</td>
<td>3</td>
</tr>
<tr>
<td>Staff</td>
<td>1</td>
</tr>
<tr>
<td>Sword</td>
<td>15</td>
</tr>
<tr>
<td>Two-handed sword</td>
<td>30</td>
</tr>
<tr>
<td>Warhammer</td>
<td>5</td>
</tr>
<tr>
<td>Arrows/Quarrels, 20/30</td>
<td>10</td>
</tr>
<tr>
<td>Arrow/Quarrel, silver</td>
<td>5</td>
</tr>
<tr>
<td>Bow, short</td>
<td>25</td>
</tr>
<tr>
<td>Bow, horse</td>
<td>35</td>
</tr>
<tr>
<td>Bow, composite</td>
<td>50</td>
</tr>
<tr>
<td>Crossbow</td>
<td>15</td>
</tr>
<tr>
<td>Crossbow, heavy</td>
<td>25</td>
</tr>
<tr>
<td>Longbow</td>
<td>40</td>
</tr>
<tr>
<td>Backpack</td>
<td>3</td>
</tr>
<tr>
<td>Quiver or Case</td>
<td>4</td>
</tr>
<tr>
<td>Sack, large</td>
<td>2</td>
</tr>
<tr>
<td>Sack, small</td>
<td>1</td>
</tr>
<tr>
<td>Saddle bags</td>
<td>10</td>
</tr>
<tr>
<td>Holy Cross, wood/silver</td>
<td>4/20</td>
</tr>
<tr>
<td>Holy water, flask</td>
<td>24</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Item</th>
<th>gp</th>
</tr>
</thead>
<tbody>
<tr>
<td>Leather armor</td>
<td>10</td>
</tr>
<tr>
<td>Mail</td>
<td>30</td>
</tr>
<tr>
<td>Plate armor</td>
<td>90</td>
</tr>
<tr>
<td>Helmet</td>
<td>10</td>
</tr>
<tr>
<td>Shield</td>
<td>10</td>
</tr>
<tr>
<td>Iron spikes, 6</td>
<td>1</td>
</tr>
<tr>
<td>Lantern</td>
<td>10</td>
</tr>
<tr>
<td>Mallet</td>
<td>2</td>
</tr>
<tr>
<td>Mirror, steel/silver</td>
<td>6/18</td>
</tr>
<tr>
<td>Oil, flask</td>
<td>2</td>
</tr>
<tr>
<td>Pole, 10ft</td>
<td>1</td>
</tr>
<tr>
<td>Rope, 50ft</td>
<td>1</td>
</tr>
<tr>
<td>Saddle</td>
<td>25</td>
</tr>
<tr>
<td>Timber stakes, 6</td>
<td>5sp</td>
</tr>
<tr>
<td>Torches, 6</td>
<td>1</td>
</tr>
<tr>
<td>Belladona, bunch</td>
<td>10</td>
</tr>
<tr>
<td>Food, one week</td>
<td>7</td>
</tr>
<tr>
<td>Rations, one week</td>
<td>15</td>
</tr>
<tr>
<td>Wine, quart</td>
<td>2</td>
</tr>
<tr>
<td>Wolvesbane, bunch</td>
<td>10</td>
</tr>
<tr>
<td>Water or Wineskin</td>
<td>1</td>
</tr>
<tr>
<td>Horse, draft</td>
<td>30</td>
</tr>
<tr>
<td>Horse, light</td>
<td>40</td>
</tr>
<tr>
<td>Mule</td>
<td>20</td>
</tr>
<tr>
<td>Warhorse, medium</td>
<td>100</td>
</tr>
<tr>
<td>Warhorse, heavy</td>
<td>200</td>
</tr>
<tr>
<td>Cart</td>
<td>100</td>
</tr>
<tr>
<td>Wagon</td>
<td>200</td>
</tr>
</tbody>
</table>

Rations are for dungeon expeditions where food would spoil.

The referee can extrapolate prices for other items from those given.

\textsuperscript{317}M\&M p10 (Determination of Abilities): «Each player ... obtains a similar roll of three dice to determine the number of Gold Pieces (Dice score \times 10) he starts with».

\textsuperscript{318}M\&M p13–14 (Basic Equipment and Costs): «It will be necessary for players to equip their characters with various basic items of equipment».

\textsuperscript{319}M\&M p13–14 (Basic Equipment and Costs): «Players may sell to one another, of course, and then Gold Pieces would be transferred».
Encumbrance

Movement rate is determined by encumbrance; the total load of all equipment and treasure carried.\textsuperscript{320}

Table 13: Movement Rate

<table>
<thead>
<tr>
<th>Movement Rate (Men)</th>
<th>Load (lb)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Light Foot Movement (12&quot;)</td>
<td>0–75</td>
</tr>
<tr>
<td>Heavy Foot Movement (9&quot;)</td>
<td>76–100</td>
</tr>
<tr>
<td>Armored Foot Movement (6&quot;)</td>
<td>101–150</td>
</tr>
<tr>
<td>Half of Armored Foot Movement (3&quot;)</td>
<td>151–300</td>
</tr>
</tbody>
</table>

Table 14: Weight of Basic Equipment

<table>
<thead>
<tr>
<th>Item</th>
<th>lb</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dagger or wand</td>
<td>2</td>
</tr>
<tr>
<td>Potion bottle or Holy water</td>
<td>2</td>
</tr>
<tr>
<td>Scroll or map in case</td>
<td>2</td>
</tr>
<tr>
<td>Piece of jewelry</td>
<td>2</td>
</tr>
<tr>
<td>100 gems or 100 gold/silver/copper pieces</td>
<td>5</td>
</tr>
<tr>
<td>Arrows/quarrels with quiver/case</td>
<td>5</td>
</tr>
<tr>
<td>Bow, hand axe, mace, spear, staff, or sword</td>
<td>5</td>
</tr>
<tr>
<td>Chalice, flagon, or wine skin</td>
<td>5</td>
</tr>
<tr>
<td>Helmet</td>
<td>5</td>
</tr>
<tr>
<td>Iron spikes, lantern, rations, rope, torches, etc.</td>
<td>5</td>
</tr>
<tr>
<td>Small sack (full)</td>
<td>5</td>
</tr>
<tr>
<td>Morning star, flail, or battle axe</td>
<td>10</td>
</tr>
<tr>
<td>Food (one week)</td>
<td>15</td>
</tr>
<tr>
<td>Shield</td>
<td>15</td>
</tr>
<tr>
<td>Two-handed sword</td>
<td>15</td>
</tr>
<tr>
<td>Leather armor or saddle</td>
<td>25</td>
</tr>
<tr>
<td>Large sack or backpack (full)</td>
<td>30</td>
</tr>
<tr>
<td>Mail</td>
<td>50</td>
</tr>
<tr>
<td>Plate armor or horse barding</td>
<td>75</td>
</tr>
</tbody>
</table>

The referee can extrapolate weights for other items from those given.\textsuperscript{321}

1 gold piece = 10 silver pieces = 50 copper pieces.\textsuperscript{322}

\textsuperscript{320}Implied by example; M&M p15 (Encumberance).
\textsuperscript{321}DD extends the example set for pricing unlisted items; M&M p14 (Basic Equipment and Costs): «Other items cost may be calculated by comparing to similar items listed above».
\textsuperscript{322}M&T p39 (Precious Metals): «The exchange rate for precious metals is: 1 Gold Piece = 10 Silver Pieces, 1 Silver Piece = 5 Copper Pieces». 
Non-Player Characters

Hirelings

Players will likely require the services of hired help.\(^{323}\) Hirelings\(^{324}\) of various sorts can be found in towns, strongholds, and possibly in villages.\(^{325}\) Hirelings are ordinary folk who will perform mundane (non-combat) duties\(^{326}\) for upkeep\(^{327}\) plus a fee of 2 gp per month\(^{328}\).

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\(^{323}\) M&M p11 (Charisma): «Players will, in all probability, seek to hire Fighting-Men, Magic-Users, and/or Clerics in order to strengthen their roles in the campaign» and M&M p12 (Non-Player Characters): «it is likely that players will be desirous of acquiring a regular entourage of various character types, monsters, and an army of some form» and «In all probability the referee will find it beneficial to allow participants in the campaign to “hire into service” one or more characters».

\(^{324}\) The term hireling occurs four times in the 3LBBs; man-at-arms occurs five times, while mercenary and retainer occur twice each. Men-at-arms includes soldiers (men, elves, dwarves, and orcs) for hire, as well as (ahistorically) “non-fighters”. Mercenary appears to include anyone who is paid. Retainer describes monstrous and player-type cohorts at strongholds, as well as those subdued and brought into service. Hireling includes any employee of an unusual nature, including player-types, specialists, and (presumably) monsters so employed. The distinction between these terms is not always clear, and the most mundane sorts of hired help (porters, torch bearers, etc.) are only hinted at as “non-fighters” listed as men-at-arms. DD adopts a more deliberate terminology. DD-hirelings are normal-types who perform mundane (non-combat) duties. DD-mercenaries are normal-types who fight or perform combat-related duties for pay. DD-retainers are unusual figures such as the player-types (including those leading and/or associated with mercenaries), monstrous-types, and specialist normal-types.

\(^{325}\) Towns, villages, and strongholds are the three types of friendly settlements which are discussed in U&WA (p14-15, and p23-24), thus it is implicit that hirelings are acquired in these locations. DD says possibly in villages as these may be too small (population 100–400) to fulfil player needs.

\(^{326}\) There is no explicit reference to mundane (non-combat) duties in the 3LBBs. however, U&WA p23 lists «Non-Fighter» types among men-at-arms.

\(^{327}\) Support and upkeep is effectively a single term which occurs seven times throughout the 3LBBs. DD simplifies this to upkeep.

\(^{328}\) U&WA p23 (Men-at-Arms) suggests a «Non-Fighter» can be hired at a “support and upkeep” cost of 1 gp per month. However, M&M p13–14 (Basic Equipment and Costs) lists standard rations at 5 gp per man-week, and FFC p11 has: «Food can be bought along the route at 5 GP a week for the man ... Inns will sell them the required food within the limits of their stocks».
or 5 sp per week.\textsuperscript{329} With enough gold there is no limit to how many hirelings a character can employ.\textsuperscript{330}

**Mercenaries**

Mercenaries\textsuperscript{331} are neutrally aligned\textsuperscript{332} soldiery whose monthly fee is commensurate with their function and equipment.\textsuperscript{333}

<table>
<thead>
<tr>
<th>Table 15: Mercenaries</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Type</strong></td>
</tr>
<tr>
<td>Light Footmen</td>
</tr>
<tr>
<td>Footmen</td>
</tr>
<tr>
<td>Archers</td>
</tr>
<tr>
<td>Crossbowmen</td>
</tr>
<tr>
<td>Longbowmen</td>
</tr>
<tr>
<td>Light Horsemen</td>
</tr>
<tr>
<td>Horsemen</td>
</tr>
<tr>
<td>Heavy Horsemen</td>
</tr>
</tbody>
</table>

The cost of feeding a man therefore runs to about 22 gp per month which is well beyond what the “Non-Fighter” can afford. Logically, his employer must also feed him.\textsuperscript{329}

The possibility of hirelings by the week is an introduction to address the implied weekly campaign turn, e.g.; U\&WA p36 «Dungeon expedition = 1 week» and «1 week of actual time = 1 week of game time»).\textsuperscript{330}M&M p11 (Charisma): «Its primary function is to determine how many hirelings of unusual nature a character can attract. This is not to say that he cannot hire men-at-arms and employ mercenaries». I.e., charisma limits only the number of unusual hirelings which can be had.\textsuperscript{331}

CM p17 has (Mercenary Troops): «Practically any kind of troops can be designated as mercenaries». Mercenary occurs only twice in the 3LBBs; M&M p11 (Charisma): «This is not to say that he cannot hire men-at-arms and employ mercenaries» and M&M p12 (Non-Player Characters): «nothing more than a band of mercenaries hired to participate in and share the profits from some adventure» and seemingly encompasses anyone who is paid. DD uses the term specifically to include only those normal-types who perform combat duties for pay.\textsuperscript{332} Neutrally aligned DD presumes that only neutral-types would be prepared to hire themselves out to all-comers for coin. Note also that M&M p9 (Alignment) conveniently lists all of men, elves, dwarves, and orcs in the Neutrality column. U\&WA p23 observes that «Chaotic players may wish to employ orcs» despite M&M listing orcs as chaos or neutrality.\textsuperscript{333}

See the table of fees U\&WA p23 (Men-at-Arms). Note also the implied minimum cost/period of employment is one month.
Light footmen are local militia, citizen soldiers, watchmen, and
the like possibly with leather armor and/or shield who have −1
morale. Footmen are equipped with leather or mail armor, shield, and helm. All foot carry arms appropriate to their origin.

Archers and crossbowmen wear leather armor and carry daggers and short bows or light crossbows, respectively. Longbow men

334DD’s Light footmen approximate Chainmail’s LF classification.
335Excepting the Italian City Levies/Condottiere (CM p12), Chainmail classifies levies as LF and defines these as (CM p17 (c.f. CM3 p19)): «local citizenry, watch, militia and the like, who were occasionally drilled and called to arms in times of trouble». Other types classified as LF include (CM p12 (c.f. CM3 p14)) «Missile troops, Swiss/Landsknechte, Peasants, Crews» who were similarly unburdened by armor.
336Chainmail’s militia, peasants and crews would likely be unarmored, but M&T p6 (Bandits) explains bandits are: «Light Foot (Leather Armor & Shield)» and are «Armor Class: Leather Armor».
337CM p15 (c.f. CM3 p17)(Loss Table) classes «Light, peasants or levies» together for morale purposes, requiring a throw of «8 or better» to remain. Considering Heavy Foot («7 or better» to remain) as the standard, Light Foot have a −1 morale adjustment relative to that standard.
338DD’s Footmen approximate Chainmail’s HF classification.
339CM p12 (c.f. CM3 p14) lists «Normans, Saxons, Turks, Vikings» as examples of heavy foot (as well as “Men-at-arms”, omitted here). Viking huscarles and hird wore mail and helmets and carried round shields. Normans wore acorn helms, long mail shirts, and carried large kite shields. “Saxons” presumably refers to Anglo-Saxons of the British Isles (circa 600–1100 AD), descended from Danes, whose elite were equipped much as the Vikings (c.f. the Bayeux Tapestry Normans vs. Saxons). “Turks” presumably refers to the Ottoman Turks who established a standing army of regular foot troops. Not seminal to these rules, but note also BM p40 (First Level of the Dungeon) says: «All men are as heavy infantry with either leather and shield and/or studded leather and shield with either swords or spears».
340Implied throughout Chainmail; see especially CM 16–19 (c.f. CM3 p18–21): Historical Characteristics.
341CM p12 (c.f. CM3 p14)(Melee) classes all «missile troops» as light foot for melee, implying the least armor protection. M&T p6 (Bandits) says that 25% of bandits encountered will have «Short Bow (Leather Armor) or Light Crossbow (same)». Furthermore, M&T p7 (Buccaneers) says: «Light Foot = 60%; Light Crossbow = 30%; and Heavy Crossbow (Chain Mail) 10%, crossbows are heavy.» making a point that heavy crossbow men wear mail, implying that regular crossbow men do not.
342CM p7 (c.f. CM3 p10)(Movement) gives «Light Foot/Archers» normal/charge moves of 9”/12”, and range of 15” implying use of short bows. «Arquibusiers/Crossbow» men have normal/charge moves of 12”/12” and range of 18”, implying use of light crossbows.
are men only \(343\) who wear leather armor and carry daggers and long-bows.\(344\)

Heavy horsemen typically wear plate armor and helms, carry shields, and ride heavy warhorses.\(345\) Horsemen are as footmen, but additionally ride medium warhorses.\(346\) Light Horsemen are as light footmen, but additionally ride light horses.\(347\)

Elves and dwarfs are uncommon\(348\) and orcs cannot be employed by lawful-types;\(349\) otherwise, these can be hired at strongholds or wherever else they are encamped. With enough gold there is no limit to the number of mercenaries a character can employ.\(350\)

**Retainers**

Unusual help including monsters\(351\) and player-types\(352\) can also be sought.\(353\) These are called retainers\(354\) and the number allowed at

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\(343\) U&WA p23 (Men-at-Arms) lists only Men equipped with longbows, implying that these weapons are too tall for elves, dwarves, and orcs (c.f. Elves).

\(344\) CM p7 (c.f. CM3 p10) (Movement) gives «Longbowmen» normal/charge moves of \(12''/15''\), and range of \(21''\). That they employ longbows is self-evident; their movement rate suggests minimal armor protection.

\(345\) By historical implication.

\(346\) Logical extrapolation.

\(347\) Logical extrapolation.

\(348\) U&WA p23 (Obtaining Specialists & Men-at-Arms): «Elves and Dwarves are not common».

\(349\) U&WA p23 (Obtaining Specialists & Men-at-Arms) suggests: «Chaotic characters may wish to employ Orcs». However, M&M p9 (Alignment) lists orcs under both Chaos and Neutrality and moreover; DD presumes that men-at-arms for hire are neutrally aligned. It therefore seems sensible that only lawful types be precluded from hiring neutrally aligned orcs. It follows that chaotic types should be precluded from hiring neutrally aligned elves and dwarfs, but this is not mentioned explicitly.

\(350\) c.f. Hirelings.

\(351\) M&M p12 (Non-Player Characters): «it is likely that players will be desirous of acquiring a regular entourage of various character types, monsters, and an army of some form.»

\(352\) M&M p11 (Charisma): «Players will, in all probability, seek to hire Fighting-Men, Magic-Users, and/or Clerics in order to strengthen their roles in the campaign».

\(353\) M&M p12 (Non-Player Characters): «Non-player characters can be hired».

\(354\) The term *retainer* occurs twice in the 3LBBs describing a strongholder’s entourage (U&WA p15), and super-normal player-types (men, elves, and dwarves) that might be employed (M&M p13).
any one time is limited by a character’s charisma score.\footnote{M&M p11 (Charisma): «A player-character can employ only as many as indicated by his charisma score.»}

A character can seek retainers during his adventures\footnote{M&M p12 (Non-Player Characters): «Monsters can be lured into service ... Note, however, that the term monster includes men found in the dungeons». DD presumes that monsters (including Men) encountered in the wilderness can be treated with similarly.} or advertise his need by posting notices, hiring heralds, frequenting taverns, or sending messages to foreign parts where candidates may dwell.\footnote{M&M p12 (Non-Player Characters): «The player wishing to hire a non-player character “advertises” by posting notices at inns and taverns, frequents public places seeking the desired hireling, or sends messengers to whatever place the desired character type would be found (elf-land, dwarf-land, etc)». Note the term hireling has a narrower meaning in DD than in the 3LBBs.} The cost and effectiveness of these endeavors is left to the referee’s discretion.\footnote{M&M p12 (Non-Player Characters): «This costs money and takes time, and the referee must determine expenditures».}

If a prospective retainer is found the character can make an offer of employment.\footnote{M&M p12 (Non-Player Characters): «Once some response has been obtained, the player must make an offer to tempt the desired character type into his service».} Only the lowest level player types are employable\footnote{M&M p12 (Non-Player Characters): «Only the lowest level of character types can be hired».} and men will not be tempted for any offer worth less than 100 gp.\footnote{M&M p12 (Non-Player Characters): «a minimum offer of 100 Gold Pieces would be required to tempt a human into service».} Dwarfs desire especially gold, elves and magic-users desire spells and magic items, clerics desire crusades and places to worship,\footnote{M&M p12 (Non-Player Characters): «dwarves are more interested in gold, Magic-Users and elves desire magical items, and clerics want some assurance of having a place of worship in which to house themselves».} and so on.

### Relatives

Player-types can possess arms, armor, and equipment from the outset\footnote{M&M p13–14 (Basic Equipment and Costs): «It will be necessary for players to equip their characters with various basic items of equipment».} and (if they are fortunate) can accumulate considerable wealth.\footnote{M&M p18 (Experience Points): «they obtain various forms of treasure (money, gems, jewelry, magical items, etc.)».} If a character disappears on an adventure all his worldly
goods are forfeit! Thus, a character may designate one relative as heir to his estate. Should he be slain, or mysteriously vanish, “death” can be declared after one game month of unexplained absence.

Should there be an heir, he then takes possession of all properties, goods, and valuables that belonged to the departed less a 20% inheritance tax payable to the realm. The player may then assume the role of the heir who must begin at the lowest level for his class. The referee must adjudicate the reaction of the disinherited heir, who might intrigue to retain control. If the disinherited heir is kept on as part of the player’s household or retinue, his loyalty will be adjusted by negative 1–6.

\[365\text{M&M p13 (Relatives): «Characters without a relative will lose all their possessions should they disappear and not return before whatever period is designated as establishing death».}\]
\[366\text{M&M p13 (Relatives): «The referee may allow players to designate one relative of his character to inherit his possessions».}\]
\[367\text{M&M p13 (Relatives): «with or without “death” being positively established, for a period of one game month».}\]
\[368\text{M&M p13 (Relatives): «the relative would inherit the estate of the character».}\]
\[369\text{M&M p13 (Relatives): «paying a 10% tax on all goods and monies». DD is intentionally off by one; in this case a 10% tax would be astonishingly low, even by modern standards.}\]
\[370\text{The 3LBBs are not explicit as to who collects taxes, so this is a DD introduction.}\]
\[371\text{M&M p13 (Relatives): «The relative must start at the lowest level of the class he opts for».}\]
\[372\text{M&M p13 (Relatives): «If the character returns, he ... must pay an additional 10% tax in order to regain his own».}\]
\[373\text{M&M p13 (Relatives): «referee’s option as to willingness of the relative to give it up» “it” being the estate, and «he would possibly intrigue to regain control».}\]
\[374\text{M&M p13 (Relatives): «Loyalty of the relative in such a circumstance would be at a penalty of from 0 to –6». DD is intentionally off by one.}\]
Non-Player Loyalty

When any non-player enters into a player character’s service the referee will secretly determine his loyalty, which may subsequently be adjusted for excellent or poor treatment. Additional pay, gifts of arms, armor, or magic items, and the rising fame (or infamy) of an employer can increase loyalty. Unjust treatment, poor prospects, or unfit conditions can decrease loyalty.

So long as a non-player is treated reasonably, receives the agreed payment, and is not exposed to unnecessary danger his loyalty will not be tested. In extreme circumstances the referee will use reaction checks or morale checks to determine the non-player’s behaviour.

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375M&M p13 (Loyalty of Non-Player Characters): «When one or more of such characters are taken into service a loyalty check is made by rolling three-six-sided dice» and «The player will not have any knowledge of what it is without some method of reading minds».

376M&M p13 (Loyalty of Non-Player Characters): «Periodic re-checks of loyalty should be made. Length of service, rewards, etc. will bring additional plusses. Poor treatment will bring minuses».

377M&M p13: «Men, dwarves and elves will serve as retainers with relative loyalty so long they receive their pay regularly, are treated fairly, are not continually exposed to extra-hazardous duty».

378M&M p13 (Loyalty of Non-Player Characters): «Non-player characters and men-at-arms will have to make morale checks (using the above reaction table or “Chainmail”) whenever a highly dangerous or un-nerving situation arises». Note that the above reaction table refers to the Reaction table (M&M p12), which is not the same as Chainmail’s Loss table (CM p15 (c.f. CM3 p17–18)). A throw of 2 on M&M’s Reaction table will cause a figure to attack, while a throw of 2 on Chainmail’s Loss table will cause a figure to flee or surrender. The referee must determine which is the appropriate tool before throwing the dice.

379See CM p15 (c.f. CM3 p17–18)(Loss table) and M&M p12 (Reaction table) for possible outcomes, and note: M&M p13: «Poor morale will mean that those in question will not perform as expected». 
Magic

Of the player types, magic-users can cast terrible spells\textsuperscript{380} and clerics have a number of their own spells,\textsuperscript{381} but fighters have no spells of their own.\textsuperscript{382}

A magic-user or cleric can memorize a number of spells for each adventure\textsuperscript{383} according to his experience level.\textsuperscript{384} He must have access to the appropriate spell books to memorize any spell therein—bereft of his spell books he cannot memorize any spells!\textsuperscript{385}

Cumulative Magic

Spells and other magical effects will usually combine safely\textsuperscript{386} with one another.\textsuperscript{387} However, multiple enchantments with the same effect need not be cumulative;\textsuperscript{388} only the single, most powerful or long lasting effect applies.\textsuperscript{389}

\textsuperscript{380}CM p28 (c.f. CM3 p30)(Wizards): «Wizards cast terrible spells».
\textsuperscript{381}M&M p7 (Clerics): «they have numbers of their own spells».
\textsuperscript{382}M&M p6 (Fighting Men): «they can use no spells». Note, however, that certain magic swords usable by fighting men will have the power to read magic (M&T p28).
\textsuperscript{383}M&M p19 (Spells & Levels): «The number in each column opposite each applicable character indicates the number of spells of each level that can be used (remembered during any single adventure) by that character». Note that spells are memorised per \textit{adventure} not per \textit{day}; a significant distinction in the wilderness exploration game where each turn represents one day of game time.
\textsuperscript{384}SR #1.2 p4 (Spells): «If he had no books with him there would be no renewal of spells on the next day, as the game assumes that the magic-use gains spells by preparations such as memorizing incantations».
\textsuperscript{385}A notable exception being: M&T p32 (Potion of Invulnerability): «more than one dose of this potion during any one week will have a reverse effect».
\textsuperscript{386}The few exceptions noted in the 3LBBs describe immiscible cases. This implies that cases not detailed will generally combine as expected.
\textsuperscript{387}e.g., M&M p23 (Protection from Evil): «this spell is not cumulative in effect with magic armor and rings». DD suggests this principle be applied more generally.
\textsuperscript{388}E.g., a \textit{ring of protection} (that functions as +1 armor) would not “stack” with +1 armor; the total affect being a −1 attack adjustment (not −2).
Spell Books

Magic-users and clerics are assumed to acquire a spell book containing the 1st level spells but must buy, capture, or research higher level spell books thereafter.

Adventuring is a dangerous business so a spell caster may desire a duplicate spell book to carry without risking his original. Should a spell book be lost, damaged, or destroyed it can be replaced at a cost. A book of 1st level spells costs 2,000 gp, a book of 2nd level spells costs 4,000 gp, a book of 3rd level spells costs 8,000 gp, and so on.

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390M&M (Books of Spells): «Characters who employ spells» is presumed to include magic-users and clerics as both are capable of employing spells.

391M&M p34 (Books of Spells): «assumed to acquire books containing the spells they can use». Assumed to acquire is ambiguous, but a magic-user must have access to a spell book to perform his primary function. Clerics «gain some of the advantages from both of the other two classes» (M&M p7) and nothing more is said regarding the nature of their spell use, so clerics are presumed to function as do magic-users.

392M&M p34 (Books of Spells): «one book for each level» is presumed to imply one book for each spell level, i.e., a book of 1st level spells, a book of 2nd level spells, a book of 3rd level spells, and so on.

393M&M p34 (Books of Spells): «If a duplicate set of such books is desired, the cost will be ... 2,000, 4,000, 8,000, etc.» and also «Loss of these books will require replacement at the above expense» imply that spell books can be purchased for gold; how this transaction would occur is left to the referee’s discretion.

394Magic-users, clerics, and anti-clerics occur on the dungeon Monster Level Tables (U&WA p10–11), as stronghold occupants (U&WA p15), and accompanying the various types of Men (M&T p5–6) and Orcs (M&T p7). These must logically possess spell books, which players might contrive to capture during the course of play.

395M&M p34 (Magical Research): «Once a new spell is created the researcher may include it in the list appropriate to its level. He may inform others of it, thus enabling them to utilize it, or he may keep it to himself». That the player, and others, may “utilize” the new spell implies it must exist in a spell book. By no other means do the rules explicitly allow a spell to be memorized or copied onto a scroll, and subsequently invoked.

396Logical extrapolation of M&M p34 (Book of Spells): «If a duplicate set of such books is desired» and «Loss of these books will require replacement».

397M&M p34 (Books of Spells): «If a duplicate set of such books is desired, the cost will be...».

398M&M p34 (Books of Spells): «the cost will be ... 2,000, 4,000, 8,000, etc. Loss of these books will require replacement at the above expense». Note especially will require.
Researching New Spells

Clerics and magic-users can research new spells for their repertoires. The player can contrive whatever spell he desires remembering; the referee will determine the spell level of any new magic and the spell level of a new spell cannot exceed that which the researcher is able to memorize.

Success is a matter of time and gold pieces invested. 1st level spell research requires a minimum 2,000 gp investment, and this cost doubles at each successively higher spell level. Thus, 2nd level spell research requires a minimum 4,000 gp investment, 3rd level spell research requires minimum 8,000 gp investment, and so on. Each such investment yields a cumulative 20% chance of success. Time required is one week per spell level regardless of the sum invested.

The researcher may add a newly devised spell to a spell book of the appropriate level. He may share it with others or keep it to himself.

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399 M&M p34 (Magical Research): «Both Magic-Users and Clerics may attempt to expand on the spells listed».
400 M&M p35 (Magical Research): «The level of the magic required to operate the spell (determination by referee) ...».
401 M&M p7 (Magic-Users): «Assume that a Magic-User can use a 4th level spell ... therefore he could develop a new spell provided it was equal to or less than 4th level», and M&M p35 (Magical Research): «the character must be able to use spells equal to or above the level of the one he desires to create».
402 M&M p34 (Magical Research): «This is a matter of time and investment».
403 M&M p35 (Magical Research): «For every amount equal to the basic investment spent there is a 20% chance of success, cumulative».
404 M&M p35 (Magical Research): «The time required is one week per spell level».
405 M&M p35 (Magical Research): «Once a new spell is created the researcher may include it in the list appropriate to its level». DD presumes a spellbook for each “list”, i.e., spell levels. C.f. Spell Books.
406 M&M p35 (Magical Research): «He may inform others of it, thus enabling them to utilize it, or he may keep it to himself».
Creating Spell Scrolls

Wizards (10th+ level)\textsuperscript{407} and Bishops (8th+ level)\textsuperscript{408} can manufacture\textsuperscript{409} scrolls of spells which they can memorize.\textsuperscript{410} It costs 100 gp per spell level and takes one week per spell level to create any spell scroll.\textsuperscript{411} Thus, a 4th level spell scroll takes four weeks to construct at a cost of 400 gp.

Casting Spells

Casting Spells from Memory

A memorized spell can be cast at any time, and in so doing erasing it from memory.\textsuperscript{412} Once erased a spell cannot be cast again until it is re-memorized.\textsuperscript{413} Notwithstanding this limitation, nothing prevents a magic-user or cleric from memorizing the same spell several times.\textsuperscript{414}

In order to invoke and maintain a spell the caster must be stationary and his concentration undisturbed.\textsuperscript{415} During combat the player

\textsuperscript{407}As a point of differentiation DD has magic-users attain top level (wizard status) at the 10th experience level rather than the 11th.
\textsuperscript{408}DD’s top level clerics are known as Bishops.
\textsuperscript{409}The verb manufacture importantly implies the magical-types can create spell scrolls without reference to an original to copy from. This may be particularly relevant to a magical-type bereft of his spell books.
\textsuperscript{410}M&M p6 (Magic-Users): «Wizards and above may manufacture for their own use (or for sale) such items as ... scrolls» and M&M p7 (Clerics) «gain some of the advantages from both of the other two classes». As nothing more is said regarding the nature of clerics constructing magic items, DD presumes they function as do magic-users. Moreover, it seems logical that top level clerics should manufacture the clerical items which wizards cannot employ. Not germane to these rules, but HOLM p13 (Magic Spells) extends this capability to all magic-users, regardless of level.
\textsuperscript{411}M&M p7: «Item: Scroll of Spells; Cost: 100 Gold Pieces/Spell/Spell Level/Week (a 5th level spell would require 500 GP and 5 weeks)».
\textsuperscript{412}SR #1.2 p4 (Spells): «once the spell is spoken that particular memory pattern is gone completely».
\textsuperscript{413}M&M p19 (Spells & Levels): «A spell used once may not be reused in the same day». Note the use of day here, as opposed to adventure elsewhere.
\textsuperscript{414}SR #1.2 p4 (Spells): «This is not to say that he cannot equip himself with a multiplicity of the same spell so as to have its use more than a single time».
\textsuperscript{415}CM p29 (c.f. CM3 p32)(Wizards): «In order to cast and maintain any spell, a Wizard must be both stationary and undisturbed by attack upon his person».
must declare his intent at the beginning of his turn.\textsuperscript{416} Casting a spell requires the full turn so no other action may be attempted.\textsuperscript{417} Furthermore, if the caster is struck by any missile or spell or is meleeed before his own invocation is completed it will be spoiled\textsuperscript{418} and erased from memory without being invoked.\textsuperscript{419} The referee will adjudicate whether other interruptions are sufficient to foil a spell.\textsuperscript{420}

**Using Spell Scrolls**

A magic-user or cleric can use a class-appropriate spell scroll of any spell level.\textsuperscript{421} A magic-user must employ a read magic spell prior

\textsuperscript{416}CM p5 (c.f. CM2 p9)(Simultaneous Movement): «Both sides write orders for each of their units» and «Exact orders for each unit ... must be given». See also U&WA p12–14 (Example Dungeon Expedition); note the caller issuing orders on behalf of the players.

\textsuperscript{417}CM p29 (c.f. CM3 p32)(Wizards): «In order to cast and maintain any spell, a Wizard must be both stationary and undisturbed...» and CM p28 (c.f. CM p31)(Wizards): «A counter-spell fully occupies a magician’s powers». DD presumes, therefore, that casting any spell fully occupies the magic-user. Note also that various spells require the magic-user’s full concentration to maintain. E.g., M&M p24 «As long as the caster concentrates on the spell, the illusion will continue» and M&M p26 «lasts until the Magic-User no longer concentrates to maintain it» and M&M p30 «the Magic-User must concentrate on control or the elemental will turn».

\textsuperscript{418}Logical conclusion arising from CM p29 (c.f. CM3 p32)(Wizards): «In order to cast and maintain any spell, a Wizard must be both stationary and undisturbed by attack upon his person».

\textsuperscript{419}SR #1.2 p4 (Spells): «once the spell is spoken that particular memory pattern is gone completely». DD assumes this applies whether the incantation is completed successfully, or not. Also, not germane to these rules: CM3 p32 (Spell Complexity): «there may be a delay in the effect of the spell, or it may be totally negated due to some minor error or distraction». Totally negated implies the spell is utterly void without any possible effect.

\textsuperscript{420}Extrapolation of CM p29 (c.f. CM3 p32)(Wizards): «In order to cast and maintain any spell, a Wizard must be both stationary and undisturbed by attack upon his person».

\textsuperscript{421}M&T p32 (Scrolls): «regardless of the level of the spell they can be used by any Magic-User capable of reading them» but see also CS: (M&T p24; Scrolls): «There is a 25% chance that any scroll of spells found will contain those useable by Clerics». Hence DD inserts the term *class-appropriate*.  

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to using a spell scroll;\textsuperscript{422,423} a cleric need not.\textsuperscript{424} Thereafter, either class can employ a spell scroll without memorizing the spell thereupon in advance. Using a spell scroll erases that spell from the scroll\textsuperscript{425} and invokes its magic at the 6th level of magic-use, or the minimum caster level that is necessary to memorize the spell, whichever is higher.\textsuperscript{426}

Reversible Spells

Where a clerical spell is noted as reversible, only a chaotic anti-cleric can use the reverse form\textsuperscript{427} and only a lawful cleric can use the proper form.\textsuperscript{428} Where a magic-user spell has a counter spell, the counter is a separate spell\textsuperscript{429} which can be memorized, cast, and written to a scroll exactly as per any other spell.\textsuperscript{430}

\textsuperscript{422}M&M p23 (Read Magic): «The means by which the incantations on an item or scroll are read. Without such a spell or similar device magic is unintelligible to even a Magic-User».

\textsuperscript{423}The paradoxical question is: How does a magic-user read the \textit{read magic} spell itself? The ability to read the \textit{read magic} spell may be an implicit feature of the magic-using class. That there is no clerical equivalent of \textit{read magic} invites similar speculation.

\textsuperscript{424}C.f. previous note regarding lack of a clerical \textit{read magic} spell.

\textsuperscript{425}M&T p32 (Scrolls): «After reading a spell from a scroll the writing disappears, so the spell is usable one time only!» and SR #1.2 p4 (Spells): «as the words are uttered they vanish from the scroll».

\textsuperscript{426}M&T p32 (Scrolls): «Scroll spells are of the 6th level unless necessarily higher, in which case they are of the minimum level necessary to generate such a spell».

\textsuperscript{427}M&M p22: «Note that under lined Clerical spells are reversed by evil Clerics».

\textsuperscript{428}Logical extrapolation of the previous note. However \textit{The Finger of Death} presents a contradictory case.

\textsuperscript{429}Reversible magic-user spells are not listed in the Spells Table (M&M p21) but are described, where appropriate, throughout the Explanation of Spells section (M&M p22–31). E.g., see the Slow and Haste (M&M p26), Transmute Rock to Mud (M&M p 28), and Stone to Flesh (M&M p30) spells. Note, however, that counter spells are not given explicitly for any of the Light, Continual Light, Protection from Evil, or Protection from Evil 10ft Radius spells.

\textsuperscript{430}Logical extrapolation.
Explanation of Spells

Clerical Spells

1st Level Clerical Spells

**Cure Light Wounds**  
(reversible, affects: 1 figure, range: touch) The cleric can restore 2–7 hit points of damage suffered by one figure during a full turn of aid. The reverse, **Inflict Light Wounds**, will cause 2–7 hit points of damage, possibly requiring an attack to touch an unwilling target.

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431 SRD spell name.
432 M&M p22 (Spells Table) identifies the clerical *Cure Light Wounds* spell as reversible.
433 M&M p32 (Cure Light Wounds): «remove hits from a wounded character». Thus a single character.
434 S&S p14 (Spell Chart): *Cure Light Wounds* is listed with a range: touch.
435 M&M p31 (Cure Light Wounds): «from 2–7 hit points of damage can be removed». Note that only *damage* is removed. Hit points cannot be raised above the recipient’s normal maximum.
436 M&M p31 (Cure Light Wounds): «remove hits from a wounded character (including elves, dwarves, etc.)». The term *character* is generally inclusive of player types, but whether it extends to non-player types (a.k.a. *monsters*) is ambiguous. For consistency with the reverse spell, DD presumes both should apply to all *figures* equally.
437 M&M p31 (Cure Light Wounds): «During the course of one full turn». That a cleric requires a *full turn* to apply the cure spell possibly implies a spell begun part way through one turn will not be completed until part way through the next. Presumably the reverse is more immediate.
438 *Inflict Light Wounds* is the SRD spell name. *Cause Light Wounds* (PHB p43) does not appear in the SRD.
439 Introduction from the SRD (Touch Attacks), but note *possibly*. 

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Detect Evil

(reversible, affects: self, duration: 6 turns, range: 12′)
The cleric can detect any enchanted, conjured, or chaotic creature within range, as well as any curse or malicious enchantment upon an object. The reverse, Detect Good, enables an anti-cleric to detect lawful rather than chaotic creatures.

Detect Magic

(affects: self, duration: 2 turns, range: 6′)
The cleric can detect any enchantment on a person, place, or object.

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SRD spell name. Note especially that DD positions the Detect Evil spell as uniquely clerical; DD-magic-users have no equivalent spell.

M&M p22 (Spell Table) identifies the clerical Detect Evil spell as reversible.

Inferred by similarity to the clerical Detect Magic spell.

M&M p32 (Clerical Detect Evil): «it has a duration of 6 turns and a range of 12′».

CM p29 (c.f. CM3 p31)(Detection): «A spell which detects either hidden enemies» and M&M p32 (Clerical Detect Evil): «This spell is the same as that for Magic-Users» and M&M p25 (Magic-User Detect Evil): «A spell to detect evil thought or intent in any creature». DD presumes that detecting evil thoughts is tantamount to detecting the presence of intelligent, chaotic types capable of thinking evil thoughts.

c.f. Protection from Evil. DD presumes the Detect Evil spell uses the same definition of evil as does Protection from Evil.

M&M p25 (Magic-User Detect Evil): «A spell to detect ... evily enchanted object».

SRD spell name.

Although the 3LBBs state Detect Evil is reversible, no detail is offered. DD introduces a minimal explanation of Detect Good.

SRD spell name.

Inferred only.

S&S p12 (Spell Chart): Detect Magic is listed (albeit for magic-users only) with duration: 2 turns, range: 6′.

M&M p32 (Clerical Detect Magic): «This spell is the same as that for Magic-Users» and M&M p23 (Magic-User Detect Magic) «A spell to determine if there has been some enchantment laid».

M&M p23 (Magic-User Detect Magic) «on a person, place or thing».
Light  (reversible, affects: 3'' diameter, duration: 12 turns + 1 turn/level, range: 12''/458) Illuminates a 3'' diameter sphere with a light not equal to full daylight. The reverse, Darkness, creates a 3'' diameter sphere of darkness that is impenetrable even to creatures that see in the dark and to the Darkvision spell.

Protection from Evil  (reversible, affects: self, duration: 12 turns) This spell prevents any enchanted or conjured creature from attacking the cleric. Other chaotic-type attacks are reduced by one hit die and the cleric will make saving throws against them.
The reverse, *Protection from Good*,\(^{471}\) applies equally to enchanted or conjured creatures but protects against lawful attacks rather than chaotic attacks.\(^{472}\)

**Purify Food and Drink** \(^{473}\) (reversible,\(^{474}\) duration: permanent,\(^{475}\) range: 1″\(^{476}\)) Makes spoiled, poisoned, or contaminated food, drink, or Unholy water\(^{477}\) whole and suitable for consumption.\(^{478}\) Enough vittles for one dozen men\(^{479}\) are affected. The reverse, *Spoil Food and Drink*,\(^{480}\) will instead putrefy food, drink, and Holy water.

\(^{470}\) M&M p23 (Magic-User Protection from Evil): «adding a +1 to all saving throws». DD is intentionally off by one.

\(^{471}\) SRD spell name.

\(^{472}\) Introduction from the SRD.

\(^{473}\) The 3LBBs have *Purify Food & Water* for which the SRD spell name is *Purify Food and Drink*.

\(^{474}\) M&M p22 (Spells Table) identifies the *Purify Food & Water* spell as reversible.

\(^{475}\) Implied only.

\(^{476}\) Introduction from the SRD. Implies that, although the range is very short, the cleric need not touch potentially dangerous matter to be affected.

\(^{477}\) *Unholy water* is an introduction from the SRD.

\(^{478}\) M&M p32 (Purify Food & Water): «will make spoiled or poisoned food and water usable».

\(^{479}\) M&M p32 (Purify Food & Water): «would serve a dozen people».

\(^{480}\) PHB (p44) says the reverse of *Purify Food and Drink* «putrefies food and drink» without naming the reverse explicitly. PHB2 names the reverse «Putrefy Food and Drink». The SRD has no equivalent of a reverse spell (and nor does 3E D&D). A reverse “Putrefy Food and Water” would be legal but, because “water” is not as broad as “drink”, DD names the reverse *Spoil Food and Drink*. 

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Table 16: Clerical Spells

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<td><em>Remove Disease</em></td>
<td><em>Sticks to Serpents</em></td>
<td><em>Raise Dead</em></td>
</tr>
</tbody>
</table>

*Italicized* spells are reversed for anti-clerics.

2nd Level Clerical Spells

**Bless** \(^{481}\) (reversible, \(^{482}\) affects: 6” diameter, \(^{483}\) duration: 6 turns, \(^{484}\) range: 6” \(^{485}\)) This benison will bestow a +1 morale bonus \(^{486}\) and a +1 attack adjustment \(^{487}\) upon prospective recipients \(^{488}\) who are not in combat. \(^{489}\) The reverse, *Bane*, \(^{490}\) imposes equivalent penalties. \(^{491}\)

\(^{481}\)SRD spell name.
\(^{482}\)M&M p22 (Spells Table) identifies the clerical Bless spell as reversible.
\(^{483}\)S&S p14: Clerical Bless spell listed with area of effect: 5” × 5”. This is an area of 25”sq. The nearest integer circle diameter is 6” (with an area of 28.3”sq).
\(^{484}\)M&M p33 (Bless): «The spell lasts six turns».
\(^{485}\)S&S p14: Clerical Bless spell listed with range: 6”.
\(^{486}\)M&M p33 (Bless): «A blessing raises morale by +1».
\(^{487}\)M&M p33 (Bless): «A blessing ... adds +1 to attack dice».
\(^{488}\)M&M p33 (Bless): «the prospective recipients of a Bless spell». Prospective recipients to be determined by the referee. Possibly these include all the cleric’s allies, or perhaps those of the cleric’s alignment or faith.
\(^{489}\)M&M p33 (Bless): «recipients ... are not in combat».
\(^{490}\)SRD spell name.
\(^{491}\)The SRD is explicit that Bane affects only enemies. Because of the interesting nature of prospective recipients, DD leaves it to the referee’s discretion.
Find Traps  (affects: self, duration: 2 turns, range: 3"

The cleric can locate any magical or mechanical trap within range. No insight as to how the trap might be deactivated is conveyed.

Hold Person  (affects: 1 or 1–4 man-types, duration: 9 turns, range: 18"

1–4 man-types are held paralyzed if they fail to save versus paralysis. If a single figure is targeted his saving throw is penalized by −4.

SRD spell name.

M&M p33 (Find Traps): «the Cleric will locate», also S&S p14 gives the range as “personal”.

M&M p33 (Find Traps): «The spell lasts 2 turns».

M&M p33 (Find Traps): «within a radius of 3″».

M&M p33 (Find Traps): «will locate any mechanical or magical traps within a radius of 3″». What constitutes a mechanical trap versus a non-mechanical trap is of interest; potentially excludes pit traps and poison.

Implicit in the 3LBBs, and explicit in the SRD.

SRD spell name.

M&M p33 (Clerical Hold Person): «This spell is the same as that for Magic-Users» and M&M p25 (Magic-User Hold Person): «will effect from 1–4 persons. If it is cast at only a single person».

M&M p33 (Clerical Hold Person): «This spell is the same as that for Magic-Users» and M&M p25 (Magic-User Hold Person): «A spell similar to a Charm Person». M&M p23 (Charm Person): «applies to all two-legged, generally mammalian figures near to or less than man-size, excluding all monsters in the “Undead” class but including Sprites, Pixies, Nixies, Kobolds, Goblins, Orcs, Hobgoblins and Gnolls». DD surmises all these as “man-types”.

M&M p33 (Clerical Hold Person): «its duration is 9 turns».

M&M p33 (Clerical Hold Person): «its range 18″».

M&M is ambiguous as to the exact effect of a Hold Person spell, but BTPBD b1, p20 is less so (Hold Person): «paralizes the person for the number of turns». DD restates this interpretation.

M&M p25 (Magic-User Hold Person): «It will effect from 1–4 persons» could be read as having no saving throw. However «If it is cast at only a single person ... reducing the target’s saving throw» explicitly offers a saving throw to a single target. DD presumes that all targets have a saving throw against this magic, implying it is possible for this 2nd level spell to have no effect whatever, should all targeted figures make their saves.

BTPBD b1, p20 (Hold Person) states: «paralizes the person». However, M&M states explicitly the saving throw is «against magic». DD is intentionally different to the original in this case, having a saving throw versus paralysis.

M&M p25 (Magic-User Hold Person): «If it is cast at only a single person it has the effect of reducing the target’s saving throw».

M&M p25 (Magic-User Hold Person): «reducing the target’s saving throw
Speak with Animals (affects: self, duration: 6 turns, range: 3') Enables to cleric to communicate with animals, including giant-sized sorts, receiving replies determined by a reaction check. The animals may perform a favor or service if the cleric secures a positive (or better) reaction, but will not attack in any event.

3rd Level Clerical Spells

Circle of Protection from Evil (reversible, affects: 1'' radius, duration: 12 turns) As per the Protection from Evil... by −2». DD is intentionally off by one. The 3LBBs specify −2; DD instead specifies −4.

SRD spell name
M&M p33 (Speak with Animals): «This spell allows the Cleric to speak with...».
M&M p33 (Speak with Animals): «Duration: 6 turns».
M&M p33 (Speak with Animals): «Range: 3'».
M&M p33 (Speak with Animals): «speak with any form of animal life, understanding what they say in reply». “animal life” could imply all non-plant life, including intelligent animals such as man-types. DD presumes, however, that “animal life” implies non-man-types.
M&M p33 (Speak with Animals): «understanding what they say in reply» implies the cleric receives replies.
M&M p33 (Speak with Animals): «The manner of handling the probabilities of action by animals is discussed in the next volume». DD presumes this is a reference to the original game’s Random Actions by Monsters (U&WA p12). DD refers to this more generally as a reaction.
M&M p33 (Speak with Animals): «There is a possibility that the animal(s) spoken with will perform services for the Cleric». DD presumes this “possibility” is encapsulated with the regular reaction check. Note also: SRD (Speak with Animals): «may do some favor or service».
M&M p33 (Speak with Animals): «they will never attack the party the Cleric is with». Gross abuse of this rule would presumably end the spell immediately.

SRD spell name is Magic Circle Against Evil. DD introduces a preferred spell name.
M&M p22 ( Spells Table) identifies the clerical Protection from Evil 10' Radius spell as reversible.
The original spell name is self explanatory «Protection from Evil 10' Radius», however, the DD spell name is not. M&M p25 (Magic-User Protection from Evil 10' Radius): «extends to include a circle around the Magic-User» and S&S p12 lists Area Effect: 2'' dia.
M&M p33 ( Clerical Protection from Evil, 10' Radius) «as that for Magic-Users» and M&M p25 (Magic-User Protection from Evil, 10' Radius): «lasts
spell, except that it extends to a 1” radius around the cleric. The reverse, Circle of Protection from Good, is as per the Protection from Good spell, except that it extends to a 1” radius around the anti-cleric.

**Continuous Light** (reversible, affects: 24” diameter, duration: permanent, range: 12”\(^3\)\) Illuminates a 24” diameter sphere around an object or space with light that is equal to full daylight. The reverse, Continuous Dark, creates a sphere of darkness that is impenetrable even to creatures that see in the dark and to the Darkvision spell.

for 12 rather than 6 turns, where 6 turns is the duration of the regular Protection from Evil spell.

The SRD presents the original Continual Light spell as two spells; Continual Flame and Daylight. DD introduces a preferred spell name.

The SRD represents Continual Darkness as Deeper Darkness. DD introduces a preferred spell name.

Introduction from the SRD’s Deeper Darkness spell.

65
Locate Object  
(affects: self, duration: 2 turns, range: 9′′ + 1′′/level) The cleric can sense the direction to the nearest object of a well known general type, such as a flight of stairs. A magic item could only be located if its exact nature and likeness were clearly visualized.

Remove Curse  
(reversible, affects: 1 curse, duration: permanent, range: touch) Lifts one curse from a creature or cursed object causing the latter to become a normal, unenchanted object.

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534 SRD spell name.
535 M&M p22 (Magic-User Locate Object): «The spell gives the user the direction of the object desired» the user being the spell caster.
536 S&S p12 lists duration 2 turns for the Magic-User Locate Object spell. A clerical version is not listed.
538 M&M p24 (Magic-User Locate Object): «gives the user the direction of the object desired but not the distance».
539 Not explicit in the 3LBBs, but note: SRD (Locate Object): «locate the nearest one of its kind if more than one is within range».
540 M&M p24 (Magic-User Locate Object): «Well known objects such as a flight of stairs leading upwards can be detected».
541 M&M p24 (Magic-User Locate Object): «the exact nature, dimensions, coloring, etc. of some magical item would have to be known»
542 Not explicit in the 3LBBs but note: SRD (Locate Object): «the direction of a ... clearly visualized object».
543 SRD spell name.
544 M&M p22 (Spells Table) identifies the clerical Remove Cure spell as reversible.
545 M&M p26 (Magic-User Remove Curse): «to remove any one curse».
546 Implied. S&S p13 lists: Turn Duration only as “—”.
547 M&M p26 (Magic-User Remove Curse): «Range: Adjacent to the object» and S&S p13 lists range as “touch”.
548 It is not explicit that Remove Cure will affect a creature, but it is explicit that the reverse will; see M&M p33(Quest): «the Cleric may curse him». DD presumes that lifting curses from afflicted player-types is a major use of this spell, and that both versions therefore affect creatures. Not germane to these rules, but note the SRD has «removes all curses on an object or a creature».
549 M&M p26 (Magic-User Remove Cure): «using this spell on a “cursed sword”» and M&T p33 (Ring of Weakness): «Weakness: Once on the hand this ring cannot be removed without the application of a Remove Curse spell from a Cleric».
item of its type but not neutralizing a cursed scroll before it has been read. The reverse, Bestow Curse, burdens the subject with any curse so named by the anti-cleric.

**Remove Disease** (reversible, affects: 1 creature, duration: permanent, range: touch) Cures the subject of any diseases, including lycanthropy and mummy rot, or destroys green slime. The reverse, Contagion, infects the subject with any disease known to the anti-cleric, possibly requiring an attack roll to touch an unwilling subject.

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550 M&M p26 (Magic-User Remove Curse): «using this spell on a “cursed sword” ... would make the weapon an ordinary sword».
551 BTPBD b1, p22 (Remove Curses): «will not neutralize a cursed scroll before it is read».
552 SRD spell name.
553 M&M p34 (Quest): «the Cleric may curse him with whatever he desires».
554 SRD spell name.
555 M&M p22 (Spells Table) identifies the clerical Cure Disease spell as reversible.
556 This is not explicit, however; S&S p14 (Spell Chart): Lists the Area Effect as: “personal”. The SRD (Remove Disease) targets a «Creature touched»; note the singular creature. M&M p33 (Cure Disease) states the spell can be used to «rid a character of a disease from a curse»; note a singular character.
557 Implied by M&M p33 (Cure Disease): «A spell which cures any form of disease». Also, S&S p14 (Spell Chart) lists the Turn Duration as “—” which implies a permanent duration in a number of cases.
558 S&S p14 (Spell Chart): Lists the Range as: “touch”. The SRD (Remove Disease) targets a «Creature touched».
559 M&M p33 (Cure Disease): «cures any form of disease»; note “any”, and further BTPBD p1, p23 (Cure Disease): «applies to diseases». Note plural diseases. DD presumes that multiple concurrent diseases would be a rare case, and that a single Remove Disease spell should alleviate them all.
560 M&T p15 (Lycanthropes): «will be infected and himself become a similar Lycanthrope ... unless they are given a Cure Disease spell by a Cleric».
561 M&T p9 (Mummies): «their touch causes a rotting disease ... A Cleric can reduce this ... with a Cure Disease spell».
562 M&T p20 (Green Slime): «A Cure Disease spell will ... kill and remove Green Slime, even when it is contact with flesh».
563 SRD spell name.
564 Extrapolation from M&M p34 (Quest): «the Cleric may curse him with whatever he desires».
565 Introduction from the SRD, but note possibly.
4th Level Clerical Spells

Create Food and Drink  
(affects: special, range: 1') Creates wholesome food and drink sufficient to sustain a dozen men for a day. This quantity doubles for each experience level the cleric possesses above Bishop (the 8th).

The SRD combines the 3LBB's Create Food and Create Water spells into Create Food and Water. For consistency with the Purify Food and Drink spell, DD introduces a preferred spell name Create Food and Drink.

Per the spell description.

S&S p14 (Spell Chart): both the Create Water and Create Food spells have range: 1'.

M&M p33 (Create Water): «create a supply of drinkable water» and p34 (Create Food): «the Cleric creates sustenance».

M&M p33 (Create Water): «sufficient for a dozen men and horses for one day» and p34 (Create Food): «sufficient for a party of a dozen for one game day». The DD quantity excludes horses, but provides food and drink in one.

M&M p33 (Create Water): «The quantity doubles for every level above the 8th the Cleric has attained» and p34 (Create Food): «The quantity doubles for every level above the 8th the Cleric has attained»
Cure Serious Wounds 572(reversible, 573affects: 1 figure, 574range: touch575) The cleric can restore 4–14 hit points of damage576suffered by any one figure577during a full turn of aid.578 The reverse, Inflict Serious Wounds,579will cause 4–14 hit points of damage, possibly requiring an attack roll to touch an unwilling target.580

Neutralize Poison 581(reversible, 582affects: 1 poison, 583range: 1”584) This spell will render one poison harmless,585but will not save a character already slain by poisoning.586 The reverse, Poison,587will cause any food or drink to become poisonous588or any object or figure to be poisoned589

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572SRD (3rd level clerical) spell name.
573M&M p22 (Spells Table) identifies the Cure Serious Wounds spell as reversible.
575S&S p14 (Cure Serious Wounds) has Range: touch.
576M&M p33 (Cure Serious Wounds): «from 4 to 14 hit points will be removed by this spell».
577M&M p33 (Cure Serious Wounds): «like a Light Wound spell» and M&M p31 (Cure Light Wounds): «remove hits from a wounded character (including elves, dwarves, etc.)». The term character is generally inclusive of player types, but whether it extends to non-player types (a.k.a. monsters) is ambiguous. For consistency with the reverse spell, DD presumes both should apply to all figures equally.
578M&M p33 (Cure Serious Wounds): «like a Light Wound spell» and M&M p31 (Cure Light Wounds): «During the course of one full turn». That a cleric requires a full turn to apply the cure spell possibly implies a spell begun part way through one turn will not be completed until part way through the next. Presumably the reverse is more immediate.
579SRD spell name.
580Introduction from the SRD (Touch Attacks), but note possibly.
581SRD spell name.
582M&M p22 (Spells Tables) identifies the clerical Neutralize Poison spell as reversible.
583M&M p33 (Neutralize Poison): «It will only affect one object».
584S&S p14 (Neutralize Poison) has Range: 1”.
585M&M p33 (Neutralize Poison): «A spell to counter the effects of poison».
586M&M p33 (Neutralize Poison): «will not aid a character killed by poison».
587SRD spell name.
588Introduction.
589Introduction from the SRD.
Speak with Plants  590 (affects: self,591 duration: 6 turns,592 range: 3′′593) Enables the cleric to communicate with plant life594 and comprehend its response.595 Plants will follow the cleric’s suggestions596 within their natural capabilities; not beyond them as they could for a Treeman.597

Sticks to Serpents  598 (affects: 3–18 sticks,599 duration: 6 turns,600 range: 12′′601) The cleric transmutes 3–18 nearby sticks,602 spears, staves, or the like603 into serpents which he can then command.604 It is 50% likely the serpents will be venomous.605

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590SRD spell name.
591M&M p33 (Speak with Plants): «allows the Cleric to speak...». Note the cleric.
592M&M p33 (Speak with Plants): «Duration: 6 turns».
593M&M p33 (Speak with Plants): «Range: 3′′».
594M&M p33 (Speak with Plants): «to speak with all forms of plant life». All forms could possibly include intelligent plant-types such as Dryads and Treemen. However, DD presumes this spell is to communicate with unintelligent plant types, possibly including slimes and oozes. Not germane to these rules, but PHB p49 (Speak with Plants) clarifies: «enables the cleric to converse ... with all sorts of living vegetables».
595M&M p33 (Speak with Plants): «understanding what they say in reply».
596M&M p33 (Speak with Plants): «Plants ... will obey commands of the Cleric».
597M&M p33 (Speak with Plants): «does not give the Cleric power to command trees as Ents do».
598The SRD does not include Sticks to Snakes; DD introduces a preferred spell name.
599M&M p33 (Turn Sticks to Snakes): «From 2–16 snakes». DD has a preference for six-sided dice and intentionally alters the range to to 3–18.
600M&M p33 (Turn Sticks to Snakes): «Duration: 6 turns».
601M&M p33 (Turn Sticks to Snakes): «Range 12′′».
602M&M p33 (Turn Sticks to Snakes): «Anytime there are sticks nearby a Cleric can turn them into snakes».
603DD introduces this elaboration.
604M&M p33 (Turn Sticks to Snakes): «He can command these conjured snakes to perform as he orders».
605M&M p33 (Turn Sticks to Snakes): «50% chance that they will be poisonous».

70
5th Level Clerical Spells

Commune 606 (affects: self607) The cleric seeks divinely given knowledge.608 The powers “above”609 will entertain 1–6 questions610 with a “yes” or “no” answer,611 which will be near absolute.612 On the most Holy day of the year613 3–8 questions will be answered.614 A given “power” will respond infrequently; not more than once per month.615

Dispel Evil 616 (reversible,617 affects: 3” radius618) Immediately dismisses619 all enchanted or conjured creatures620 and curses or enchantments of a malign sort621 within 3”. The reverse, Dispel Good,622 functions against enchanted or conjured creatures and enchantments of a benign sort.623

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606 SRD spell name.
607 M&M p34 (Commune): «...uts the Cleric in touch...». Note the cleric.
608 M&M p34 (Commune): «puts the Cleric in touch with the powers “above”... for help in the form of answers». DD characterises this as seeking divine knowledge.
609 M&M p34 (Commune): «the powers “above”».
610 The 3LBBs allow answers to three questions. DD introduces the range 1–6 questions; positioning the Powers Above as fickle rather than reliable.
611 M&M p30 (Contact Higher Plane): «Only questions which can be answered “yes” or “no” are permitted».
612 M&M p30 (Contact Higher Plane): «Veracity and knowledge should be near total».
613 M&M p30 (Contact Higher Plane): «Once per year a special communing should be allowed». DD characterises once per year as the most Holy day of the year.
614 M&M p30 (Contact Higher Plane): «the Cleric can ask double the number of questions». DD’s 1–6 (mean 3.5) questions become 3–8 (mean 5.5).
615 M&M p30 (Contact Higher Plane): «Communing is allowed but once each week (maximum; referee’s option as to making less frequent)». DD intentionally reduces the maximum frequency to once per month, and makes explicit the possibility of Commune with competing Powers.
616 SRD spell name.
617 M&M p22 (Spells Table) notes Dispel Evil as reversible.
618 M&M p34 (Dispell Evil): «within a 3” radius».
619 BTPBD b1, p22 (Dispell Evil): «dispel any evil sending or thing ... and no die roll is required» and M&M p34 (Dispell Evil): «It functions immediately»; immediately possibly implying no die roll.
620 M&M p34 (Dispell Evil): «allows a Cleric to dispell any evil sending».
621 “Sending” implies conjured creatures (c.f. Protection from Evil).
622 M&M p34 (Dispell Evil): «Similar to a Dispell Magic ... allows a Cleric to dispell any evil ... spell».
623 Extrapolation.
Insect Plague (affects: 40″ diameter, duration: 1 day, range: 48″

The cleric calls forth a vast swarm of insects and sends them to anywhere within 48″. The swarm automatically drives off all normal-types, obscures vision, and devours all organic material in its path including crops. This spell can only be employed above ground.

Quest (affects: 1 figure, duration: special, range: 3″)

The recipient is compelled to perform some quest as desired by the cleric. The referee will determine what deviation from this quest can be tolerated, considering the conduct and alignment of the recipient, before he will be afflicted by the cleric’s chosen curse.

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624 SRD spell name.
625 M&M p34 (Insect Plague): «The dimensions of the Insect Plague are 36 square inches» and S&S p14 (Spells Table) states Area: Effect: 36″ (square). This could imply either a 6″ × 6″ or 36″ × 36″ but AD&D states 36″ diameter, so DD presumes the latter. 36″ × 36″ = 1,296sq ″. 41″ diameter is the nearest-sized circle to this area but 40″ is a rounder number that suffices.
626 M&M p34 (Insect Plague): «Duration: 1 game day».
627 M&M p34 (Insect Plague): «Range: 48″».
628 M&M p34 (Insect Plague): «the Cleric calls ... a vast cloud of insects».
629 M&M p34 (Insect Plague): «... and sends them where he will, within the spell range». Nothing is said about their movement speed.
630 M&M p34 (Insect Plague): «They will ... drive creatures with less than three hit dice off in rout». DD presume creatures with fewer than 3 HD (so 1–2 HD) are generally normal-types.
631 M&M p34 (Insect Plague): «They will obscure vision».
632 SRD (Locust Swarm): «devours any organic material in its path».
633 M&M p34 (Insect Plague): «This spell is effective only above ground».
634 SRD spell name.
635 M&M p33 (Quest): «the character sent upon a Quest»; note the character, and M&M p31 (Geas): «forces the recipient»; note the recipient.
636 M&M p33 (Quest): «similar to the Geas» and M&M p31 (Geas): «Duration: Until the task is completed».
637 M&M p33 (Quest): «similar to the Geas» and M&M p31 (Geas): «Range: 3″».
638 M&M p33 (Quest): «similar to the Geas» and M&M p31 (Geas): «forces the recipient to perform some task (as desired by the Magic-User». Note forces.
639 M&M p33 (Quest): «the referee should decide if such a curse will take effect if the character ignores the Quest».
640 M&M p33 (Quest): «basing the effectiveness of the curse on ... the alignment and actions of the character so cursed».
641 M&M p33 (Quest): «Cleric may curse him with whatever he desires for failure».
**Raise Dead**

(Reversible, affects: 1 man-type, range: 12"")

Restores life to a slain man-type who has been dead no longer than four days for each level the cleric has beyond Prelate (the 7th level). The recipient must withstand adversity in order to be raised and, even then, will require two weeks of recuperation. The reverse, *Finger of Death*, causes a “death ray” to issue from the anti-cleric’s pointed finger. Any figure so targeted must save versus wands or be slain. A lawful cleric may employ this weapon in a life or death situation; any misuse immediately makes him an anti-cleric.
Magic-User Spells

1st Level Magic-User Spells

**Charm Person**  
(affects: 1 man-type, duration: special, range: 12′′) Brings a single man-type who fails to save versus spells completely under the influence of the magic-user. The charm does not affect the Undead, but otherwise lasts until it is dispelled.

**Comprehend Languages**  
(affects: self, duration: special) Enables the magic-user to read any written language, treasure map, or other directions excepting magical spells or command words. The spell lasts long enough to read two short inscriptions or one longer one.

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657 SRD spell name.
658 Implicit in the spell name: Charm a singular Person. Also S&H p12 lists the area of effect as “personal”.
659 M&M p23 (Charm Person): «until such time as the “charm” is dispelled».
660 M&M p23 (Charm Person): «Range: 12′′».
661 M&M p23 (Charm Person): «applies to all two-legged, generally mammalian figures near to or less than man-size ... including Sprites, Pixies, Nixies, Kobolds, Goblins, Orcs, Hobgoblins and Gnolls». DD surmises all these as man-types.
662 M&M p23 (Charm Person): «If the spell is successful» DD presumes that the possibility of the spell not succeeding is due to a saving throw. Not germane to these rules, but GH p21 (Charm Person) and HOLM p14 (Charm Person) both describe a saving throw to subsequently break the charm.
663 M&M p23 (Charm Person): «the charmed entity to come completely under the influence of the Magic-User».
664 M&M p23 (Charm Person): «excluding all monsters in the “Undead” class».
665 M&M p23 (Charm Person): «until such time as the “charm” is dispelled».
666 SRD spell name.
667 M&M does not explicitly state whom a Read Languages spell may affect, but BTPBD b1, p19 (Read Magic or Language) suggests: «the person casting the spell ... will be able to read».
668 M&M p23 (Read Languages): «is otherwise like the Read Magic spell» and M&M p23 (Read Magic): «The spell is of short duration (one or two readings being the usual limit)».
669 The name of the original spell is self explanatory; Read Languages. Furthermore, M&M p23 (Read Languages) says: «The means by which directions and the like are read, particularly on treasure maps».
670 The function of a Read Magic spell.
671 Extrapolation from Read Magic.
Detect Magic (affects: self, duration: 2 turns, range: 6′′) The magic-user can detect any enchantment on any figure, place, or object within range.

Hold Portal (affects: 1 portal, duration: 2–12 turns, range: 1′′) Holds one door, gate, or other portal as though it were locked. The hold is ended immediately by a Dispel Magic, a Knock spell, or if any Wizard or Superheroic magical figure tries the door.

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SRD spell name.
Implied.
674 M&M p23 (Detect Magic): «It has a ... short duration» and S&S p12 (Spell Chart) lists Turn Duration: 2.
675 M&M p23 (Detect Magic): «It has a limited range» and S&S p12 (Spell Chart) lists Range: 6′′.
676 M&M p23 (Detect Magic): «A spell to determine if there has been some enchantment laid».
677 M&M p23 (Magic-User Detect Magic) «on a person, place or thing».
678 SRD spell name.
679 M&M p23 (Hold Portal): «A spell to hold a door, gate or the like»; note a door. Additionally, S&S p12 (Spell Chart) lists Area Effect: 1 portal.
680 M&M p23 (Hold Portal): «Roll two dice to determine the duration of the spell in turns».
681 S&S p12 (Spell Chart) lists Range: 1′′.
682 M&M p23 (Hold Portal): «similar to a locking spell» which presumably refers to the Wizard Lock spell, however; DD intentionally retains only the notion of locking the portal in order that the distinction between a Hold Portal and a Wizard Lock be clearer.
683 M&M p23 (Hold Portal): «Dispel Magic ... will immediately negate it»; note immediately. DD presumes that immediately implies that the usual opposed check (c.f. Dispel Magic) is unnecessary.
684 M&M p23 (Hold Portal): «a Knock ... will open it»; DD presumes that will open it implies the Hold Portal spell is ended.
685 M&M p23 (Hold Portal): «a strong anti-magical creature will shatter it (the Balrog in the “ring Trilogy”)»; DD presumes that any magic-using figure of the Superheroic or Wizard tier qualifies as a “strong anti-magical creature”.

75
**Light**  
(affects: 3′′ diameter, duration: 6 turns + 1 turn/level, range: 12′′) Illuminates a 3′′ diameter sphere with a light not equal to full daylight.

**Protection from Evil**  
(affects: self, duration: 6 turns) This spell prevents any enchanted or conjured creature from attacking the magic-user. Other chaotic-type attacks are reduced by one hit die and the magic-user will make saving throws against them at +2. The reverse, Protection from Good, applies equally to enchanted or conjured creatures but protects against lawful attacks rather than chaotic attacks.

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686: SRD spell name.
687: M&M p23 (Magic-User Light): «A spell to cast light in a circle 3′′ in diameter».
688: M&M p23 (Magic-User Light): «It lasts for a number of turns equal to 6 + the number of levels of the user».
689: S&S p12 (Spell Chart) lists Magic-User Light with a range: 12′′.
690: SRD spell name.
691: M&M p23 (Magic-User Protection from Evil): «This spell hedges the conjurer». Note the conjurer.
692: M&M p23 (Magic-User Protection from Evil): «Duration: 6 turns».
693: M&M p23 (Magic-User Protection from Evil): «Duration: 6 turns».
695: M&M p23 (Magic-User Protection from Evil): «To keep out attacks».
696: M&M p23 (Magic-User Protection from Evil): «It also serves as an “armor” from various attack».
697: M&M p23 (Magic-User Protection from Evil): «Taking a –1 from hit dice of evil opponents». 1 HD chaotic types would attack as 0 HD types; 2 HD chaotic types would attack as 1 HD types; Etc.
698: M&M p23 (Magic-User Protection from Evil): «Adding a +1 to all saving throws». DD is intentionally off by one.
699: SRD spell name.
700: Introduction from the SRD.
Read Magic  *(affects: self, duration: special)* Enables the magic-user to decipher spells on scrolls or in spell books, or command words on magic items. Magic spells and inscriptions are incomprehensible without prior use of this spell or a similar device. The spell lasts long enough to read two short inscriptions or one longer one.

Sleep  *(affects: 1 or 4–14 figures, duration: 4–16 turns, range: 24′′)* Causes 4–14 normal-types or 1 heroic-type with up to 4 + 1 hit dice to fall asleep. The magic is indiscriminate and must affect the indicated number of creatures. Only creatures that normally sleep are affected but no saving throw is allowed.

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701 SRD spell name.
702 M&M does not explicitly state whom a Read Magic spell may affect, but BTPBD b1, p19 (Read Magic or Language) says: «the person casting the spell ... will be able to read».
703 M&M p23 (Read Magic): «The spell is of short duration (one or two readings being the usual limit)».
704 M&M p23 (Read Magic): «The means by which the incantations on an item or scroll are read».
705 Note, however, it is implicit that a magic-user must be able to read his own Read Magic spell without use of the same spell (c.f. Using Spell Scrolls).
706 M&M p23 (Read Magic): «Without such a spell or similar device magic is unintelligible to even a Magic-User».
707 M&M p23 (Read Magic): «The spell is of short duration (one or two readings being the usual limit)».
708 SRD spell name.
709 S&S p14 (Spell Chart) lists Sleep as Turn Duration: 4–16.
710 M&M p23 (Sleep): «Range: 24′′».
711 M&M p23 (Sleep): «affects from 2–16 1st level types (...), from 2–12 2nd level types (...), and from 1–6 3rd or 4th level types». The CS amends this to «affects from 2–16 1st level types (...), from 2–12 2nd level types (...), from 1–6 3rd level types, and but 1 4th level type (up to 4 + 1 HD)». DD surmises this as 4–14 normal-types or 1 heroic type of up to 4 + 1 HD.
712 Explicit in the spell name and M&M p23 (Sleep): «determine which “sleep” by random selection».
713 M&M p23 (Sleep): «The spell always affects up to the number of creatures determined by the dice».
714 Introduction. This implies that a Sleep spell will not affect oozes, plants, automatons, elementals, or the undead.
715 Implied by M&M p23 (Sleep): «The spell always affects...»; note always. Not germane to these rules, but this was made explicit in GH p21 (Sleep): «There is no saving throw against this spell» and HOLM p15 (Sleep): «There are no saving throws allowed».
Table 17: Magic-User Spells

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<td>Witch Eye</td>
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A counter spell for each italicized entry exists as a separate spell.

2nd Level Magic-User Spells

**Continuous Light**  
716 (affects: 24” diameter, 717 duration: permanent, 718 range: 12” 719) Illuminates a 24” diameter sphere around an object 720 or space 721 with light that is *not* equal to full daylight. 722

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716 The SRD presents the original *Continual Light* spell as two spells; *Continual Flame* and *Daylight*. DD introduces a preferred spell name.
717 M&M p25 (Continual Light): «a circle of illumination 24” in diameter». 
718 M&M p25 (Continual Light): «continues to shed light until dispelled». 
719 M&M p25 (Continual Light): «Range: 12”». 
720 BTPBD b1, p20 (Continual Light): «this light can be transferred to an object, such as a stick». 
721 M&M p25 (Continual Light): «creates a light wherever the caster desires». 
722 M&M p25 (Continual Light): «does not equal full daylight».
Darkvision 723 (affects: 1 creature, 724 duration: 1 day, 725 range: touch 726) The subject can see up to 6′727 in darkness.

Detect Invisibility 728 (affects: self, 729 duration: 6 turns, 730 range: 1′/level 731) The magic-user can see naturally or magically 732 invisible creatures 733 and objects. 734

723 SRD spell name. Note that while the 3LBBs’ Infravision is a 3rd level magical spell, the SRD’s Darkvision is a 2nd level spell. DD is aligned with the SRD in this regard.
724 M&M p26 (Infravision): «allows the recipient»; note the recipient. S&S also notes the Area Effect as “personal”.
725 M&M p26 (Infravision): «Duration: 1 day».
726 S&S notes the Range as “touch”.
727 M&M p26 (Infravision): «Range of infravision: 40-60′».
728 The SRD presents the original Detect Invisible (Objects) spell as See Invisibility. DD introduces a preferred spell name in alignment with other Detect spells.
729 BTPBD b1, p19 (Detect Invisible Objects): «Causes the user to be able to “see”»; note the user.
730 M&M p23–24 (Detect Invisible (Objects)): «Durations: 6 turns».
731 M&M p23-24 (Detect Invisible (Objects)): «Range: 1′ × the level of the Magic-User».
732 BTPBD b1, p19 (Detect Invisible Objects): «“see” all objects either magically or naturally invisible»
733 M&M p23–24 (Detect Invisible (Objects)): «It will also locate invisible creatures».
734 M&M p23–24 (Detect Invisible (Objects)): «to find secreted treasure hidden by an invisibility spell».
Extrasensory Perception 735 (affects: self,736 duration: 12 turns,737 range: 6”,738) Enables the magic-user to detect the presence739 of thinking creatures740 up to 6” away, even behind closed doors, beyond walls, in impenetrable darkness, or wherever else.741 The spell can penetrate up to 20ft of rock,742 but is obstructed by lead.743

Invisibility 744 (affects: 1 man-type or object,745 duration: special,746 range: 24”747) One man-type or object becomes invisible.748 If the recipient attacks the spell is ended immediately;749 otherwise, it lasts indefinitely. Note that Superheroes and above will be aware of invisible opponents within 3” even without seeing them.750

---

735 The SRD presents the original ESP spell as Detect Thoughts. DD introduces a preferred spell name.
736 M&M p25 (ESP): «allows the user to detect». Note the user.
737 M&M p25 (ESP): «Duration: 12 turns» but note also S&S (p12) has 6 turns.
739 M&M p25 (ESP): «allows the user to detect the thoughts ... of whatever lurks...» and BTPBD b1, p20 (ESP): «to detect what lies behind doors...». Note these spells are about detecting the presence of creatures, not their specific thoughts per se.
740 M&M p25 (ESP): «detect the thoughts (if any) of whatever lurks...». The parenthetical if any may imply that creatures without thoughts will not be detected.
741 BTPBD b1, p20 (ESP): «what lies behind doors, walls, etc.» and M&M p25 (ESP): «whatever lurks behind doors or in the darkness».
742 M&M p25 (ESP): «It can penetrate solid rock up to about 2’ in thickness».
743 M&M p25 (ESP): «a thin coating of lead will prevent its penetration».
744 SRD spell name.
745 M&M p24 (Invisibility): «It affects only the person or thing upon whom or which it is cast» and also M&M p23-24 (Detect Invisible (Objects)): «A spell to find secreted treasure hidden by an invisibility spell».
746 M&M p24 (Invisibility): «A spell which lasts until it is broken by...».
747 M&M p24 (Invisibility): «Range: 24”».
748 BTPBD b1, p19–20 (Invisibility): «turn the user and whatever he is wearing invisible».
749 BTPBD b1, p19–20 «As soon as an object loses contact with the caster it becomes visible, as does swords leaving scabbards, and daggers leaving sheaths» and M&M p24 (Invisibility): «a character cannot remain invisible and attack».
750 c.f. fighters, c.f. dragons.
Knock (affects: 1 closure; range: 6″) Opens a stuck, locked, or secret door, a secured gate, a magically held portal, or a similar closure.

Levitate (affects: self; duration: 6 turns + 1 turn/level) The magic-user levitates up or down at most 20ft per caster level, at a rate of 6″ per turn. The spell will not move him laterally, although he might still clamber along a wall or ceiling with his hands.

Locate Object (affects: self; duration: 2 turns; range: 6″ + 1″/level) The magic-user can sense the direction to the nearest object of a well known general type, such as a flight of stairs. A magic item could only be located if its exact nature and likeness were clearly visualized.

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751 SRD spell name.
752 S&S p12 lists Area Effect: 1 closure.
753 M&M p25 (Knock): «Range: 6″».
754 M&M p25 (Knock): «A spell which opens secret doors».
755 M&M p25 (Knock): «A spell which opens ... doors locked by magic». c.f. the Hold Portal and Wizard Lock spells.
756 M&M p25 (Knock): The trailing “etc.” implies there are other closures the spell will open.
757 SRD spell name.
758 M&M p24 (Levitate): «lifts the caster».
759 M&M p24 (Levitate): «Duration: 6 turns + the level of the user».
760 M&M p24 (Levitate): «all motion being in the vertical plane».
761 M&M p24 (Levitate): «Range (of levitation): 2″/level of Magic-User».
762 M&M p24 (Levitate): «with upwards motion at 6″/turn».
763 M&M p24 (Levitate): «the user could ... move horizontally by use of his hands».
764 SRD spell name.
765 M&M p22 (Locate Object): «The spell gives the user» Note the user.
766 S&S p12 lists duration 2 turns for Magic-User’s Locate Object spell.
767 M&M p24 (Locate Object): «Range: 6″ + 1″/level of the Magic-User».
768 M&M p24 (Magic-User Locate Object): «gives the user the direction of the object desired but not the distance».
769 Introduction from the SRD (Locate Object): «locate the nearest one of its kind if more than one is within range».
770 M&M p24 (Magic-User Locate Object): «Well known objects such as a flight of stairs leading upwards can be detected».
771 M&M p24 (Magic-User Locate Object): «the exact nature, dimensions, coloring, etc. of some magical item would have to be known»
772 SRD (Locate Object): «the direction of a ... clearly visualized object».
Phantasmal Host \(^{773}\) (affects: 3″ diameter,\(^{774}\) duration: concentration,\(^{775}\) range: 24″\(^{776}\)) Creates a vivid illusion\(^{777}\) of nearly\(^{778}\) anything or anyone on the monster list.\(^{779}\) The phantasm lasts as long as the magic-user continues to concentrate on it, or until it is intentionally touched or struck by a living creature.\(^{780}\) Damage caused will be real (shock!)\(^{781}\) if the phantasmal host is believed to be real.\(^{782}\)

\(^{773}\) Phantasmal Forces is the first Wizard spell listed in Chainmail 2nd Edition, being a spell to create «the apparition of a unit or creature»; an illusionary force as in: the armed forces. The SRD provides a 1st level Silent Image spell, a 2nd level Minor Image spell, and a 3rd level Major Image spell, the latter being the nearest reproduction of the original material. DD introduces a preferred spell name in alignment with the original context.

\(^{774}\) S&S p12 lists Area Effect: 3″ dia.

\(^{775}\) M&M p24 (Phantasmal Forces): «As long as the caster concentrates on the spell, the illusion will continue ... so there is no limit on duration».

\(^{776}\) M&M p24 (Phantasmal Forces): «Range: 24″».

\(^{777}\) M&M p24 (Phantasmal Forces): «creation of vivid illusions».

\(^{778}\) M&M p24 (Phantasmal Forces): «illusions of nearly anything the user envisions». Note nearly. The referee should exercise discretion and note the limited area of effect.

\(^{779}\) BTPBD b1, p19 (Phantasmal Forces): «The ability to create the illusion of anything or anybody on the lists of men and monsters». Note on the lists. M&M p24 expanded the scope of the spell considerably with its altered description: «illusions of nearly anything the user envisions». Rob Kuntz remarked: “I had decided very early on that the spells were pretty lopsided in the game sense and that two—phantasmal force and sleep—were the main culprits in that”. Gygax may have agreed; AD&D would promote Phantasmal Forces to a 3rd level spell and limit it to inaudible, visual effect.

\(^{780}\) M&M p24 (Phantasmal Forces): «the illusion will continue unless touched by some living creature». note touched by implies the living creature must touch the phantasm; the phantasm is not dispelled when it touches or strikes the living creature.

\(^{781}\) BTPBD b1, p19 «The Referee will roll dice for hits (shock) upon the touching of the Force on any seeing, living creature».

\(^{782}\) M&M p24 (Phantasmal Forces): «Damage caused to viewers of a Phantasmal Force will be real if the illusion is believed to be real». 

82
Protection from Missiles  

(affects: 1 creature, duration: 12 turns, range: 3"

The recipient becomes invulnerable to normal missiles fired by normal-types. Protection does not extend to boulders hurled by giants, normal missiles fired by heroic-types, or enchanted missiles of any sort.

Witch Lock

(affects: 1 closure, duration: permanent, range: 1"

A Hold Portal-type spell that lasts indefinitely and can be placed on portals, chests, and anything else that can be opened. A higher tier magic-user can bypass a Witch Lock without ending it, as can a Knock spell. Otherwise, it will be ended if any Wizard or Superheroic magical figure tries the door. A Dispel Magic can end it normally.

The SRD presents the original Protection from Normal Missiles spell as Protection From Arrows. DD introduces a preferred spell name. Note that the original is a 3rd level spell, while the SRD provides a 2nd level spell; DD is aligned with the SRD in this regard.


M&M p26 (Protection from Normal Missiles): «Duration: 12 turns».

M&M p26 (Protection from Normal Missiles): «Range: 3”».

M&M p26 (Protection from Normal Missiles): «becomes impervious to normal missiles».

M&M p26 (Protection from Normal Missiles): «those missiles projected by normal (not above normal) men».

Corollary of the original spell name: Protection from Normal Missiles.

The SRD presents the original Wizard Lock spell as Arcane Lock. DD introduces a preferred spell name.

M&M p24 (Wizard Lock): «Similar to a Hold Portal» and M&M p23 (Hold Portal): «A spell to hold a door, gate or the like»; note a door. S&S p12 (Spell Chart) lists Area Effect: 1 closure.

M&M p23 (Wizard Lock): «this spell lasts indefinitely».

S&S p12 (Spell Chart) lists Range: 1”.

M&M p24 (Wizard Lock): «Similar to a Hold Portal».

BTPBD b1, p20 (Wizard Lock): «on the portal (or chest or whatever)».

DD compares (fighting capability) tier rather than experience level.

M&M p24 (Wizard Lock): «A Wizard Lock can be passed through ... by a Magic-User three levels above the one who placed the spell».

DD presumes that a Knock will open, but not end, the spell. In this way a Wizard Lock is superior to a Hold Portal.

M&M p23 (Hold Portal): «a strong anti-magical creature will shatter it (the Balrog in the “ring Trilogy”)»; DD presumes that any Wizard- or magic-using Superheroic-tier figure is a “strong anti-magical creature”.

Logical extrapolation. Note that in this way a Wizard Lock is superior to a Hold Portal.
3rd Level Magic-User Spells

Circle of Invisibility  
(affects: 1′′ radius, duration: special, range: 24′′) All man-types or objects within 1′′ of the target become invisible. If any recipient takes hostile action the spell is ended immediately; otherwise, it lasts indefinitely. Note that Superheroes and above will be aware of invisible opponents within 3′′ even without seeing them.

Circle of Protection from Evil  
(affects: 1′′ radius, duration: 12 turns) As per the Protection from Evil spell, except that it extends to a 1′′ radius around the magic-user.

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801 The SRD presents the original Invisibility, 10ft Radius spell as Invisibility Sphere. DD introduces a preferred spell name.
802 Explicit in the original spell name.
803 M&M p24 (Invisibility): «A spell which lasts until it is broken».
804 M&M p24 (Invisibility): «Range: 24′′».
805 M&M p25 (Invisibility, 10’ radius): «An Invisibility spell with an extended projection» and M&M p24 (Invisibility): «affects only the person or thing upon whom or which it is cast».
806 BTPBD b1, p19–20 (Invisibility): «turn the user and whatever he is wearing invisible».
807 BTPBD b1, p19–20 «As soon as an object loses contact with the caster it becomes visible, as does swords leaving scabbards, and daggers leaving sheaths» and M&M p24 (Invisibility): «a character cannot remain invisible and attack».
808 c.f. fighters, c.f. dragons.
809 The SRD presents the original Protection from Evil, 10ft Radius spell as Magic Circle Against Evil. DD introduces a preferred spell name.
810 Explicit in the original spell name.
811 M&M p25 (Magic-User Protection from Evil, 10’ Radius): «lasts for 12 rather than 6 turns».
813 Implicit in the original spell name: Protection from Evil, 10’ Radius.
**Clairvoyeur** 814 (affects: self, duration: 12 turns, range: 6′′) Enables the magic-user to sense whatever thinking creatures up to 6′ away are seeing and hearing, even behind closed doors, beyond walls, or wherever else. The spell can penetrate up to 20ft of rock, but is obstructed by lead.

**Dispel Magic** 823 (affects: 1 enchantment, range: 12′′) Will completely annul almost any enchantment or magic spell made by a lower or equal level caster. Otherwise, the probability of dispelling a more powerful caster’s charm is the ratio of the magic-user’s

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814 The SRD merges the original *Clairvoyance* and *Clairaudience* spells into the *Clairaudience/Clairvoyance* spell. DD introduces a preferred spell name.
815 M&M p25 (Clairvoyance): «Same as ESP spell» and M&M p25 (ESP): «allows the user to detect». Note *the user*.
818 M&M p25 (Clairvoyance): «Same as ESP spell except the spell user can visualize» and M&M p25 (Clairaudience): «Same as Clairvoyance except it allows hearing». These spells offer visualisation/hearing rather than mere detection alone. DD positions visualisation and hearing as *sensing*.
819 M&M p25 (ESP): «detect the thoughts (if any) of whatever lurks». The *if any* implies that creatures without thoughts will not be detected.
820 BTPBD b1, p20 (ESP): «what lies behind doors, walls, etc.» and M&M p25 (ESP): «whatever lurks behind doors or in the darkness».
821 M&M p25 (ESP): «It can penetrate solid rock up to about 2′ in thickness».
822 M&M p25 (ESP): «a thin coating of lead will prevent its penetration».
823 SRD spell name.
824 CM p28 (c.f. CM3 p31)(Wizards): «can successfully cast a counter-spell» implies a single counter-spell, and BTPBD b1, p20 (Dispell Magic): «to remove any one spell or enchantment» is explicit that one singular spell or enchantment is removed. M&M p25 (Dispell Magic) states «a ratio of the dispeller over the original spell caster»; note *the original spell*, likewise implies a single spell. Interestingly S&S says: Area Effect: 3′′ dia.
825 M&M p25 (Dispell Magic): «Range: 12′′».
826 Implicit in the spell name, and also BTPBD b1, p20 (Dispell Magic): «It either works or it doesn’t».
827 M&M p25 (Dispell Magic): «dispelling enchantments of most kinds».
828 M&M p25 (Dispell Magic): «The success of a Dispell Magic spell is a ratio of the dispeller over the original spell caster». Thus, a caster of at least equal level will always succeed.
level over his opponent’s level. Magic items are unaffected.

**Fireball** (affects: 2” radius, range: 24”834) Enables the magic-user to throw a missile from his finger which will explode to fill a 2” radius, or an equivalent volume of available space. All figures within the burst—even the caster—suffer one die damage per level of the magic-user. A successful saving throw versus breath weapon will reduce this damage by half. Note that a fireball will melt gold, silver, and jewellery, devaluing it by 10–60%.

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829 M&M p25 (Dispell Magic): «The success of a Dispell Magic spell is a ratio of the dispeller over the original spell caster, so if a 5th level Magic-user attempts to dispell the spell of a 10th level Magic-User there is a 50% chance of success».

830 M&M p25 (Dispell Magic): «except those on magical items».

831 SRD spell name (which differs from the 3LBBs’ Fire Ball.)

832 M&M p25 (Fire Ball): «a burst radius of 2’».

833 Note: no duration, although M&M gives «one turn».

834 M&M p25 (Fire Ball): «Range: 24”. After CM, after PATT.

835 CM p28 (Wizards): «A Wizard can throw ... A fire ball ... or a lightning bolt» and M&M (Fire Ball): «A missile which springs from the finger of the Magic-User».

836 M&M p25 (Fire Ball): «It explodes with a burst area».  

837 M&M p25 (Fire Ball): «In a confined space the Fire Ball will generally conform to the shape of the space (elongate or whatever)».

838 U&WA p9 (The Move/Turn in the Underworld): «Fire Balls and Lightning Bolts to be hurled in confined spaces ... it is suggested that the confined space cause these missiles to rebound toward the sender» and M&M p25–26 (Lightning Bolt): «possibly striking its creator». DD presumes this same risk to the sender exists in the case of fireball.

839 M&M p25 (Fire Ball): «The damage caused by the missile will be in proportion to the level of its user. A 6th level Magic-User throws a 6-die missile, a 7th a 7-die missile, and so on». Note that an 8 dice fireball is the maximum explicitly stated: M&M p25 (Fire Ball): «Staves are 8-die missiles».

840 PATT and CM both detail a saving throw versus Fire Ball. M&M indicates that saving throws are generally applicable versus spells, and explicitly mentions a saving throw versus wand and stave Fire Balls.

841 DD presumes the Breath Weapon category of saving throws is applicable versus all area effects.

842 M&M p20–21 (Saving Throw Matrix): «Wands of ... fire balls ... and staves are treated as indicated, but saving throws being made result in one-half damage». DD presumes the same applies to spells thrown by magic-users.

843 M&T p40 (Gems and Jewelry): «Metal is melted to solid lumps by fire or lightning ... will devalue Jewelry by 25%». DD introduces the random element.
Fly (affects: self, duration: 1–6 turns + 1 turn/level) Enables the magic-user to fly at a movement rate up to 12′′. The spell duration is determined secretly by the referee.

Haste (affects: 4–24 figures, duration: 3 turns, range: 24′′) 4–24 figures within a 5′′ radius are hasted. Those nearest to the target are always affected first, adding 50% to their movement speed. Haste counters Slow and vice versa.

SRD spell name.

M&M p25 (Fly): «the user is able to fly». Note the user.

M&M p25 (Fly): «lasts for the number of turns equal to the level of the Magic-User plus the number of pips on a six-sided die».

M&M p25 (Fly): «the user is able to fly at a speed of up to 12′′/turn».

M&M p25 (Fly): «lasts for ... plus the number of pips on a six-sided die which is secretly determined by the referee».

SRD spell name.

M&M p26 (Haste Spell): «exactly the opposite of a Slow Spell in effect» and M&M p26 (Slow Spell): «effects up to 24 creatures». DD presumes that four six-sided dice should be thrown.

M&M p26 (Haste Spell): «exactly the opposite of a Slow Spell in effect» and M&M p26 (Slow Spell): «Duration: 3 turns».


M&M p26 (Slow Spell) specifies: «effects ... creatures in a maximum area of 6′′ x 12′′». DD specifies all area effects as circular radii. 6 x 12 is 72sq′′, to which the nearest circular radius is 5′′ (equivalent to an area of 78.5sq′′).

Introduction. Implies an indiscriminate area effect.

The 3LBBs’ Haste spell is «exactly the opposite of a Slow Spell in effect» with the precise effect of the latter being undefined. CM3 would later (1975) state a Slow spell «causes up to 20 figures to move at one-half speed» and a Haste spell «speeds the movement of up to 20 figures by 50%».

M&M p26 (Haste Spell): «it will counter its opposite and vice-versa».
Hold Person  

(affects: 1 or 1–4\textsuperscript{858} man-types,\textsuperscript{859} duration: 6
turns + 1 turn/level,\textsuperscript{860} range: 12′\textsuperscript{861}) 1–4 man-types are held para-
lyzed\textsuperscript{862} if they fail to save\textsuperscript{863} versus paralysis.\textsuperscript{864} If a single figure is
targeted his saving throw is penalized\textsuperscript{865} by −4.\textsuperscript{866}

\textsuperscript{857}SRD spell name.
\textsuperscript{858}M&M p25 (Hold Person): «will effect from 1-4 persons. If it is cast at
only a single person».
\textsuperscript{859}M&M p23 (Charm Person): «applies to all two-legged, generally mammalian fig-
ures near to or less than man-size, excluding all monsters in the “Undead”
class but including Sprites, Pixies, Nixies, Kobolds, Goblins, Orcs, Hobgob-
lins and Gnolls». DD surmises all these as “man-types”.
\textsuperscript{860}M&M p33 (Magical Hold Person): «Duration: 6 turns + level of the
caster».
\textsuperscript{861}M&M p33 (Hold Person): «Range: 12″».
\textsuperscript{862}M&M is ambiguous as to the exact effect of a Hold Person spell, but
BTPBD \texttext{b1}, p20 is less so (Hold Person): «paralizes the person for the
number of turns». DD restates this interpretation.
\textsuperscript{863}BTPBD \texttext{b1}, p20 (Hold Person): «paralizes the person for the number of
turns» so affects one person without any saving throw. M&M p25 (Magic-
User Hold Person): «It will effect from 1–4 persons» could be read as having
no saving throw. However «If it is cast at only a single person ... reducing the
target’s saving throw» explicitly offers a saving throw to a single target. DD
presumes that all targets have a saving throw against this magic, implying
it is possible for this 2nd level spell to have no effect whatever, should all
targeted figures make their saves.
\textsuperscript{864}BTPBD \texttext{b1}, p20 (Hold Person) states: «paralizes the person». However,
M&M states explicitly the saving throw is «against magic». DD is inten-
tionally different to the original in this case, having a saving throw versus
paralysis.
\textsuperscript{865}M&M p25 (Magic-User Hold Person): «If it is cast at only a single person
it has the effect of reducing the target’s saving throw».
\textsuperscript{866}M&M p25 (Magic-User Hold Person): «reducing the target’s saving throw
... by −2». DD is intentionally off by one. The 3LBBs specify −2; DD
instead specifies −4.
**Lightning Bolt**  
867 (affects: 6′′, range: 24′′869) Generates a stroke of lightning beginning up to 18′′ away and extending exactly 6′′, to its maximum range of 24′′. It will pass through figures870 but rebound off walls, doubling back871 so that it is always 6′′ long. All figures touched—even the caster872—suffer one die damage per level of the magic-user.873 A successful saving throw874 versus wands875 will reduce this damage by half.876 Note that a lightning bolt will melt gold, silver, and jewellery, devaluing it by 10–60%.877

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867 SRD spell name.
868 M&M p25–26 «a lightning bolt 6′′ long and up to 3/4′′ wide». DD surmises the area of effect to be a 6′′ long line of narrow width.
869 M&M p25–26 (Lightning Bolt): «the head of the missile may never extend beyond the 24′′ range». The tail-end of the missile is therefore a maximum of 24′′ – 6′′ = 18′′ away.
870 CM p28 (c.f. CM3 p31) (Wizards): «a lightning bolt ... equal to a heavy field gun» and CM p12–13 (Method of Fire): «pass directly over, rest on, or point to the specified target ... All figures that are touched ... are eliminated». Thus all figures in line are affected.
871 M&M p25–26 (Lightning Bolt): «If the space is not long enough to allow its full extension, the missile will double back» and U&WA p9 (The Move/Turn in the Underworld): «it is suggested that the confined space cause these missiles to rebound toward the sender».
872 M&M p25–26 (Lightning Bolt): «possibly striking its creator» and U&WA p9 (The Move/Turn in the Underworld): «a Lightning bolt thrown down a corridor 40 feet long will rebound ... and this will mean the sender is struck by his own missile».
873 M&M p25–26 (Lightning Bolt): «similar to a Fire Ball» and M&M p25 (Fire Ball): «The damage caused by the missile will be in proportion to the level of its user. A 6th level Magic-User throws a 6-die missile, a 7th a 7-die missile, and so on». Note that an 8 dice missile is the maximum explicitly stated: M&M p25 (Fire Ball): «Staves are 8-die missiles».
874 M&M p25–26 (Lightning Bolt): «similar to a Fire Ball» and PATT and CM both detail a saving throw versus Fire Ball. M&M indicates that saving throws are generally applicable versus spells.
875 DD presumes the Wands category of saving throws is employed versus all ray effects.
876 M&M p20-21 (Saving Throw Matrix): «Scoring the total indicated above (or scoring higher) means the weapon has no effect (death ray, polymorph, paralization, stone, or spell) ... Wands of ... lightning ... and staves are treated as indicated, but saving throws being made result in one-half damage». DD presumes the same applies to spells thrown by magic-users.
877 M&T p40 (Gems and Jewelry): «Metal is melted to solid lumps by fire or lightning. Fire will not destroy Gems ... but lightning will. Both will devalue Jewelry by 25%». DD introduces the random element.
Plant Growth  
(affects: 33″ diameter, duration: until dispelled, range: 12″)
Causes ordinary brush or woods in an area of up to 33″ diameter, or an equivalent area, to become absurdly overgrown and virtually impassable. The magic lasts until it is dispelled.

Slow
(affects: 4–24 figures, duration: 3 turns, range: 24″)
4–24 figures within a 5′′ radius are slowed. Those nearest to the target are always affected first, subtracting 50% from their movement speed. Slow counters Haste and vice versa.

SRD spell name. Note the original Growth of Plants is a 4th level spell, whereas the SRD’s Plant Growth is a 3rd level spell. DD is aligned with the SRD in this regard.

M&M p25 (Growth of Plants): «will effect an area of up to 30 square inches, the dimensions decided by the caster of the spell». DD states all area effect in terms of circular radii, of which a 33″ diameter is the nearest equivalent area to the stated 30″ square.

M&M p25 (Growth of Plants): «Duration: until the spell is negated by a Dispell Magic».
M&M p25 (Growth of Plants): «Range: 12″».

M&M p25 (Growth of Plants): “up to” is significant insofar as the original spell description states: «the dimensions decided by the caster of the spell».

M&M p25 (Growth of Plants): «to become thickly overgrown and entangled ... so as to make the area virtually impassable».

M&M p26 (Haste Spell): «exactly the opposite of a Slow Spell in effect»
M&M p26 (Slow Spell): «effects up to 24 creatures». DD presumes that four six-sided dice should be thrown.

M&M p26 (Haste Spell): «exactly the opposite of a Slow Spell in effect»
M&M p26 (Slow Spell): «Duration: 3 turns».

M&M p26 (Haste Spell): «exactly the opposite of a Slow Spell in effect»
M&M p26 (Slow Spell): «Range: 24″».

M&M p26 (Slow Spell) specifies: «effects ... creatures in a maximum area of 6′′ x 12″». DD specifies all area effect spells as circular radii. 6 x 12 is 72sq”, to which the nearest circular radius is 5″ (equivalent to an area of 78.5sq”).

Introduction. Implies an indiscriminate area effect.

The 3LBBs’ Haste spell is «exactly the opposite of a Slow Spell in effect» with the precise effect of the latter being undefined. CM3 would later (1975) state a Slow spell «causes up to 20 figures to move at one-half speed» and a Haste spell «speeds the movement of up to 20 figures by 50%».

M&M p26 (Haste Spell): «it will counter its opposite and vice-versa».
Water Breathing \(^{892}\) (affects: 1 figure, \(^{893}\) duration: 12 turns, \(^{894}\) range: \(3''^{895}\)) A targeted figure is empowered to breathe normally under water. \(^{896}\)

4th Level Magic-User Spells

Animal Growth \(^{897}\) (affects: 1–6 animals, \(^{898}\) duration: 12 turns, \(^{899}\) range: \(12''^{900}\)) Causes 1–6 normal-sized animals to grow to giant size, \(^{901}\) assuming the game statistics of the giant sort. \(^{902}\)

Animate Dead \(^{903}\) (affects: special, range: \(3''^{904}\)) Causes nearby bones or bodies \(^{905}\) to rise as undead skeletons or zombies under the magic-user’s command. \(^{906}\) 1–6 undead are animated for every experience level the magic-user possesses \(^{907}\) beyond Magician (the 6th). \(^{908}\) Thus a 7th level magic-user can animate 1–6 undead, an 8th level

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\(^{892}\) SRD spell name.

\(^{893}\) S&S p13 (Spell Table): Lists Area Effect: personal.

\(^{894}\) M&M p26 (Water Breathing): «Duration: 12 turns».

\(^{895}\) M&M p26 (Water Breathing): «Range 3’’».

\(^{896}\) M&M p26 (Water Breathing): «A spell whereby it is possible to breathe under water without harm or difficulty».

\(^{897}\) SRD spell name. Note the original Growth of Animals is a 5th level spell, whereas the SRD’s Animal Growth is a 4th level spell. DD is aligned with the SRD in this regard.

\(^{898}\) M&M p31 (Growth of Animals): «will cause from 1–6 normal-sized animals...».

\(^{899}\) M&M p31 (Growth of Animals): «Duration: 12 turns».

\(^{900}\) M&M p31 (Growth of Animals): «Range 12’’». 

\(^{901}\) M&M p31 (Growth of Animals): «1–6 normal-sized animals (not merely mammals) to grow to giant-size».

\(^{902}\) M&M p31 (Growth of Animals): «with proportionate attack capabilities».

\(^{903}\) SRD spell name.

\(^{904}\) S&S p13 (Animate Dead) states Range: 1’’. DD extends this to 3’’ in order that ranges are consistently factors of 3’’.

\(^{905}\) M&M p29 (Animate Dead): «For the number of dead animated». Note that a number of existing “dead” are animated.

\(^{906}\) M&M p29 (Animate Dead): «The creation of animated skeletons or zombies» and SRD (Animate Dead): «undead skeletons or zombies that follow your spoken commands ... The undead you create remain under your control».

\(^{907}\) M&M p29 (Animate Dead): «For the number of dead animated simply roll one die for every level above the 8th the Magic-User is».

\(^{908}\) M&M p29 (Animate Dead): «M&M p29 (Animate Dead) states «roll one die for every level above the 8th the Magic-User is» with 9th experience level being the earliest a magic-user could memorise the 5th level spell. However,
magic-user can animate 2–12 undead, and so on. They will obey until destroyed in combat or dispelled.

**Charm Monster**

(affects: 1 or 3–18 creatures, range: 12′′)

Brings 3–18 normal-tier figures or a single super-normal figure that fails to save versus spells completely under the influence of the magic-user. The charm does not affect the undead, but otherwise lasts until it is dispelled.

per the SRD, DD has Animate Dead as a 4th level spell which is employable from 7th experience level.

909 M&M p29 (Animate Dead): «For the number of dead animated simply roll one die for every level above the 8th the Magic-User is». Note that use of this spell beings sooner for the DD magic-user.

910 M&M p29 (Animate Dead): «The spell lasts until dispelled or the animated dead are done away with».

911 SRD spell name.

912 M&M p27 (Charm Monster): «otherwise identical to the Charm Person spell» and p23 (Charm Person): The spell name itself implies one person is affected. Also S&S p13 lists Charm Monster’s area of effect as “1 monster”.

913 M&M p27 (Charm Monster): «determine how many are effected by the spell by rolling three six-sided dice».

914 M&M p27 (Charm Monster): «Range: 12′′».

915 DD presumes monsters with “three or fewer” hit dice implies “normal-tier” figures with sub-heroic fighting capability. Excluding the undead (see below), these include; men and other man-types, horses, dryads, pegasi, and green slimes. Whether 3 HD figures with Hero–1 FC (hippogriffs, gray ooze, and DD’s cockatrices) should be affected is left to the referee’s discretion.

916 DD presumes that any figure with above normal (i.e., hero, wizard, or superhero) fighting capability is a “super normal” type.

917 M&M p27 (Charm Monster): «otherwise identical to the Charm Person spell» and M&M p23 (Charm Person): «If the spell is successful». DD presumes that the possibility of the spell not succeeding is due to a saving throw versus spells. Not germane to these rules, but GH p21 (Charm Person) and HOLM p14 (Charm Person) both describe a saving throw to subsequently break the charm.

918 M&M p27 (Charm Monster): «otherwise identical to the Charm Person spell» and M&M p23 (Charm Person): «the charmed entity to come completely under the influence of the Magic-User».

919 M&M p27 (Charm Monster): «counterpart of a Charm Person spell which is employable against all creatures» and M&M p27 (Charm Monster): «otherwise identical to the Charm Person spell» and M&M p23 (Charm Person): «excluding all monsters in the “Undead” class».

920 M&M p27 (Charm Monster): «otherwise identical to the Charm Person spell» and M&M p23 (Charm Person): «until such time as the “charm” is dispelled».
**Confusion** causes confusion in 4–14 figures. Normal-types are affected immediately with no saving throw. Heroic-types are affected only after a delay of 2–12 turns −1 turn per level of the magic-user (with any negative delay indicating an immediate effect). Additionally, heroic-types are allowed a saving throw versus spells to ignore the effect each turn. Otherwise, an affected figure’s behavior is determined randomly each turn with a throw of two six-sided dice as follows: 2–5: attack enemies, 6–8 do nothing, 9–12 attack each other.

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921 SRD spell name. Notable that the 3LBB *Confusion* spell has a rather confusing description.

922 M&M p27 (Confusion): «will effect ... two six-sided dice ... +1 for each level above the 8th». DD simplifies this to a generic +2 adjustment.

923 M&M p27 (Confusion): «Duration: 12 turns».

924 M&M p27 (Confusion): «Range: 12′′».

925 Implicit in the spell name and BTPBD b1, p21 (Confusion): «creatures affected ... will behave in a confused manner».

926 M&M p27 (Confusion): «will immediately effect creatures with two or fewer hit-dice». DD presumes these to be normal-types.

927 M&M p26 (Confusion): «For creatures above two hit dice...». The corollary of DD’s presumption re: normal-types; the super normal-types are presumed to be heroic-types.

928 M&M p26 (Confusion): «to determine when the spell takes effect: score of a twelve-sided die roll less the level of the magic-User».

929 M&M p27 (Confusion): «Creatures with four or more hit dice will have saving throws against magic». DD presumes these to be heroic-types.

930 M&M p27 (Confusion): «on those turns they make their saving throws they are not confused; but this check must be made each turn the spell lasts, and failure means they are confused».

931 M&M p27 (Confusion): «Confused creatures will attack the Magic-User’s party (dice score 2–5), stand around doing nothing (6–8), or attack each other (9–12)».
**Dimension Door**  
(affects: self, range: 36") This limited teleportation spell will transport the magic-user instantaneously to anywhere within 36", specified by distance and direction.

**Hallucinatory Terrain**  
(affects: 14" diameter, range: 24") Creates a broad scale illusionary swamp, hill, ridge, wood, or whatever that convincingly conceals the true terrain. The hallucination will not stand up to close inspection, however, and is ended by inquiring contact.

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932 SRD spell name.
933 M&M p28 (Dimension Door): «the user always arrives exactly where he calls». Note the user. Also, S&S p13 (Dimension Door) states Area Effect: personal.
934 M&M p28 (Dimension Door): «transported up to 36"».
935 M&M p28 (Dimension Door): «A limited Teleport spell».
936 M&M p28 (Dimension Door): «instantaneously transported».
937 M&M p28 (Dimension Door): «the user always arrives exactly where he calls, i.e. 12" upwards, 32" east, etc».
938 SRD spell name.
939 S&S p13 (Spell Chart) lists Area Effect: 144" (square). DD presumes this means 12" × 12" (few wargame boards would be 144" × 144"). DD states all area effect in terms of circular radii, of which a 14" diameter is the nearest equivalent area to 144" square.
940 M&M p28 (Hallucinatory Terrain): «Range: 24"».
941 M&M p28 (Hallucinatory Terrain): «a swamp, hill, ridge, woods, or the like».
942 M&M p28 (Hallucinatory Terrain): «can be concealed or made to appear».
943 M&M p28 (Hallucinatory Terrain): «The spell is broken when the magicked area is contacted by an opponent». DD acknowledges that not all figures are necessarily opponents, thus; “contacted by an opponent” is restated as “inquiring contact”.

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Polymorph Other \(^944\) (affects: 1 figure,\(^945\) duration: permanent,\(^946\) range: 6'\(^947\)) Transforms one figure into any living creature the magic-user desires.\(^948\) If he withstands adversity\(^949\) the recipient will assume the physical qualities of the creature he resembles, while retaining his own mental qualities\(^950\) and hit points.\(^951\) Unless dispelled\(^952\) sooner, the recipient’s intelligence will drop by 1 point each day\(^953\) until it is equal or less than that of the beast he resembles, when he literally becomes that beast and acts accordingly.\(^954\)

\(^944\)SRD 3.0 spell name.
\(^945\)S&S p13 (Polymorph Others): Area Effect: 1 monster.
\(^946\)M&M p26 (Polymorph Others): «lasts until it is dispelled».
\(^947\)M&M p26 (Polymorph Others): «Range: 6'».
\(^948\)BTPBD b1, p21 (Polymorph Others): «turns others into any living creatures desired». Note living creatures; so no undead, machines, or animated matter. Whether elementals and oozes are considered to be living creatures would be a matter of referee discretion.
\(^949\)M&M p10 (Constitution): «withstand being paralyzed, turned to stone, etc.» Note etc. implies additional cases, and BTPBD b2, p4 (Health—the precursor to constitution): «how well a person stands up under the strain of events (such as being turned ... into a toad)». Not seminal to DD, but PHB p12 (System Shock Survival) explicitly mentions Polymorph Other.
\(^950\)M&M p26 (Polymorph Others): «The spell gives all characteristics of the form of the creature, so a creature polymorphed into a dragon acquires all of the dragon’s ability—not necessarily mentality, however» and BTPBD b1, p21 (Polymorph Others): «The affected creature takes on all of the attributes of the creature he has been changed into, except in consciousness». “Mental qualities” presumably include alignment, intelligence/wisdom, personality, the ability to speak and to cast spells.
\(^951\)M&M p26 (Polymorph Others): «a troll polymorphed into a snail would have innate resistance to being stepped on and crushed by a normal man» implies the troll retains its usual resilience. DD presumes this resilience is represented as hit points. Not seminal to DD but PHB p78 (Polymorph Other) retains this notion, stating that a brontosaurus polymorphed into an ant would be impossible to crush. Note also SRD (Baleful Polymorph): «The target retains its own hit points».
\(^952\)M&M p26 (Polymorph Others): «lasts until it is dispelled» and BTPBD b1, p21 (Polymorph Others) «The spell must be removed (Dispell Magic) in order to negate its effects, and intelligence will return at once». Presumably, the latter can only occur while the player retains his own personality.
\(^953\)BTPBD b1, p21 (Polymorph Others): «Player intelligence after change will reduce at the rate of 1 point per every day of enchantment».
\(^954\)BTPBD b1, p21 (Polymorph Others): «When intelligence becomes zero, the affected person will have the intelligence of the beast he is, and will act accordingly». Not seminal to DD but PHB p78 (Polymorph Other) retains this notion, requiring the player to throw a percentile check—adjusted for intelligence—each day until he becomes the beast he resembles.
**Polymorph Self** \(^{955}\) (affects: self, duration: 6 turns + 1 turn/level\(^{957}\))

The magic-user takes the form\(^{958}\) of any creature he desires. He assumes the size, shape, and mobility\(^{959}\) of the creature he resembles,\(^{960}\) but not its fighting capability,\(^{961}\) or other powers.\(^{962}\)

**Remove Curse** \(^{963}\) (affects: 1 curse, range: touch\(^{965}\)) Lifts one curse from a creature or object,\(^{966}\) causing the latter to become a normal, unenchanted item of its type,\(^{967}\) but not neutralizing a cursed scroll before it has been read.\(^{968}\)

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\(^{955}\)SRD 3.0 spell name.

\(^{956}\)Implicit in the spell name. M&M p26 (Polymorph Self): «A spell allowing the user to...». Note the user, and S&S p13 (Polymorph Self): Area Effect: personal.

\(^{957}\)M&M p26 (Polymorph Self): «Duration: 6 turns + the level».

\(^{958}\)M&M p26 (Polymorph Self): «allowing the user to take the shape of...». Note take the shape of implies the magic-user only takes the shape of rather than becomes. Note also CM3 p32 (Polymorph): «change himself into the semblance of anything». Note semblance of.

\(^{959}\)M&M p26 (Polymorph Self): «may turn himself into a dragon ... will be able to fly».

\(^{960}\)M&M p26 (Polymorph Self): «the thing he has polymorphed himself to resemble». Note resemble.

\(^{961}\)M&M p26 (Polymorph Self): «he will not thereby acquire the combat abilities of the thing...».

\(^{962}\)M&M p26 (Polymorph Self): «may turn himself into a dragon ... will not gain the ability to fight and breathe...».

\(^{963}\)SRD spell name.

\(^{964}\)M&M p26 (Remove Curse): «to remove any one curse».

\(^{965}\)M&M p26 (Remove Curse): «Range: Adjacent to the object» and S&S p13 lists range as touch.

\(^{966}\)M&M p26 (Remove Curse) is explicit that curses can be removed from objects (e.g., «using this spell on a “cursed sword”»). It is implicit that curses can be removed from creatures insofar as the Quest spell states that creatures may be cursed (e.g., «the Cleric may curse him»); DD presumes the reverse is possible. Moreover, the SRD has «removes all curses on an object or a creature».

\(^{967}\)M&M p26 (Remove Curse): «using this spell on a “cursed sword” ... would make the weapon an ordinary sword».

\(^{968}\)BTPBD b1, p22 (Remove Curses): «will not neutralize a cursed scroll before it is read».
Wall of Fire 969 (affects: up to 10′′ wall,970 range: 6″) Conjures a blazing curtain of fire972 which will burn for as long as the magic-user concentrates on it.973 It can be straight or curved974 to a combined height and width up to 10″—including a 3″ diameter circle of 1″ flames,975 The wall is opaque976 and impenetrable to normal-types.977 Heroic/fantastic-types978 will suffer 1–6 hit points of damage for bursting through;979 the undead will instead suffer 2–12 hit points.980

969SRD spell name.
970M&M p26–27 (Wall of Fire): «The shape of the wall can be either a plane of up to 6″ width and 2″ in height, or it can be cast in a circle of 3″ diameter and 2″ in height». The former has summed dimensions of 6″ + 2″ = 8″; the latter has a circumference of 9.4″ and thus summed dimensions of 9.4″ + 2″ = 11.4″. The mean summed dimension of these two forms is near to 10″, which is also consistent with dimensions of a Wall of Stone.
971M&M p26–27 (Wall of Fire): «Range: 6″».
972M&M p26–27 (Wall of Fire): «will create a wall of fire».
973M&M p26–27 (Wall of Fire): «lasts until the Magic-User no longer concentrates to maintain it».
974M&M p26–27 (Wall of Fire): «The shape of the wall can be either a plane... or it can be cast in a circle...». DD extrapolates “circle” to “curved”.
975M&M p26–27 (Wall of Fire): «can be cast in a circle of 3″ diameter and 2″ in height». A 3″ diameter circle has a circumference of 9.4″. Adding 2″ height makes a sum dimension of 11.4″. DD adjusts this to 1″ height to make the sum dimension 10.4″; near enough to the stated area of effect of up to 10″.
976M&M p26–27 (Wall of Fire): «The fire wall is opaque».
977M&M p26–27 (Wall of Fire): «It prevents creatures with under four hit dice from entering/passing through». DD presumes these represent normal-types.
978The corollary of DD’s presumption re: normal-types; the super normal-types are presumed to be heroic-types.
979M&M p26–27 (Wall of Fire): «Undead will take two dice ... and other creatures one die (1–6) when breaking through the fire».
980M&M p26–27 (Wall of Fire): «Undead will take two dice of damage (2–12) ... when breaking through the fire». It is, perhaps, curious that while clerics are the undead’s nemesis, this non-clerical spell is doubly effective versus undead.
Wall of Ice  
(affects: up to 10′′ wall, range: 6′′
Conjures a steaming cold wall of 6in thick ice. It can be straight or curved to a combined height and width up to 10′—including a 3′ diameter circle of 1′ tall ice. The wall is impenetrable to normal-types and negates fire-based spells and special abilities. Heroic-types will suffer 1–6 hit points of damage for crashing through; fire-based creatures instead suffer 2–12 hit points.

Witch Eye  
(affects: self, duration: 6 turns, range: 0′′/24′′) 
Conjures an invisible, floating eye that moves at a rate of 12′′/turn.

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981 SRD spell name.
982 M&M p27 (Wall of Ice): «dimensions like that of a Wall of Fire». c.f. Wall of Ice.
983 M&M p27 (Wall of Ice): «Range: 12′′». However, S&S p13 (Spell Chart) lists Range: 6′′. DD is aligned to S&S in this regard for consistency with the similar Wall of Fire spell.
984 M&M p27 (Wall of Ice): «a wall of ice six inches thick».
985 c.f. similar Wall of Fire.
986 M&M p27 (Wall of Ice): «It may be broken through by creatures with four or more hit dice» imply that it is impenetrable to creatures with fewer than four hit dice. DD presumes to represent these as normal-types.
987 M&M p27 (Wall of Ice): «It negates the effects of creatures employing fire and/or fire spells».
988 The corollary of DD’s presumption re: normal-types; the super normal-types are presumed to be heroic-types.
989 M&M p27 (Wall of Ice): «It may be broken through ... with damage equal to one die (1–6) for non-fire employing creatures». Exactly how creature can break through is left to the referee’s discretion.
990 M&M p27 (Wall of Ice): «double that for fire-users».
991 The SRD presents the original Wizard Eye spell as the Arcane Eye spell. DD introduces a preferred spell name.
992 M&M p28 (Wizard Eye): «allows the user to send». Note the user. and S&S p13 (Wizard Eye) states Area Effect: personal.
993 M&M p28 (Wizard Eye): «Duration: 6 turns».
994 M&M p28 (Wizard Eye): «allows the user to send a visual sensor» note send, and S&S p13 (Wizard Eye) states Range: touch. The implication is that the sensor begins at/near the magic-user, and is then sent out from there.
995 M&M p28 (Wizard Eye): «up to 24′′ away».
996 M&M p28 (Wizard Eye): «The “eye” is invisible».
997 Implied by the name of the spell and also M&M p28 (Wizard Eye): «a visual sensor ... to observe the scene».
998 M&M p28 (Wizard Eye): «It moves 12′′/turn».
per turn to anywhere the magic-user desires, within 24″. The magic-
user can see in his mind’s eye everything that the witch eye sees.999

5th Level Magic-User Spells

Cloudkill 1000 (affects: 3″ diameter,1001 duration: 6 turns,1002 range: 
1″1003) Conjures a 3″ diameter bank of dense, poisonous fog1004 which 
rolls along the ground at a rate of 6″1005 either with the wind or away 
from the magic-user.1006 The vapors are heavier than air and will pour 
down sinkholes or openings toward the lowest level.1007 Any normal-
type that breathes the fog is immediately slain. Heroic-types are al-
lowed a saving throw versus poison to avoid death and superheroic-
types are unaffected.1008

999M&M p28 (Wizard Eye): «in order to observe the scene without himself 
moving».
1000SRD spell name
1001M&M p30 (Cloudkill): «Dimensions: 3″ diameter»
1002M&M p30 (Cloudkill): «Duration: 6 turns».
1003S&S p14 (Cloudkill): states Range: 1″.
1004M&M p30 (Cloudkill): «creates a ... poisonous cloud of vapor» and 
SRD «This spell generates a bank of fog».
1005M&M p30 (Cloudkill): «Movement: 6″/turn».
1006M&M p30 (Cloudkill): «according to wind direction, or directly away 
from the spell caster».
1007M&M p30 (Cloudkill): «the cloud is heavier than air, so it will sink to 
the lowest possible level».
1008M&M p30 (Cloudkill): «deadly to all creatures with less than five hit 
dice». The original will slay 4 HD types outright, and do nothing further. 
The SRD has: «automatically kill any living creature with 3 or fewer HD 
(no save). A living creature with 4 to 6 HD is slain unless it succeeds on a 
Fortitude save». DD’s Cloudkill is limited to slaying breathing normal-types, 
and offers breathing heroic-types a saving throw, in alignment with the SRD.
Contact Other Plane 1009 (affects: self1010) The magic-user seeks knowledge from higher planes of existence.1011 A higher plane is more likely to possess the desired knowledge and will answer more questions, but imposes a greater risk of insanity.1012 Only questions with “yes” or “no” answers can be asked.1013 The possibility of insanity is reduced by 5% for each experience level beyond Wizard1014 (the 10th level)1015 the magic-user possesses. Otherwise, insanity will cause the magic-user to be totally incapacitated1016 for a number of weeks equal to the number of the plane being contacted.1017 This spell can be used once per week.1018

Table 18: Contact Other Plane

<table>
<thead>
<tr>
<th>Plane and Number of Questions</th>
<th>Chance of Knowing and Imparting</th>
<th>Chance of Causing Insanity</th>
</tr>
</thead>
<tbody>
<tr>
<td>3 8% Nil</td>
<td>4 12% 10%</td>
<td></td>
</tr>
<tr>
<td>5 18% 20%</td>
<td>6 24% 30%</td>
<td></td>
</tr>
<tr>
<td>7 35% 40%</td>
<td>8 42% 50%</td>
<td></td>
</tr>
<tr>
<td>9 56% 60%</td>
<td>10 68% 70%</td>
<td></td>
</tr>
<tr>
<td>11 81% 80%</td>
<td>12 95% 90%</td>
<td></td>
</tr>
</tbody>
</table>

1009SRD 3.0 spell name.
1010M&M p34 (Contact Higher Plane): «The magic-user seeks knowledge...».
Note The magic-user.
1011M&M p34 (Contact Higher Plane): «seek advice and gain knowledge from creatures inhabiting higher planes of existence».
1012Explicit in the accompanying table of figures.
1013M&M p30 (Contact Higher Plane): «Only questions which can be answered “yes” or “no” are permitted».
1014M&M p34 (Contact Higher Plane): «For each level above the 11th, Magic-Users should have a 5% better chance of retaining their sanity».
1015DD magic-users attain Wizard status at the 10th level of experience, rather than the 11th.
1016M&M p34 (Contact Higher Plane): «the strain making him totally incapacitated».
1017M&M p34 (Contact Higher Plane): «If a Magic-User goes insane, he will remain so for a number of weeks equal to the number of the plane he was attempting to contact».
1018M&M p34 (Contact Higher Plane): «The spell is usable only once every game week (referee’s option)». Implies that this spell should not be usable multiple times on a single adventure.
Feeblemind \(^{1019}\) (affects: 1 magic-user, \(^{1020}\) range: 24′′\(^{1021}\)) One magic-user must save versus spells\(^{1022}\) at −4\(^{1023}\) or become a mental invalid.\(^{1024}\) A feebleminded magic-user can neither read, write, figure, communicate in any coherent fashion, nor cast spells or use command words.\(^{1025}\) The spell lasts until cancelled by a dispel magic.\(^{1026}\)

\(^{1019}\)SRD spell name.
\(^{1020}\)M&M p30 (Feeblemind): «usable only against Magic-Users, it causes the recipient». Note the recipient.
\(^{1021}\)M&M p30 (Feeblemind): «Range: 24′′».
\(^{1022}\)M&M p30 (Feeblemind): «required to save against magic».
\(^{1023}\)M&M p30 (Feeblemind): «lowers the Magic-Users saving throw against magic by 4».
\(^{1024}\)M&M p30 (Feeblemind): «causes the recipient to become feeble-minded». DD presumes this is similar to being a mental invalid.
\(^{1025}\)SRD (Feeblemind): «unable to use Intelligence- or Charisma-based skills, cast spells, understand language, or communicate coherently».
\(^{1026}\)M&M p30 (Feeblemind): «until the spell is countered with a Dispell Magic». 
**Hold Monster** (affects: 1 or 1–4 monsters, duration: 6 turns + 1 turn/level, range: 12'') 1–4 monsters are held paralyzed if they fail to save versus paralysis. If a single figure is targeted its saving throw is penalized by −4.

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1027 SRD spell name.
1028 M&M p28 (Hold Monster): «Same as Hold Person but applicable to monsters» and M&M p25 (Hold Person): «will effect from 1–4 persons. If it is cast at only a single person...».
1029 Notable that man-types found in the Underworld are considered to be monsters. In this context “monsters” presumably implies monstrous creatures.
1030 M&M p28 (Hold Monster): «Same as Hold Person but applicable to monsters» and M&M p33 (Hold Person): «Duration: 6 turns + level of the caster».
1031 M&M p28 (Hold Monster): «Same as Hold Person but applicable to monsters» and M&M p33 (Hold Person): «Range: 12”».
1032 M&M is ambiguous as to the exact effect of a Hold Person spell, but BTPBD b1, p20 (Hold Person) is less so: «paralizes the person for the number of turns». DD restates this interpretation.
1033 M&M p28 (Hold Monster): «Same as Hold Person but applicable to monsters» and BTPBD b1, p20 (Hold Person): «paralizes the person for the number of turns» so affects one person without any saving throw. M&M p25 (Hold Person): «It will effect from 1–4 persons» could also be read as having no saving throw. However «If it is cast at only a single person ... reducing the target’s saving throw» explicitly offers a saving throw to a single target. DD therefore presumes that all targets have a saving throw against this magic. This implies it is possible for this 5th level spell to have no effect whatever, should all targeted figures make their saves.
1034 BTPBD states that the spell effect is paralysis: BTPBD b1, p19 (Hold Person): «paralizes the person». However, M&M states explicitly the saving throw is «against magic». DD is intentionally different to the original, insofar as this saving throw being versus paralysis.
1035 M&M p28 (Hold Monster): «Same as Hold Person but applicable to monsters» and M&M p25 (Hold Person): «If it is cast at only a single person it has the effect of reducing the target’s saving throw».
1036 M&M p28 (Hold Monster): «Same as Hold Person but applicable to monsters» and M&M p25 (Hold Person): «reducing the target’s saving throw ... by −2». DD is intentionally off by one. The 3LBBs specify −2; DD instead specifies −4.
Invoke Elemental 1037 (affects: 1 elemental, range: 24")
Conjures a 16 Hit Dice1040 earth, air, fire, or water elemental1041 which persists until it is destroyed in combat1042 or dispelled.1043 It obeys the magic-user for so long as his concentration remains unbroken.1044 If he is attacked or disturbed1045 he loses control1046 and the elemental will turn to attack him,1047 and then the nearest figure,1048 until it is destroyed. No more than one elemental of each type can be conjured each day.1049

1037 The SRD’s nearest representation of the 3LBB Conjure Elemental spell is possibly Summon Monster VI. DD introduces a preferred spell name.
1038 M&M p28 (Conjure Elemental): «to conjure an Air, Water, Fire or Earth Elemental». Note an elemental.
1039 M&M p28 (Conjure Elemental): «Range: 24".».
1040 M&M p28 (Conjure Elemental): «Conjured elementals are the strongest, with 16 hit dice».
1041 M&M p28 (Conjure Elemental): «to conjure an Air, Water, Fire or Earth Elemental».
1042 CM p29 (c.f. CM3 p32)(Conjuration of an Elemental): «Elementals must be ... (killed) by combat».
1043 M&M p28 (Conjure Elemental): «The Elemental will remain until dispelled» and CM p29 (c.f. CM3 p32)(Conjuration of an Elemental): «Elementals must be dispelled by a Wizard».
1044 M&M p28 (Conjure Elemental): «the Magic-User must concentrate on control».
1045 CM p29 (c.f. CM3 p32)(Conjuration of an Elemental): «If the Wizard who conjured the Elemental is disturbed (attacked)...».
1046 CM p29 (c.f. CM3 p32)(Conjuration of an Elemental): «he loses control of it».
1047 M&M p28 (Conjure Elemental): «the elemental will turn upon its conjurer and attack him».
1048 CM p29 (c.f. CM3 p32)(Conjuration of an Elemental): «An Elemental created by a Wizard who is subsequently killed will attack the nearest figure».
1049 M&M p28 (Conjure Elemental): «Only one of each type can be conjured by a Magic-User during any one day».
Magic Jar  The magic-user sends his life force into a gem, rock, skull or similar inanimate vessel within 3′′, leaving his own body helpless. From there the magic-user can attempt to possess any creature that approaches within 12′′. Should the creature fail to save versus spells the magic-user assumes full possession of its physical faculties while retaining his own intellect. The magic-user’s life force can return to the magic jar at any time and automatically does so if the possessed body is slain. If his own body has died in the meanwhile, he is trapped in the magic jar until another body can be possessed. If the magic jar is destroyed while the magic-user’s life force is resident he is irrevocably annihilated.

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1050 SRD spell name.
1051 M&M p29 (Magic Jar): «the Magic-User houses his life force in some inanimate object». Note the Magic-user.
1052 M&M p29 (Magic Jar): «The container for his life force must be within 3′′ of his body at the time the spell is pronounced».
1053 M&M p29 (Magic Jar): «can attempt to possess any creature that approaches within 12′′».
1054 M&M p29 (Magic Jar): «the Magic-User houses his life force in some inanimate object».
1055 M&M p29 (Magic Jar): «some inanimate object (even a rock)».
1056 SRD (Magic Jar): «place your soul in a gem or large crystal... leaving your body lifeless».
1057 M&M p29 (Magic Jar): «the Magic-User ... attempts to possess the body of any other creature within 12′′ of his Magic Jar».
1058 M&M p29 (Magic Jar): «fails to make its saving throw against magic».
1059 M&M p29 (Magic Jar): «attempts to possess the body of any other creature». Note the body; presumably the victim’s consciousness remains helplessly aware.
1060 SRD (Magic Jar): «You keep your Intelligence, Wisdom, Charisma, ... alignment, and mental abilities».
1061 M&M p29 (Magic Jar): «The spirit of the Magic-User can return to the Magic Jar at any time he so desires». Presumably the victim regains control of his physical body at this point.
1062 M&M p29 (Magic Jar): «If the possessed body is destroyed, the spirit of the Magic-User returns to the Magic Jar».
1063 M&M p29 (Magic Jar): «if the body of the Magic-User is destroyed the life force must remain in a possessed body or the Magic Jar».
1064 M&M p29 (Magic Jar): «If the Magic-Jar is destroyed the Magic-User is totally annihilated».
Passwall  

(affects: 1′′
tunnel, duration: 3 turns, range: 3′′) Opens a man-sized tunnel up to 1′′ deep through any wall—including solid rock but excluding solid iron.

Telekinesis  

(affects: 20lb/level, duration: 6 turns, range: 12′′) Objects (including living things) whose total mass does not exceed 20lb per level of the magic-user can be moved by thought alone.

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1065SRD spell name.
1066M&M p30 (Pass-Wall): «opens a hole in a solid rock wall ... up to 10′ in length».
1067M&M p30 (Pass-Wall): «Duration: 3 turns».
1068M&M p30 (Pass-Wall): «Range: 3′′».
1069M&M p30 (Pass-Wall): «opens a hole in a solid rock wall, man-sized...».
1070M&M p30 (Pass-Wall): «a hole in a solid rock wall».
1071SRD (Passwall): «but not through metal or other harder materials».
1072SRD spell name.
1073M&M p28–29 (Telekenesis): «Weight limits are calculated by multiplying the level of the Magic-User by 200 Gold Pieces weight» and M&M p15 (Weight which can be carried): Numerous examples of weights are given in gold pieces. E.g., a man is said to weigh 1750 gold pieces, a dagger 20 gold pieces, and so on. Presuming a man weighs 175 pounds, a dagger weighs 2 pounds, etc., DD infers that there are 10 gold pieces to the pound.
1074M&M p28–29 (Telekenesis): «Duration: 6 turns».
1075M&M p28–29 (Telekenesis): «Range 12′′».
1076M&M p28–29 (Telekenesis): «objects may be moved by mental force».
**Teleport**

(affects: self) Instantly transports the magic-user from place to place regardless of distance. Without personal familiarity of a specific destination, a fatal error is 75% likely. Passing familiarity with the destination reduces the likelihood of error to 20%; a throw of 1–10 being too low, and 91–100 being 10–100ft too high. With deliberate study of the destination, an error is only 5% likely; a throw of 1 being too low, and 97–100 being 10–40ft too high. Teleporting into mid-air results in a fall; teleporting into solid earth is fatal.

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1077 SRD spell name.
1078 M&M p28 (Teleport): «transportation from place to place ... provided the user knows where he is going». Note the user. Moreover, S&S p13 (Teleport) states Area Effect: personal.
1079 M&M p28 (Teleport): «Instantaneous transportation».
1080 M&M p28 (Teleport): «regardless of the distance involved».
1081 M&M p28 (Teleport): «Without certain knowledge of the destination».
1082 M&M p28 (Teleport): «teleportation is 75% uncertain, so a score of less than 75% of the percentile dice results in death». DD presumes this intends less than 76% on the percentile die.
1083 M&M p28 (Teleport): «If the user is aware of the general topography of his destination, but has not carefully studied it». DD characterises this as passing familiarity.
1084 M&M p28 (Teleport): «there is an uncertainty factor of 10% low» and «A low score (1–10%) means death if solid material is contacted»
1085 M&M p28 (Teleport): «there is an uncertainty factor of ... 10% high» and «A high score (91–100%) indicates a fall of from 10 to 100 feet».
1086 M&M p28 (Teleport): «If a careful study of the destination has been previously made».
1087 M&M p28 (Teleport): «the Magic-User has only a 1% chance of teleporting low».
1088 M&M p28 (Teleport): «the Magic-User has only a ... 4% chance of coming in high (10-40 feet)».
1089 M&M p28 (Teleport): «A high score ... indicates a fall ... possibly resulting in death».
1090 M&M p28 (Teleport): «A low score ... means death if solid material is contacted».
Transmute Rock to Mud (reversible, affects: 33” diameter, duration: 3–18 days, range: 12”)

Transmutes an area of earth, sand, or rock up to 30” square into a mud slough, undermining small structures, possibly drowning heavy creatures, and otherwise reducing ground movement by 90%. The mud will dry after 3–18 days; otherwise, a Transmute Rock to Mud spell can only be countered by a Transmute Mud to Rock spell, and vice versa.

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1091 SRD spell name.

1092 M&M p29 (Transmute Rock to Mud): «The spell can only be countered by reversing the incantation».

1093 M&M p29 (Transmute Rock to Mud): «The area affected is up to 30 square inches» and S&S p13 (Spell Chart) has Area Effect: 30” (square). Note that 30” × 30” is 900 square inches. DD states all area effect in terms of circular radii, of which a 33” diameter is the nearest equivalent area to 30” × 30”.

1094 M&M p29 (Transmute Rock to Mud): «The spell can only be countered by ... normal process of evaporation (3–18 days».

1095 M&M p29 (Transmute Rock to Mud): «Range: 12”».

1096 M&M p29 (Transmute Rock to Mud): «turning earth, sand, and of course, rock to mud».

1097 SRD (Transmute Rock to Mud): «small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled».

1098 M&M p29 (Transmute Rock to Mud): «Creatures moving into the mud will become mired, possibly sinking if heavy enough».

1099 M&M p29 (Transmute Rock to Mud): «losing 90% of movement».

1100 M&M p29 (Transmute Rock to Mud): «can only be countered by ... a Transmute Rock to Mud spell». Note only. The implication is that a Dispel Magic will be ineffective.

1101 It is notable that the 3LBBs specify that Transmute Rock to Mud can only be countered by the same spell incanted in reverse: «The spell can only be countered by reversing the incantation (requiring a Transmute Rock to Mud spell)». The SRD instead provides a Transmute Mud to Rock spell. DD is aligned to the SRD in this regard.
Wall of Iron
(affects: up to 5’’ wall, duration: 12 turns, range: 6’’)
 Conjures a daunting wall of solid iron 3in thick with a combined height and width up to 5’’. It can be plain or featured and straight or curved, as the magic-user desires.

Wall of Stone
(affects: up to 10’’ wall, range: 6’’)
 Conjures an imposing wall of solid stone 2ft thick with a combined height and width up to 10’’. It can be plain or featured and straight or curved, as the magic-user desires. It lasts until it is dispelled or defeated by ordinary tunnelling and battery.

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1102 SRD spell name.
1103 M&M p29 (Wall of Iron): «its maximum area 5 square inches» and S&S p13 (Spell Chart) Area Effect: 5’’ (square); the intent is presumably a 1’’ × 5’’ (height × length) wall. For ease of use—and consistency with the other Wall of spells—DD allows for summed rather than squared dimensions, permitting a 1’’ × 4’’ wall, a 2’’ × 3’’ wall, and so on.
1104 M&M p29 (Wall of Iron): «Duration: 12 turns». It is notable that the 3LBB and SRD Wall of Iron spells are both 6th level spells, and that the latter has a permanent duration: «Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena».
1106 M&M p29 (Wall of Iron): «the thickness of the wall is three inches».
1107 M&M p29 (Wall of Iron): «Like a Wall of Stone» and SRD (Wall of Stone): «you can create a wall of stone in almost any shape you desire» and «The wall can be crudely shaped to allow crenellations, battlements, and so forth».
1108 SRD spell name.
1109 M&M p29 (Wall of Stone): «maximum length and height equalling 10 square inches» and S&S p13 (Spell Chart) has Area Effect: 10’’ (square); the intent is presumably a 1’’ × 10’’ (height × length) wall. For ease of use—and consistency with the other Wall of spells—DD allows for summed rather than squared dimensions, permitting a 1’’ × 9’’ wall, a 2’’ × 8’’ wall, and so on.
1110 M&M p29 (Wall of Stone): «Range: 6’’».
1111 M&M p29 (Wall of Stone): «The creation of a stone wall».
1112 M&M p29 (Wall of Stone): «two feet thick».
1113 SRD (Wall of Stone): «create a wall of stone in almost any shape you desire» and «The wall can be crudely shaped to allow crenellations, battlements, and so forth».
1114 M&M p29 (Wall of Stone): «The wall will last until dispelled».
1115 M&M p29 (Wall of Stone): «The wall will last until ... broken down or battered through as a usual stone wall».
6th Level Magic-User Spells

**Anti-Magic Shield**  
(affects: self, duration: 12 turns)  
A bubble of force surrounds the magic-user so that no spell may pass in either direction. It is impervious even to dispel magic.

**Control Water**  
(affects: 1 body of water, duration: 10 turns, range: 24')  
Causes the water level of a river or similar body of water to immediately fall to half its natural depth.

**Control Weather**  
(affects: geographic region)  
Invokes a desired weather condition in the local geographic region. The specified conditions must be naturally occurring and will take 1–6 turns to manifest but will then persist until dispelled.

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1116 The SRD presents the 3LBB *Anti-Magic Shell* spell as the *Antimagic Field* spell. DD introduces a preferred spell name.

1117 M&M p31 (Anti-Magic Shell): «surrounds the Magic-User». Note the magic-user.

1118 M&M p31 (Anti-Magic Shell): «Duration: 12 turns».

1119 CM3 p32 (Anti-Magic Shell): «causes a bubble of force to surround the user».

1120 M&M p31 (Anti-Magic Shell): «surrounds the Magic-User».

1121 M&M p31 (Anti-Magic Shell): «totally impervious to all spells».

1122 M&M p31 (Anti-Magic Shell): «totally impervious to all spells. It also prevents any spells from being sent through the shell by the Magic-User».

1123 SRD (Antimagic Field): «Dispel magic does not remove the field».

1124 The SRD presents the 3LBB *Lower Water* and *Part Water* spells as the single *Control Water* spell. DD is aligned to the SRD in this regard.

1125 M&M p31 (Lower Water): «a river». Note a river.

1126 M&M p31 (Lower Water): «for ten turns».

1127 M&M p31 (Lower Water): «Range: 24'».

1128 M&M p31 (Lower Water): «a river or similar body of liquid».

1129 M&M p31 (Lower Water): «drop 50% of its depth».

1130 SRD spell name.

1131 S&S p13 (Control Weather): Area Effect: table, and SRD (Control Weather): «change the weather in the local area».

1132 M&M p (Control Weather): «The Magic-User can perform ... weather control operations» and SRD «you select a certain weather condition to occur».

1133 SRD (Control Weather): «call forth weather appropriate to the climate and season».

1134 SRD (Control Weather): «It takes 10 minutes to cast ... and an additional 10 minutes ... to manifest». DD introduces a random element.

1135 S&S p13 (Control Weather): «Turn Duration: until dispelled».

109
Disintegrate \(^{1136}\) (affects: 1 target, \(^{1137}\) range: 6\(^{1138}\)') An inimical ray\(^{1139}\) disintegrates\(^{1140}\) a man, a dragon, a gate, or other target\(^{1141}\) with up to 1\(^{1142}\) cube\(^{1143}\) of contiguous matter affected. Magical material is unaffected\(^{1144}\) and creatures are allowed a saving throw versus wands\(^{1145}\) to avoid the effect.

Geas \(^{1146}\) (affects: 1 figure, \(^{1147}\) duration: special, \(^{1148}\) range: 3\(^{1149}\)') The recipient is compelled to perform some task as directed by the magic-user.\(^{1149}\) Any deviation from this task brings weakness;\(^{1150}\) ignoring it entirely causes death.\(^{1151}\) The use of this spell and the conduct of the recipient must be carefully refereed.\(^{1152}\)

\(^{1136}\)SRD spell name.
\(^{1137}\)M&M p31 (Disintegrate): «will blast a tree, dragon ... or whatever». Note a tree.
\(^{1138}\)M&M p31 (Disintegrate): «Range: 6”».
\(^{1139}\)SRD (Disintegrate): «A thin, green ray».
\(^{1140}\)Implicit in the spell name, and also M&M p31 (Disintegrate): «will cause material... to Disintegrate».
\(^{1141}\)M&M p31 (Disintegrate): «will blast a tree, dragon ... wall section, or whatever».
\(^{1142}\)S&S p13 (Disintegrate): Area Effect: 1” cube, and SRD (Disintegrate): «disintegrates as much as one 10-foot cube of nonliving matter».
\(^{1143}\)M&M p31 (Disintegrate): «material of any kind—other than that of a magical nature—to Disintegrate».
\(^{1144}\)M&M p31 (Disintegrate): «blast a ... dragon (if it fails to make its saving throw against magic)». DD presumes saves versus ray-like weapons are versus rays and wands.
\(^{1145}\)SRD spell name.
\(^{1146}\)M&M p31 (Geas): «forces the recipient»; note the recipient.
\(^{1147}\)M&M p31 (Geas): «Duration: Until the task is completed».
\(^{1148}\)M&M p31 (Geas): «Range: 3”».
\(^{1149}\)M&M p31 (Geas): «forces the recipient to perform some task (as desired by the Magic-User». Note forces.
\(^{1150}\)M&M p31 (Geas): «Any attempt to deviate from the performance of the task will result in weakness».
\(^{1151}\)M&M p31 (Geas): «ignoring the Geas entirely brings death».
\(^{1152}\)M&M p31 (Geas): «The referee must carefully adjudicate the casting and subsequent performance of the geased individual when this spell is used».
Invoke Stalker  

(affects: 1 stalker, duration: special, range 1") Conjures an invisible stalker from the null-dimensions which the magic-user can instruct to carry out some task. The invisible stalker will continue this assignment single-mindedly until it is completed, or it is destroyed in combat or is dispelled. It will resent this servitude, however, and if after any day—or week of campaign time—of service the referee throws 12 on two six-sided dice the invisible stalker will subvert the magic-user’s intent by observing his orders absolutely literally. If ordered to guard a treasure hoard, for example, it might take the hoard to its null-dimension and guard it there.

The SRD’s nearest representation of the 3LBB Invisible Stalker spell is possibly Summon Monster VII. DD introduces a preferred spell name. M&M p31 (Invisible Stalker): «conjuration of an extra-dimensional monster». Note an. S&S p13 (Spell Chart) has Area Effect: 1 monster.

M&M p31 (Invisible Stalker): «will continue on its mission until it is accomplished, regardless of time or distance».

S&S p13 (Spell Chart) has Range: 1”.

Explicit in the 3LBB spell name; SRD monster name.

M&T p18 (Invisible Stalkers): «they return to the non-dimension from whence they came». Note non-dimension. DD introduces the null dimensions.

M&M p31 (Invisible Stalker): «can be controlled with merely a word from the Magic-User».

M&T p18 (Invisible Stalkers): «Until their mission is completed they will never vary».

M&T p18 (Invisible Stalkers): «They follow continually until their mission is accomplished» and «they will never vary».

M&T p18 (Invisible Stalkers): «must be destroyed by attack to be stopped».

M&T p18 (Invisible Stalkers): «a Dispell Magic spell will also work».

M&T p18 (Invisible Stalkers): «Invisible Stalkers resent missions which entail long periods of continuing service». DD extends this resentment to any servitude beyond the first day (or week).

M&T p18 (Invisible Stalkers): «checking either daily or weekly as the campaign progresses».

M&T p18 (Invisible Stalkers): «this is accomplished whenever a 12 is rolled with two six-sided dice».

M&T p18 (Invisible Stalkers): «will then seek to fulfill the letter of their duties by perverting the spirit».

M&T p18 (Invisible Stalkers): «ordered to: “Guard me against all attack” ... the Invisible Stalker will .. take the Magic-User to its non-dimensional plane and place him in suspended animation».
Move Earth  
(affects: up to 10” diameter of earth, duration: 6 turns, range: 24”)

Above ground this spell causes a hill, ridge, bluff, or similar body of earth up to 10” in diameter to move at a rate of 6” for up to 6 turns. Creatures, vegetation, and structures carried along are mostly unaffected.

Project Image
(affects: 1 image, duration: 6 turns, range: 24”)

Projects a convincing image of the magic-user. All spells and spell-like powers employed thereafter appear to originate from the image for its duration.

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1169SRD spell name.
1170S&S p13 (Move Earth): Area Effect: 80” square. 10” diameter is the near equivalent area (78.5 square inches).
1171M&M p32 (Move Earth): «Duration: 6 turns».
1172M&M p32 (Move Earth): «Range 24”».
1173M&M p32 (Move Earth): «When above ground the Magic-User may utilize this spell».
1174M&M p32 (Move Earth): «to move prominences such as hills or ridges» and SRD (Move Earth): «moves dirt (clay, loam, sand), possibly collapsing embankments, moving hillocks, shifting dunes, and so forth».
1175M&M p32 (Move Earth): «terrain affected will move at the rate of 6” per turn».
1176SRD «does not violently break the surface of the ground... Trees, structures, rock formations, and such are mostly unaffected».
1177SRD spell name.
1178M&M p31 (Projected Image): «an image of himself». Note an image.
1179M&M p31 (Projected Image): «Duration: 6 turns».
1180M&M p31 (Projected Image): «Range: 24”».
1181M&M p31 (Projected Image): «the Magic-User projects an image of himself».
1182M&M p31 (Projected Image): «all spells and the like used thereafter». Note and the like.
1183M&M p31 (Projected Image): «appear to originate from the Projected Image».
Reincarnate 1184 (affects: a slain character; 1185 range: touch 1186) Restores a slain character to life in a new physical form 1187 determined by his alignment. Dice for the new form on the Character Alignment table 1188 and, if a player-type is indicated, throw a six-sided die to determine level. 1189

Slaying Spell 1190 (affects: 3–18 figures; 1191 range: 24” 1192) Instantly slays 3–18 normal- or heroic-types 1193 within a 7” diameter. 1194 The spell is indiscriminate and must affect the indicated number of creatures beginning with those nearest to the target. 1195 No saving throw is allowed 1196 but superheroic-types are unaffected. 1197

1184 SRD spell name.
1185 M&M p31 (Reincarnation): «bring a dead character back to life».
1187 M&M p31 (Reincarnation): «back to life in some other form».
1188 M&M p31 (Reincarnation): «Use a random determination on the Character Alignment table».
1189 M&M p31 (Reincarnation): «roll a six-sided die to determine which level in that class».
1190 The SRD presents the 3LBB Death Spell spell as the Circle of Death spell. DD introduces a preferred spell name.
1191 M&M p31 (Death Spell): «kills from 2-16 creatures». DD is intentionally off by one and exhibits a preference for six-sided dice.
1192 M&M p31 (Death Spell): «Range: 24”».
1193 M&M p31 (Death Spell): «kills from 2-16 creatures with fewer than seven hit dice». DD equates 7 HD with Superhero–1 fighting capability, and characterises figures with fewer than 7 HD as sub-superheroic types.
1194 M&M p31 (Death Spell): «The creatures must be within an area of 6” × 6”». DD expresses area effects as circular radii.
1195 Introduction; aligned with other DD area effects.
1196 Implicit in the 3LBB spell name, and M&M p31 (Death Spell): «kills from 2-16 creatures». Note no saving throw is mentioned.
1197 Logical extrapolation.
Stone to Flesh is reversible and affects 1 object. It is permanent and has a range of 12”. This spell restores one petrified figure to living flesh. Surviving the transformation requires a successful withstand adversity check. The reverse, Flesh to Stone, turns one living creature (and everything carried) to stone. A successful saving throw versus petrification will negate the effect.

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1198SRD spell name.
1199M&M p31 (Stone to Flesh): «it is reversible, so as to turn flesh to stone».
1200S&S p13 (Spell Chart) lists Area Effect: 1 object**. The footnote states: «volume of material transformed is unlimited on previously living object, 9 cubic feet/level otherwise».
1201M&M p31 (Stone to Flesh): «permanent unless a reversed spell is used».
1202M&M p31 (Stone to Flesh): «Range: 12”».
1203M&M p31 (Stone to Flesh): «useful in reviving characters who have been “stoned” by some monster».
1204M&M p10 (Constitution): «Constitution ... will influence such things as ... how well the character can withstand being ... turned to stone». DD presumes this is a function of the withstand adversity check.
1205M&M p31 (Stone to Flesh): «is reversible, so as to turn flesh to stone» and SRD spell name Flesh to Stone.
1206SRD (Flesh to Stone): «The subject, along with all its carried gear, turns into a mindless, inert statue».
1207BTPBD b1, p24 (Flesh to Stone): «Only saving throws can stop this spell from taking effect»; DD presumes the petrification category.