

Delving Deeper

Book One of Three

The Annotated HEROES & MAGIC

Simon J. Bull

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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. Gygas, *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.

Table : References

Abbr.	Reference
T&BA	The Hobbit (or There and Back Again), 1937
LOTR	The Lord of the Rings, 1954–1955
3H3L	Three Hearts Three Lions, 1961
DDB5	Domesday Book #5, Jul 1970
CM1	Chainmail, 1st Edition, Mar 1971
FFC	First Fantasy Campaign, developed 1971–77, printed 1977
CM	Chainmail, 2nd Edition, – 1972
OS1	Outdoor Survival, 1st print, Sep 1972
GD&D	The “Guidon D&D manuscript”, circa 1973. Includes the “Twin Cities” variant.
BTPBD	...Beyond This Point be Dragons... (a.k.a. the “Dalluhn Manuscript”), circa late 1973
D&D	Dungeons & Dragons; a collective reference to M&M, M&T, U&WA (below).
3LBBs	The “Three Little Brown Books”; a collective reference to M&M, M&T, U&WA (below).
M&M	Men & Magic, 1st print, Jan 1974
M&T	Monsters & Treasure, 1st print, Jan 1974
U&WA	The Underworld & Wilderness Adventures, 1st print, Jan 1974
GPGPN9	Great Plains Game Players Newsletter #9, Jun 1974
SSGJ9	The Spartan Simulation Gaming Journal #9, Aug 1975
SR11	The Strategic Review #1.1, Jan 1975
CM3	Chainmail, 3rd Edition, pre-Mar 1975
GH	Greyhawk, 1st print, Mar 1975
SR12	The Strategic Review #1.2, Apr 1975
GH2	Greyhawk, 2nd print, Jul 1975
BM	Blackmoor, 1st print, Sep 1975
EW	Eldritch Wizardry, 1st print, Apr 1976
GDG&H	Gods, Demi-Gods & Heroes, 1st print, Jul 1976
S&S	Swords & Spells, 1st print, Jul 1976
HOLMM	The “Holmes Manuscript”, pre-Jul 1977
HOLM	Basic Dungeons & Dragons (a.k.a. “Holmes”), 1st print, Jul 1977
AIF	Adventures in Fantasy, 1978
WAR	The Complete Warlock, Jul 1978
AD&D	Advanced Dungeons & Dragons; a collective reference to MM, PHB, DMG (below).
MM	AD&D Monster Manual, Dec 1977
PHB	AD&D Players Handbook, Jun 1978
DMG	AD&D Dungeon Masters Guides, Aug 1979
PATW	Playing at the World, 2012
DD4	Delving Deeper Reference Rules V4, 2014
DD	Delving Deeper V5, developed 2016–18

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 referee⁵ 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

¹The 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.

²M&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.

³The 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».

⁴M&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!».

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

⁶M&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.

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

⁸M&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».

⁹CM p25 (c.f. CM3 p28) (Fantasy 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,¹⁰ these rules are designed with long-lived campaigning in mind.¹¹ It should be straight forward to establish a campaign;¹² the most extensive requirements being time and imagination.¹³ The referee will initially need time to lay out the terrain of his world and maps of his underworld dungeons;¹⁴ thereafter he will need time to meet the demands of his players.¹⁵ Above all he will need *imagination*.¹⁶

A campaign should begin simply, avoiding unnecessary detail,¹⁷ and thereafter be allowed to develop at a pace which best suits the participants.¹⁸ New details can be added as they arise and former pillars of the game world altered¹⁹ so as to provide continually new and different situations.²⁰ The player interactions within the game world will enrich its development and make the experience of it unique.²¹ Ultimately the whole has potential to grow into a milieu of unforeseen depth and intricacy,²² and this is quite desirable.

spectacle is an important part of miniature warfare, and doubly so when fighting fantastic battles.» and M&M p3 (Forward...): «their occasional employment is recommended for real spectacle when battles are fought.»

¹⁰M&M p3 (Forward...): «it is possible to play a single game, unrelated to any other game events past or future».

¹¹M&M p3 (Forward...): «it is the campaign for which these rules are designed».

¹²M&M p3 (Forward...): «It is relatively simple to set up a fantasy campaign».

¹³M&M p3 (Forward...): «The most extensive requirement is time» and M&M p4 (Introduction): «time and imagination are about the only limiting factors» and U&WA p3 (The Underworld): «Unquestionably this will require a great deal of time and effort and imagination».

¹⁴M&M p3 (Forward...): «will have to devote a number of hours to laying out the maps of his “dungeons” and upper terrain before the affair begins».

¹⁵M&M p3 (Forward...): «The campaign referee will have to have sufficient time to meet the demands of his players».

¹⁶M&M p3 (Forward...): «Those wargamers who lack imagination ... will not be likely to find DUNGEONS and DRAGONS to their taste. But those whose imaginations know no bounds will find that these rules are the answer to their prayers».

¹⁷M&M p5 (Introduction): «We advise, however, that a campaign be begun slowly, following the steps outlined herein, so as to avoid becoming too bogged down with unfamiliar details at first».

¹⁸M&M p5 (Introduction): «your campaign will build naturally, at the pace best suited to the referee and players, smoothing the way for all concerned».

¹⁹M&M p5 (Introduction): «New details can be added and old “laws” altered».

²⁰M&M p5 (Introduction): «so as to provide continually new and different situations».

²¹M&M p5 (Introduction): «In addition, the players themselves will interact in such a way as to make the campaign variable and unique».

²²M&M p5 (Introduction): «you will build a game of simplicity or tremen-

As with any set of miniatures rules those herein are guidelines only, intended to assist the referee in designing his own fantastic medieval campaign.²³ They are a framework around which you will build your own game,²⁴ which should be intuitive and enjoyable.²⁵ The prospective referee is urged to refrain from constructing new rule interpretations at every turn,²⁶ for everything herein is fantastic.²⁷ The best approach is to simply decide how it should be, and make it so!²⁸

Preparation for Play

Players should begin with Volume I which details characters that can be played, equipment and hirelings²⁹ that can be had, and spells that are available to magic-using sorts.³⁰ Players need read no further.³¹

Aspiring referees are advised to continue immediately on to Volume II³² wherein are guidelines for constructing a campaign world and filling it with dungeons, monsters, and treasures, and advice on conducting adventures around these.³³ Finally, Volume III is intended as a reference for referees;³⁴ it describes monsters—from animals to zombies—and treasures including magical wands, weapons, and a plethora of other items.³⁵

dous complexity».

²³M&M p4 (Introduction): «As with any other set of miniatures rules they are guidelines to follow in designing your own fantastic-medieval campaign».

²⁴M&M p4 (Introduction): «They provide the framework around which you will build a game» and U&WA p36 (Afterward): «We have attempted to furnish an ample framework».

²⁵U&WA p36 (Afterward): «building should be both easy and fun».

²⁶U&WA p36 (Afterward): «we urge you to refrain from writing for rule interpretations or the like».

²⁷U&WA p36 (Afterward): «everything herein is fantastic».

²⁸U&WA p36 (Afterward): «the best way is to decide how you would like it to be, and then make it just that way!»

²⁹DD presents the Men at Arms section (found in the original Volume III) in volume I.

³⁰M&M p4 (Introduction): «(Vol. I) details what characters can be played, potentials, limitations, and vadous magical spells».

³¹Logical extrapolation.

³²DD is presented in (original) volume I, III, II order. Thus DD volume II is equivalent to the original volume III.

³³M&M p4 (Introduction): «(Vol. III) tells how to set up and actually play the campaign».

³⁴DD is presented in (original) volume I, III, II order. Thus DD volume III is equivalent to the original volume II.

³⁵M&M p4 (Introduction): «(Vol. II) describes the beasts and creatures which will be encountered, as well as the kind and amount of treasure they

Player's Supplies

Intending players should provision themselves with:

- Heroes & Magic (you're reading it!),³⁶
- Dice (at least one pair of six-sided dice and one pair of twenty-sided dice³⁷ per player³⁸),
- Pencils and eraser,³⁹
- A notebook and/or lined paper,⁴⁰
- Graph paper for mapping dungeons,⁴¹
- Hexagonal paper for mapping wilderness regions,⁴²
- A vivid imagination.⁴³

Players require six- and twenty-sided dice.^{44,45} One pair of each type per player will minimally suffice, but four or more pairs⁴⁶ of each type will facilitate game pace.⁴⁷

are likely to guard, including magical items».

³⁶M&M p5 (Equipment): «Dungeons and Dragons (you have it!)». Note that DD suggests players should limit themselves to the first volume only.

³⁷M&M p5 (Equipment): «4 to 20 pairs 6-sided dice» and «1 pair 20-sided dice».

³⁸The 3LBBs are not explicit, but DD specifies a number of dice per player.

³⁹M&M p5 (Equipment): «Drafting Equipment and Colored Pencils» and «Scratch Paper and Pencils». DD presumes an eraser is among *drafting equipment*.

⁴⁰M&M p5 (Equipment): «3-Ring Notebook (referee and each player)» and «3-Ring Lined Paper».

⁴¹M&M p5 (Equipment): «Graph Paper (6 lines per inch is best)». DD presumes the purpose.

⁴²Logical extrapolation.

⁴³M&M p5 (Equipment): «Imagination».

⁴⁴DD exhibits a notable preference toward six- and twenty-sided dice so that, assuming they are able to make percentile throws with twenty-sided, DD players need only these. Only the referee requires “funny dice”.

⁴⁵Twenty-sided dice were not necessarily easy to come by in 1973–74. For a genuine retro feel, twenty-sided dice can be marked 0–9 twice with 0 representing ten, and with one of the two 0–9 series identified (with red or black ink) as representing 11–20.

⁴⁶M&M p5 (Equipment): «4 to 20 pairs 6-sided dice».

⁴⁷A practical observation.

Player Characters

The player's first endeavour is to construct a fantasy persona⁴⁸—known as a *character*⁴⁹—which he will control in the campaign world.⁵⁰

Determination of Abilities

Characters are rated⁵¹ in six abilities: strength, intelligence, wisdom, constitution, dexterity, and charisma.⁵² Each is determined, in order,⁵³ by the referee⁵⁴ with a throw of three six-sided dice producing scores between 3 and 18. The player should record these⁵⁵ figures on note paper or a character record sheet⁵⁶ before selecting his class.⁵⁷

⁴⁸M&M p5–6 (Preparation for the Campaign): «Before they begin, players must decide what role they will play».

⁴⁹M&M p6 (Characters): «There are three (3) main classes of characters». Note also the section heading is self evident.

⁵⁰The 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.

⁵¹M&M p10 (Determination of Abilities): «to rate each as to various abilities».

⁵²M&M p10: «Categories of ability are: Strength, Intelligence, Wisdom, Constitution, Dexterity, and Charisma».

⁵³M&M p10: «roll three six-sided dice in order».

⁵⁴M&M p10: «it is necessary for the referee to roll».

⁵⁵M&M p10: «Each player notes his appropriate scores».

⁵⁶Implied by «A sample of the record of a character appears like this» M&M p10.

⁵⁷M&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 size⁵⁸ and power⁵⁹ 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

⁵⁸The 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 of 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.

⁵⁹The 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 (Gauntlets of Ogre Power) explicitly uses the word *power* to describe physical strength: «give his hands and arms the strength of an ogre».

⁶⁰M&M p10: «Strength is the prime requisite for fighters».

⁶¹U&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».

⁶²M&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 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.

⁶³M&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 communication⁶⁴ and tactical sense⁶⁵ and is the prime requisite for magic-users.⁶⁶ One additional language is known for every point above 10.⁶⁷ Intelligence is useful to the referee for determining what course of action a non-player character should take.⁶⁸

Wisdom is maturity⁶⁹ and tactical judgement⁷⁰ and is the prime requisite for clerics.⁷¹ It functions as does intelligence in determining what course of action a non-player character should take.⁷²

⁶⁴M&M p10 (Intelligence): «it allows additional languages to be spoken».

⁶⁵U&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*.

⁶⁶M&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).

⁶⁷M&M p12 (Languages): «Characters with an Intelligence above 10 may learn additional languages».

⁶⁸M&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*.

⁶⁹The 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*.

⁷⁰c.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*.

⁷¹M&M p10: «Wisdom is the prime requisite for Clerics».

⁷²M&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.⁷³ It determines what damage can be endured⁷⁴ and whether a character will withstand⁷⁵ being raised from the dead,⁷⁶ paralyzed,⁷⁷ polymorphed, or turned to stone.⁷⁸

Table 1: Adjustments due to Constitution

Constitution Score	Hit Points Per Die	Withstand Adversity
3–6	−1*	20%
7–8		40%
9		60%
10		70%
11		80%
12		90%
13–14		Always
15–18	+1	Always

* Minimum 1 hit point per die.

Withstand Adversity⁷⁹ is the probability a character will survive being raised from the dead (any failed attempt indicates that no subsequent attempt can ever succeed⁸⁰), returning to flesh after being

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

⁷⁴M&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».

⁷⁵The 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».

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

⁷⁷M&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.

⁷⁸Not 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*.

⁸⁰M&M p33 (Raise Dead): «if the character’s Constitution was weak, the spell will not bring him back to life».

turned to stone,⁸¹ or transformation into another shape by curse or wish or a *Polymorph Other* spell.⁸²

Dexterity is speed and precision.⁸³ It is useful for accurate shooting,⁸⁴ for shooting or conjuring a spell first,⁸⁵ or for manual speed⁸⁶ whenever initiative is in question.⁸⁷

Table 2: Adjustments due to Dexterity

Dexterity Score	Initiative Adjustment	To Hit Adj. with Missiles
3–6	–1	–1
7–8		–1
9–12		
13–14		+1
15–18	+1	+1

⁸¹OD&D is not explicit that the survive adversity check should be made when *returning* to the flesh, however; a later rendering of the *Stone to Flesh* spell (AD&D PHB p86) is explicit.

⁸²BTPBD 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).

⁸³*Speed and precision* are introduced terms surmising the following notes related to dexterity.

⁸⁴M&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».

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

⁸⁶M&M p11: «Dexterity applies to ... manual speed».

⁸⁷M&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.⁸⁸ It is useful in determining reactions,⁸⁹ in negotiations,⁹⁰ and for attracting monsters into service.⁹¹ It determines the number of retainers a character can have⁹² and the loyalty of any hirelings.⁹³

Table 3: Adjustments due to Charisma

Charisma Score	Maximum Retainers	Loyalty Adjustment	Reaction Adjustment
3–5	2	–2	–1
6–8	3	–1	–1
9–12	4		
13–14	5	+1	+1
15–17	6	+2	+1
18	12	+4	+1

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

⁸⁹M&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 *etc.* HOLM p11 (Hostile/Friendly Reaction Table) makes it explicit: «make adjustments if the party spokesman has high charisma or offers special inducements».

⁹⁰M&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».

⁹¹M&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».

⁹²M&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».

⁹³M&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 respond⁹⁴ to commands is as many scale inches as the charisma score,⁹⁵ halved if engaged in melee.⁹⁶

Player Classes

Having been given ability scores⁹⁷ the player must select⁹⁸ a *class* for his character; fighter, magic-user, or cleric.⁹⁹ Men, elves, dwarfs, and even hobbits can be fighters;¹⁰⁰ men and elves can be magic-users;¹⁰¹ only men can be clerics.¹⁰²

All characters begin at the lowest (1st) level in their chosen class.¹⁰³ From there they can work upward to successive experience levels (if they survive)¹⁰⁴ by accumulating the necessary number of experience points.¹⁰⁵ Non-human characters have certain advantages over

⁹⁴U&WA p32 (Command Control): «Personnel beyond the range of the leader's or lieutenants' command control will not respond».

⁹⁵U&WA p32 (Command Control): «The range of command control is the Charisma rating as a radius in inches».

⁹⁶U&WA p32 (Command Control): «Leaders involved in melee have their command control range halved».

⁹⁷M&M p10 (Determination of Abilities): «Prior to the character selection by players it is necessary for the referee to ... rate each as to various abilities, and thus aid them in selecting a role».

⁹⁸M&M p10 (Determination of Abilities): «...and thus aid them in selecting a role».

⁹⁹M&M p6 (Characters): «There are three (3) main classes of characters: Fighting-Men, Magic-Users, Clerics».

¹⁰⁰M&M p6 (Characters): «Fighting Men includes the characters of elves and dwarves and even hobbits».

¹⁰¹M&M p6 (Characters): «Magic-Users includes only men and elves».

¹⁰²M&M p6 (Characters): «Clerics are limited to men only».

¹⁰³M&M p18 (Experience Points): «Experience points are awarded to players by the referee ... This adds to their experience point total, gradually moving them upwards through the levels». It is implicit new characters have earned no such reward, and so have no experience points. Note also that the sample character record (M&M p10) explicitly lists: «Nil» experience. Hence characters begin at 1st level.

¹⁰⁴M&M p5–6 (Preparation for the Campaign): «they will work upwards—if they survive—to successive experience levels».

¹⁰⁵M&M p15 (Levels and Number of Experience Points Necessary to Attain Them) details the number of experience points required by each class to advance to successive levels.

men,¹⁰⁶ but are limited in how far they can progress.¹⁰⁷

Table 4: Experience Points Required

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

Level	Clerics	XP
1st	Brother	0
2nd	Crucifer	1,600
3rd	Curate	3,000
4th	Vicar	6,000
5th	Priest	13,000
6th	Canon	27,000
7th	Prelate	57,000
8th	Bishop	120,000
9th	Bishop, 9th [†]	240,000
10th	Bishop, 10th	360,000
11th	Bishop, 11th	480,000
12th	Bishop, 12th	600,000

* 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.

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

¹⁰⁷M&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».

Prime Requisite Abilities

One of the six abilities is considered to be the prime requisite for each class.¹⁰⁸ A character will earn a greater or lesser number of experience points from his adventures according to his prime requisite score;¹⁰⁹ thus fighters should ideally be strong, magic-users intelligent, and clerics wise.¹¹⁰

Table 5: Experience Earned

Prime Requisite	Experience Adjustment
3–5	–20%
6–8	–10%
9–12 ¹¹¹	
13–15	+5%
16–18	+10%

A character's prime requisite score is adjusted—for the purpose of determining experience points earned only¹¹²—as follows: A cleric adds 1 to his prime requisite for every 2 points of intelligence above 9¹¹³ and for every 3 points of strength above 9.¹¹⁴ A fighter adds 1 to his prime requisite for every 2 points of intelligence¹¹⁵ above 9 and for every 3 points of wisdom above 9.¹¹⁶ A magic-user adds 1 to his prime requisite for every 2 points of wisdom above 9.¹¹⁷

¹⁰⁸M&M p10 (Explanation of Abilities): «The first three categories are the prime requisites for each of the three classes».

¹⁰⁹M&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.

¹¹⁰Logical inference introduced into DD.

¹¹²M&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».

¹¹³M&M p10 (Intelligence): «Clerics can use it in their prime requisite areas (... wisdom ...) on a 2 for 1 basis».

¹¹⁴M&M p10 (Strength): «Clerics can use strength on a 3 for 1 basis in their prime requisite area (wisdom)».

¹¹⁵M&M p10 (Intelligence): «fighters ... can use it in their prime requisite areas (strength ...) on a 2 for 1 basis».

¹¹⁶M&M p10 (Wisdom): «It may be used on a 3 for 1 basis by fighters ... in their respective prime requisite areas».

¹¹⁷M&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 advantages¹¹⁹ 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

¹¹⁸M&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.

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

¹²⁰M&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».

¹²¹M&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, 3, 4, 5, 6/ totals 26» strongly implies that dice are six-sided.

¹²²M&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».

¹²³M&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 statistic¹²⁴ 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

¹²⁴M&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».

¹²⁵Chainmail'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.

¹²⁶Chainmail'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.

¹²⁷M&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

Fighters¹²⁸ are the ubiquitous fighting-men¹²⁹ of the fantastic medieval genre.¹³⁰ Of all the classes they are the most formidable in attack,¹³¹ can endure the most damage,¹³² and are the only class entitled to joust.¹³³

Fighters can employ any armor or shield¹³⁴ and should have the best available.¹³⁵ They have the use of all weaponry,¹³⁶ including missiles and spears,¹³⁷ and magic swords and the majority of other enchanted weapons are usable exclusively by them.¹³⁸ They are unable to cast spells,¹³⁹ however, and have use of a limited selection of other magical items.¹⁴⁰

¹²⁸*Fighter* is the noun which the SRD ascribes to the fighting class. This same noun appears frequently in the original game.

¹²⁹M&M p6 defines «Fighting-Men».

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

¹³¹M&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.

¹³²Fighters 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.

¹³³CM 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.

¹³⁴M&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.

¹³⁵CM3 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).

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

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

¹³⁸M&T p23–24 (Treasure Tables): 92% of all magical weaponry appearing is usable *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.

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

¹⁴⁰M&M p6 (Fighting-Men): «They can use only a very limited number of

Table 6: Statistics Regarding Fighters

Fighters	Hit Dice	Fighting Capability	Spells per Spell Level					
			1	2	3	4	5	6
Fighter	1 + 2	Man+1						Nil
Veteran	2 + 1	2 Men						Nil
Myrmidon	3	3 Men/Hero-1						Nil
Hero	4	4 Men/Hero						Nil
Armiger	5	5 Men/Hero						Nil
Captain	6	6 Men/Hero						Nil
Champion	7	Superhero-1						Nil
Superhero	8 + 1	Superhero						Nil
Warlord	9 + 2	Superhero						Nil
Warlord, 10th	10	Superhero						Nil
Warlord, 11th	10 + 2	Superhero						Nil
Warlord, 12th	11*	Warlord-1						Nil

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

A Hero¹⁴¹ and above adjusts morale checks of any normal-types¹⁴² he leads in combat by +1,¹⁴³ and is unaffected by fewer than four normal hits in a combat encounter.¹⁴⁴

magical items of the non-weaponry variety».

¹⁴¹Heroes (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.

¹⁴²DD presumes that figures which Chainmail refers to as *unit* and *troops* are best represented as *normal-types* in D&D.

¹⁴³CM 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».

¹⁴⁴CM p27 (c.f. CM3 p30) (Heroes): «four simultaneous kills must be scored against Heroes (or Anti-heroes) to eliminate them. Otherwise, there is 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 Superhero¹⁴⁵ and above is aware of invisible opponents within 3'',¹⁴⁶ and threatened normal-types must take a morale check if approached, or to approach, within his charge movement distance¹⁴⁷ of 15''.¹⁴⁸

A Warlord¹⁴⁹ and above who establishes a stronghold is considered a Baron.¹⁵⁰ So long as the surrounding countryside is kept clear of monsters¹⁵¹ this holding will attract settlers,¹⁵² who can each be

¹⁴⁵CM 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».

¹⁴⁶CM 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 meleed. c.f. Combat.

¹⁴⁷CM 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».

¹⁴⁸CM 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.

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.

¹⁵⁰M&M p6 (Fighting-Men): «Top-level fighters (Lords and above) who build castles are considered Barons».

¹⁵¹U&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.

¹⁵²Players 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

taxed 10 gp per year,¹⁵³ and can be further developed to improve its revenues.¹⁵⁴

The Magic-User

Magic-users are potentially the most powerful class¹⁵⁵ but they are initially the most vulnerable;¹⁵⁶ they can wear no armor¹⁵⁷ and can use only daggers and staves¹⁵⁸ as weapons. A magic-user can, however, cast magic spells.¹⁵⁹ He can memorize a number of spells per adventure¹⁶⁰ appropriate for his experience level and gains access to spells of successive spell levels as he progresses.¹⁶¹ 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.

¹⁵³M&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».

¹⁵⁴M&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».

¹⁵⁵M&M p6 (Magic-Users): «Top level magic-users are perhaps the most powerful characters in game».

¹⁵⁶M&M p6 (Magic-Users): «to begin with they are weak, so survival is often the question».

¹⁵⁷M&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).

¹⁵⁸M&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.

¹⁵⁹CM 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».

¹⁶⁰M&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*.

¹⁶¹M&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,¹⁶² one book per spell level,¹⁶³ and can devise his own spells besides.¹⁶⁴

Magic-users covet enchanted items¹⁶⁵ and have use of the broadest range of these.¹⁶⁶ All save for arms (excepting daggers and staves), armor, and a handful of clerical items¹⁶⁷ are at their disposal. Moreover, a Wizard can enchant items of his own;¹⁶⁸ the cost and time required being commensurate with its value.¹⁶⁹

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

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

* 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 distance¹⁷³ of 12".¹⁷⁴

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

¹⁷¹U&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.

¹⁷²CM p43 states that wizards have: «The ability to raise morale of friendly troops» exactly as do heroes.

¹⁷³CM 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.

¹⁷⁴CM 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 men¹⁷⁵ of law or chaos;¹⁷⁶ they cannot remain neutral¹⁷⁷ in the eternal struggle.¹⁷⁸

Clerics are fanatically religious¹⁷⁹ missionaries¹⁸⁰ or templars, hospitallers,¹⁸¹ or other brothers¹⁸² of a monastery or order¹⁸³ guided by the Powers “above”.¹⁸⁴

They desire to establish temples¹⁸⁵ and to tithe money and jewels

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

¹⁷⁶M&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.

¹⁷⁷M&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.

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

¹⁷⁹M&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.

¹⁸⁰The 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*.

¹⁸¹CM 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.

¹⁸²The 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.

¹⁸³CM 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).

¹⁸⁴M&M p7 (Clerics): «Clerics ... receive help from “above”» and M&M p34 (Communie): «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».

¹⁸⁵M&M p12 (Non-Player Characters): «Clerics want some assurance of having a place of worship in which to house themselves».

for their order.¹⁸⁶ In performing their duty clerics have some of the advantages of both fighters and magic-users;¹⁸⁷ they are allowed shields and armor and non-edged weapons (excluding arrows).¹⁸⁸ Moreover, a lawful cleric can turn the undead¹⁸⁹ and has a repertoire of clerical spells.¹⁹⁰

A cleric is assumed to acquire spell books containing the spells he can cast,¹⁹¹ one book per spell level,¹⁹² and can devise his own spells besides.¹⁹³ He can memorize a number of spells¹⁹⁴ appropriate for his experience level.

When a cleric achieves Bishop status (8th+ level)¹⁹⁵ he can establish a stronghold¹⁹⁶ 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.¹⁹⁷ Once established, the stronghold will at-

¹⁸⁶U&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 monastery or an Order, and therefore gold pieces are only as important as a tribute or tithe».

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

¹⁸⁸M&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».

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

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

¹⁹¹M&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.

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

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

¹⁹⁴M&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*.

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

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

¹⁹⁷M&M p7 (Clerics): «if they spend 100,000 Gold Pieces in castle construc-

tract a body of 30–300 fanatically loyal dervishes¹⁹⁸ who will serve without pay (the referee will determine the exact composition of this force).¹⁹⁹ 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.²⁰⁰

Table 8: Statistics Regarding Clerics

Clerics	Hit	Fighting	Spells/Spell Level				
	Dice	Capability	1	2	3	4	5
Brother	1	Man					
Crucifer	2	2 Men	1				
Curate	2 + 1	2 Men	2				
Vicar	3	3 Men/Hero–1	2	1			
Priest	4	Hero	2	2			
Canon	5	Hero	2	2	1		
Prelate	6	Hero	2	2	2	1	
Bishop	7	Superhero–1	2	2	2	2	1
Bishop, 9th	7 + 1	Superhero–1	3	2	2	2	2
Bishop, 10th	7 + 2	Superhero–1	3	3	3	2	2
Bishop, 11th	8	Superhero	3	3	3	3	3
Bishop, 12th	8 + 1*	Superhero	4	4	4	3	3

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

tion, they may build a fortress of double that cost». This may imply that any construction will be at one-half cost, or it may imply that construction output will be doubled if at least 100,000 gp is spent. The latter interpretation, at least, requires the cleric to spend substantially in order to generate the necessary fanaticism.

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 undead²⁰¹ need never check morale²⁰² and cannot be subdued²⁰³ but all the undead are subject to being turned away²⁰⁴ or even dispelled utterly²⁰⁵ by a lawful cleric²⁰⁶ who forcefully²⁰⁷ presents a Holy cross.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

Clerics	Skeleton	Zombie	Ghoul	Wight	Wraith	Mummy	Spectre	Vampire
Brother	6	9	11					
Crucifer	†	6	9	11				
Curate	†	†	6	9	11			
Vicar	*	†	†	6	9	11		
Priest	*	*	†	†	6	9	11	
Canon	*	*	*	†	†	6	9	11
Prelate	*	*	*	*	†	†	6	9
Bishop	*	*	*	*	*	†	†	6

† 2–12 monsters of this type are turned away.

* 2–12 monsters of this type are dispelled utterly.

²⁰¹M&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).

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

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

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

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

²⁰⁶M&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».

²⁰⁷M&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*.

²⁰⁸M&M p14 (Equipment): The 3LBs 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-clerics²⁰⁹ and have a number of reversed clerical spells²¹⁰ which they can employ with impunity.²¹¹ They cannot turn the undead²¹² but can abide them and other chaotic-types²¹³ and, at top level, are more influential among these than even gothrogs.^{214,215} Otherwise, they function as do clerics²¹⁶ except that an anti-cleric stronghold will attract cultists²¹⁷ rather than dervishes.

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

²⁰⁹M&M p34 (Anti-Clerics): «There are Anti-Clerics (listed below) who have similar powers to Clerics».

²¹⁰M&M p22 (final para): «Note that under lined Clerical spells are reversed by evil Clerics».

²¹¹A 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.

²¹²M&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».

²¹³U&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.

²¹⁴The noun *Gothrog* is an introduction. With all due respect for TSR's attempt to de-Tolkienise D&D from its 6th print (1977) onward, DD includes Gothrogs rather than Tolkien's Balrogs.

²¹⁵M&T p14 (Balrogs): «Chaotic creatures will generally obey a Balrog before a human (except for an Evil High Priest who is slightly more influential)».

²¹⁶M&M p34 (Anti-Clerics): «Anti-Clerics ... have similar powers to Clerics».

²¹⁷The 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.²¹⁸ He loses his power to turn the undead²¹⁹ and a number of his spells will be reversed.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.²²¹

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

²¹⁸Clerics 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.

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

²²⁰M&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».

²²¹M&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

Dwarfs²²² choose to dwell deep underground²²³ in mountainous homes²²⁴ and operate equally well by day or by night.²²⁵ They can advance as high as 6th level in the fighting class²²⁶ (Captain),²²⁷ but make all saving throws at four levels above their actual level.²²⁸ They are the only characters able to employ the +3 war hammer to its full potential.²²⁹

Dwarfs desire gold²³⁰ and mine twice as quickly as do normal sappers.²³¹ They are able to note slanting and sloping passages²³², traps,²³³ and shifting walls or new construction in dungeon stonework,²³⁴

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».

²²⁷*Captain* 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.²³⁵

Dwarves despise goblins (including hobgoblins) above all other enemies.²³⁶ However, giants and the like have difficulty catching them²³⁷ and will cause only half hits.²³⁸

Dwarves are able to speak²³⁹ the languages of gnomes, goblins, and hobgoblins²⁴⁰ in addition to their own language, their alignment tongue, and the common tongue.

²³⁵U&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.

²³⁶CM 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 dwarves have an animosity liability.

²³⁷CM 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».

²³⁸CM 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 *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 *hits* versus giant-sized figures. Although M&T reaffirms that dwarves are difficult to *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 *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 –4 adjustment on giant-type attack throws versus dwarves (PHB p16).

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

²⁴⁰M&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 dwarves. It is logical that DD-dwarves 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-users²⁴¹ but can change class between adventures as often as desired.²⁴² An elf becomes a combination figure²⁴³ when he changes class for the first time.²⁴⁴ He may thereafter use both the weaponry of a fighter and the spells of a magic-user simultaneously²⁴⁵ but cannot act as a magic-user while wearing non-magical armor.²⁴⁶ Elves are limited to 4th level (Hero) as fighters and to 8th level (Mage)²⁴⁷ as magic-users.

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

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

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

²⁴³The 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».

²⁴⁴The logical implication of combining a second class with the player's first class.

²⁴⁵M&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.

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

²⁴⁷M&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.

²⁴⁸CM 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».

²⁴⁹CM 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;²⁵⁰ when merely passing by they will do so with a throw of 5–6.²⁵¹ They will identify noises when listening at doors with a throw of 5–6 on a six-sided die.²⁵²

Elves on foot can move and fire²⁵³ a horse bow²⁵⁴ without penalty.²⁵⁵ In melee combat they deal an additional 1–6 hit points of damage to ogres²⁵⁶ on a hit and are immune to the paralyzing touch of ghouls.²⁵⁷

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

²⁵⁰M&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.

²⁵¹U&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».

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

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

²⁵⁴CM 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.

²⁵⁵CM 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».

²⁵⁶M&M p8 (Elves): «They also gain the advantages noted in the CHAIN-MAIL 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.

²⁵⁷M&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».

²⁵⁸CM 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 *three dice* versus

normal-types,²⁵⁹ and otherwise deals +1 hit point of damage on a hit.²⁶⁰ An elf firing a magical arrow always does so as a Hero.²⁶¹

Elves are able to speak²⁶² the languages of orcs and gnolls²⁶³ 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.

²⁵⁹CM 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.

²⁶⁰M&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*.

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

²⁶²M&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).

²⁶³M&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

Hobbets²⁶⁴ generally have small interest in adventures or battles²⁶⁵ but can progress as high as the 4th level (Hero) in the fighting class.²⁶⁶ They are deadly accurate with missiles²⁶⁷ so every two shots loosed count as three²⁶⁸ and can sling a stone up to 15".²⁶⁹

They are nearly invisible²⁷⁰ when they choose to blend into the background²⁷¹ and make excellent scouts.²⁷² When listening at doors they will identify noises with a throw of 5–6 on a six-sided die,²⁷³ but will require a throw of 6 to force a stuck door.²⁷⁴ Despite their small stature hobbets are uncommonly resilient and make all saving throws at four levels above their actual level.²⁷⁵

²⁶⁴DD's *halfings*, c.f. SRD.

²⁶⁵CM p26 (Hobbets): «These little chaps have small place in the wargame».

²⁶⁶M&M p8 (Hobbets): «Hobbets cannot progress beyond 4th level Fighting-Man».

²⁶⁷M&M p8 (Hobbets): «they will have deadly accuracy with missiles as detailed in CHAINMAIL».

²⁶⁸CM p26 (c.f. CM3 p29) (Hobbets): «because of their well known accuracy, for every two Hobbets 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.

²⁶⁹CM p26 (c.f. CM3 p29) (Hobbets): «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).

²⁷⁰CM p39 (c.f. CM3 p43)(Fantasy Reference Table): «The ability to become invisible (Hobbets only in brush or woods)».

²⁷¹CM p26 (c.f. CM3 p29) (Hobbets): «they are able to blend into the background».

²⁷²CM p26 (c.f. CM3 p29) (Hobbets): «they ... make excellent scouts».

²⁷³U&WA p9 (Listening): «A roll of ... 1 or 2 for ... Hobbets will detect sound within if there is any to be heard».

²⁷⁴U&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.

²⁷⁵M&M p8 (Hobbets): «they will have magic-resistance equal to dwarves (add four levels for saving throws)».

Saving Throws

Table 10: Saving Throws

	Poison	Wands /Rays	Paral. /Petrif.	Breath Weapon	Spells
Fighter 1-2	12	13	14	15	16
Fighter 3-6	10	11	12	12	14
Fighter 7-11	7	8	9	9	11
Fighter 12-	4	5	5	5	8
Magic-User 1-3	13	14	13	16	15
Magic-User 4-9	10	11	10	13	11
Magic-User 10-	7	8	7	10	6
Cleric 1-3	11	12	14	16	15
Cleric 4-7	8	9	11	13	12
Cleric 8-	4	6	8	9	8

Throwing the indicated score (or above)²⁷⁶ on a twenty-sided die²⁷⁷ 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

²⁷⁶M&M p20-21 (Saving Throw Matrix): «Scoring the total indicated above (or scoring higher)».

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

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

²⁷⁹M&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».

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

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

²⁸²M&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 adventure²⁸³ and nor can a cleric ever change to a magic-user or vice versa.²⁸⁴ Moreover, a man requires a minimum score of 15²⁸⁵ in the prime requisite of the class he intends to change to.²⁸⁶

Alignment

Before play begins²⁸⁷ each character must choose a side²⁸⁸ in the eternal struggle.²⁸⁹ Subject to type²⁹⁰ he may be either of law or of chaos or otherwise neutral.²⁹¹

²⁸³M&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.

²⁸⁴M&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.

²⁸⁵M&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.

²⁸⁶M&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.

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

²⁸⁸CM 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.

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

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

²⁹¹CM 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

Law	Neutrality	Chaos
<i>Clerics</i>	<i>Dwarfs/Gnomes</i>	<i>Anti-clerics</i>
<i>Dwarfs/Gnomes</i>	<i>Elves</i>	<i>Fighters</i>
<i>Elves</i>	<i>Fighters</i>	<i>Magic-users</i>
<i>Fighters</i>	<i>Magic-users</i>	Dragons
<i>Hobbets</i>	Cavemen	Efreet
<i>Magic-users</i>	Centaur	Gargoyles
Centaur	Djinn	Giants
Golden dragons	Dragons	Goblins/Hobgoblins
Men	Dryads	Gothrogs
Pegasi	Giants	Kobolds
Treemen	Lycanthropes	Lycanthropes
Unicorns	Men	Medusae
Werebears	Minotaurs	Men
	Ogres	Minotaurs
	Orcs/Gnolls	Ogres
	Pixies	Orcs/Gnolls
		Trolls
		Ghoul
		Mummies
		Spectres
		Vampires
		Wights
		Wraiths

Italicized entries indicate standard player-types.

Alignment will adjust non-player reactions²⁹² and loyalty²⁹³ and determine who may serve²⁹⁴ or be predisposed to attack.²⁹⁵ Additionally, alignment will determine whether magic swords may be handled safely²⁹⁶ and the shape a player would be reincarnated in.²⁹⁷

²⁹²U&WA p12 (Reaction): «The dice score is to be modified by additions and subtractions for ... alignment of the parties concerned».

²⁹³M&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).

²⁹⁴M&M p12: «Monsters can be lured into service if they are of the same basic alignment as the player-character».

²⁹⁵M&M p12 (Languages): «While not understanding the language, creatures who speak a divisional tongue will recognize a hostile one and attack».

²⁹⁶M&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».

²⁹⁷M&M p30 (Reincarnation spell): «The form in which the character is

Languages

Many languages are spoken throughout the game world²⁹⁸ with each intelligent type having its own tongue.²⁹⁹ Men also share a “common tongue” which most men³⁰⁰ and one-third of other speaking creatures will know (with a throw of 5–6 on a six-sided die).³⁰¹

Additionally, there are the tongues of law, chaos, and neutrality³⁰² which are known to the speaking membership of those alignments.³⁰³ Creatures of one alignment will recognize hostile alignment tongues without comprehending them and be predisposed to attack.³⁰⁴

Player characters always know at least two languages,³⁰⁵ typi-

Reincarnated is dependent upon his former alignment».

²⁹⁸Implied throughout the 3LBBs; e.g., M&M p12 (Languages): «creatures and monsters which can speak have their own language» and «Law, Chaos and Neutrality also have common languages» and even magic swords can have the power of speech (M&T p28).

²⁹⁹M&M p12 (Languages): «creatures and monsters which can speak have their own language»

³⁰⁰M&M p12 (Languages): «The “common tongue” spoken throughout the “continent” is known by most humans». Note that the term *human* may include or exclude other man-types (e.g., M&T p38 (Mirror of Life Trapping): «any human (including Elves, Dwarves and Gnomes)» versus M&M p5–6 (Preparation for the Campaign): «Before they begin, players must decide what role they will play in the campaign, human or otherwise»). Note that if *all* man-types speak the common tongue, the languages of elves, goblins, gnolls, and the like become a curiosity only. If *only* humans speak the common tongue, then access to the creature specific languages (principally via *intelligence*) is more significant. Note also there is no other tongue mentioned that is specific to humankind.

³⁰¹M&M p12 (Languages): «creatures and monsters which can speak ... (20%) also know the common one». DD exhibits its preference for the six-sided die and for mechanical consistency, in this instance increasing the possibility of parley in the common tongue from 20% to 33%.

³⁰²M&M p12 (Languages): «Law, Chaos and Neutrality also have common languages».

³⁰³M&M p12 (Languages): «... spoken by each respectively».

³⁰⁴M&M p12 (Languages): «While not understanding the language, creatures who speak a divisional tongue will recognize a hostile one and attack». It is not explicit what is considered a *hostile* tongue, but presumably, *hostile* implies *different*. DD qualifies *attack* as *predisposed to attack* in recognition of U&WA p12 (Avoiding Monsters): «monsters which are intelligent enough to avoid an obviously superior force».

³⁰⁵M&M p12 (Languages): «Characters with an Intelligence above 10 may learn additional languages, one language for every point above 10 ... Thus, a man with an intelligence ... 15 could speak 7 languages». Ergo, characters *without* intelligence above 10 will speak 2 languages.

cally the common tongue and an alignment tongue.³⁰⁶ Player characters with above average intelligence will know additional languages.³⁰⁷ There are also spells and magic items that will aid in the comprehension of unknown languages.³⁰⁸

Levels Beyond the 12th

Further increments in Fighting Capability and saving throws are as follows:³⁰⁹ Clerics attain Superheroic+2 saving throws and Superheroic+2 FC at the 20th level,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.

³⁰⁶M&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.

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

³⁰⁸M&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».

³⁰⁹DD's higher level progression curve is slower than that described in the 3LBBs.

³¹⁰A 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.³¹¹ There is no reason a player should not be allowed to play virtually any type of character, should the referee permit it.³¹² For any new player-type the referee should predetermine³¹³ a progression that starts out relatively weak and works upward,³¹⁴ as per the other classes.³¹⁵ No player-type should be so powerful as to destroy play balance.³¹⁶

³¹¹The inclusion of this section makes this self evident.

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

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

³¹⁴M&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»

³¹⁵M&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.

³¹⁶CM 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 pieces³¹⁷ to furnish his character with basic equipment.³¹⁸ Players may trade amongst themselves, and gold would be exchanged.³¹⁹

Table 12: Cost of Basic Equipment

Item	gp	Item	gp
Battle axe	10	Leather armor	10
Club or Cudgel	1	Mail	30
Dagger	3	Plate armor	90
Flail	8	Helmet	10
Hand axe	3	Shield	10
Lance	6	Iron spikes, 6	1
Mace	4	Lantern	10
Morning star	6	Mallet	2
Spear	3	Mirror, steel/silver	6/18
Staff	1	Oil, flask	2
Sword	15	Pole, 10ft	1
Two-handed sword	30	Rope, 50ft	1
Warhammer	5	Saddle	25
Arrows/Quarrels, 20/30	10	Timber stakes, 6	5sp
Arrow/Quarrel, silver	5	Torches, 6	1
Bow, short	25	Bellodona, bunch	10
Bow, horse	35	Food, one week	7
Bow, composite	50	Rations, one week	15
Crossbow	15	Wine, quart	2
Crossbow, heavy	25	Wolvesbane, bunch	10
Longbow	40	Water or Wineskin	1
Backpack	3	Horse, draft	30
Quiver or Case	4	Horse, light	40
Sack, large	2	Mule	20
Sack, small	1	Warhorse, medium	100
Saddle bags	10	Warhorse, heavy	200
Holy Cross, wood/silver	4/20	Cart	100
Holy water, flask	24	Wagon	200

Rations are for dungeon expeditions where food would spoil.

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

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

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

³¹⁹M&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.³²⁰

Table 13: Movement Rate

Movement Rate (Men)	Load (lb)
Light Foot Movement (12'')	0–75
Heavy Foot Movement (9'')	76–100
Armored Foot Movement (6'')	101–150
Half of Armored Foot Movement (3'')	151–300

Table 14: Weight of Basic Equipment

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

The referee can extrapolate weights for other items from those given.³²¹

1 gold piece = 10 silver pieces = 50 copper pieces.³²²

³²⁰Implied by example; M&M p15 (Encumbrance).

³²¹DD 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».

³²²M&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 Hirelings³²⁴ of various sorts can be found in towns, strongholds, and possibly in villages.³²⁵ Hirelings are ordinary folk who will perform mundane (non-combat) duties³²⁶ for upkeep³²⁷ plus a fee of 2 gp per month³²⁸

³²³M&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».

³²⁴The 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.

³²⁵Towns, 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.

³²⁶There 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*.

³²⁸U&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.³²⁹ With enough gold there is no limit to how many hirelings a character can employ.³³⁰

Mercenaries

Mercenaries³³¹ are neutrally aligned³³² soldiery whose monthly fee is commensurate with their function and equipment.³³³

Table 15: Mercenaries

Type	Monthly Fee (gp)			
	Man	Dwarf	Elf	Orc
Light Footmen	3			1
Footmen	4	5	6	2
Archers	6		9	3
Crossbowmen	5	7		
Longbow men	9			
Light Horsemen	10			
Horsemen	16			
Heavy Horsemen	24			

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.

³²⁹The 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»).

³³⁰M&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.

³³¹CM 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.

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.

³³³See the table of fees U&WA p23 (Men-at-Arms). Note also the implied minimum cost/period of employment is one month.

Light footmen³³⁴ are local militia, citizen soldiers, watchmen, and the like³³⁵ possibly with leather armor and/or shield³³⁶ who have –1 morale.³³⁷

Footmen³³⁸ are equipped with leather or mail armor, shield, and helm.³³⁹ All foot carry arms appropriate to their origin.³⁴⁰

Archers and crossbowmen wear leather armor³⁴¹ and carry daggers and short bows or light crossbows, respectively.³⁴² 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)(Melees) 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 only³⁴³ who wear leather armor and carry daggers and longbows.³⁴⁴

Heavy horsemen typically wear plate armor and helmets, 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 uncommon³⁴⁸ 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 monsters³⁵¹ and player-types³⁵² can also be sought.³⁵³ These are called retainers³⁵⁴ and the number allowed at

³⁴³U&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).

³⁴⁴CM 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.

³⁴⁵By historical implication.

³⁴⁶Logical extrapolation.

³⁴⁷Logical extrapolation.

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

³⁴⁹U&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.

³⁵⁰c.f. Hirelings.

³⁵¹M&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.»

³⁵²M&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».

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

³⁵⁴The 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.³⁵⁵

A character can seek retainers during his adventures³⁵⁶ or advertise his need by posting notices, hiring heralds, frequenting taverns, or sending messages to foreign parts where candidates may dwell.³⁵⁷ The cost and effectiveness of these endeavors is left to the referee's discretion.³⁵⁸

If a prospective retainer is found the character can make an offer of employment.³⁵⁹ Only the lowest level player types are employable³⁶⁰ and men will not be tempted for any offer worth less than 100 gp.³⁶¹ Dwarfs desire especially gold, elves and magic-users desire spells and magic items, clerics desire crusades and places to worship,³⁶² and so on.

Relatives

Player-types can possess arms, armor, and equipment from the outset³⁶³ and (if they are fortunate) can accumulate considerable wealth.³⁶⁴ If a character disappears on an adventure all his worldly

³⁵⁵M&M p11 (Charisma): «A player-character can employ only as many as indicated by his charisma score».

³⁵⁶M&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.

³⁵⁷M&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.

³⁵⁸M&M p12 (Non-Player Characters): «This costs money and takes time, and the referee must determine expenditures».

³⁵⁹M&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».

³⁶⁰M&M p12 (Non-Player Characters): «Only the lowest level of character types can be hired».

³⁶¹M&M p12 (Non-Player Characters): «a minimum offer of 100 Gold Pieces would be required to tempt a human into service».

³⁶²M&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».

³⁶³M&M p13-14 (Basic Equipment and Costs): «It will be necessary for players to equip their characters with various basic items of equipment».

³⁶⁴M&M p18 (Experience Points): «they obtain various forms of treasure (money, gems, jewelry, magical items, etc.)».

goods are forfeit!³⁶⁵ Thus, a character may designate one relative as heir to his estate.³⁶⁶ Should he be slain, or mysteriously vanish, “death” can be declared after one game month of unexplained absence.³⁶⁷

Should there be an heir, he then takes possession of all properties, goods, and valuables that belonged to the departed³⁶⁸ less a 20% inheritance tax³⁶⁹ payable to the realm.³⁷⁰ The player may then assume the role of the heir who must begin at the lowest level for his class.³⁷¹

Should the original character unexpectedly return to reclaim his estate the inheritance tax will be payable again.³⁷² The referee must adjudicate the reaction of the disinherited heir, who might intrigue to retain control.³⁷³ If the disinherited heir is kept on as part of the player’s household or retinue, his loyalty will be adjusted by negative 1–6.³⁷⁴

³⁶⁵M&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».

³⁶⁶M&M p13 (Relatives): «The referee may allow players to designate one relative of his character to inherit his possessions».

³⁶⁷M&M p13 (Relatives): «with or without “death” being positively established, for a period of one game month».

³⁶⁸M&M p13 (Relatives): «the relative would inherit the estate of the character».

³⁶⁹M&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.

³⁷⁰The 3LBBs are not explicit as to who collects taxes, so this is a DD introduction.

³⁷¹M&M p13 (Relatives): «The relative must start at the lowest level of the class he opts for».

³⁷²M&M p13 (Relatives): «If the character returns, he ... must pay an additional 10% tax in order to regain his own».

³⁷³M&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».

³⁷⁴M&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,³⁷⁵ 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.³⁷⁶

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.³⁷⁷ In extreme circumstances the referee will use reaction checks or morale checks³⁷⁸ to determine the non-player's behaviour.³⁷⁹

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 spells³⁸⁰ and clerics have a number of their own spells,³⁸¹ but fighters have no spells of their own.³⁸²

A magic-user or cleric can memorize a number of spells for each adventure³⁸³ according to his experience level.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!³⁸⁵

Cumulative Magic

Spells and other magical effects will usually combine safely³⁸⁶ with one another.³⁸⁷ However, multiple enchantments with the same effect need not be cumulative;³⁸⁸ only the single, most powerful or long lasting effect applies.³⁸⁹

³⁸⁰CM p28 (c.f. CM3 p30)(Wizards): «Wizards cast terrible spells».

³⁸¹M&M p7 (Clerics): «they have numbers of their own spells».

³⁸²M&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).

³⁸³5

³⁸⁴M&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 *adventure* not per *day*; a significant distinction in the wilderness exploration game where each turn represents one day of game time.

³⁸⁵SR #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».

³⁸⁶A 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».

³⁸⁷The few exceptions noted in the 3LBBs describe immiscible cases. This implies that cases not detailed will generally combine as expected.

³⁸⁸e.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.

³⁸⁹E.g., a *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 clerics³⁹⁰ are assumed to acquire³⁹¹ a spell book containing the 1st level spells³⁹² but must buy,³⁹³ capture,³⁹⁴ or research³⁹⁵ 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.³⁹⁶ Should a spell book be lost, damaged, or destroyed it can be replaced at a cost.³⁹⁷ 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.³⁹⁸

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.³⁹⁹ The player can contrive whatever spell he desires remembering; the referee will determine the spell level of any new magic⁴⁰⁰ and the spell level of a new spell cannot exceed that which the researcher is able to memorize.⁴⁰¹

Success is a matter of time and gold pieces invested.⁴⁰² 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.⁴⁰³ Time required is one week per spell level regardless of the sum invested.⁴⁰⁴

The researcher may add a newly devised spell to a spell book of the appropriate level.⁴⁰⁵ He may share it with others or keep it to himself.⁴⁰⁶

³⁹⁹M&M p34 (Magical Research): «Both Magic-Users and Clerics may attempt to expand on the spells listed».

⁴⁰⁰M&M p35 (Magical Research): «The level of the magic required to operate the spell (determination by referee)...».

⁴⁰¹M&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».

⁴⁰²M&M p34 (Magical Research): «This is a matter of time and investment».

⁴⁰³M&M p35 (Magical Research): «For every amount equal to the basic investment spent there is a 20% chance of success, cumulative».

⁴⁰⁴M&M p35 (Magical Research): «The time required is one week per spell level».

⁴⁰⁵M&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.

⁴⁰⁶M&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)⁴⁰⁷ and Bishops (8th+ level)⁴⁰⁸ can manufacture⁴⁰⁹ scrolls of spells which they can memorize.⁴¹⁰ It costs 100 gp per spell level and takes one week per spell level to create any spell scroll.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.⁴¹² Once erased a spell cannot be cast again until it is re-memorized.⁴¹³ Notwithstanding this limitation, nothing prevents a magic-user or cleric from memorizing the same spell several times.⁴¹⁴

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

⁴⁰⁷As a point of differentiation DD has magic-users attain top level (wizard status) at the 10th experience level rather than the 11th.

⁴⁰⁸DD's top level clerics are known as *Bishops*.

⁴⁰⁹The 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.

⁴¹⁰M&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.

⁴¹¹M&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)».

⁴¹²SR #1.2 p4 (Spells): «once the spell is spoken that particular memory pattern is gone completely».

⁴¹³M&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.

⁴¹⁴SR #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».

⁴¹⁵CM 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.⁴¹⁶ Casting a spell requires the full turn so no other action may be attempted.⁴¹⁷ Furthermore, if the caster is struck by any missile or spell or is meleed before his own invocation is completed it will be spoiled⁴¹⁸ and erased from memory without being invoked.⁴¹⁹ The referee will adjudicate whether other interruptions are sufficient to foil a spell.⁴²⁰

Using Spell Scrolls

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

⁴¹⁶CM 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.

⁴¹⁷CM 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».

⁴¹⁸Logical 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».

⁴¹⁹SR #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.

⁴²⁰Extrapolation 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».

⁴²¹M&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*.

to using a spell scroll;^{422,423} a cleric need not.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 scroll⁴²⁵ 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.⁴²⁶

Reversible Spells

Where a clerical spell is noted as reversible, only a chaotic anti-cleric can use the reverse form⁴²⁷ and only a lawful cleric can use the proper form.⁴²⁸ Where a magic-user spell has a counter spell, the counter is a separate spell⁴²⁹ which can be memorized, cast, and written to a scroll exactly as per any other spell.⁴³⁰

⁴²²M&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».

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

⁴²⁴C.f. previous note regarding lack of a clerical *read magic* spell.

⁴²⁵M&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».

⁴²⁶M&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».

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

⁴²⁸Logical extrapolation of the previous note. However *The Finger of Death* presents a contradictory case.

⁴²⁹Reversible 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.

⁴³⁰Logical extrapolation.

Explanation of Spells

Clerical Spells

1st Level Clerical Spells

Cure Light Wounds ⁴³¹ (reversible,⁴³² affects: 1 figure,⁴³³ range: touch⁴³⁴) The cleric can restore 2–7 hit points of damage⁴³⁵ suffered by one figure⁴³⁶ during a full turn of aid.⁴³⁷ The reverse, *Infllict Light Wounds*,⁴³⁸ will cause 2–7 hit points of damage, possibly requiring an attack to touch an unwilling target.⁴³⁹

⁴³¹SRD spell name.

⁴³²M&M p22 (Spells Table) identifies the clerical *Cure Light Wounds* spell as reversible.

⁴³³M&M p32 (Cure Light Wounds): «remove hits from a wounded character». Thus *a* single character.

⁴³⁴S&S p14 (Spell Chart): *Cure Light Wounds* is listed with a range: touch.

⁴³⁵M&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.

⁴³⁶M&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.

⁴³⁷M&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*Infllict Light Wounds* is the SRD spell name. *Cause Light Wounds* (PHB p43) does not appear in the SRD.

⁴³⁹Introduction from the SRD (Touch Attacks), but note *possibly*.

Detect Evil ⁴⁴⁰ (reversible, ⁴⁴¹ affects: self, ⁴⁴² duration: 6 turns, range: 12''⁴⁴³) The cleric can detect⁴⁴⁴ any enchanted, conjured, or chaotic⁴⁴⁵ creature within range, as well as any curse or malicious enchantment upon an object.⁴⁴⁶ The reverse, *Detect Good*,⁴⁴⁷ enables an anti-cleric to detect lawful rather than chaotic creatures.⁴⁴⁸

Detect Magic ⁴⁴⁹ (affects: self, ⁴⁵⁰ duration: 2 turns, range: 6''⁴⁵¹) The cleric can detect any enchantment⁴⁵² on a person, place, or object.⁴⁵³

⁴⁴⁰SRD spell name. Note especially that DD positions the *Detect Evil* spell as uniquely clerical; DD-magic-users have no equivalent spell.

⁴⁴¹M&M p22 (Spell Table) identifies the clerical *Detect Evil* spell as reversible.

⁴⁴²Inferred by similarity to the clerical *Detect Magic* spell.

⁴⁴³M&M p32 (Clerical *Detect Evil*): «it has a duration of 6 turns and a range of 12''».

⁴⁴⁴CM 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.

⁴⁴⁵c.f. *Protection from Evil*. DD presumes the *Detect Evil* spell uses the same definition of *evil* as does *Protection from Evil*.

⁴⁴⁶M&M p25 (Magic-User *Detect Evil*): «A spell to detect ... evilly enchanted object».

⁴⁴⁷SRD spell name.

⁴⁴⁸Although the 3LBBs state *Detect Evil* is reversible, no detail is offered. DD introduces a minimal explanation of *Detect Good*.

⁴⁴⁹SRD spell name.

⁴⁵⁰Inferred only.

⁴⁵¹S&S p12 (Spell Chart): *Detect Magic* is listed (albeit for magic-users only) with duration: 2 turns, range: 6''.

⁴⁵²M&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».

⁴⁵³M&M p23 (Magic-User *Detect Magic*) «on a person, place or thing».

Light ⁴⁵⁴ (reversible,⁴⁵⁵ affects: 3" diameter,⁴⁵⁶ duration: 12 turns + 1 turn/level,⁴⁵⁷ range: 12"⁴⁵⁸) Illuminates a 3" diameter sphere with a light not equal to full daylight.⁴⁵⁹ The reverse, *Darkness*,⁴⁶⁰ creates a 3" diameter sphere of darkness that is impenetrable even to creatures that see in the dark and to the *Darkvision* spell.⁴⁶¹

Protection from Evil ⁴⁶² (reversible,⁴⁶³ affects: self,⁴⁶⁴ duration: 12 turns⁴⁶⁵) This spell prevents any enchanted or conjured⁴⁶⁶ creature from attacking⁴⁶⁷ the cleric. Other chaotic-type attacks⁴⁶⁸ are reduced by one hit die⁴⁶⁹ and the cleric will make saving throws against them

⁴⁵⁴SRD spell name.

⁴⁵⁵M&M p22 (Spells Table) identifies the clerical Light spell as reversible.

⁴⁵⁶M&M p33 (Cleric Light): «This spell is the same as that for Magic-Users» and M&M p23 (Magic-User Light): «A spell to cast light in a circle 3" in diameter».

⁴⁵⁷M&M p23 (Magic-User Light): «It lasts for a number of turns equal to 6 + the number of levels of the user» and M&M p33 (Cleric Light): «except that it has a basic duration of 12 turns». Note also S&S p12–14 (Spell Chart) lists Magic-User Light with a duration: 6 + the level of the user, and Clerical Light with a duration: 12 x the level of the user. DD presumes “x” is a typo for “+”.

⁴⁵⁸S&S p12–14 (Spell Chart) lists Magic-User Light with a range: 12", and Clerical Light with a range: 12".

⁴⁵⁹M&M p23 (Magic-User Light): «not equal to full daylight».

⁴⁶⁰SRD spell name.

⁴⁶¹Introduction from the SRD.

⁴⁶²SRD spell name.

⁴⁶³M&M p22 (Spells Table) identifies the clerical *Protection from Evil* spell as reversible.

⁴⁶⁴Inferred from M&M p23 (Magic-User Protection from Evil): «This spell hedges the conjurer».

⁴⁶⁵M&M p31 (Clerical Spell): «it lasts for 12 turns».

⁴⁶⁶M&M p31 (Clerical Protection from Evil): «This spell is the same as that for Magic-Users» and M&M p23 (Magic-User Protection from Evil): «keep out attacks from enchanted monsters». BTPBD b1, p19 (Protection from Evil) states: «keep out attacks from conjural creatures»; note especially *conjural*.

⁴⁶⁷M&M p23 (Magic-User Protection from Evil): «to keep out attacks».

⁴⁶⁸M&M p23 (Magic-User Protection from Evil): «It also serves as an “armor” from various evil attacks». Because this spell protects *lawful* clerics “evil” is presumed to imply “chaotic”.

⁴⁶⁹M&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.

at +2.⁴⁷⁰ 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 water⁴⁷⁷ whole and suitable for consumption.⁴⁷⁸ Enough vittles for one dozen men⁴⁷⁹ are affected. The reverse, *Spoil Food and Drink*,⁴⁸⁰ will instead putrefy food, drink, and Holy water.

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

⁴⁷¹SRD spell name.

⁴⁷²Introduction from the SRD.

⁴⁷³The 3LBBs have *Purify Food & Water* for which the SRD spell name is *Purify Food and Drink*.

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

⁴⁷⁵Implied only.

⁴⁷⁶Introduction 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.

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

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

⁴⁸⁰PHB (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*.

Table 16: Clerical Spells

1st Level	2nd Level	
<i>Cure Light Wounds</i>	<i>Bless</i>	
<i>Detect Evil</i>	Find Traps	
Detect Magic	Hold Person	
<i>Light</i>	Speak with Animals	
<i>Protection from Evil</i>		
<i>Purify Food and Drink</i>		
3rd Level	4th Level	5th Level
<i>Circle of Pro. from Evil</i>	Create Food and Drink	Commune
<i>Continuous Light</i>	<i>Cure Critical Wounds</i>	<i>Dispel Evil</i>
Locate Object	<i>Neutralize Poison</i>	Insect Plague
<i>Remove Curse</i>	Speak with Plants	Quest
<i>Remove Disease</i>	Sticks to Serpents	<i>Raise Dead</i>

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 bonus⁴⁸⁶ and a +1 attack adjustment⁴⁸⁷ upon prospective recipients⁴⁸⁸ who are not in combat.⁴⁸⁹ The reverse, *Bane*,⁴⁹⁰ imposes equivalent penalties.⁴⁹¹

⁴⁸¹SRD spell name.

⁴⁸²M&M p22 (Spells Table) identifies the clerical Bless spell as reversible.

⁴⁸³S&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).

⁴⁸⁴M&M p33 (Bless): «The spell lasts six turns».

⁴⁸⁵S&S p14: Clerical *Bless* spell listed with range: 6''.

⁴⁸⁶M&M p33 (Bless): «A blessing raises morale by +1».

⁴⁸⁷M&M p33 (Bless): «A blessing ... adds +1 to attack dice».

⁴⁸⁸M&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.

⁴⁸⁹M&M p33 (Bless): «recipients ... are not in combat».

⁴⁹⁰SRD spell name.

⁴⁹¹The 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 ⁴⁹² (affects: self,⁴⁹³ duration: 2 turns,⁴⁹⁴ range: 3''⁴⁹⁵)
The cleric can locate any magical or mechanical trap within range.⁴⁹⁶
No insight as to how the trap might be deactivated is conveyed.⁴⁹⁷

Hold Person ⁴⁹⁸ (affects: 1 or 1-4⁴⁹⁹ man-types,⁵⁰⁰ duration: 9 turns,⁵⁰¹ range: 18''⁵⁰²) 1-4 man-types are held paralyzed⁵⁰³ if they fail to save⁵⁰⁴ versus paralysis.⁵⁰⁵ If a single figure is targeted his saving throw is penalized⁵⁰⁶ by -4.⁵⁰⁷

⁴⁹²SRD spell name.

⁴⁹³M&M p33 (Find Traps): «the Cleric will locate», also S&S p14 gives the range as “personal”.

⁴⁹⁴M&M p33 (Find Traps): «The spell lasts 2 turns».

⁴⁹⁵M&M p33 (Find Traps): «within a radius of 3''».

⁴⁹⁶M&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.

⁴⁹⁷Implicit in the 3LBBs, and explicit in the SRD.

⁴⁹⁸SRD spell name.

⁴⁹⁹M&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».

⁵⁰⁰M&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”.

⁵⁰¹M&M p33 (Clerical Hold Person): «its duration is 9 turns».

⁵⁰²M&M p33 (Clerical Hold Person): «its range 18''».

⁵⁰³M&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.

⁵⁰⁴M&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.

⁵⁰⁵BTPBD 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.

⁵⁰⁶M&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».

⁵⁰⁷M&M p25 (Magic-User Hold Person): «reducing the target’s saving throw

Speak with Animals ⁵⁰⁸ (affects: self,⁵⁰⁹ duration: 6 turns,⁵¹⁰ range: 3''⁵¹¹) Enables to cleric to communicate with animals, including giant-sized sorts,⁵¹² receiving replies⁵¹³ determined by a reaction check.⁵¹⁴ The animals may perform a favor or service⁵¹⁵ if the cleric secures a positive (or better) reaction, but will not attack in any event.⁵¹⁶

3rd Level Clerical Spells

Circle of Protection from Evil ⁵¹⁷ (reversible,⁵¹⁸ affects: 1'' radius,⁵¹⁹ duration: 12 turns⁵²⁰) As per the *Protection from Evil*

... by -2». DD is intentionally off by one. The 3LBBs specify -2; DD instead specifies -4.

⁵⁰⁸SRD spell name

⁵⁰⁹M&M p33 (Speak with Animals): «This spell allows the Cleric to speak with...».

⁵¹⁰M&M p33 (Speak with Animals): «Duration: 6 turns».

⁵¹¹M&M p33 (Speak with Animals): «Range: 3''».

⁵¹²M&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.

⁵¹³M&M p33 (Speak with Animals): «understanding what they say in reply» implies the cleric receives replies.

⁵¹⁴M&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*.

⁵¹⁵M&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».

⁵¹⁶M&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.

⁵¹⁷SRD spell name is *Magic Circle Against Evil*. DD introduces a preferred spell name.

⁵¹⁸M&M p22 (Spells Table) identifies the clerical *Protection from Evil 10' Radius* spell as reversible.

⁵¹⁹The 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.

⁵²⁰M&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,⁵²¹ except that it extends to a 1" radius around the cleric.⁵²² The reverse, *Circle of Protection from Good*,⁵²³ is as per the *Protection from Good* spell, except that it extends to a 1" radius around the anti-cleric.

Continuous Light ⁵²⁴ (reversible,⁵²⁵ affects: 24" diameter,⁵²⁶ duration: permanent,⁵²⁷ range: 12''⁵²⁸) Illuminates a 24" diameter sphere around an object⁵²⁹ or space⁵³⁰ with light that is equal to full daylight.⁵³¹ The reverse, *Continuous Dark*,⁵³² creates a sphere of darkness that is impenetrable even to creatures that see in the dark and to the *Darkvision* spell.⁵³³

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

⁵²¹M&M p33 (Clerical Protection from Evil, 10' radius): «as that for Magic-Users» and M&M p25 (Magic-User Protection from Evil, 10' Radius): «A Protection from Evil spell...».

⁵²²M&M p33 (Clerical Protection from Evil, 10' radius): «as that for Magic-Users» and Note M&M p25 (Magic-User Protection from Evil 10' Radius): «extends to include a circle around the Magic-User».

⁵²³DD introduces a preferred spell name.

⁵²⁴The SRD presents the original *Continual Light* spell as two spells; *Continual Flame* and *Daylight*. DD introduces a preferred spell name.

⁵²⁵M&M p22 (Spells Table) identifies the clerical Continual Light spell as reversible.

⁵²⁶M&M p33 (Clerical Continual Light): «This spell is the same as that for Magic-Users» and M&M p25 (Magic-User Continual Light): «a circle of illumination 24" in diameter».

⁵²⁷M&M p25 (Magic-User Continual Light): «continues to shed light until dispelled».

⁵²⁸M&M p25 (Magic-User Continual Light): «Range: 12"».

⁵²⁹BTPBD (Continual Light): b1, p20 «this light can be transferred to an object, such as a stick».

⁵³⁰M&M p25 (Magic-User Continual Light): «creates a light wherever the caster desires».

⁵³¹M&M p33 (Clerical Continual Light): «the light shed is equal to full daylight».

⁵³²The SRD represents *Continual Darkness* as *Deeper Darkness*. DD introduces a preferred spell name.

⁵³³Introduction from the SRD's *Deeper Darkness* spell.

Locate Object ⁵³⁴ (affects: self,⁵³⁵ duration: 2 turns,⁵³⁶ range: 9'' + 1''/level⁵³⁷) The cleric can sense the direction⁵³⁸ to the nearest⁵³⁹ object of a well known general type, such as a flight of stairs.⁵⁴⁰ A magic item could only be located if its exact nature and likeness⁵⁴¹ were clearly visualized.⁵⁴²

Remove Curse ⁵⁴³ (reversible,⁵⁴⁴ affects: 1 curse,⁵⁴⁵ duration: permanent,⁵⁴⁶ range: touch⁵⁴⁷) Lifts one curse from a creature⁵⁴⁸ or cursed object,⁵⁴⁹ causing the latter to become a normal, unenchanted

⁵³⁴SRD spell name.

⁵³⁵M&M p22 (Magic-User Locate Object): «The spell gives the user the direction of the object desired» the *user* being the spell caster.

⁵³⁶S&S p12 lists duration 2 turns for the Magic-User *Locate Object* spell. A clerical version is not listed.

⁵³⁷M&M p24 (Magic-User Locate Object): «Range: 6'' + 1''/level of the Magic-User» and M&M p33 (Clerical Locate Object): «the base range is 9''».

⁵³⁸M&M p24 (Magic-User Locate Object): «gives the user the direction of the object desired but not the distance».

⁵³⁹Not explicit in the 3LBBs, but note: SRD (Locate Object): «locate the nearest one of its kind if more than one is within range».

⁵⁴⁰M&M p24 (Magic-User Locate Object): «Well known objects such as a flight of stairs leading upwards can be detected».

⁵⁴¹M&M p24 (Magic-User Locate Object): «the exact nature, dimensions, coloring, etc. of some magical item would have to be known»

⁵⁴²Not explicit in the 3LBBs but note: SRD (Locate Object): «the direction of a ... clearly visualized object».

⁵⁴³SRD spell name.

⁵⁴⁴M&M p22 (Spells Table) identifies the clerical Remove Curse spell as reversible.

⁵⁴⁵M&M p26 (Magic-User Remove Curse): «to remove any one curse».

⁵⁴⁶Implied. S&S p13 lists: Turn Duration only as “—”.

⁵⁴⁷M&M p26 (Magic-User Remove Curse): «Range: Adjacent to the object» and S&S p13 lists range as “touch”.

⁵⁴⁸It is not explicit that *Remove Curse* 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».

⁵⁴⁹M&M p26 (Magic-User Remove Curse): «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 type⁵⁵⁰ but not neutralizing a cursed scroll before it has been read.⁵⁵¹ The reverse, *Bestow Curse*,⁵⁵² burdens the subject with any curse so named by the anti-cleric.⁵⁵³

Remove Disease ⁵⁵⁴ (reversible,⁵⁵⁵ affects: 1 creature,⁵⁵⁶ duration: permanent,⁵⁵⁷ range: touch⁵⁵⁸) Cures the subject of any diseases,⁵⁵⁹ including lycanthropy⁵⁶⁰ and mummy rot,⁵⁶¹ or destroys green slime.⁵⁶² The reverse, *Contagion*,⁵⁶³ infects the subject with any disease known to the anti-cleric,⁵⁶⁴ possibly requiring an attack roll to touch an unwilling subject.⁵⁶⁵

⁵⁵⁰M&M p26 (Magic-User Remove Curse): «using this spell on a “cursed sword” ... would make the weapon an ordinary sword».

⁵⁵¹BTPBD b1, p22 (Remove Curses): «will not neutralize a cursed scroll before it is read».

⁵⁵²SRD spell name.

⁵⁵³M&M p34 (Quest): «the Cleric may curse him with whatever he desires».

⁵⁵⁴SRD spell name.

⁵⁵⁵M&M p22 (Spells Table) identifies the clerical Cure Disease spell as reversible.

⁵⁵⁶This 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.

⁵⁵⁷Implied 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.

⁵⁵⁸S&S p14 (Spell Chart): Lists the Range as: “touch”. The SRD (Remove Disease) targets a «Creature touched».

⁵⁵⁹M&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.

⁵⁶⁰M&T p15 (Lycanthropes): «will be infected and himself become a similar Lycanthrope ... unless they are given a Cure Disease spell by a Cleric».

⁵⁶¹M&T p9 (Mummies): «their touch causes a rotting disease ... A Cleric can reduce this ... with a Cure Disease spell».

⁵⁶²M&T p20 (Green Slime): «A Cure Disease spell will ... kill and remove Green Slime, even when it is contact with flesh».

⁵⁶³SRD spell name.

⁵⁶⁴Extrapolation from M&M p34 (Quest): «the Cleric may curse him with whatever he desires».

⁵⁶⁵Introduction from the SRD, but note *possibly*.

4th Level Clerical Spells

Create Food and Drink ⁵⁶⁶ (affects: special,⁵⁶⁷ range: 1''⁵⁶⁸) Creates wholesome food and drink⁵⁶⁹ sufficient to sustain a dozen men for a day.⁵⁷⁰ This quantity doubles for each experience level the cleric possesses above Bishop (the 8th).⁵⁷¹

⁵⁶⁶The 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*.

⁵⁶⁷Per the spell description.

⁵⁶⁸S&S p14 (Spell Chart): both the *Create Water* and *Create Food* spells have range: 1''.

⁵⁶⁹M&M p33 (Create Water): «create a supply of drinkable water» and p34 (Create Food): «the Cleric creates sustenance».

⁵⁷⁰M&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.

⁵⁷¹M&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, ⁵⁷³ affects: 1 figure, ⁵⁷⁴ range: touch⁵⁷⁵) The cleric can restore 4–14 hit points of damage⁵⁷⁶ suffered by any one figure⁵⁷⁷ during a full turn of aid.⁵⁷⁸ The reverse, *Inflict Serious Wounds*,⁵⁷⁹ will cause 4–14 hit points of damage, possibly requiring an attack roll to touch an unwilling target.⁵⁸⁰

Neutralize Poison ⁵⁸¹ (reversible, ⁵⁸² affects: 1 poison, ⁵⁸³ range: 1''⁵⁸⁴) This spell will render one poison harmless,⁵⁸⁵ but will not save a character already slain by poisoning.⁵⁸⁶ The reverse, *Poison*,⁵⁸⁷ will cause any food or drink to become poisonous⁵⁸⁸ or any object or figure to be poisoned⁵⁸⁹

⁵⁷²SRD (3rd level clerical) spell name.

⁵⁷³M&M p22 (Spells Table) identifies the *Cure Serious Wounds* spell as reversible.

⁵⁷⁴M&M p33 (Cure Serious Wounds): «like a Light Wound spell» and M&M p32 (Cure Light Wounds): «remove hits from a wounded character». Note a wounded character.

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

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 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».

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” answer⁶¹¹ 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

⁶⁰⁶SRD spell name.

⁶⁰⁷M&M p34 (Commune): «...uts the Cleric in touch...». Note *the cleric*.

⁶⁰⁸M&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.

⁶⁰⁹M&M p34 (Commune): «the powers “above”».

⁶¹⁰The 3LBBs allow answers to three questions. DD introduces the range 1–6 questions; positioning the Powers Above as fickle rather than reliable.

⁶¹¹M&M p30 (Contact Higher Plane): «Only questions which can be answered “yes” or “no” are permitted».

⁶¹²M&M p30 (Contact Higher Plane): «Veracity and knowledge should be near total».

⁶¹³M&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.

⁶¹⁴M&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).

⁶¹⁵M&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.

⁶¹⁶SRD spell name.

⁶¹⁷M&M p22 (Spells Table) notes *Dispel Evil* as reversible.

⁶¹⁸M&M p34 (Dispell Evil): «within a 3” radius».

⁶¹⁹BTPBD 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.

⁶²⁰M&M p34 (Dispell Evil): «allows a Cleric to dispell any evil sending». “Sending” implies conjured creatures (c.f. Protection from Evil).

⁶²¹M&M p34 (Dispell Evil): «Similar to a Dispell Magic ... allows a Cleric to dispell any evil ... spell».

⁶²²SRD spell name.

⁶²³Extrapolation.

Insect Plague ⁶²⁴ (affects: 40'' diameter, ⁶²⁵ duration: 1 day, ⁶²⁶ range: 48''⁶²⁷) The cleric calls forth a vast swarm of insects⁶²⁸ and sends them to anywhere within 48''.⁶²⁹ The swarm automatically drives off all normal-types,⁶³⁰ obscures vision,⁶³¹ and devours all organic material in its path including crops.⁶³² This spell can only be employed above ground.⁶³³

Quest ⁶³⁴ (affects: 1 figure,⁶³⁵ duration: special,⁶³⁶ range: 3''⁶³⁷) The recipient is compelled to perform some quest as desired by the cleric.⁶³⁸ The referee will determine what deviation from this quest can be tolerated,⁶³⁹ considering the conduct and alignment of the recipient,⁶⁴⁰ before he will be afflicted by the cleric's chosen curse.⁶⁴¹

⁶²⁴SRD spell name.

⁶²⁵M&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.

⁶²⁶M&M p34 (Insect Plague): «Duration: 1 game day».

⁶²⁷M&M p34 (Insect Plague): «Range: 48''».

⁶²⁸M&M p34 (Insect Plague): «the Cleric calls ... a vast cloud of insects».

⁶²⁹M&M p34 (Insect Plague): «... and sends them where he will, within the spell range». Nothing is said about their movement speed.

⁶³⁰M&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.

⁶³¹M&M p34 (Insect Plague): «They will obscure vision».

⁶³²SRD (Locust Swarm): «devours any organic material in its path».

⁶³³M&M p34 (Insect Plague): «This spell is effective only above ground».

⁶³⁴SRD spell name.

⁶³⁵M&M p33 (Quest): «the character sent upon a Quest»; note *the* character, and M&M p31 (Geas): «forces the recipient»; note *the* recipient.

⁶³⁶M&M p33 (Quest): «similar to the Geas» and M&M p31 (Geas): «Duration: Until the task is completed».

⁶³⁷M&M p33 (Quest): «similar to the Geas» and M&M p31 (Geas): «Range: 3''».

⁶³⁸M&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*.

⁶³⁹M&M p33 (Quest): «the referee should decide if such a curse will take effect if the character ignores the Quest».

⁶⁴⁰M&M p33 (Quest): «basing the effectiveness of the curse on ... the alignment and actions of the character so cursed».

⁶⁴¹M&M p33 (Quest): «Cleric may curse him with whatever he desires for failure».

Raise Dead ⁶⁴² (reversible, ⁶⁴³ affects: 1 man-type, ⁶⁴⁴ range: 12''⁶⁴⁵) Restores life⁶⁴⁶ 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).⁶⁴⁷ The recipient must withstand adversity⁶⁴⁸ in order to be raised and, even then, will require two weeks of recuperation.⁶⁴⁹ The reverse, *Finger of Death*,⁶⁵⁰ causes a “death ray” to issue from the anti-cleric’s pointed finger.⁶⁵¹ Any figure⁶⁵² so targeted must save versus wands⁶⁵³ or be slain.⁶⁵⁴ A lawful cleric may employ this weapon in a life or death situation;⁶⁵⁵ any misuse immediately makes him an anti-cleric.⁶⁵⁶

⁶⁴²SRD spell name.

⁶⁴³M&M p22 (Spells Tables) indicates the spell is reversible. Moreover, the reverse is explicitly detailed.

⁶⁴⁴M&M p34 (Raise Dead): «the dead person». Note *the* and note also *person*, but M&M p34 (Raise Dead) also states: «This spell works with men, elves, and dwarves only». DD presumes a more liberal definition of *person* (c.f. the *Charm Person* spell) extending the spell’s power to all *man-types*.

⁶⁴⁵M&M does not give an explicit range, but implies the spell functions at a distance. S&S p14 states Range: 12''. Moreover the reverse *Finger of Death* has a 12'' range. DD presumes a 12'' range.

⁶⁴⁶M&M p34 (Raise Dead): «the dead person is raised»; DD presumes that *raised* implies: brought back to life.

⁶⁴⁷M&M p34 (Raise Dead): «For each level the Cleric has progressed beyond the 8th, the time limit for resurrection extends another four days. Thus, an 8th level Cleric can raise a body dead up to four days, a 9th level Cleric can raise a body dead up to eight days, and so on». DD restates this more simply.

⁶⁴⁸M&M p34 (Raise Dead): «if the character’s Constitution was weak, the spell will not bring him back to life». DD presumes this uncertainty is represented by a—constitution related—*withstand adversity* throw.

⁶⁴⁹M&M p34 (Raise Dead): «raised characters must spend two game weeks time recuperating from the ordeal».

⁶⁵⁰SRD spell name.

⁶⁵¹BTPBD b1, p24 (The Finger of Death): «use his finger to send forth a “death ray”» and M&M p34 (The Finger of Death): «creates a “death ray”».

⁶⁵²M&M p34 (The Finger of Death): «will kill any creature». Note *any creature*.

⁶⁵³M&M p34 (The Finger of Death): «unless a saving throw is made (where applicable)». DD presumes the wands/rays category applies to all “rays” including “death rays”.

⁶⁵⁴M&M p34 (The Finger of Death): «will kill any creature».

⁶⁵⁵M&M p34 (The Finger of Death): «A Cleric-type may use this spell in a life-or-death situation».

⁶⁵⁶M&M p34 (The Finger of Death): «misuse will immediately turn him into an Anti-Cleric».

Magic-User Spells

1st Level Magic-User Spells

Charm Person ⁶⁵⁷ (affects: 1 man-type, ⁶⁵⁸ duration: special, ⁶⁵⁹ range: 12''⁶⁶⁰) Brings a single man-type⁶⁶¹ who fails to save versus spells⁶⁶² completely under the influence of the magic-user.⁶⁶³ The charm does not affect the Undead,⁶⁶⁴ but otherwise lasts until it is dispelled.⁶⁶⁵

Comprehend Languages ⁶⁶⁶ (affects: self, ⁶⁶⁷ duration: special⁶⁶⁸) Enables the magic-user to read any written language, treasure map, or other directions⁶⁶⁹ excepting magical spells or command words.⁶⁷⁰ The spell lasts long enough to read two short inscriptions or one longer one.⁶⁷¹

⁶⁵⁷SRD spell name.

⁶⁵⁸Implicit in the spell name: Charm a singular *Person*. Also S&S p12 lists the area of effect as "personal".

⁶⁵⁹M&M p23 (Charm Person): «until such time as the "charm" is dispelled».

⁶⁶⁰M&M p23 (Charm Person): «Range: 12''».

⁶⁶¹M&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*.

⁶⁶²M&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.

⁶⁶³M&M p23 (Charm Person): «the charmed entity to come completely under the influence of the Magic-User».

⁶⁶⁴M&M p23 (Charm Person): «excluding all monsters in the "Undead" class».

⁶⁶⁵M&M p23 (Charm Person): «until such time as the "charm" is dispelled».

⁶⁶⁶SRD spell name.

⁶⁶⁷M&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».

⁶⁶⁸M&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)».

⁶⁶⁹The 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».

⁶⁷⁰The function of a *Read Magic* spell.

⁶⁷¹Extrapolation from *Read Magic*.

Detect Magic ⁶⁷² (affects: self,⁶⁷³ duration: 2 turns,⁶⁷⁴ range: 6''⁶⁷⁵) The magic-user can detect any enchantment⁶⁷⁶ on any figure, place, or object⁶⁷⁷ within range.

Hold Portal ⁶⁷⁸ (affects: 1 portal,⁶⁷⁹ duration: 2–12 turns,⁶⁸⁰ range: 1''⁶⁸¹) Holds one door, gate, or other portal as though it were locked.⁶⁸² The hold is ended immediately by a *Dispel Magic*,⁶⁸³ a *Knock* spell,⁶⁸⁴ or if any Wizard or Superheroic magical figure⁶⁸⁵ tries the door.

⁶⁷²SRD spell name.

⁶⁷³Implied.

⁶⁷⁴M&M p23 (Detect Magic): «It has a ... short duration» and S&S p12 (Spell Chart) lists Turn Duration: 2.

⁶⁷⁵M&M p23 (Detect Magic): «It has a limited range» and S&S p12 (Spell Chart) lists Range: 6''.

⁶⁷⁶M&M p23 (Detect Magic): «A spell to determine if there has been some enchantment laid».

⁶⁷⁷M&M p23 (Magic-User Detect Magic) «on a person, place or thing».

⁶⁷⁸SRD spell name.

⁶⁷⁹M&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.

⁶⁸⁰M&M p23 (Hold Portal): «Roll two dice to determine the duration of the spell in turns».

⁶⁸¹S&S p12 (Spell Chart) lists Range: 1''.

⁶⁸²M&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.

⁶⁸³M&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.

⁶⁸⁴M&M p23 (Hold Portal): «a Knock ... will open it»; DD presumes that *will open it* implies the *Hold Portal* spell is ended.

⁶⁸⁵M&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”.

Light ⁶⁸⁶ (affects: 3" diameter, ⁶⁸⁷ duration: 6 turns + 1 turn/level, ⁶⁸⁸ range: 12"⁶⁸⁹) Illuminates a 3" diameter sphere with a light not equal to full daylight.⁶⁹⁰

Protection from Evil ⁶⁹¹ (affects: self, ⁶⁹² duration: 6 turns⁶⁹³) This spell prevents any enchanted or conjured⁶⁹⁴ creature from attacking⁶⁹⁵ the magic-user. Other chaotic-type attacks⁶⁹⁶ are reduced by one hit die⁶⁹⁷ and the magic-user will make saving throws against them at +2.⁶⁹⁸ The reverse, *Protection from Good*,⁶⁹⁹ applies equally to enchanted or conjured creatures but protects against lawful attacks rather than chaotic attacks.⁷⁰⁰

⁶⁸⁶SRD spell name.

⁶⁸⁷M&M p23 (Magic-User Light): «A spell to cast light in a circle 3" in diameter».

⁶⁸⁸M&M p23 (Magic-User Light): «It lasts for a number of turns equal to 6 + the number of levels of the user».

⁶⁸⁹S&S p12 (Spell Chart) lists Magic-User Light with a range: 12".

⁶⁹⁰M&M p23 (Magic-User Light): «not equal to full daylight».

⁶⁹¹SRD spell name.

⁶⁹²M&M p23 (Magic-User Protection from Evil): «This spell hedges the conjurer». Note *the conjurer*.

⁶⁹³M&M p23 (Magic-User Protection from Evil): «Duration: 6 turns».

⁶⁹⁴M&M p23 (Magic-User Protection from Evil): «keep out attacks from enchanted monsters» and BTPBD b1, p19 (Protection from Evil): «keep out attacks from conjural creatures»; note especially *conjural*.

⁶⁹⁵M&M p23 (Magic-User Protection from Evil): «to keep out attacks».

⁶⁹⁶M&M p23 (Magic-User Protection from Evil): «It also serves as an "armor" from various evil attacks». "Evil" is presumed to imply "chaotic".

⁶⁹⁷M&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.

⁶⁹⁸M&M p23 (Magic-User Protection from Evil): «adding a +1 to all saving throws». DD is intentionally off by one.

⁶⁹⁹SRD spell name.

⁷⁰⁰Introduction from the SRD.

Read Magic ⁷⁰¹ (affects: self,⁷⁰² duration: special⁷⁰³) Enables the magic-user to decipher spells on scrolls or in spell books, or command words on magic items.⁷⁰⁴ Magic spells and inscriptions are incomprehensible without prior use⁷⁰⁵ of this spell or a similar device.⁷⁰⁶ The spell lasts long enough to read two short inscriptions or one longer one.⁷⁰⁷

Sleep ⁷⁰⁸ (affects: 1 or 4–14 figures, duration: 4–16 turns,⁷⁰⁹ range: 24''⁷¹⁰) Causes 4–14 normal-types or 1 heroic-type with up to 4 + 1 hit dice⁷¹¹ to fall asleep.⁷¹² The magic is indiscriminate and must affect the indicated number of creatures.⁷¹³ Only creatures that normally sleep⁷¹⁴ are affected but no saving throw is allowed.⁷¹⁵

⁷⁰¹SRD spell name.

⁷⁰²M&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».

⁷⁰³M&M p23 (Read Magic): «The spell is of short duration (one or two readings being the usual limit)».

⁷⁰⁴M&M p23 (Read Magic): «The means by which the incantations on an item or scroll are read».

⁷⁰⁵Note, 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).

⁷⁰⁶M&M p23 (Read Magic): «Without such a spell or similar device magic is unintelligible to even a Magic-User».

⁷⁰⁷M&M p23 (Read Magic): «The spell is of short duration (one or two readings being the usual limit)».

⁷⁰⁸SRD spell name.

⁷⁰⁹S&S p14 (Spell Chart) lists Sleep as Turn Duration: 4–16.

⁷¹⁰M&M p23 (Sleep): «Range: 24''».

⁷¹¹M&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.

⁷¹²Explicit in the spell name and M&M p23 (Sleep): «determine which “sleep” by random selection».

⁷¹³M&M p23 (Sleep): «The spell always affects up to the number of creatures determined by the dice».

⁷¹⁴Introduction. This implies that a *Sleep* spell will not affect oozes, plants, automatons, elementals, or the undead.

⁷¹⁵Implied 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

1st Level	2nd Level	3rd Level
Charm Person	Continuous Light	Cir. of Invisibility
Compreh. Langs.	Darkvision	Cir. of Pro. from Evil
Detect Magic	Detect Invisibility	Clairvoyeur
Hold Portal	Extrasensory Percep.	Dispel Magic
Light	Invisibility	Fireball
Pro. from Evil	Knock	Fly
Read Magic	Levitate	<i>Haste</i>
Sleep	Locate Object	Hold Person
	Phantasmal Host	Lightning Bolt
	Pro. from Missiles	Plant Growth
	Witch Lock	<i>Slow</i>
		Water Breathing
4th Level	5th Level	6th Level
Animal Growth	Cloudkill	Anti-Magic Shield
Animate Dead	Contact Other Plane	Control Water
Charm Monster	Feeblemind	Control Weather
Confusion	Hold Monster	Disintegrate
Dimension Door	Invoke Elemental	Geas
Hallucin. Terrain	Magic Jar	Invoke Stalker
Polymorph Other	Passwall	Move Earth
Polymorph Self	Telekinesis	Project Image
Remove Curse	Teleport	Reincarnate
Wall of Fire	<i>Trans. Rock to Mud</i>	Slaying Spell
Wall of Ice	Wall of Iron	<i>Stone to Flesh</i>
Witch Eye	Wall of Stone	

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 object⁷²⁰ or space⁷²¹ with light that is *not* equal to full daylight.⁷²²

⁷¹⁶The SRD presents the original *Continual Light* spell as two spells; *Continual Flame* and *Daylight*. DD introduces a preferred spell name.

⁷¹⁷M&M p25 (Continual Light): «a circle of illumination 24" in diameter».

⁷¹⁸M&M p25 (Continual Light): «continues to shed light until dispelled».

⁷¹⁹M&M p25 (Continual Light): «Range: 12"».

⁷²⁰BTPBD b1, p20 (Continual Light): «this light can be transferred to an object, such as a stick».

⁷²¹M&M p25 (Continual Light): «creates a light wherever the caster desires».

⁷²²M&M p25 (Continual Light): «does not equal full daylight».

Darkvision ⁷²³ (affects: 1 creature,⁷²⁴ duration: 1 day,⁷²⁵ range: touch⁷²⁶) The subject can see up to 6''⁷²⁷ in darkness.

Detect Invisibility ⁷²⁸ (affects: self,⁷²⁹ duration: 6 turns,⁷³⁰ range: 1''/level⁷³¹) The magic-user can see naturally or magically⁷³² invisible creatures⁷³³ and objects.⁷³⁴

⁷²³SRD 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.

⁷²⁴M&M p26 (Infravision): «allows the recipient»; note *the* recipient. S&S also notes the Area Effect as “personal”.

⁷²⁵M&M p26 (Infravision): «Duration: 1 day».

⁷²⁶S&S notes the Range as “touch”.

⁷²⁷M&M p26 (Infravision): «Range of infravision: 40-60'».

⁷²⁸The SRD presents the original *Detect Invisible (Objects)* spell as *See Invisibility*. DD introduces a preferred spell name in alignment with other *Detect* spells.

⁷²⁹BTPBD b1, p19 (Detect Invisible Objects): «Causes the user to be able to “see”»; note *the user*.

⁷³⁰M&M p23-24 (Detect Invisible (Objects)): «Durations: 6 turns».

⁷³¹M&M p23-24 (Detect Invisible (Objects)): «Range: 1'' × the level of the Magic-User».

⁷³²BTPBD b1, p19 (Detect Invisible Objects): «“see” all objects either magically or naturally invisible»

⁷³³M&M p23-24 (Detect Invisible (Objects)): «It will also locate invisible creatures».

⁷³⁴M&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

⁷³⁵The SRD presents the original *ESP* spell as *Detect Thoughts*. DD introduces a preferred spell name.

⁷³⁶M&M p25 (ESP): «allows the user to detect». Note *the user*.

⁷³⁷M&M p25 (ESP): «Duration: 12 turns» but note also S&S (p12) has 6 turns.

⁷³⁸M&M p25 (ESP): «Range: 6''».

⁷³⁹M&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.

⁷⁴⁰M&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.

⁷⁴¹BTPBD b1, p20 (ESP): «what lies behind doors, walls, etc.» and M&M p25 (ESP): «whatever lurks behind doors or in the darkness».

⁷⁴²M&M p25 (ESP): «It can penetrate solid rock up to about 2' in thickness».

⁷⁴³M&M p25 (ESP): «a thin coating of lead will prevent its penetration».

⁷⁴⁴SRD spell name.

⁷⁴⁵M&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».

⁷⁴⁶M&M p24 (Invisibility): «A spell which lasts until it is broken by...».

⁷⁴⁷M&M p24 (Invisibility): «Range: 24''».

⁷⁴⁸BTPBD b1, p19–20 (Invisibility): «turn the user and whatever he is wearing invisible».

⁷⁴⁹BTPBD 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».

⁷⁵⁰c.f. fighters, c.f. dragons.

Knock ⁷⁵¹ (affects: 1 closure,⁷⁵² range: 6''⁷⁵³) Opens a stuck, locked, or secret door,⁷⁵⁴ a secured gate, a magically held portal,⁷⁵⁵ or a similar closure.⁷⁵⁶

Levitate ⁷⁵⁷ (affects: self,⁷⁵⁸ duration: 6 turns + 1 turn/level⁷⁵⁹) The magic-user levitates up or down⁷⁶⁰ at most 20ft per caster level,⁷⁶¹ at a rate of 6'' per turn.⁷⁶² The spell will not move him laterally, although he might still clamber along a wall or ceiling with his hands.⁷⁶³

Locate Object ⁷⁶⁴ (affects: self,⁷⁶⁵ duration: 2 turns,⁷⁶⁶ range: 6'' + 1''/level⁷⁶⁷) The magic-user can sense the direction⁷⁶⁸ to the nearest⁷⁶⁹ object of a well known general type, such as a flight of stairs.⁷⁷⁰ A magic item could only be located if its exact nature and likeness⁷⁷¹ were clearly visualized.⁷⁷²

⁷⁵¹SRD spell name.

⁷⁵²S&S p12 lists Area Effect: 1 closure.

⁷⁵³M&M p25 (Knock): «Range: 6''».

⁷⁵⁴M&M p25 (Knock): «A spell which opens secret doors».

⁷⁵⁵M&M p25 (Knock): «A spell which opens ... doors locked by magic». c.f. the *Hold Portal* and *Wizard Lock* spells.

⁷⁵⁶M&M p25 (Knock): The trailing “etc.” implies there are other closures the spell will open.

⁷⁵⁷SRD spell name.

⁷⁵⁸M&M p24 (Levitate): «lifts the caster».

⁷⁵⁹M&M p24 (Levitate): «Duration: 6 turns + the level of the user».

⁷⁶⁰M&M p24 (Levitate): «all motion being in the vertical plane».

⁷⁶¹M&M p24 (Levitate): «Range (of levitation): 2''/level of Magic-User».

⁷⁶²M&M p24 (Levitate): «with upwards motion at 6''/turn».

⁷⁶³M&M p24 (Levitate): «the user could ... move horizontally by use of his hands».

⁷⁶⁴SRD spell name.

⁷⁶⁵M&M p22 (Locate Object): «The spell gives the user» Note *the user*.

⁷⁶⁶S&S p12 lists duration 2 turns for Magic-User’s Locate Object spell.

⁷⁶⁷M&M p24 (Locate Object): «Range: 6'' + 1''/level of the Magic-User».

⁷⁶⁸M&M p24 (Magic-User Locate Object): «gives the user the direction of the object desired but not the distance».

⁷⁶⁹Introduction from the SRD (Locate Object): «locate the nearest one of its kind if more than one is within range».

⁷⁷⁰M&M p24 (Magic-User Locate Object): «Well known objects such as a flight of stairs leading upwards can be detected».

⁷⁷¹M&M p24 (Magic-User Locate Object): «the exact nature, dimensions, coloring, etc. of some magical item would have to be known»

⁷⁷²SRD (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 illusion⁷⁷⁷ of nearly⁷⁷⁸ 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.

⁷⁷⁴S&S p12 lists Area Effect: 3" dia.

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

⁷⁷⁶M&M p24 (Phantasmal Forces): «Range: 24"».

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

⁷⁷⁸M&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.

⁷⁷⁹BTPBD 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.

⁷⁸⁰M&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.

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

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

Protection from Missiles ⁷⁸³ (affects: 1 creature,⁷⁸⁴ duration: 12 turns,⁷⁸⁵ range: 3'⁷⁸⁶) The recipient becomes invulnerable to normal missiles⁷⁸⁷ fired by normal-types.⁷⁸⁸ Protection does not extend to boulders hurled by giants, normal missiles fired by heroic-types, or enchanted missiles of any sort.⁷⁸⁹

Witch Lock ⁷⁹⁰ (affects: 1 closure,⁷⁹¹ duration: permanent,⁷⁹² range: 1'⁷⁹³) A *Hold Portal*-type spell⁷⁹⁴ that lasts indefinitely and can be placed on portals, chests, and anything else that can be opened.⁷⁹⁵ A higher tier⁷⁹⁶ magic-user can bypass a *Witch Lock* without ending it,⁷⁹⁷ as can a *Knock* spell.⁷⁹⁸ Otherwise, it will be ended if any Wizard or Superheroic magical figure⁷⁹⁹ tries the door. A *Dispel Magic* can end it normally.⁸⁰⁰

⁷⁸³The 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.

⁷⁸⁴M&M p26 (Protection from Normal Missiles): «The recipient of this charm»; note *the recipient*. S&S p13 notes an Area Effect: personal.

⁷⁸⁵M&M p26 (Protection from Normal Missiles): «Duration: 12 turns».

⁷⁸⁶M&M p26 (Protection from Normal Missiles): «Range: 3'».

⁷⁸⁷M&M p26 (Protection from Normal Missiles): «becomes impervious to normal missiles».

⁷⁸⁸M&M p26 (Protection from Normal Missiles): «those missiles projected by normal (not above normal) men».

⁷⁸⁹Corollary of the original spell name: Protection from *Normal* Missiles.

⁷⁹⁰The SRD presents the original *Wizard Lock* spell as *Arcane Lock*. DD introduces a preferred spell name.

⁷⁹¹M&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.

⁷⁹²M&M p23 (Wizard Lock): «this spell lasts indefinitely».

⁷⁹³S&S p12 (Spell Chart) lists Range: 1'.

⁷⁹⁴M&M p24 (Wizard Lock): «Similar to a Hold Portal».

⁷⁹⁵BTPBD b1, p20 (Wizard Lock): «on the portal (or chest or whatever)».

⁷⁹⁶DD compares (fighting capability) tier rather than experience level.

⁷⁹⁷M&M p24 (Wizard Lock): «A Wizard Lock can be passed through ... by a Magic-User three levels above the one who placed the spell».

⁷⁹⁸DD presumes that a Knock will open, but not end, the spell. In this way a *Wizard Lock* is superior to a *Hold Portal*.

⁷⁹⁹M&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”.

⁸⁰⁰Logical extrapolation. Note that in this way a *Wizard Lock* is superior to a *Hold Portal*.

3rd Level Magic-User Spells

Circle of Invisibility ⁸⁰¹ (affects: 1" radius,⁸⁰² duration: special,⁸⁰³ range: 24"⁸⁰⁴) All man-types or objects⁸⁰⁵ within 1" of the target become invisible.⁸⁰⁶ If any recipient takes hostile action the spell is ended immediately;⁸⁰⁷ otherwise, it lasts indefinitely. Note that Superheroes and above will be aware of invisible opponents within 3" even without seeing them.⁸⁰⁸

Circle of Protection from Evil ⁸⁰⁹ (affects: 1" radius,⁸¹⁰ duration: 12 turns⁸¹¹) As per the *Protection from Evil* spell,⁸¹² except that it extends to a 1" radius around the magic-user.⁸¹³

⁸⁰¹The SRD presents the original *Invisibility, 10ft Radius* spell as *Invisibility Sphere*. DD introduces a preferred spell name.

⁸⁰²Explicit in the original spell name.

⁸⁰³M&M p24 (Invisibility): «A spell which lasts until it is broken».

⁸⁰⁴M&M p24 (Invisibility): «Range: 24"».

⁸⁰⁵M&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».

⁸⁰⁶BTPBD b1, p19–20 (Invisibility): «turn the user and whatever he is wearing invisible».

⁸⁰⁷BTPBD 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».

⁸⁰⁸c.f. fighters, c.f. dragons.

⁸⁰⁹The SRD presents the original *Protection from Evil, 10ft Radius* spell as *Magic Circle Against Evil*. DD introduces a preferred spell name.

⁸¹⁰Explicit in the original spell name.

⁸¹¹M&M p25 (Magic-User Protection from Evil, 10' Radius): «lasts for 12 rather than 6 turns».

⁸¹²M&M p33 (Clerical Protection from Evil, 10' radius): «as that for Magic-Users» and M&M p25 (Magic-User Protection from Evil, 10' Radius): «A Protection from Evil spell...».

⁸¹³Implicit in the original spell name: *Protection from Evil, 10' Radius*.

Clairvoyeur ⁸¹⁴ (affects: self,⁸¹⁵ duration: 12 turns,⁸¹⁶ range: 6''⁸¹⁷) Enables the magic-user to sense⁸¹⁸ whatever thinking creatures⁸¹⁹ up to 6'' away are seeing and hearing, even behind closed doors, beyond walls, or wherever else.⁸²⁰ The spell can penetrate up to 20ft of rock,⁸²¹ but is obstructed by lead.⁸²²

Dispell Magic ⁸²³ (affects: 1 enchantment,⁸²⁴ range: 12''⁸²⁵) Will completely annul⁸²⁶ almost any enchantment or magic spell⁸²⁷ made by a lower or equal level caster.⁸²⁸ Otherwise, the probability of dispelling a more powerful caster's charm is the ratio of the magic-user's

⁸¹⁴The SRD merges the original *Clairvoyance* and *Clairaudience* spells into the *Clairaudience/Clairvoyance* spell. DD introduces a preferred spell name.

⁸¹⁵M&M p25 (Clairvoyance): «Same as ESP spell» and M&M p25 (ESP): «allows the user to detect». Note *the user*.

⁸¹⁶M&M p25 (Clairvoyance): «Same as ESP spell» and M&M p25 (ESP): «Duration: 12 turns». Note that S&S says 6 turns.

⁸¹⁷M&M p25 (Clairvoyance): «Same as ESP spell» and M&M p25 (ESP): «Range: 6''».

⁸¹⁸M&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*.

⁸¹⁹M&M p25 (ESP): «detect the thoughts (if any) of whatever lurks». The *if any* implies that creatures without thoughts will not be detected.

⁸²⁰BTPBD b1, p20 (ESP): «what lies behind doors, walls, etc.» and M&M p25 (ESP): «whatever lurks behind doors or in the darkness».

⁸²¹M&M p25 (ESP): «It can penetrate solid rock up to about 2' in thickness».

⁸²²M&M p25 (ESP): «a thin coating of lead will prevent its penetration».

⁸²³SRD spell name.

⁸²⁴CM 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.

⁸²⁵M&M p25 (Dispell Magic): «Range: 12''».

⁸²⁶Implicit in the spell name, and also BTPBD b1, p20 (Dispell Magic): «It either works or it doesn't».

⁸²⁷M&M p25 (Dispell Magic): «dispelling enchantments of most kinds».

⁸²⁸M&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.⁸²⁹ Magic items are unaffected.⁸³⁰

Fireball ⁸³¹ (affects: 2'' radius,^{832,833} range: 24''⁸³⁴) Enables the magic-user to throw a missile from his finger⁸³⁵ which will explode⁸³⁶ to fill a 2'' radius, or an equivalent volume of available space.⁸³⁷ All figures within the burst—even the caster⁸³⁸—suffer one die damage per level of the magic-user.⁸³⁹ A successful saving throw⁸⁴⁰ versus breath weapon⁸⁴¹ will reduce this damage by half.⁸⁴² Note that a fireball will melt gold, silver, and jewellery, devaluing it by 10–60%.⁸⁴³

⁸²⁹M&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».

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

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

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

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

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

⁸³⁵CM 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».

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

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

⁸³⁸U&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.

⁸³⁹M&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».

⁸⁴⁰PATT 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 staff *Fire Balls*.

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

⁸⁴²M&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.

⁸⁴³M&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 ⁸⁴⁴ (affects: self,⁸⁴⁵ duration: 1–6 turns + 1 turn/level⁸⁴⁶) Enables the magic-user to fly at a movement rate up to 12".⁸⁴⁷ The spell duration is determined secretly by the referee.⁸⁴⁸

Haste ⁸⁴⁹ (affects: 4–24 figures,⁸⁵⁰ duration: 3 turns,⁸⁵¹ range: 24"⁸⁵²) 4–24 figures within a 5" radius⁸⁵³ are hasted. Those nearest to the target are always affected first,⁸⁵⁴ adding 50% to their movement speed.⁸⁵⁵ *Haste* counters *Slow* and vice versa.⁸⁵⁶

⁸⁴⁴SRD spell name.

⁸⁴⁵M&M p25 (Fly): «the user is able to fly». Note *the user*.

⁸⁴⁶M&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».

⁸⁴⁷M&M p25 (Fly): «the user is able to fly at a speed of up to 12"/turn».

⁸⁴⁸M&M p25 (Fly): «lasts for ... plus the number of pips on a six-sided die which is secretly determined by the referee».

⁸⁴⁹SRD spell name.

⁸⁵⁰M&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.

⁸⁵¹M&M p26 (Haste Spell): «exactly the opposite of a Slow Spell in effect» and M&M p26 (Slow Spell): «Duration: 3 turns».

⁸⁵²M&M p26 (Haste Spell): «exactly the opposite of a Slow Spell in effect» and M&M p26 (Slow Spell): «Range: 24"».

⁸⁵³M&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").

⁸⁵⁴Introduction. Implies an indiscriminate area effect.

⁸⁵⁵The 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%».

⁸⁵⁶M&M p26 (Haste Spell): «it will counter its opposite and vice-versa».

Hold Person ⁸⁵⁷ (affects: 1 or 1–4⁸⁵⁸ man-types, ⁸⁵⁹ duration: 6 turns + 1 turn/level, ⁸⁶⁰ range: 12''⁸⁶¹) 1–4 man-types are held paralyzed⁸⁶² if they fail to save⁸⁶³ versus paralysis.⁸⁶⁴ If a single figure is targeted his saving throw is penalized⁸⁶⁵ by –4.⁸⁶⁶

⁸⁵⁷SRD spell name.

⁸⁵⁸M&M p25 (Hold Person): «will effect from 1-4 persons. If it is cast at only a single person».

⁸⁵⁹(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”.

⁸⁶⁰M&M p33 (Magical Hold Person): «Duration: 6 turns + level of the caster».

⁸⁶¹M&M p33 (Hold Person): «Range: 12''».

⁸⁶²M&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.

⁸⁶³BTPBD 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.

⁸⁶⁴BTPBD 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.

⁸⁶⁵M&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».

⁸⁶⁶M&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", ⁸⁶⁸ 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

⁸⁶⁷SRD spell name.

⁸⁶⁸M&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.

⁸⁶⁹M&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.

⁸⁷⁰CM 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.

⁸⁷¹M&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».

⁸⁷²M&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».

⁸⁷³M&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».

⁸⁷⁴M&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.

⁸⁷⁵DD presumes the *Wands* category of saving throws is employed versus all ray effects.

⁸⁷⁶M&M p20-21 (Saving Throw Matrix): «Scoring the total indicated above (or scoring higher) means the weapon has no effect (death ray, polymorph, paralyzation, 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.

⁸⁷⁷M&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 ⁸⁷⁸ (affects: 33" diameter, ⁸⁷⁹ duration: until dispelled, ⁸⁸⁰ range: 12" ⁸⁸¹) Causes ordinary brush or woods in an area of up to ⁸⁸² 33" diameter, or an equivalent area, to become absurdly overgrown and virtually impassable. ⁸⁸³ The magic lasts until it is dispelled.

Slow ⁸⁸⁴ (affects: 4–24 figures, ⁸⁸⁵ duration: 3 turns, ⁸⁸⁶ range: 24" ⁸⁸⁷) 4–24 figures within a 5" radius ⁸⁸⁸ are slowed. Those nearest to the target are always affected first, ⁸⁸⁹ subtracting 50% from their movement speed. ⁸⁹⁰ *Slow* counters *Haste* and vice versa. ⁸⁹¹

⁸⁷⁸SRD 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.

⁸⁷⁹M&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.

⁸⁸⁰M&M p25 (Growth of Plants): «Duration: until the spell is negated by a Dispell Magic».

⁸⁸¹M&M p25 (Growth of Plants): «Range: 12"».

⁸⁸²M&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».

⁸⁸³M&M p25 (Growth of Plants): «to become thickly overgrown and entangled ... so as to make the area virtually impassable».

⁸⁸⁴SRD spell name.

⁸⁸⁵M&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.

⁸⁸⁶M&M p26 (Haste Spell): «exactly the opposite of a Slow Spell in effect» and M&M p26 (Slow Spell): «Duration: 3 turns».

⁸⁸⁷M&M p26 (Haste Spell): «exactly the opposite of a Slow Spell in effect» and M&M p26 (Slow Spell): «Range: 24"».

⁸⁸⁸M&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 × 12 is 72sq", to which the nearest circular radius is 5" (equivalent to an area of 78.5sq").

⁸⁸⁹Introduction. Implies an indiscriminate area effect.

⁸⁹⁰The 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%».

⁸⁹¹M&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 bodies⁹⁰⁵ 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 possesses⁹⁰⁷ beyond Magician (the 6th).⁹⁰⁸ Thus a 7th level magic-user can animate 1–6 undead, an 8th level

⁸⁹²SRD spell name.

⁸⁹³S&S p13 (Spell Table): Lists Area Effect: personal.

⁸⁹⁴M&M p26 (Water Breathing): «Duration: 12 turns».

⁸⁹⁵M&M p26 (Water Breathing): «Range 3''».

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

⁸⁹⁷SRD 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.

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

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

⁹⁰⁰M&M p31 (Growth of Animals): «Range 12''».

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

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

⁹⁰³SRD spell name.

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

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

⁹⁰⁶M&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».

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

⁹⁰⁸M&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.⁹⁰⁹ They will obey until destroyed in combat or dispelled.⁹¹⁰

Charm Monster⁹¹¹ (affects: 1⁹¹² or 3–18⁹¹³ creatures, range: 12'⁹¹⁴)
Brings 3–18 normal-tier figures⁹¹⁵ or a single super-normal figure⁹¹⁶ that fails to save versus spells⁹¹⁷ completely under the influence⁹¹⁸ of the magic-user. The charm does not affect the undead,⁹¹⁹ but otherwise lasts until it is dispelled.⁹²⁰

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

⁹⁰⁹M&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.

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

⁹¹¹SRD spell name.

⁹¹²M&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".

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

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

⁹¹⁵DD 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 oozes, and DD's cockatrices) should be affected is left to the referee's discretion.

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

⁹¹⁷M&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.

⁹¹⁸M&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».

⁹¹⁹M&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».

⁹²⁰M&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 ⁹²¹ (affects: 4–14 figures, ⁹²² duration: 12 turns, ⁹²³ range: 12''⁹²⁴) Causes confusion ⁹²⁵ in 4–14 figures. Normal-types are affected immediately with no saving throw. ⁹²⁶ Heroic-types ⁹²⁷ 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). ⁹²⁸ Additionally, heroic-types are allowed a saving throw versus spells to ignore the effect ⁹²⁹ each turn. ⁹³⁰ 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. ⁹³¹

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

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

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

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

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

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

⁹²⁷M&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.

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

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

⁹³⁰M&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».

⁹³¹M&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 ⁹³² (affects: self,⁹³³ range: 36''⁹³⁴) This limited teleportation spell⁹³⁵ will transport the magic-user instantaneously⁹³⁶ to anywhere within 36'', specified by distance and direction.⁹³⁷

Hallucinatory Terrain ⁹³⁸ (affects: 14'' diameter,⁹³⁹ range: 24''⁹⁴⁰) Creates a broad scale illusionary swamp, hill, ridge, wood, or whatever⁹⁴¹ that convincingly conceals the true terrain.⁹⁴² The hallucination will not stand up to close inspection, however, and is ended by inquiring contact.⁹⁴³

⁹³²SRD spell name.

⁹³³M&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.

⁹³⁴M&M p28 (Dimension Door): «transported up to 36''».

⁹³⁵M&M p28 (Dimension Door): «A limited Teleport spell».

⁹³⁶M&M p28 (Dimension Door): «instantaneously transported».

⁹³⁷M&M p28 (Dimension Door): «the user always arrives exactly where he calls, i.e. 12'' upwards, 32'' east, etc».

⁹³⁸SRD spell name.

⁹³⁹S&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.

⁹⁴⁰M&M p28 (Hallucinatory Terrain): «Range: 24''».

⁹⁴¹M&M p28 (Hallucinatory Terrain): «a swamp, hill, ridge, woods, or the like ».

⁹⁴²M&M p28 (Hallucinatory Terrain): «can be concealed or made to appear».

⁹⁴³M&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 re-stated as “inquiring contact”.

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

⁹⁴⁴SRD 3.0 spell name.

⁹⁴⁵S&S p13 (Polymorph Others): Area Effect: 1 monster.

⁹⁴⁶M&M p26 (Polymorph Others): «lasts until it is dispelled».

⁹⁴⁷M&M p26 (Polymorph Others): «Range: 6''».

⁹⁴⁸BTPBD 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.

⁹⁴⁹M&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.

⁹⁵⁰M&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.

⁹⁵¹M&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».

⁹⁵²M&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.

⁹⁵³BTPBD b1, p21 (Polymorph Others): «Player intelligence after change will reduce at the rate of 1 point per every day of enchantment».

⁹⁵⁴BTPBD 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,⁹⁵⁶ duration: 6 turns + 1 turn/level⁹⁵⁷)
The magic-user takes the form⁹⁵⁸ of any creature he desires. He assumes the size, shape, and mobility⁹⁵⁹ of the creature he resembles,⁹⁶⁰ but not its fighting capability⁹⁶¹ or other powers.⁹⁶²

Remove Curse ⁹⁶³ (affects: 1 curse,⁹⁶⁴ range: touch⁹⁶⁵) 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

⁹⁵⁵SRD 3.0 spell name.

⁹⁵⁶Implicit 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.

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

⁹⁵⁸M&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*.

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

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

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

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

⁹⁶³SRD spell name.

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

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

⁹⁶⁶M&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».

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

⁹⁶⁸BTPBD 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''⁹⁷¹) Con-
jures 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 dam-
age 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 ⁹⁸¹ (affects: up to 10'' wall,⁹⁸² range: 6''⁹⁸³) Conjures a steaming cold wall of 6in thick ice.⁹⁸⁴ It can be straight or curved to a combined height and width up to 10''—including a 3'' diameter circle of 1'' tall ice.⁹⁸⁵ The wall is impenetrable to normal-types⁹⁸⁶ and negates fire-based spells and special abilities.⁹⁸⁷ Heroic-types⁹⁸⁸ will suffer 1–6 hit points of damage for crashing through;⁹⁸⁹ fire-based creatures instead suffer 2–12 hit points.⁹⁹⁰

Witch Eye ⁹⁹¹ (affects: self,⁹⁹² duration: 6 turns,⁹⁹³ range: 0''⁹⁹⁴/24''⁹⁹⁵) Conjures an invisible,⁹⁹⁶ floating eye⁹⁹⁷ that moves at a rate of 12''⁹⁹⁸

⁹⁸¹SRD spell name.

⁹⁸²M&M p27 (Wall of Ice): «dimensions like that of a Wall of Fire». c.f. Wall of Fire.

⁹⁸³M&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.

⁹⁸⁴M&M p27 (Wall of Ice): «a wall of ice six inches thick».

⁹⁸⁵c.f. similar *Wall of Fire*.

⁹⁸⁶M&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.

⁹⁸⁷M&M p27 (Wall of Ice): «It negates the effects of creatures employing fire and/or fire spells».

⁹⁸⁸The corollary of DD's presumption re: normal-types; the super normal-types are presumed to be heroic-types.

⁹⁸⁹M&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.

⁹⁹⁰M&M p27 (Wall of Ice): «double that for fire-users».

⁹⁹¹The SRD presents the original *Wizard Eye* spell as the *Arcane Eye* spell. DD introduces a preferred spell name.

⁹⁹²M&M p28 (Wizard Eye): «allows the user to send». Note *the user*. and S&S p13 (Wizard Eye) states Area Effect: personal.

⁹⁹³M&M p28 (Wizard Eye): «Duration: 6 turns».

⁹⁹⁴M&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.

⁹⁹⁵M&M p28 (Wizard Eye): «up to 24'' away».

⁹⁹⁶M&M p28 (Wizard Eye): «The "eye" is invisible».

⁹⁹⁷Implied by the name of the spell and also M&M p28 (Wizard Eye): «a visual sensor ... to observe the scene».

⁹⁹⁸M&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 allowed 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 Plane¹⁰⁰⁹ (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

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

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 spells¹⁰²² 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

¹⁰¹⁹SRD spell name.

¹⁰²⁰M&M p30 (Feeblemind): «usable only against Magic-Users, it causes the recipient». Note *the* recipient.

¹⁰²¹M&M p30 (Feeblemind): «Range: 24''».

¹⁰²²M&M p30 (Feeblemind): «required to save against magic».

¹⁰²³M&M p30 (Feeblemind): «lowers the Magic-Users saving throw against magic by 4».

¹⁰²⁴M&M p30 (Feeblemind): «causes the recipient to become feeble-minded».

DD presumes this is similar to being a mental invalid.

¹⁰²⁵SRD (Feeblemind): «unable to use Intelligence- or Charisma-based skills, cast spells, understand language, or communicate coherently».

¹⁰²⁶M&M p30 (Feeblemind): «until the spell is countered with a Dispell Magic».

Hold Monster ¹⁰²⁷ (affects: 1 or 1–4¹⁰²⁸ monsters,¹⁰²⁹ duration: 6 turns + 1 turn/level,¹⁰³⁰ range: 12''¹⁰³¹) 1–4 monsters are held paralyzed¹⁰³² if they fail to save¹⁰³³ versus paralysis.¹⁰³⁴ If a single figure is targeted its saving throw is penalized¹⁰³⁵ by –4.¹⁰³⁶

¹⁰²⁷SRD spell name.

¹⁰²⁸M&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...».

¹⁰²⁹Notable that man-types found in the Underworld are considered to be monsters. In this context “monsters” presumably implies *monstrous* creatures.

¹⁰³⁰M&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».

¹⁰³¹M&M p28 (Hold Monster): «Same as Hold Person but applicable to monsters» and M&M p33 (Hold Person): «Range: 12''».

¹⁰³²M&M p28 (Hold Monster): «Same as Hold Person but applicable to monsters». M&M is ambiguous as to the exact effect of a *Hold Person* spell, but BTPBD b1, p20 (Hold Person) is less so: «paralyzes the person for the number of turns». DD restates this interpretation.

¹⁰³³M&M p28 (Hold Monster): «Same as Hold Person but applicable to monsters» and BTPBD b1, p20 (Hold Person): «paralyzes 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.

¹⁰³⁴BTPBD states that the spell effect is paralysis: BTPBD b1, p19 (Hold Person): «paralyzes 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.

¹⁰³⁵M&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».

¹⁰³⁶M&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,¹⁰³⁸ range: 24''¹⁰³⁹)
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

¹⁰³⁷The SRD's nearest representation of the 3LBB *Conjure Elemental* spell is possibly *Summon Monster VI*. DD introduces a preferred spell name.

¹⁰³⁸M&M p28 (Conjure Elemental): «to conjure an Air, Water, Fire or Earth Elemental». Note *an* elemental.

¹⁰³⁹M&M p28 (Conjure Elemental): «Range: 24''».

¹⁰⁴⁰M&M p28 (Conjure Elemental): «Conjured elementals are the strongest, with 16 hit dice».

¹⁰⁴¹M&M p28 (Conjure Elemental): «to conjure an Air, Water, Fire or Earth Elemental».

¹⁰⁴²CM p29 (c.f. CM3 p32)(Conjuration of an Elemental): «Elementals must be ... (killed) by combat».

¹⁰⁴³M&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».

¹⁰⁴⁴M&M p28 (Conjure Elemental): «the Magic-User must concentrate on control».

¹⁰⁴⁵CM p29 (c.f. CM3 p32)(Conjuration of an Elemental): «If the Wizard who conjured the Elemental is disturbed (attacked)...».

¹⁰⁴⁶CM p29 (c.f. CM3 p32)(Conjuration of an Elemental): «he loses control of it».

¹⁰⁴⁷M&M p28 (Conjure Elemental): «the elemental will turn upon its conjurer and attack him».

¹⁰⁴⁸CM p29 (c.f. CM3 p32)(Conjuration of an Elemental): «An Elemental created by a Wizard who is subsequently killed will attack the nearest figure».

¹⁰⁴⁹M&M p28 (Conjure Elemental): «Only one of each type can be conjured by a Magic-User during any one day».

Magic Jar ¹⁰⁵⁰ (affects: self, ¹⁰⁵¹ range: 3''¹⁰⁵²/12''¹⁰⁵³) The magic-user sends his life force¹⁰⁵⁴ into a gem, rock, skull or similar inanimate vessel¹⁰⁵⁵ within 3'', leaving his own body helpless.¹⁰⁵⁶ From there the magic-user can attempt to possess any creature that approaches within 12''.¹⁰⁵⁷ Should the creature fail to save versus spells¹⁰⁵⁸ the magic-user assumes full possession of its physical faculties¹⁰⁵⁹ while retaining his own intellect.¹⁰⁶⁰ The magic-user's life force can return to the magic jar at any time¹⁰⁶¹ and automatically does so if the possessed body is slain.¹⁰⁶² If his own body has died in the meanwhile, he is trapped in the magic jar until another body can be possessed.¹⁰⁶³ If the magic jar is destroyed while the magic-user's life force is resident he is irrevocably annihilated.¹⁰⁶⁴

¹⁰⁵⁰SRD spell name.

¹⁰⁵¹M&M p29 (Magic Jar): «the Magic-User houses his life force in some inanimate object». Note *the Magic-user*.

¹⁰⁵²M&M p29 (Magic Jar): «The container for his life force must be within 3'' of his body at the time the spell is pronounced».

¹⁰⁵³M&M p29 (Magic Jar): «can attempt to possess any creature that approaches within 12''».

¹⁰⁵⁴M&M p29 (Magic Jar): «the Magic-User houses his life force in some inanimate object».

¹⁰⁵⁵M&M p29 (Magic Jar): «some inanimate object (even a rock)».

¹⁰⁵⁶SRD (Magic Jar): «place your soul in a gem or large crystal... leaving your body lifeless».

¹⁰⁵⁷M&M p29 (Magic Jar): «the Magic-User ... attempts to possess the body of any other creature within 12'' of his Magic Jar».

¹⁰⁵⁸M&M p29 (Magic Jar): «fails to make its saving throw against magic».

¹⁰⁵⁹M&M p29 (Magic Jar): «attempts to possess the body of any other creature». Note *the body*; presumably the victim's consciousness remains helplessly aware.

¹⁰⁶⁰SRD (Magic Jar): «You keep your Intelligence, Wisdom, Charisma, ... alignment, and mental abilities».

¹⁰⁶¹M&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.

¹⁰⁶²M&M p29 (Magic Jar): «If the possessed body is destroyed, the spirit of the Magic-User returns to the Magic Jar».

¹⁰⁶³M&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».

¹⁰⁶⁴M&M p29 (Magic Jar): «If the Magic-Jar is destroyed the Magic-User is totally annihilated».

Passwall ¹⁰⁶⁵ (affects: 1''¹⁰⁶⁶ tunnel, duration: 3 turns,¹⁰⁶⁷ range: 3''¹⁰⁶⁸) Opens a man-sized¹⁰⁶⁹ tunnel up to 1'' deep through any wall—including solid rock¹⁰⁷⁰ but excluding solid iron.¹⁰⁷¹

Telekinesis ¹⁰⁷² (affects: 20lb/level,¹⁰⁷³ duration: 6 turns,¹⁰⁷⁴ range: 12''¹⁰⁷⁵) Objects (including living things) whose total mass does not exceed 20lb per level of the magic-user can be moved by thought alone.¹⁰⁷⁶

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 ¹⁰⁷⁷ (affects: self¹⁰⁷⁸) Instantly transports¹⁰⁷⁹ the magic-user from place to place regardless of distance.¹⁰⁸⁰ Without personal familiarity of a specific destination¹⁰⁸¹ a fatal error is 75% likely.¹⁰⁸² Passing familiarity with the destination¹⁰⁸³ reduces the likelihood of error to 20%; a throw of 1–10 being too low,¹⁰⁸⁴ and 91–100 being 10–100ft too high.¹⁰⁸⁵ With deliberate study of the destination¹⁰⁸⁶ an error is only 5% likely; a throw of 1 being too low,¹⁰⁸⁷ and 97–100 being 10–40ft too high.¹⁰⁸⁸ Teleporting into mid-air results in a fall;¹⁰⁸⁹ teleporting into solid earth is fatal.¹⁰⁹⁰

¹⁰⁷⁷SRD spell name.

¹⁰⁷⁸M&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.

¹⁰⁷⁹M&M p28 (Teleport): «Instantaneous transportation».

¹⁰⁸⁰M&M p28 (Teleport): «regardless of the distance involved».

¹⁰⁸¹M&M p28 (Teleport): «Without certain knowledge of the destination».

¹⁰⁸²M&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*.

¹⁰⁸³M&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*.

¹⁰⁸⁴M&M p28 (Teleport): «there is an uncertainty factor of 10% low» and «A low score (1–10%) means death if solid material is contacted»

¹⁰⁸⁵M&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».

¹⁰⁸⁶M&M p28 (Teleport): «If a careful study of the destination has been previously made».

¹⁰⁸⁷M&M p28 (Teleport): «the Magic-User has only a 1% chance of teleporting low».

¹⁰⁸⁸M&M p28 (Teleport): «the Magic-User has only a ... 4% chance of coming in high (10-40 feet)».

¹⁰⁸⁹M&M p28 (Teleport): «A high score ... indicates a fall ... possibly resulting in death».

¹⁰⁹⁰M&M p28 (Teleport): «A low score ... means death if solid material is contacted».

Transmute Rock to Mud ¹⁰⁹¹ (reversible,¹⁰⁹² affects: 33" diameter,¹⁰⁹³ duration: 3–18 days,¹⁰⁹⁴ range: 12"¹⁰⁹⁵) Transmutes an area of earth, sand, or rock up to 30" square into a mud slough,¹⁰⁹⁶ undermining small structures,¹⁰⁹⁷ possibly drowning heavy creatures,¹⁰⁹⁸ and otherwise reducing ground movement by 90%.¹⁰⁹⁹ 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,¹¹⁰⁰ and vice versa.¹¹⁰¹

¹⁰⁹¹SRD spell name.

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

¹⁰⁹³M&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".

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

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

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

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

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

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

¹¹⁰⁰M&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.

¹¹⁰¹It 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 ¹¹⁰² (affects: up to 5'' wall, ¹¹⁰³ duration: 12 turns, ¹¹⁰⁴ range: 6''¹¹⁰⁵) Conjures a daunting wall of solid iron 3in thick¹¹⁰⁶ with a combined height and width up to 5''. It can be plain or featured and straight or curved, as the magic-user desires.¹¹⁰⁷

Wall of Stone ¹¹⁰⁸ (affects: up to 10'' wall, ¹¹⁰⁹ range: 6''¹¹¹⁰) Conjures an imposing wall of solid stone¹¹¹¹ 2ft thick¹¹¹² with a combined height and width up to 10''. It can be plain or featured and straight or curved, as the magic-user desires.¹¹¹³ It lasts until it is dispelled¹¹¹⁴ or defeated by ordinary tunnelling and battery.¹¹¹⁵

¹¹⁰²SRD spell name.

¹¹⁰³M&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.

¹¹⁰⁴M&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».

¹¹⁰⁵M&M p29 (Wall of Iron): «Range: 6''».

¹¹⁰⁶M&M p29 (Wall of Iron): «the thickness of the wall is three inches».

¹¹⁰⁷M&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».

¹¹⁰⁸SRD spell name.

¹¹⁰⁹M&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.

¹¹¹⁰M&M p29 (Wall of Stone): «Range: 6''».

¹¹¹¹M&M p29 (Wall of Stone): «The creation of a stone wall».

¹¹¹²M&M p29 (Wall of Stone): «two feet thick».

¹¹¹³SRD (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».

¹¹¹⁴M&M p29 (Wall of Stone): «The wall will last until dispelled».

¹¹¹⁵M&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 ¹¹¹⁶ (affects: self,¹¹¹⁷ duration: 12 turns¹¹¹⁸)
A bubble of force¹¹¹⁹ surrounds the magic-user¹¹²⁰ so that no spell¹¹²¹
may pass in either direction.¹¹²² It is impervious even to dispel
magic.¹¹²³

Control Water ¹¹²⁴ (affects: 1 body of water,¹¹²⁵ duration: 10
turns,¹¹²⁶ range: 24''¹¹²⁷) Causes the water level of a river or similar
body of water¹¹²⁸ to immediately fall to half its natural depth.¹¹²⁹

Control Weather ¹¹³⁰ (affects: geographic region¹¹³¹) Invokes a
desired¹¹³² weather condition in the local geographic region. The
specified conditions must be naturally occurring¹¹³³ and will take 1–6
turns¹¹³⁴ to manifest but will then persist until dispelled.¹¹³⁵

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

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

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

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

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

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

¹¹²²M&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».

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

¹¹²⁴The 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.

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

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

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

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

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

¹¹³⁰SRD spell name.

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

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

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

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

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

Disintegrate ¹¹³⁶ (affects: 1 target, ¹¹³⁷ range: 6''¹¹³⁸) An inimical ray¹¹³⁹ disintegrates¹¹⁴⁰ a man, a dragon, a gate, or other target¹¹⁴¹ with up to 1'' cube¹¹⁴² of contiguous matter affected. Magical material is unaffected¹¹⁴³ and creatures are allowed a saving throw versus wands¹¹⁴⁴ to avoid the effect.

Geas ¹¹⁴⁵ (affects: 1 figure, ¹¹⁴⁶ duration: special, ¹¹⁴⁷ range: 3''¹¹⁴⁸) 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

¹¹³⁶SRD spell name.

¹¹³⁷M&M p31 (Disintegrate): «will blast a tree, dragon ... or whatever». Note *a* tree.

¹¹³⁸M&M p31 (Disintegrate): «Range: 6''».

¹¹³⁹SRD (Disintegrate): «A thin, green ray».

¹¹⁴⁰Implicit in the spell name, and also M&M p31 (Disintegrate): «will cause material... to Disintegrate».

¹¹⁴¹M&M p31 (Disintegrate): «will blast a tree, dragon ... wall section, or whatever».

¹¹⁴²S&S p13 (Disintegrate): Area Effect: 1'' cube, and SRD (Disintegrate): «disintegrates as much as one 10-foot cube of nonliving matter».

¹¹⁴³M&M p31 (Disintegrate): «material of any kind—other than that of a magical nature—to Disintegrate».

¹¹⁴⁴M&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.

¹¹⁴⁵SRD spell name.

¹¹⁴⁶M&M p31 (Geas): «forces the recipient»; note *the* recipient.

¹¹⁴⁷M&M p31 (Geas): «Duration: Until the task is completed».

¹¹⁴⁸M&M p31 (Geas): «Range: 3''».

¹¹⁴⁹M&M p31 (Geas): «forces the recipient to perform some task (as desired by the Magic-User». Note *forces*.

¹¹⁵⁰M&M p31 (Geas): «Any attempt to deviate from the performance of the task will result in weakness».

¹¹⁵¹M&M p31 (Geas): «ignoring the Geas entirely brings death».

¹¹⁵²M&M p31 (Geas): «The referee must carefully adjudicate the casting and subsequent performance of the geased individual when this spell is used».

Invoke Stalker ¹¹⁵³ (affects: 1 stalker, ¹¹⁵⁴ duration: special, ¹¹⁵⁵ range 1''¹¹⁵⁶) Conjures an invisible stalker¹¹⁵⁷ from the null-dimensions¹¹⁵⁸ which the magic-user can instruct to carry out some task.¹¹⁵⁹ The invisible stalker will continue this assignment single-mindedly¹¹⁶⁰ until it is completed,¹¹⁶¹ or it is destroyed in combat¹¹⁶² or is dispelled.¹¹⁶³ It will resent this servitude,¹¹⁶⁴ however, and if after any day—or week of campaign time—of service¹¹⁶⁵ the referee throws 12 on two six-sided dice¹¹⁶⁶ the invisible stalker will subvert the magic-user's intent by observing his orders absolutely literally.¹¹⁶⁷ If ordered to guard a treasure hoard, for example, it might take the hoard to its null-dimension and guard it there.¹¹⁶⁸

¹¹⁵³The SRD's nearest representation of the 3LBB *Invisible Stalker* spell is possibly *Summon Monster VII*. DD introduces a preferred spell name.

¹¹⁵⁴M&M p31 (Invisible Stalker): «conjunction of an extra-dimensional monster». Note *an*. S&S p13 (Spell Chart) has Area Effect: 1 monster.

¹¹⁵⁵M&M p31 (Invisible Stalker): «will continue on its mission until it is accomplished, regardless of time or distance».

¹¹⁵⁶S&S p13 (Spell Chart) has Range: 1''.

¹¹⁵⁷Explicit in the 3LBB spell name; SRD monster name.

¹¹⁵⁸M&T p18 (Invisible Stalkers): «they return to the non-dimension from whence they came». Note *non*-dimension. DD introduces the *null* dimensions.

¹¹⁵⁹M&M p31 (Invisible Stalker): «can be controlled with merely a word from the Magic-User».

¹¹⁶⁰M&T p18 (Invisible Stalkers): «Until their mission is completed they will never vary».

¹¹⁶¹M&T p18 (Invisible Stalkers): «They follow continually until their mission is accomplished» and «they will never vary».

¹¹⁶²M&T p18 (Invisible Stalkers): «must be destroyed by attack to be stopped».

¹¹⁶³M&T p18 (Invisible Stalkers): «a Dispell Magic spell will also work».

¹¹⁶⁴M&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).

¹¹⁶⁵M&T p18 (Invisible Stalkers): «checking either daily or weekly as the campaign progresses».

¹¹⁶⁶M&T p18 (Invisible Stalkers): «this is accomplished whenever a 12 is rolled with two six-sided dice».

¹¹⁶⁷M&T p18 (Invisible Stalkers): «will then seek to fulfill the letter of their duties by perverting the spirit».

¹¹⁶⁸M&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 ¹¹⁶⁹ (affects: up to 10'' diameter of earth, ¹¹⁷⁰ duration: 6 turns, ¹¹⁷¹ range: 24''¹¹⁷²) Above ground¹¹⁷³ this spell causes a hill, ridge, bluff, or similar body of earth up to 10'' in diameter to move¹¹⁷⁴ at a rate of 6''¹¹⁷⁵ for up to 6 turns. Creatures, vegetation, and structures carried along are mostly unaffected.¹¹⁷⁶

Project Image ¹¹⁷⁷ (affects: 1 image, ¹¹⁷⁸ duration: 6 turns, ¹¹⁷⁹ range: 24''¹¹⁸⁰) Projects a convincing image of the magic-user.¹¹⁸¹ All spells and spell-like powers¹¹⁸² employed thereafter appear to originate from the image for its duration.¹¹⁸³

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: touch¹¹⁸⁶) Restores a slain character to life in a new physical form¹¹⁸⁷ determined by his alignment. Dice for the new form on the Character Alignment table¹¹⁸⁸ 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-types¹¹⁹³ 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 allowed¹¹⁹⁶ but superheroic-types are unaffected.¹¹⁹⁷

¹¹⁸⁴SRD spell name.

¹¹⁸⁵M&M p31 (Reincarnation): «bring a dead character back to life».

¹¹⁸⁶S&S p13 (Reincarnation): Range: touch.

¹¹⁸⁷M&M p31 (Reincarnation): «back to life in some other form».

¹¹⁸⁸M&M p31 (Reincarnation): «Use a random determination on the Character Alignment table».

¹¹⁸⁹M&M p31 (Reincarnation): «roll a six-sided die to determine which level in that class».

¹¹⁹⁰The SRD presents the 3LBB *Death Spell* spell as the *Circle of Death* spell. DD introduces a preferred spell name.

¹¹⁹¹M&M p31 (Death Spell): «kills from 2-16 creatures». DD is intentionally *off by one* and exhibits a preference for six-sided dice.

¹¹⁹²M&M p31 (Death Spell): «Range: 24''».

¹¹⁹³M&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.

¹¹⁹⁴M&M p31 (Death Spell): «The creatures must be within an area of 6'' × 6''». DD expresses area effects as circular radii.

¹¹⁹⁵Introduction; aligned with other DD area effects.

¹¹⁹⁶Implicit in the 3LBB spell name, and M&M p31 (Death Spell): «kills from 2-16 creatures». Note no saving throw is mentioned.

¹¹⁹⁷Logical extrapolation.

Stone to Flesh ¹¹⁹⁸ (reversible, ¹¹⁹⁹ affects: 1 object, ¹²⁰⁰ duration: permanent, ¹²⁰¹ range: 12''¹²⁰²) Restores one petrified figure to living flesh. ¹²⁰³ Surviving the transformation requires a successful withstand adversity check. ¹²⁰⁴ The reverse, *Flesh to Stone*, ¹²⁰⁵ turns one living creature (and everything carried) to stone. ¹²⁰⁶ A successful saving throw versus petrification will negate the effect. ¹²⁰⁷

¹¹⁹⁸SRD spell name.

¹¹⁹⁹M&M p31 (Stone to Flesh): «it is reversable, 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 reversable, 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.

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