

Original D&D House Rules

Character Creation

- Referee rolls 3d6 six times, player arranges stats as desired
- Referee rolls 3d6x10 starting gold

Abilities

STR:

15+: +1 to open doors (1-3/6), +1 damage for FM only (melee or hand-hurled weapon), +400GP encumbrance (+20lbs)

6 or less: -1 to open doors (1/6), -1 damage for FM only (melee or hand-hurled weapon), -400GP encumbrance (-20lbs)

Classes

Hit points are rolled anew at each level gain, with a minimum gain of +1.

Fighting-Men

In melee combat versus enemies with fewer than three HD, a FM throws one attack roll as a first level FM for each of his own hit die.

Two-handed weapons: Fighting-men who use a two-handed weapon roll two dice for damage and take the better roll. Note this also precludes the use of a shield.

Magic-Users

Starting Magic-users get a spell book with *Read Magic* and three other first-level spells. M-Us will subsequently learn spells automatically according to the spell level progression chart. Other spells must be acquired through adventuring (copied from scrolls or spellbooks) or study.

Example: An Enchanter (7th) who advances to Warlock (8th) would add one 3rd level spell and one 4th level spell to his spellbooks automatically. One spellbook is used for each spell level, and a blank book can hold up to 14 spells. Note that spellbooks cannot be carried while

adventuring, they are too unwieldy and far too valuable. M-Us must normally return to their study to re-memorize spells. They do have the option of re-memorizing spells from scrolls (without 'using' the scroll), but this is limited to the group of spells that had already been memorized that day.

Read Magic is only needed for spells or scrolls not written by the M-U himself. Once *Read Magic* is used, it is not needed again to understand those particular pieces of magical writing.

Scrolls can be penned by a M-U of any level, (as long as they are able to use that level of spell) for 100GP per level of the spell and one week's labor per spell level.

M-Us can use the dagger or staff as a weapon.

M-Us can parry with a staff in lieu of an attack. This gives their opponent -2 to-hit.

When rested (6-8 hours rest), a M-U can re-memorize a spell after 10 min. of study per spell level.

Clerics

Scrolls of clerical spells can be penned by a cleric of any level (as long as they are able to use that level of spell), for 100GP per level of the spell and one week's labor per spell level.

When rested (6-8 hours rest), a cleric can re-memorize a spell after 10 min. of meditation and prayer per spell level.

Clerics do not have spellbooks, rather they have access to the entire list of spells at each level, and pray/meditate for what spells they will memorize each day.

Races

Elves:

Elves can be FM, M-Us, or the usual FM/M-U multi-class. If the Elf opts for the multi-class, experience is earned for one or the other class (per adventure) as the player wishes. HP are calculated by rolling the dice for each class level and taking the simple average, rounding up.

They can use any armor or weapons, but cannot cast spells in armor unless the armor is magical.

HP Example: An Elf who was 4th/5th level FM/M-U, respectively, would calculate $(4d6 + 3d6)/2$ and round up, giving a range of 4-21HP.

- Elves can speak the languages of Orcs, Hobgoblins, and Gnolls
- Elves are immune to ghoul paralysis
- Elves have the ability to move silently (1-5/6) and are nearly invisible in their gray-green cloaks (1-5/6), as long as they are not in metal armor or in direct light
- Elves impart +1 damage with magical weapons
- Elves on foot armed with bows may move and fire without penalty
- Elves find secret doors 4/6 when actively searching
- Elves spot secret doors 2/6 when passing nearby

Dwarves:

- Dwarves can speak the languages of Gnomes, Kobolds, and Goblins
- Dwarves can be Clerics of up to 7th level
- Goblins, hobgoblins, and kobolds will attack dwarves on sight,
- Dwarves add four levels when rolling saving throws vs. magic
- Dwarves can detect slanting passages, traps, shifting walls, and new construction in underground settings
- "Clumsy monsters" such as ogres and giants will score only one-half damage against Dwarves
- Dwarves find secret doors 2/6 when actively searching
- Dwarves cannot use large, two-handed weapons (two-handed sword, pike, pole arm, halberd)

Hobbits:

- Hobbits can speak Gnome and Elvish
- Hobbits can blend into the background to become almost invisible (1-5/6 in forest, 1-2/6 underground), and can move silently (1-5/6), as long as they are not in metal armor.
- Hobbits find secret doors 2/6 when actively searching
- Hobbits get +3 to-hit with the sling

- Hobbits cannot use large, two-handed weapons (two-handed sword, pike, pole arm, halberd)

Combat

- Missile weapons can be fired into melee from afar, but will strike a random target, friend or foe alike. Exceptions might be made for unusually large opponents (e.g. Dragons).
- Flaming oil does one die of damage for two rounds on a hit. There is a 5% chance of a thrown flask not breaking. A missed throw will miss by 1-10 feet. The direction of the miss will be determined by rolling 1d8
- Switching weapons can be done in the same combat round only if the first weapon is dropped
- In melee combat versus enemies with fewer than three HD, a FM or monster throws one attack roll as a one HD monster for each of his own hit die
- M-Us and Clerics must declare spells prior to the start of each combat round
- Initiative is d6 per combatant (adjusted by DEX) or side
 - Combatants are normally allowed one action per round, i.e. full move, cast spell, one missile or melee attack
 - A half-move can be taken before melee or missile attacks. Such missile attacks are at -2 to-hit, but Elves on foot can half-move and fire bows with no penalty
 - Spells can be interrupted by a successful attack on the M-U, and are then lost from memory
- Six man-sized creatures can attack a single man-sized PC in a 10-foot space, shields have no effect on AC in the three "rear" attack positions
- Rear attacks or attacks on retreating enemies are at +2 to-hit
- Overbearing/grappling as per the [OD&D FAQ](#)
- Humanoid monsters or FM with initiative or surprise can charge into melee at twice normal move rate for first attack only and gain +2 to-hit. If they miss, their opponent gains +2 to-hit on their next attack
- Spears do two dice of damage when set against an initial charge from an opponent
- Pikes, halberds, pole arms and spears can attack in melee from the second rank
- Anyone can "bind wounds" once per day per PC after a combat to heal 1-4HP
- Death is at 0 HP, HP are regained at 1 HP per level per day

Misc

Non-human races hear noise 1-2/6, humans 1/6.

Hobbits and Dwarves open stuck doors 1/6, Humans and Elves 1-2/6. STR bonuses or penalties apply as noted above (+/- 1). Failing to open a door immediately means that it takes 1d2 extra turns to open and is noisy (unless locked or barred), perhaps attracting wandering monsters but definitely ruining the chance of surprise.

Gold is redeemable 1:1 GP:XP, but must be spent to do so. Note this is spent all at once for accounting purposes, but is assumed to actually be spent slowly, in-between adventures and covers training, research, lodging, meals, etc. Any remaining gold can be used to purchase things such as equipment, armor, weapons, scrolls or hirelings.

Movement & Encumbrance

Note 20 GP = 1lb. This is double what is outlined in M&M, meaning the top range giving a base move of 3 encompasses a range of 75-150lbs, rather than 150-300lbs.

Standard adventuring equipment weighs 400GP (20lbs). To that, add weapon and armor weight (per Men & Magic), then add any treasure at 20 coins to the pound to calculate encumbrance.

Indoor (1" = 10 feet)

Weight	Base Move	Walk (x2, per turn)	Run (x4, per turn)	Combat (/3, per round)
Up to 750GP (up to 38lbs)	12	24"	48"	4"
751-1000GP (38-50lbs)	9	18"	36"	3"
1001-1500GP (50-75lbs)	6	12"	24"	2"
1501-3000GP	3	6"	12"	1"

(75-150lbs)				
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Outdoor (1" = 10 yards)

Weight	Base Move	Walk (x1, miles/day)	Forced March (x2, miles/day)	Combat (/3, per round)
Up to 750GP (up to 38lbs)	12	12	24	4"
751-1000GP 38-50lbs)	9	9	18	3"
1001-1500GP (50-75lbs)	6	6	12	2"
1501-3000GP (75-150lbs)	3	3	6	1"