

How should experience be divided among PCs after an adventure?

It is best to divide any experience award equally among all the characters who started an adventure even if a few of them were killed and cannot collect any experience. This has two advantages: It provides an incentive for keeping all characters alive, since their "cut" of the experience is otherwise lost; and it discourages the practice of killing other party members at the end of an adventure in order to increase the survivors' experience awards.

How much damage does a twohanded staff do? How is it different from a one-handed staff?

A staff is always used with two hands. Its base damage is 1-6 hp (Expert Rulebook, page 19). A one-handed staff is just a club.

What is a concealed door?

A concealed door is a door or portal that has been physically hidden from view. The portal could be behind a bookcase, covered with a layer of paint or plaster, or simply hidden behind a curtain. This is not the same as a secret door, which is constructed so that it appears to be something else entirely.

Can a good creature such as a gold dragon be convinced to join a party of adventurers?

Gold dragons generally have their own business to mind and rarely join parties of adventurers. If the party is trying to perform a great good deed, however (such as rescuing an important person, driving off a particularly evil wizard or monster, or other heroic and self-sacrificing task), a gold dragon might be persuaded to join the group, provided that: the dragon thinks that the mission is important; at least 90% of the PCs are of lawful alignment (and none are chaotic); and, the dragon is offered a generous share of any treasure gained on the adventure. If the dragon is very young, this would have to be a share bigger than what is given any particular PC; the older the dragon, the more it would demand, so that a dragon of adult age or older would have to be promised the majority of the treasure. Apply these same principles to requests for aid from other good creatures.

How can the effects of yellow mold spores be removed?

The effects of yellow mold spores can be removed with a neutralize poison spell (Expert Rulebook, page 8).

When can ability-score points be exchanged?

You may only switch ability-score points when you're generating a character. Once a character starts play, you have to leave his ability scores as they are. You might, of course, find certain magical spells or items that allow you to alter your character's scores (or alter them without your consent!), but this is up to your DM.

My dictionary defines a crossbow as a device for hurling rocks or arrows. Is this correct? If so, why can't clerics use crossbows, since rocks are blunt weapons?

Your dictionary is correct. Crossbows were sometimes used to hurl small rocks and similar bulletlike projectiles, but this was not very common because quarrels had much better range and ability to penetrate heavy armor. The only reason rocks and such were used in warfare at all is because they were cheaper and easier to find than quarrels. If you want to use this option in the D&D game, reduce the range by one-third and the damage to 1-4 (light crossbow) or 1-6 (heavy crossbow) when using pellets or stones. It might interest you to learn that blunt arrows and quarrels were invented in the late Stone Age and are still used

today. They kill birds and small game (like squirrels) without mangling them and rendering them inedible. In any case, bows and crossbows are still off-limits to clerics. Clerics are too busy studying spells to have time to learn the use of these weapons. This limitation is also desirable from the point of view of game balance. Keeping such missile weapons out of the hands of clerics gives players a reason for choosing fighters or demi-humans.

How long is a melee round? Exactly how many times can a character or creature attack during a melee round?

A D&D game melee round is 10 seconds long. A creature gets the number of attacks listed in the Attacks row in its description each round. A character may make one attack or cast one spell each round (except for high-level fighters and demi-humans, as per the Companion Set).

How do you determine how fast a character can move?

Movement for characters is given on the Encumbered Movement Rates Table on page 30 of the Basic Set Players Manual. A character who is exploring a dungeon normally moves a number of feet per turn according to his encumbrance (see Normal Speed column). If the character gets into a fight, he moves fewer feet per round (Encounter Speed). The character may run at the rate given in the Running Speed column, but he can't map, fight, cast spells, or do anything except run.

What is the difference between chain mail and plate mail armor?

Chain mail consists of padding covered by a mesh of steel links. The mesh protects the entire body. Plate mail is padding covered by light chain, with solid plates of metal covering the torso, shoulders, and limbs. Elbow and knee guards are also found with plate mail.

What are the abilities of the different kinds of elves found in the D&D game?

There is only one kind of elf in the D&D game, just like there is only one kind of human. You might introduce racial subtypes for all the races for the sake of variety; I recommend that you keep any differences superficial, so that any subtype of each race still uses the same rules.

I remember an article in DRAGON Magazine that said elves make the best archers of any fantasy race. Why, then, don't elves get some sort of bonus when firing bows in the D&D game?

Opinions expressed in the DRAGON Magazine are not official unless labeled as such. The author of the article you read was fully entitled to express his opinion about the quality of elven archers, but that does not affect the D&D game, however. The author was probably referring to the AD&D® game, in which elves are quite different from those in the D&D game. The reason elves in the D&D game don't have a special ability with bows is game balance. Elves in the D&D game already have a lot of abilities, such as infravision, immunity to ghoulish paralysis, and the ability to cast magic-user spells while wearing armor. Elves can also fight almost as well as fighters. This is quite enough to put them on a par with the other character classes.

What, exactly, is encumbrance?

Encumbrance is simply the amount of treasure and equipment a character can carry. Encumbrance is measured in units of weight equal to one coin (cn). The more weight carried, the slower the character moves. The table on page 30 of the Basic Set Players Book gives character movement rates at different encumbrances. The tables on page 19 of the Expert Rulebook gives weights in coins for various equipment. If you are not using the Expert Set, assume that each fully equipped PC has normal (400 cn) encumbrance.

When a character uses a wand of magic detection or a wand of enemy detection, who can see the glow when a magical or unfriendly object is revealed? How long does the glow last?

Any character who can see the object(s) revealed can see the glow. If the view is obstructed by a solid object (such as a chest), not even the user can see the glow. This means that a camouflaged creature spotted with a wand of enemy detection would appear as a glowing spot under the camouflage. Anything spotted by a wand glows for one round.

Which monsters have infravision?

All monsters, except normal animals and creatures who don't have eyes (such as green slime), have infravision. Note that eyeless creatures have ways other than sight to detect prey and enemies, and they function equally well in light or darkness.

Is a character using infravision still subject to gaze attacks, such as that of a medusa?

Yes, the character with infravision can see the medusa.

Can a character using infravision see undead creatures?

Yes, they appear cold (blue) and can only be seen dimly. Optionally, skeletons might have the same temperature as the room around them, thus being invisible to infravision.

Can a character using infravision see invisible creatures such as a magic-user using an invisibility spell or ring? Could the character see a thief hiding in shadows?

An invisibility spell or ring also defeats infravision. Infravision might reveal a thief hidden in shadows. If there is a heat source nearby (a torch or fire), infravision is spoiled and the thief remains hidden. If there is no heat source, infravision reveals the thief.

Can a character with infravision use a mirror to look around a corner?

Only with great difficulty. Mirrors do not reflect infrared light very well. Only creatures who are very close can be seen in the mirror, and only if there are no other heat sources nearby.

Do character levels equal hit dice? For example, can a 5th-level magic-user be affected by a sleep spell? According to the monster lists, humans have only one hit die.

Levels equal hit dice in this case. The 5th-level magic-user (or any other character of 5th level or above) in your example is immune to sleep spells.

Can PC magic-users or elves add spells that they find into their spell books?

Yes, PC magic-users and elves can copy spells from scrolls or captured spell books into their own spell books. In either case, the copied spell disappears from its original scroll or book when it is copied into the PC's book. The DM can impose time or money requirements on copying spells into books. The section on destroyed spell books (Expert Rulebook, page 26) is a good guide.

How many spells does a 1st-level magic-user or elf have in his book? When can he add new spells? Does adding spells cost anything?

A 1st-level magic-user or elf has a book of two spells (see the Basic Set Players Manual, page 38, and the Basic Set Dungeon Masters Rulebook, page 19). A magic-user or elf can add spells to his books each time he gains a level. The spell added to the book will be the same level as the spell gained on the spell progression chart. For example, a 2nd-level magic-user gains a new first-level spell for his book, since he has gained the ability to memorize an additional first-level spell; a 3rd-level magic-user gains a second-level spell for his book, since he has gained the ability to memorize a second-level spell. A magic-user or elf can also add spells to his books when he finds scrolls or other magic-users' books; see previous question.

What is the penalty for a cleric using an edged weapon or a magic-user using a sword?

No character will willingly use a weapon that is not allowed to his class. No penalty need apply just don't allow it. In a life-or-death situation, a character might be allowed to pick up a restricted weapon violating the principles of one's profession is better than being dead but this would have to be a desperation move, and you should assess hit-roll and damage penalties. I suggest -4 to the hit roll and -2 to damage (1 hp damage minimum).

What is the highest level a character can attain?

All human classes are limited to 36th level. The demi-human limits are: Dwarf 12, Elf 10, and Halfling 8. Demi-humans can gain extra skills after they have reached maximum level. The D&D Expert, Companion, and Masters Sets cover the higher levels of play.

What is the best saving throw a character can have?

The lowest possible saving throw is a 2. No matter how high a character's level and how many magical protections he has, a roll of 1 always fails a save. There is no best saving throw just a successful one.

What do "1-in-6" and "2-in-6" mean?

The term "1-in-6" refers to one chance out of 6, or a roll of 1 on a six-sided die (1d6). Similarly, "2-in-6" means a roll of 1 or 2 on 1d6.

If a human had a child by an elf or dwarf, wouldn't the offspring be a half-elf or half-dwarf? Why aren't there rules for such characters?

The D&D game does not consider crossbreeds, mostly for reasons of simplicity. Since introducing a new demi-human character type would require constructing a whole new character class, we don't recommend trying it. When dealing with characters of mixed parentage, the DM should decide if the races in question could have children in the first place, then treat the character the same as a full member of one race or the other. Most human/demi-human crossbreeds should be treated as humans.

How many hit points does a character regain when he eats his rations?

None. Characters have to eat to stay alive. Food provides sustenance but does not heal wounds.

How do you determine a character's hit points at 1st level? When a character gains a level, how do you determine his new hit points?

At 1st level, roll the character's hit die and adjust for constitution (see the Basic Set Players Manual, page 50, 1983 edition). Some DMs allow 1st-level characters to reroll the first hit die if 1 hp is rolled, since 1 hp characters usually don't survive their first adventures. When a character gains a level, he gets a new hit die (except after "name" level). Simply roll the new die, adjust for constitution, and add the total to the character's old hit points.

Exactly how much food does a pack of iron rations contain?

A standard pack of iron rations lasts one week. It is up to the DM whether this equates to 7, 14 or 21 meals - I suggest 14 (two meals a day).

Can a character turned to stone by a medusa ever be turned back?

A wish from an item or powerful spellcaster will restore a “stoned” character. Generally, however, petrification is removed by the sixth-level magic-user spell stone to flesh. It takes a magic-user of at least 12th level to cast this spell (see the Expert Set).

How many experience points are normal and giant rats worth?

A normal rat has an experience-point value of 1; a giant rat has an experience-point value of 6.

What is the armor class of a sprite?

A sprite has an armor class of 5.

How long does a character who drinks a potion of gaseous form stay in gaseous form?

The character remains gaseous as long as the potion lasts; a potion of gaseous form has the standard potion duration 7-12 turns, or 70-120 seconds.

Do breath weapons and other area effects (like fireballs from the Expert Set) hit automatically?

Breath weapons and other area effects require no “to hit” roll. Creatures in the area must save against the attack or suffer its full effects.

Exactly which weapons can a halfling use? Which weapons can dwarves use?

Halflings are too small to use normal sized weapons such as regular swords, and they may not use two-handed weapons. Weapons usable by halflings include: whip, club, war hammer, mace, short sword, blowgun, bola, short bow, light crossbow, sling, hand axe, dagger, throwing hammer, javelin, spear, and trident. All of these weapons are from the various D&D boxed sets.

If the rules that you are using don't include all these weapons, ignore them for now. Some Lake Geneva campaigns allow halflings to use regular one-handed weapons (such as swords) as two-handed weapons. A halfling using a normal weapon this way would do standard damage, but could not use a shield and would automatically lose initiative. This is a variant.

Dwarves can use any weapons except long bows and two-handed swords.

How do you run missile fire?

You run missile fire the same way you run melee. Just remember the missiles' rates of fire and range modifiers.

Is there any way to regain lost hit points except the cure light wounds spell?

Resting can also restore lost hit points. One full day of rest restores 1 hp. After a full week of rest, the character regains 5 hp for each day thereafter. A full month of rest restores all lost hit points. Characters are assumed to sleep, eat, and drink as necessary while resting.

Is there anything special about holy symbols, or are they just “window dressing?”

Holy symbols are not magical items and do not have any extraordinary properties or powers. It is generally assumed, however, that a cleric must have his holy symbol to cast spells or turn undead.

Are creatures that are immune to normal weapons also immune to paralysis? Are undead monsters immune to paralysis?

Paralysis can effect any creature that fails its saving throw against it.

Can a character wear just one of a pair of gauntlets of ogre power and gain increased strength in only half of his body?

Both gauntlets must be worn in order to gain any benefit at all.

How many charges does a rod have?

Rods in the D&D game are permanently enchanted items, unless the rod's description states otherwise. They don't use charges.

How do you determine the encumbrance of a miscellaneous magical item?

It is the same as a normal item of the same type, unless the item's description states otherwise.

How do you determine the experience-point value of a monster?

If you have 1983 edition books, the experience-point value of each monster is calculated for you; award experience points for each monster defeated. If you are using the experience-point chart instead (Basic Set Dungeon Masters Rulebook, page 12), start with the base value for the monster's hit dice, then add the bonus for any special abilities (once for each asterisk).

I don't really understand how to keep time or why time keeping is even necessary.

There isn't really much to understand about time keeping in the D&D game. In fact, if you are a player, you don't have to worry about it at all.

The basic unit of time in the game is one turn, which equals 10 minutes. The other unit of time in the game is the round, which is 10 seconds long. Both turns and rounds represent game time that passes for the player characters - not for the players. Game time is "make believe," just like everything else in the game, and has no relationship to real time.

You have to keep track of game time so that you know when your player character needs to rest, and when any spells that he casts will run out. You keep time by simply keeping track of what the PC does, and recording the rounds or turns that are used up as a result. Exactly how much time a PC uses depends on what he does. Exploring a dungeon requires that a PC move about; how much time this takes depends on how fast he can move. In a fight, each character can normally make one attack or cast one spell per round. Overland travel is generally measured in game days; this is more fully explained in the Expert Set. Time keeping can be easier if you mark off units of time as they are used. There is a sample time track in the Masters Set Master DM's Book, as well as a whole set of time charts in "Time Flies . . ." by Lisa Cabala, in DRAGON issue #123.

Will a character turned into a vampire retain any character abilities? Can such a character still use his magical items? Can lycanthropes carry or use magical items?

A character turned into a vampire or lycanthrope becomes a monster under the DM's control, unless the character's fate is changed by a wish. Whether or not the new vampire retains any of his former abilities is up to the DM.

A vampire can wear or use any magical item that it could have used in life (although it couldn't use wands, staves, or scrolls unless it has retained magic-user abilities). Lycanthropes can use magic while in their human forms, but they discard and ignore any items carried when they take animal form. A lycanthrope always takes animal form when it attacks or is attacked.

When a lycanthrope dies, it reverts to its normal form. What is a lycanthrope's normal form?

Any lycanthrope's normal form is human.

How long does lycanthropy take to set in? Can it be cured? Can a player character who is turned into a lycanthrope continue play?

Lycanthropy has an onset time of 2-24 (2d12) days, and until that time this magical disease is curable by a cleric of 11th or higher level. Once the change occurs, however, the afflicted character becomes a DM-controlled monster.

What happens when a cleric turns undead? Does the turning have a duration?

The undead run away from the cleric for one turn, then avoid the cleric for a full day, unless the cleric attacks them.

Is it possible to sever a slain medusa's head and use it to turn opponents to stone?

The hero Perseus did exactly that in Greek mythology. I recommend that the head retain its power for not more than a day (and possibly less). Note that any treasure carried by a petrified character or creature also turns to stone and cannot be recovered until the victim is brought back. The DM might rule that the medusa's snakes will stay alive for a short time and will attack a character who tries to carry the head.

The rules say that if a victim of a medusa's gaze makes his Saving Throw vs. Turn to Stone, the medusa will petrify itself. Is this correct? If so, how is it possible? Are the snakes on a medusa's head poisonous?

The medusa's description in the Basic Set is missing text in the Basic Set Dungeon Masters Rulebook, page 34. When a victim makes a Saving Throw vs. Turn to Stone, there is no other effect. The only time a medusa can petrify herself is when she sees her reflection in a mirror. The medusa gets a Saving Throw vs. Turn to Stone against the reflected gaze. And a medusa's snakes are poisonous.

Why are normal bats more powerful than giant bats?

They are not; the statistics in the Basic Set Dungeon Masters Rulebook, page 25, were reversed.

What kind of special damage does a tiger beetle do?

None. The statistics for the tiger beetle and oil beetle were reversed in the Basic Set Dungeon Masters Rulebook, page 26.

How does wolfsbane affect lycanthropes?

Any lycanthrope struck by wolfsbane must make a Saving Throw vs. Poison or flee in fear. The wolfsbane can be used as a melee weapon or thrown at opponents. Lycanthropes driven away by wolfsbane will stay away unless pursued and attacked, or until the next moonrise.

Is there any way to restore the strength loss inflicted by shadows?

No, but it only lasts eight turns.

Will a rod of cancellation cancel the power of magical creatures such as gargoyles?

No.

What is the encumbrance of a spell book?

This is up to the DM, but 400 cn (backpack size) is a good figure.

Can a high-level magic-user get increased effects from wands? For example, can a Wizard do more than 6-38 hp damage with a wand of cold? What about other magical items?

The user's level does not effect the function of any magical item unless the item's description specifically says it does.

How does a + 1 weapon help a character? How does a ring of protection + 1 help a character?

A + 1 weapon gives the wielder a + 1 bonus to hit and damage rolls. A ring of protection +1 gives the wearer a + 1 bonus on all Saving Throws, and improves the wearer's armor class by one place.

The rules say that a bag of holding can hold an item up to 10' long. Is this right, or should this be 10"? Also, is there a rule against placing one bag of holding inside another?

The measurements for a bag of holding are in feet; bags of holding are very big inside. There is no official rule against putting a bag of holding inside another, but it is reasonable to assume that the extra-dimensional space contained in one bag will not fit inside another.

When you shoot a magical arrow or crossbow bolt, does it lose its magic?

Yes; firing the missile expends the magic.

Can any elf or magic-user use a crystal ball without instruction? If so, what is the chance for accuracy? Can a character use a crystal ball owned by another character?

All elves and magic-users know how to use crystal balls. A crystal ball always works when an elf or magic-user tries to use it, but the clarity of the image varies with how well the user knows the subject. If the subject is well known, the image is very clear and sharp, just as if the subject were standing on the other side of a window. If the user knows very little about the subject, the image will be faint and blurry. A crystal ball works only for its owner.

D&D® Expert Set

When using the polymorph self spell, how large or small can the caster get when he changes? Also, what happens to the caster's items when he changes?

The only limit on forms given in the rules is on hit dice, so the caster could turn into anything from a huge dragon to a microbe. We suggest, however, that you place reasonable limits on size. For example, anything from an elephant down to a small songbird keeps the spell useful but prevents your players from getting silly. Items carried become part of the caster's new form unless he sets them aside before changing or uses a form that could reasonably carry the equipment. For example, a change to a sparrow would cause all items to disappear; clothing would become the birds feathers, weapons its claws, and so on. These items reappear when the spell ends. If the caster became a hobgoblin, he could still carry all his equipment just as he could in normal form.

How many times per day can a hellhound breathe fire?

There is no limit on the total number of times that a hellhound can breathe fire, but it may only breathe when the dice roll given in the 1983 Expert Rulebook, page 51, says it can breathe fire.

Wouldn't continuous hacking with weapons keep a troll from regenerating? Would simply hacking the troll into several pieces and keeping the pieces separated keep a troll from regenerating?

If the troll's dead body is struck, the extra damage temporarily negates regeneration. The troll is still alive, however, until it is burned, even if it is reduced to small cubes or if large pieces are kept separated. If kept apart over two weeks, all but the largest piece dies; the largest piece then slowly grows into a whole new troll. You might have severed pieces of troll attack the characters who are holding them, just to spice things up a bit. The novel *Three Hearts and Three Lions*, by Poul Anderson, has an excellent fight between a party and a troll. Reading it gives a good feel for what fighting a troll should be like. Note that decapitation will not kill a troll.

Will a remove curse spell actually make a cursed magical item into a useful item?

If the item is actually a beneficial item that is cursed, then removal of the curse produces a useful item. If the item is enchanted to be harmful in the first place, a *remove curse* won't help. See the 1983 *Expert Rulebook*, page 58, for guidelines.

How can a character keep an intelligent sword with an alignment different from his own if it damages him every time he touches it? Also, wouldn't such a sword do extra damage when it hits a character with an alignment different from the sword's and wielder's?

Handling the sword carefully in order to examine or transport it (e.g., wrapping it up or carrying it in gloved hands) does not cause damage. Any attempt to wield it or determine its exact powers does cause damage. An intelligent sword will not cause extra damage to a character of a different alignment if it is being held by a character of the sword's alignment.

Geas and quest spells are much abused. For example, couldn't an evil magic-user geas a character to never attack him? Couldn't an evil cleric do a similar thing with quest?

A quest must be a specific and finite task; the victim must be able to take actions that will bring about the end of the quest, or the spell has no effect. A geas is similar to a *quest* in that it must be specific. "Never stand while I am sitting:" is a long-term request, but it is specific enough for a *geas* spell. "Serve me until one of us dies" is either too general for a *geas* spell or possibly fatal for the caster, if interpreted literally so that the caster is "served" to a tribe of man-eating giants. "Never attack me" is potentially suicidal for the victim if the caster attacks him, and will reflect back to the caster (see the 1983 *Expert Rulebook*, page 161).

Can a quest be removed with a dispel magic or remove curse spell?

No. Only completion of the task or a reversed *quest* spell removes a properly worded *quest*; *dispel magic* and *remove curse* will not.

Can a remove quest be used to remove a geas? Can a magic-user geas a quested character to forget about his quest?

Reading the rules strictly, *remove quest* will not rid a character of a geas; the victim has to find a magic-user to do it. A *geas* that forced a character to ignore a *quest* has to be considered directly harmful (because the *quest's* curse would then apply) and would also be ineffective. In short, *quests* can only be removed by clerics and *geas* spells can only be removed by magic-users. If you are refereeing your own game, you might assume that the two spells are similar enough so that the reverse of one will negate the other - with chances for success based on the levels of the characters who cast the spells. This does not match either the spirit or the letter of the rules, but it is close enough to be considered reasonable.

I want one of my characters to build a stronghold. What do I do? How much will it cost? How long will it take?

First of all, you must decide how much the character wants to spend on the stronghold. There is a table of construction costs on page 23 of the *Expert Rule book*. Time of construction (in game days) is also given on page 23. You should work out the exact floor plan of the stronghold with your DM. If you are having difficulty coming up with a floor plan or you do not understand some of the terms on page 23, a trip to your local library should help get you started. Ask the librarian for books on any of the following subjects: castles, the Middle Ages, Medieval warfare, or Medieval architecture. Also refer to those D&D or AD&D game modules which your referee allows you to see which also detail castles and fortresses. DRAGON issue #86 detailed a huge castle named Great Stoney, complete with 3-D fold-up materials and floor plans. Issues of DUNGEON Adventures could be helpful here as well, as might the AD&D game's Dungeon Masters Guide, pages 106-110.

The rules say that the cost to build a wall is normal up to 30' high, but double above that. What is the base cost to build a wall, and just how big a wall do you get for the money?

You appear to be referring to page 52 of the 1981 edition of the *Expert Rulebook*. The passage you have quoted refers to the cost of building a castle wall. The base costs for walls and other constructions are given in the table on the same page. Dimensions are also given here. This same information is given on page 23 of the 1983 edition of the *Expert Rulebook*.

Why was the method for calculating Will scores changed in the new Expert rules? As it stands now, a fighter who wants to exchange ability score points to get a high strength will have a difficult time controlling intelligent swords.

The "old" D&D Expert Set used strength and wisdom because the original D&D game by Gary Gygax and Dave Arneson used strength and intelligence to determine the Will score. Since wisdom, not intelligence, determines the power of a character's personality, the editor decided to change intelligence to wisdom when the Expert Set rules were first compiled. The "new" D&D Expert Set takes that logic a step further; the struggle between character and sword is mental, not physical, so we use the character's two mental scores. Now players have to make a choice about creating their characters: gain high strength for extra experience and more damage right from the start, or keep the intelligence and wisdom scores in case the character is lucky enough to find a magical sword. The D&D game is a game of choices, and they aren't always easy ones.

The missile fire table (Expert Rulebook, page 29) shows the ranges for a sling as being 40/80/160, while a short bow is listed at 50/100/150. Surely the sling listing is in error.

The range of a sling is 40/80/160. A sling actually out-ranges a short bow but is less accurate at long ranges. Thus, a greater portion of the sling's total range falls into the "long" category.

The rules say that ships without sails have only a 20% chance to ride out a storm. Don't galleys have sails? If so, don't they have an 80% chance to ride out a storm?

Galleys do have sails, but they also ride very low in the water and have ports cut into their sides for their oars. Thus, a galley has as much difficulty in a storm as does a ship without sails.

Why do saving throws and thief abilities get worse in the 1983 edition of the Expert Rulebook?

The "old" D&D Expert Set was prepared at a time when no one knew how far the D&D game system was going to go. These rules allowed certain character abilities to improve far too quickly, leaving little room for

further advancement and development. The “new” Expert Set was prepared with the D&D Companion and Masters Sets in mind. If you plan to go no farther than the Expert Set, you can use the old rules. Otherwise, use the new rules.

How much damage does a lance do? Can thieves use lances?

A lance is a one-handed weapon, and it is usable by thieves. Note, however, that a lance can be used only from the back of a charging mount. In all other cases it is treated just like a spear (except that a lance cannot be thrown). A lance does 1d10 hp damage when used from the back of a charging mount.

What is a javelin and how much damage does it do?

A javelin is a light throwing spear. It does 1d6 hp damage and has the following ranges: 30/60/90.

The combat charts on page 29 of the Expert Rulebook show saving throws different from what the individual character listings show. Which is correct?

Page 29 is correct.

The water movement chart on page 43 of the 1983 Expert Rulebook shows some split numbers on the Miles/Day column. Why is this, and which numbers should I use?

The split number indicates a craft with both oars and sails. The number before the slash is for movement with oars only; the number after the slash is movement with sails and oars.

How much food is actually gained when foraging or hunting?

Each foraging character finds enough food to sustain himself for one day if the foraging is successful. Each hunting character obtains enough food to sustain two people for one day if the hunt is successful. Actually amounts of food collected vary widely, depending on what sort of food was found.

What is the special damage done by storm giants?

A storm giant’s special attack is its ability to call down lightning, as per page 50 of the Expert Rulebook.

What are a roc’s saving throws?

A roc saves as a fighter of 3rd, 6th, or 18th level, depending on its hit dice (see page 55, Expert Rulebook).

Does a lightning bolt always expand to its full length if it strikes a solid object before going its full distance? Or does it double back, possibly leaving the caster unharmed? Or does it bounce like a billiard ball, flying off at an angle from the object it struck?

Your first guess is technically correct and in common use. A lightning bolt has a fixed length and width, and it must expand to its full length just as a fireball fills its fixed volume. That is, a lightning bolt is always 60’ long and 5’ wide. If it hits a solid object, it extends back 60’ from the point of impact in a direct line to the caster. If the caster is less than 60’ from the point of impact, then he gets fried. Some DMs prefer the billiard bounce method. Here’s some advice if you decide to use it: 1) The angle of incidence equals the angle of reflection. 2) The bolt might strike a target more than once if it bounces around a confined space, but the bolt can only deliver its stated damage, never more. For example, a 22-hp lightning bolt that hits a character three times still only delivers 22 hp, or half if the character saves. You may opt to have the character save each time the bolt strikes, taking the worst result. This method can lead to some sticky situations; take extra care-to adjudicate them fairly and accurately.

The invisible stalker spell is subject to considerable abuse in my campaign. Isn't this spell overpowered?

An invisible stalker always tries to subvert any long and onerous mission that it is given. If told to serve a character until he dies, a stalker might promptly fetch the character's slippers, run his bath water, and do the dishes, but will refuse to fight, track, or carry treasure. Personal servants, after all, are domestic in nature. If ordered to protect a character and keep him from all harm, the stalker will try to carry the character off to the Elemental Plane of Air, the stalker's home plane, where protecting the character will be much easier.

I can't find a description of the devil swine anywhere. Was it left out of the books?

The devil swine appears on page 48 of the Expert Rulebook. The devil swine appears on page 30 of older editions of this text.

Can small rocs be used as mounts? How much weight can a roc carry? What class do rocs make Saving Throws as?

Rocs, being gigantic birds of prey, are difficult to train as mounts no matter what their size. While such training is possible, it would be very expensive. Humans and demi-humans can only tame the smallest rocs as mounts. Giants might have some success with the larger varieties. A small roc can carry 5,000 cn without hindrance, large rocs can carry 9,000 cn, and giant rocs can carry 18,000 cn. A roc can carry 1½ times its base load and still fly at half speed, but it must rest at least 20 minutes for every hour that it flies. A roc can carry up to twice its base load, but can only walk at half speed. A roc makes Saving Throws as a fighter of a level equal to the roc's hit dice. See the Expert Rulebook, page 55.

What is a war horse?

A war horse is a horse trained to carry a person into combat. Compared with common horses, they are courageous and aggressive. Statistics for war horses are given in the Expert Rulebook, page 51.

If a character actually gets younger after drinking a potion of longevity, does he also lose experience?

No. Although the drinker does get younger, he loses no experience.

The D&D Expert Set says that only maidens can ride unicorns. How can my female PC become a maiden?

Females don't become maidens. Maidens are born, not made. In fantasy literature, a maiden is a young, unmarried woman. In the D&D game, a true maiden also has a Lawful alignment. You might also look up the word virgin in a dictionary.

Will a weapon of wounding negate a troll's regeneration ability in the D&D game?

Only insofar as the troll suffers the extra damage caused by the wound (1 hp per round). The troll can regenerate this damage, however.

[D&D® Companion Set](#)

There are no costs given for the new armors introduced in the Companion rules.

Scale mail armor costs 30 gp, and banded mail costs 50 gp.

Can player characters create holy water? How is it done?

This is up to the DM. Generally, this requires a large, specially blessed receptacle and blessed containers. The actual creation requires casting several spells, including *purify food and water*, *bless*, and *create water*. The exact cost of the implements and the capacity of the receptacle is up to the DM, but keep in mind holy water's standard cost of 25 gp per vial.

Could a group of characters share rulership of a dominion?

A group of characters could jointly rule a dominion, but if the characters are not all of the same alignment, the dominion's confidence level will suffer. The confidence level will also decrease each time the characters argue, as the subjects will not be confident when they see their rulers bickering. The confidence level will really take a plunge if the joint rulers contradict each other on dominion matters.

What is an umber hulk? It's mentioned as a monster with a gargantuan form.

The umber hulk is a monster from the AD&D game. The hulker, from AC9, *Creature Catalogue*, page 70 (under the heading "Hook Beast") is similar to the umber hulk.

What happened to the will o'wisp?

The will o'wisp was dropped from the Companion rules due to lack of space; an oversight caused it to be retained in the monster heading on page 28 of the *Dungeon Masters Companion*. See the *Creature Catalogue*, pages 80-81, "Wychglow," for the will o' wisp's statistics.

The War Machine gives a combat result modifier for a force that is immune to enemy attacks. Wouldn't such a force simply win?

The modifier is + 150, enough to win in many (if not most) cases. You still have to go through the computation, however, in order to determine casualties and fatigue. Also, there is usually some way for the opponents to harm the force. Lycanthropes, for example, are not immune to fire. It is also possible to defeat a force purely through positioning or maneuvering. A horde of lycanthropes might not be able to take a castle, for example

How do you create a gargantuan manticore?

Just apply the standard rules from page 32 of the *DMC*. Each of the gargantuan manticore's spikes inflict four times the normal damage and have double range.

What does a potion of super healing do?

A *potion of super healing* cures 6-21 (3d6 +3) hp damage.

If druids don't like metal, what do they do with all the coins they find while adventuring?

Druids are not restricted as to the types of treasure that they can keep. A druid will, however, convert metal treasure to "natural" forms of wealth - gems, ivory, etc. - as soon as possible. This makes sense in terms of the druids inclination toward nature and is also logical, since this type of wealth is more portable and easier to conceal in the druid's woodland home.

Drolems are immune to first through fourth level spells, so protection from evil cannot affect any of them, right?

A *protection from* evil spell will work against a drolem, its immunity to first through fourth level spells not withstanding. See *the Master Players' Book*, page 8.

I'm having difficulty reading table 10c on page 46 of the DMC.

Read the chart as follows: leather, first column; scale or chain mail, second column; banded or plate mail, third column; shield, fourth column. The fifth and sixth columns give the magical plus of the item and the percentage chance of a special ability. Table 10a provides the size, 10b provides the type of armor, and 10d determines special abilities, if any, of the armor or shield found.

How about some more information on interplanar travel? For instance, can characters breathe on the Ethereal Plane? What is found there? Also, how about some information on wormholes? How do wormholes affect movement and combat? Can they be spotted from the Ethereal Plane? If so, how do you break into the wormhole from that plane?

The whole area of interplanar travel was left deliberately vague so that individual DMs could custom-create their own multiverses. The Ethereal Plane, for example, could be a shadow of the Prime Material Plane, complete with ethereal buildings and whatnot, or it could be something else. Characters can breathe on the Ethereal Plane; and usually do not get hungry.

Movement along a wormhole depends on what is in it. It's difficult to go any direction but "with the flow" in an earth wormhole. Otherwise, one can fly, or walk (or climb) along the sides. How easy this is depends on the material in the hole, the speed it is flowing, and the direction you wish to go. Combat in a wormhole poses similar problems. Missile fire is usually difficult, if not impossible, since the missiles get caught in the 'hole's flow and are carried away. Spell-casting and melee might be possible if the characters have some way to keep from being carried away with the flow of matter in the wormhole. There is no up or down in a wormhole. Exact combat penalties are up to the DM. Wormholes themselves are detectable only from the Ethereal Plane (the outside of the hole is seen) or from the planes with which they connect (the vortexes, or the inside of the hole, is seen). There is a vortex at each connection point which either sucks in or spews out matter. The strength and volume of the flow varies from wormhole to wormhole. A wormhole can only be entered at the "ends" on the Prime Material or Elemental Planes, through the vortexes; one cannot break into a wormhole from the Ethereal Plane.

In general, each plane has its own universe. How these universes interact with each other is up to the DM.

Couldn't a character use a riding horse in a joust? Even an encumbered horse can charge, so a riding horse can be barded.

Encumbered horses can still charge. A riding horse, however, simply doesn't have the strength, stamina, or temperament to participate in a joust — barded or not. Such an animal is far too undisciplined and skittish to be counted on in combat. Since it is not trained for combat, physically or mentally, a riding horse will not be able to charge hard enough to dismount a skilled opponent even if its rider hits with his lance.

Furthermore, it is likely to check (stop dead in its tracks) when the opposing horse charges, or swerve to avoid the other horse. Anyone who tries to enter a mere riding horse into a joust will become the butt of many jokes, and will lose the joust in the bargain.

How is a drolem constructed? What is the cost?

This would require a magical *Book of Drolem Creation* and at least 25,000 gp for materials. Some portion of the required materials should be impossible to obtain except through adventuring. Since the book is not in any of the treasure lists, the DM or a PC must create one.

How are *illusory walls* created?

The individual DM must decide. There can be a high-level illusory *wall* spell, or they can be constructed with a rare magical item, or simply a *phantasmal force* of a wall made permanent with a *permanence* spell.

Is it possible for demi-humans to follow other classes after they have reached their maximum level? The notes in the demi-human section of the Companion Set *Players Companion* (page 29) seem to indicate that this is so.

Demi-humans never follow other classes. The notes that have you confused refer to the increased fighting abilities that demihumans can gain after they have reached maximum level.

What are the attack ranks (A-M) noted in the Players Companion, pages 30-31?

Attack Rank refers to the column of the combat chart that the character may use. This allows demi-humans with extra experience to fight almost as well as fighters. The small letters (a-d) refer to other special abilities that demi-humans can get after reaching maximum level. These special abilities include multiple attacks per melee round and the other fighter combat options (Players Companion, page 18), and resistance to various attack forms. A careful rereading of the demi-humans section (Players Companion, pages 29-31) should clear up your confusion.

I find the fighter options rules in the Players Companion unclear and contradictory. The options section sets conditions for use of these options, but the striking section seems to indicate that anybody can use the fighter options!

Fighter options can be used when striking (as explained in the Players Companion, page 6), but only when the fighter in question qualifies for the option in the first place (as explained on page 18).

Can a wall of iron spell be cast with holes in it, so as to "handcuff" a creature?

No. A wall cannot be cast so that a creature is embedded in it. Any magical wall, however, can be cast so as to trap a creature inside an enclosure. In your example, the prisoner could be entrapped in an iron enclosure constructed with a wall of iron spell, but the victim couldn't be handcuffed.

Can the spell create normal monsters be made permanent?

Yes. Each monster, however, will radiate magic, and all will cease to exist if the permanence affecting any one of them is dispelled. Also, each of the monsters are considered to have one permanent spell and could only receive one more permanent spell (see the spell description). Finally, the created monsters would have to be fed and cared for by the spell-caster, and they are likely to make a nuisance of themselves in other ways (as in demanding care and feeding).

When druids fight for a level, does the loser drop to the next lower level?

Yes. The defeated druid loses a level, and he cannot challenge another druid until he has gained enough experience to regain the level.

Is there any way to avoid being trapped by a scroll of shelter?

Characters are trapped only if they are in the room when the scroll is taken down or falls down. The characters can simply step out of the room and take down the scroll any time before the scroll's 12-hour limit expires. If a monster appears and takes down the scroll, PCs in the room are trapped unless they get out before the scroll is taken down (Dungeon Masters Companion, pages 50-51).

Can an arrow of blinking blink past the enemy's first rank in order to strike spell-casters? Can it blink through a wall?

No, on both counts. A missile of blinking avoids creatures friendly to the shooter, thus allowing missile fire into melees. The missile does not negate the effects of cover or allow the shooter to fire at targets he can't see.

D&D® Masters Set

A horse's natural armor class is 7. Why, then, does leather barding also give a horse an armor class of 7? What's the point of using leather barding?

Use the following table for equine armor classes:

Barding type	AC
Joust	-1
Field	1
Plate	2
Banded	3
Chain	4
Scale	5
Leather	6

The encumbrance and cost of each type of barding remains unchanged (see the D&D® Master Players' Book, page 15).

What is the effect of a light catapult on a castle? How about on creatures?

Light catapults and other siege engines are covered in the Masters Players' Book, pages 23-32.

What exactly are the differences between light crossbows and heavy crossbows?

Light crossbows have ranges 60/120/180 and can be fired once per round. Heavy crossbows have ranges 80/160/240 and can be fired once every two rounds unless the user has an 18 strength, in which case the heavy crossbow may be fired every round. Light crossbows cost 30 gp and have an encumbrance of 50 cn. Heavy crossbows cost 40 gp and have an encumbrance of 70 cn. See the Master Players' Book (pages 17, 18, and 20) for more information.

If a bastard sword is used onehanded, does the user still lose initiative?

You lose initiative when using the sword two-handed, but not when using it onehanded. See the Master Players' Book (pages 19 and 21) for more details.

What is a war hammer, +3 boomerang? Can it be thrown?

Yes, it can be thrown. See the Master Players' Book, Weapon Mastery Section. The war hammer is listed in the Weapons Charts under Hand-Held Weapons Rarely Thrown. A war hammer, + 3 boomerang is just what the name implies a + 3 weapon that returns to the user when it is thrown. Use the war hammer statistics from the Weapons Charts in the Master Players' Book (pages 20-21) for range and damage.

What would the effect of weapon mastery be for a mystic's attacks with his hands?

Mystics cannot gain mastery with their hands. The weapon mastery rules are limited to weapon-using creatures of sufficient intelligence, as explained on page 15 of the Master Players' Book.

Would an anti-magic shell prevent a mystic from using his special attacks or abilities?

A mystic's special abilities are not magical per se, so they cannot be disrupted by Anti-Magic in any form.

Do mystics get any armor-class bonuses for high dexterity?

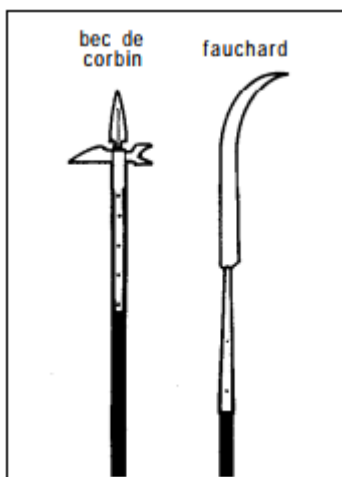
No, the mystic's armor class is derived solely from his discipline. Dexterity adjustments do not apply.

If PCs can become mystics, can they also become thugs or headsmen?

There are no rules for PC thugs or headsmen. You are free to develop your own, but we don't recommend it.

What is a bec de corbin? What is a fauchard?

A bec de corbin looks something like a halberd with a "beak" instead of an axe head; use the halberd rules for this weapon. A fauchard is a weapon much like a bill, doing the same damage.



When do the various dragon rulers appear in play?

These unique creatures generally appear only when the DM decides they should. Otherwise, they sometimes appear as wandering monsters in special areas such as other planes, remote mountains, deep caverns, or other exotic locales.

How about some advice on druid vs. druid combat?

The point of druid combat is for the lower-level druid to prove he is worthy to advance to his next level. To do so, he must defeat the higher-level druid in some sort of nonfatal contest. This could be something as simple as a wrestling match (as per the Companion rules) or a more elaborate contest, like "Let's see who can kill the greatest number of adult blue dragons in one month."

What are the Outer Planes, and why aren't they covered in the Masters Set as promised in the Companion rules?

Information on the Outer Planes didn't make it into the Masters Set for a number of reasons, primarily because the author and editors thought this material more properly belonged in the Immortals rules. The Immortals Set explains the Outer Planes as they relate to Immortal creatures. The Astral Plane is a plane linking the Outer Planes to the Inner Planes, and is described briefly in the Immortals rules.

Why do DM-created high-level characters have so little cash?

The amount of treasure a high-level character has (1% or less of his XP total) reflects the making of all possible expenditures and the fact that some character experience comes from defeating monsters, not from collecting cash. To put it another way: Do all the PCs in your campaign have as many gold as they have experience points, or do they usually have much less?

Would a Lawful cleric have to worry about an alignment change if he cast the wizardry spell too often?

Why should he? There is nothing Chaotic (or Neutral or Lawful) about using this spell. It simply allows the cleric to use scrolls with low-level magic-user spells and devices such as wands.

What are “special undead”?

Special undead (such as undead beholders) are constructs and servants of the various Immortals of Entropy (the Sphere of death and destruction).

Can an undead beholder be Turned?

Undead beholders are constructs and can be Turned by clerics as “specials.”

A “T” or “D” result only Turns or destroys 2d6 HD worth of undead. Does this mean that undead with more than 12 HD cannot be Turned or destroyed?

A “T” result, or a successful roll on a Turn attempt when one is required, always Turns at least one undead creature, regardless of its hit dice. A “D” result always destroys at least one undead creature. This is also true for both “D +” and “D#” results.

Can a cleric use the weapon mastery rules to learn how to use an edged weapon?

Weapon mastery never allows a character to circumvent class-based weapon restrictions.

Can clerics use the various shield weapons?

All shield weapons are edged weapons and thus unusable by clerics.

Page 42 of the Master DM’s Book says that the titanothera is listed in the D&D Expert Set. I cannot find it there.

No, but you can find the titanothera on page 13 of the D&D game accessory AC9, Creature Catalog.

Other than for weapon mastery, what good are experience points after a character has reached maximum level?

Weapon mastery requires money and time, not experience points. Experience earned after a character has reached maximum level has no effect on the game.

Exactly how many druids are there at each level above 30?

Here are my (unofficial) suggestions:

Level of Druids	Druid Number
31	8
32	6
33	5
34	3
35	2
36	1

Can the DM add creatures from the Masters Set to the egg of wonder?

The DM may add whatever creatures he likes to the list including creatures from the Masters Set. We suggest, however, that you limit any additions to creatures with approximately the same hit dice or experience-point value as those already listed in the Dungeon Master’s Companion, page 53.

The Masters Set rules say that suit armor protects the wearer from most area attacks, including breath weapons. Does this include spells such as fireball and lightning bolt?

From fireballs, yes; from lightning bolts, no. Metallic armor offers no protection from electrical attacks. The armor protects the wearer from all other spells that produce nonelectrical energy.

At what level can PC mystics start on a path to Immortality? Does any path favor Mystics?

Mystics can seek immortality any time after reaching 16th level. A mystic's intense devotion to his discipline makes the Epic Hero the only suitable path for a mystic; the DM must decide if this is also the favored path (see the Master DM's Book, page 15).

[D&D® Immortals Set](#)

Can an Immortal character have an armor class better than -20?

No; AC -20 is the limit.

Is there an upper limit on the amount of power, permanent or temporary, that an Immortal character can have?

A Full Hierarchy has 15,000 PP; this is the limit for both permanent and temporary power.

If Time is the fourth dimension, what do Immortals – fourdimensional beings - look like?

As the rules say again and again, Time is not a dimension - it is a Sphere. To answer the second half of your question, what an Immortal looks like depends upon who is looking. Humans can only perceive three dimensions, so they are unaware of an Immortal's fourth dimension; the Immortal looks like any other three-dimensional being. Immortals look like four-dimensional creatures to other Immortals. I can't explain in this column what four-dimensional solids look like; perhaps a math or physics teacher can help you.

Is it possible for an Immortal PC to become an Old One and then reenter the multiverse?

No. Once a character becomes an Old One, he "wins" and is never again seen during the course of a D&D Immortals game campaign.

Could an Immortal PC shapechange into a blackball and cross the Dimensional Vortex?

No, as blackballs have no corporeal body. An Immortal could take the form of a vortex creature with a corporeal body, such as a spectral hound. Anyone crossing the Dimensional Vortex, however, leaves the multiverse - never to return.

What is the Astral Plane?

The Astral Plane is an infinite pentaspace connecting the Inner Planes with the Outer Planes. Like most planes, it has large areas of empty space with widely scattered chunks of matter like our "outer space" has.

When will the Old Ones return to the multiverse?

The Old Ones will never reenter the multiverse during the course of a D&D Immortals game campaign.

What was the Old Ones' "Great Experiment?"

The creation of the multiverse.

What is the final fate of an Immortal character?

There are three possibilities for any Immortal: 1) continue to exist as an Immortal indefinitely; 2) “die” and cease to exist; or, 3) work up through the ranks of the Immortals twice, reaching Full Hierarchy twice. In the latter case, the Immortal becomes an Old One, leaves the multiverse, and is never seen again.

What are the sixth and higher dimensions?

These dimensions are the domain of the Old Ones. They are not perceivable by creatures living in the multiverse and cannot be described - yet, anyway.

Where are the Immortals’ home planes in relation to the D&D game world?

All of the Immortals’ home planes are located across the Astral Plane among all of the other Outer Planes.

Where can I find the abilities of an Immortal’s various forms? Why aren’t they all listed in one place?

Basic abilities, by form, can be gleaned from the Forms section on page 3 of the Players’ Guide to Immortals and from sections 2 and 3, on pages 8-21 of the same book. They have been presented this way so that a person new to Immortals play can more easily convert a formerly mortal character to newly acquired Immortal status. A shorthand listing of the abilities such as you have described might become available if TSR, Inc., ever does an Immortals DM’s screen, but there are currently no plans for such a product. Finally, a look through IM1, The Immortal Storm, by Frank Mentzer, might help you grasp how Immortals’ abilities change with their forms.

Can a new Immortal form be created anywhere, any time?

New forms may only be created while the Immortal is on his home plane, although they can be stored anywhere. A new form can be assumed anywhere in the multiverse, but only when there is a form already available.

The rules describe at least three different ways for an Immortal to cross a planar boundary. Does the requirement vary with the direction and exact location of the crossing, or what?

Immortals have three options when crossing planar boundaries: 1) spend 50 PP (or no PP if traveling outward); 2) use plane travel with cost adjusted for Sphere; or 3) construct a gate with cost adjusted for Sphere. Note that once a gate is constructed, it remains open until some outside force closes it. Also, there is no power cost for passing through a gate. Ignore any statement in the rules that contradicts this paragraph.

Can an Immortal in a tetraspace use power to cross a planar boundary or create a magical effect?

Immortals in a tetraspace cannot use power to cross planar boundaries, but they could leave the plane through a previously constructed gate. They can, however, use power to memorize spells (one spell per round, as long as the power holds out), then cast those spells as a mortal would. Note that spells require at least four dimensions, and direct use of Immortal power requires at least five. If the dimensional requirement isn’t met, then the magic in question cannot work, whether related to a spell, Immortal, or artifact.

What, exactly, is interdimensional travel?

Interdimensional travel is the ability to cross into spaces with varying numbers of dimensions. It is similar to interplanar travel in the sense that dimensions have boundaries just as planes do.

Why do mortals gain the ability to see the fourth dimension while in the Astral Plane? Are they then in fact seeing four dimensions? Can this effect be duplicated elsewhere?

Mortals see, at most, three dimensions - usually the first, second, and third. On the Astral Plane, this shifts to the second, third, and fourth. The shifting of dimensional perspective is a unique effect of the Astral Plane. Wishes can also be used to shift dimensional perspective “up” or “down” one “notch” per wish. It is possible that a mortal using a properly constructed artifact could also make such shifts (DM’s option as to the availability and construction cost of such artifacts).

How can an Immortal enlarge his home plane?

Home plane enlargements are made by permanent power expenditure. The cost is the same as that of moving the plane (DMs Guide to Immortals, page 21). This expenditure results in an enlargement of each dimension in the plane equal to the minimum size for the number of dimensions present on the plane (DM’s Guide to Immortals, page 10). Home planes are always bounded spaces; no amount of power expenditures can make them infinite.

For example, a five-dimensional standard plane extends five trillion miles in each dimension. A permanent expenditure of 640 PP causes the plane to expand 5,000 miles in each dimension (5,000 miles is the size of a microplane, the smallest fivedimensional space there is).

How is nonmagical life created on an Immortal’s home plane?

Non-magical life is created by spending permanent power. The Immortal makes a permanent expenditure for a create monsters spell of the appropriate type for the creature(s) to be created, with additional permanent expenditures for any unusual abilities the new life-form possesses (DM’s Guide to Immortals, page 20).

Page 16 of the Players’ Guide to Immortals gives a method and PP cost to extend the duration of a magical effect, and a different method and PP cost to extend both range and duration. Which is correct?

Use the information on extending both range and duration in the third column on page 16; ignore the information in the second column.

Are the magical effects listed on the inside back cover of the DM’s Guide to Immortals the only effects usable by Immortals of Entropy?

The inside back cover lists the only powers usable by those Entropy Immortals known as demons, but there are other Immortals of Entropy who can use any magical effect at the appropriate Sphere cost.

How about creating a path to Immortality that favors demi-humans?

There is no path that favors demihumans, this being one of the many drawbacks of the demi-human classes. If you wish to have a path that favors demihumans, it should be Polymath since all demi-humans have fighting abilities.

Can a magic-user friend of a character who is following the Epic Hero path to Immortality make the Epic Hero’s artifact for him?

An Epic Hero must obtain a major artifact from the Sphere of Thought (see Master DM’s Book, page 15). No mortal can create an artifact, and no Immortal will create an artifact for a mortal seeking to become Immortal.

Can an Epic Hero have help on his quest?

An Epic Hero may lead a party on his quest, trial, or task (see Master DM’s Book, page 15). He must, however, be the unquestioned leader.

Can two Epic Heroes take on the same quest?

Quests, trials, or tasks may never be shared, though they might be repeated.

The Dynast path to Immortality requires the character to find an artifact that will allow time travel - but there is no such artifact given.

Use the artifact rules from the Masters Set to create one. The time-travel power should have a big PP cost - at least 200 PP. Be sure to limit the artifact to prevent abuse of the time travel power; we recommend that a Doom strike the user immediately upon the fifth use of the power. This gives the user the four uses he needs (three for traveling ahead and one to get back) but prevents him from jaunting through time, creating paradoxes with which the DM must deal.

Will an anti-magic shell, prismatic wall, or similar barrier keep a blackball out?

No. A blackball simply "eats" anything that gets in its way.

Can creatures such as phoenixes or storm giants become Immortal?

Generally, only humans, demi-humans, and some of the Nightmare creatures (namely diaboli, the Nightmare "humans") can achieve Immortality. Note that diaboli don't usually succeed at being Immortal, due to their chaotic nature. Other creatures who manage to achieve Immortality will have a similar rate of failure for very similar reasons.

What do you do when you become the Full Hierarchy of your Sphere?

Such a PC has three options: 1) play out the many duties and obligations of being the Full Hierarchy; 2) retire; or, 3) disburse his essence into his home plane, become mortal, and start all over again at 1st level in hopes of reaching Full Hierarchy a second time - and so becoming an Old One.

Can PCs become Immortals of the Sphere of Entropy?

The Sphere of Entropy is strictly offlimits to PCs.

Can an Immortal PC opt to become a Hierarchy of all the Spheres, since this is actually more difficult than becoming the Full Hierarchy of just one Sphere?

Any Immortal who changes Spheres immediately loses all accumulated power (both temporary and permanent) and becomes a Novice Temporal in the new Sphere. The lost power can never be regained except through experience. While an Immortal character could become a Hierarchy of each Sphere in this manner (except Entropy, which is offlimits to PCs), the character gets no special benefit from the effort. Full Hierarchs have the option of disbursing their life forces into their home planes and reincarnating themselves as mortals, thus restarting the struggle toward Immortality. This is not the same as simply changing Spheres, and only a Full Hierarchy may do this.

How lawful can an unintelligent repeater be? What magical properties do its teeth have, and how many teeth are there?

A repeater is an intelligent creature thus its communication and power abilities. How lawful is it? is an irrelevant question. How lawful is a lawful character? It is sufficient to say that repeaters aren't the fanatics that archons are, since a repeater's alignment arises mostly from its association with the Sphere of Time. Each repeater has 1d20 + 20 teeth; each tooth may be ground up and added to a potion (DM's option as to cost and time of manufacture). Each potion, when imbibed, allows the drinker to reflect power attacks just as a repeater does for one round. The potion lasts one turn, or until the reflection power is used. See the DM's Guide to Immortals, page 47.

Why is no experience-point value listed for the megalith? Do megaliths have treasure? Where do they keep it?

A creature's experience-point value is based on its hit dice. Since megaliths have almost infinite hit dice, this system doesn't work. PCs should get no experience for seeking out and destroying these planet sized creatures. In scenarios that require PCs to combat and defeat megaliths, assign an experience value on a case-by-case basis. A megalith's treasure, if it has any at all, is located in its mantle. See the DM's Guide to Immortals, pages 42-43.

Campaigns

What do you think of house rules?

House rules are fine sometimes. House rules are rotten at other times. Here are some of the key rules about house rules:

1. Make sure they are really necessary.
2. Make sure everybody knows about them ahead of time.
3. Enforce them consistently. They should be written down and used just like the published rules.
4. Change them promptly when they don't work out.
5. Remember that your house rules go only with your house. Don't assume that they are in effect when you play in another game, and never give another DM a hard time about not using them. No set of house rules is better than the published rules or another DM's house rules they're just different.

My friends and I are starting in a new D&D® game campaign, but the only characters we have are from an old AD&D® game campaign. Can we just transfer these characters to the new campaign?

We don't recommend transferring AD&D® game characters to the D&D® game; create new D&D® game characters instead. The two game systems involved are only superficially alike.

Is it okay for a player to have more than one character in a campaign?

Many players have more than one character in a given campaign. This allows a choice of characters for any particular adventure, and it insures that the player has a character to play if one of his characters gets involved in a prolonged adventure or project. Some DMs allow players to play more than one character at a time, but we recommend this when only a few people are playing; otherwise, it becomes too complicated to manage.

Magical items

What does a DM do when the PCs get their hands on a magical item that is too powerful for them?

The DM has to contend with an out-of-balance campaign until the item leaves the game (by being destroyed, stolen, emptied of charges, or sold), or until the party gains enough experience to be on a par with the item.

What is a pocket of holding?

A pocket of holding is similar in design and function to a bag of holding. It is permanently attached to a garment and may not be removed without destroying both the pocket and the garment. The pocket can

hold up to 10,000 cn, but it weighs only 600 cn when full. The largest item that can be placed in the pocket is 5' x 2' x 1'.

Can player characters create intelligent swords or other magical items? If so, how?

Intelligent swords and other magical items are usually constructed by having a normal item of exceptionally high quality made, then enchanting it with wish spells. Several wishes are required to create even a simple magical item (see page 10 of the Master Players' Book for guidelines on wishes). When creating permanent magical items with wishes, a magic-user loses experience equal to the gold-piece price for the magical item (see the Master DM's Book, page 4, for prices).

GAZ10 – THE ORCS OF THAR

How do Combat Ratios work in GAZ10's Orc Wars game?

You need to compare the value of the Attacker against that of the Defender. Add up the values of the counters on both sides. Then, divide the Attackers total by the Defender's total. The "Odds" depend on the result you get:

A/D ratio	Odds
0.49 or less	1-3*
0.50 to 0.65	1-2*
0.66 to 0.99	2-3*
1.00 to 1.49	1-1
1.50 to 1.99	3-2**
2.00 to 2.99	2-1**
3.00 to 3.99	3-1**
4.00+	4-1**

* Defender's advantage.

** Attacker's advantage.

In other words, if you are the Attacker you want your Combat Ratio to be as high as possible.

Sources

Dragon 119 Sage Advice for Masters and Immortals box sets
Dragon 120 Sage Advice for Companion box set
Dragon 122 Sage Advice for Companion box set
Dragon 123 Sage Advice for Expert and Masters box sets
Dragon 124 Sage Advice for Expert box set
Dragon 129 Sage Advice for Basic and Expert box sets
Dragon 134 Sage Advice for BECM I D&D
Dragon 144 Sage Advice for BECM I D&D
Dragon 178 Voyage of the Princess Ark

Sage Advice Compilation D&D BECM I 1.0