

Dolmenwood House Rules

Classes

1. Fighter.
2. Cleric. A holy warrior devoted to the One True God. Undead turning max three times a day. May use any weapons, but only holy magic weapons.
3. Rogue. (See *The B/X Rogue*.)
4. Magic-user. May spend one turn to detect magic (2 in 6 chance). Learning new spells takes one day per level of the spell. Spells unrelated to ones already known require an INT check or cannot be learned.
5. Elf. Spells are instinctive and randomly selected from the illusionist list. No spell book.
6. Moss dwarf. (See *Wormskin* issue 1.)
7. Grimalkin. (See *Wormskin* issue 1.)
8. Ratling. Mechanically the same as a halfling. Hiding works 3 in 6 in any environment.

(More to come: friar, woodgrue, enchanter, etc...)

Armour

Fighters roll 1d6, clerics and non-humans roll 1d4, rogues get leather armour, magic-users get none.

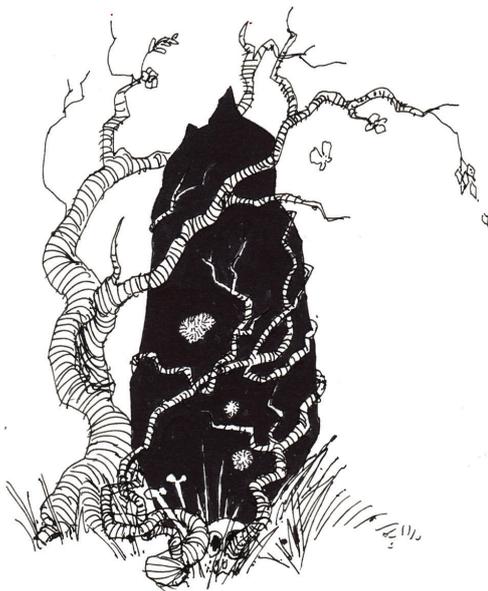
1. Leather armour
2. Leather armour + shield
3. Leather armour + helmet
4. Chainmail
5. Chainmail + shield
6. Chainmail + helmet

(Moss dwarfs get pinecone armour, instead of chainmail.)

Weapons

Fighters roll 2d8, clerics and non-humans roll 2d6, rogues roll 2d4, magic-users get a ritual dagger.

1. 3 daggers
2. Club
3. Shortbow + 20 arrows
4. Shortsword
5. Longsword
6. Spear
7. Battleaxe
8. 2-handed sword



Class-Specific Equipment

- Clerics get a wooden crucifix.
- Rogues get thief's tools, a disguise kit, or an extra piece of adventuring gear (player's choice).
- Magic-users get a randomly chosen spell book.

General Adventuring Gear

All characters start play with a backpack, a tinderbox, 5 torches, 1d20gp, and four items rolled on the list below:

1. Crowbar
2. Hammer
3. 10 iron spikes
4. Sledgehammer
5. 5 days' rations
6. Waterskin
7. 50' hempen rope
8. Bedroll
9. Lantern and 3 flasks of oil
10. Ink, quill, and 5 sheets of parchment
11. 10 sticks of chalk
12. Small sack

Miscellaneous House Rules

Dying: Upon reaching 0 hit points, your character is unconscious and bleeding out. If an ally heals you (either with magic, herbs, or binding wounds) within 3 rounds, you are revived (min 1 hp, suffer -3 penalty to attacks until you get a day's rest). If your allies take longer than three rounds, you may save versus death to avoid dying. In both cases, a random ability score is permanently reduced by 1.

Encumbrance: We're not going to bother with tracking the weight of every little item you're carrying. Instead, characters with light or no armour (up to leather) move at 120, those with medium armour (up to chainmail) move at 90, and those with heavy armour move at 60.

Experience: In addition to the usual 1 XP per gp value of treasure acquired through adventuring, you gain 1 XP per gp you spend.

Helmets: Grant +1 AC. Can be used by classes that can use shields (i.e. clerics, fighters, non-humans).

Initiative: We'll use a slight variant:

1. Each side rolls 1d6. Roll again if tied.
2. The winning side moves or fires missiles.
3. The losing side moves or fires missiles.
4. The winning side performs other actions.
5. The losing side performs other actions.

Read Magic: Doesn't exist. Spell books and scrolls are written in normal (albeit sometimes obscure) languages. Sages, study, and *comprehend languages* are valuable.