ORIGINAL EDITION DELTA

House Rules Compatible with Original D&D

JUDGE'S RULES (V. 1.05)

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CHARACTERS

ZERO-LEVEL CHARACTERS

Zero Level: Normal men are assumed to be 0-level: Roll 3d6 for abilities in order, 1d6 for hit points, no attack bonus, and start at –1,000 XP. Familiarity with up to three weapon types is allowed. [1]

Advancement: When achieving 0 XP, the character can enter one of the three basic classes. This assumes: At least one combat encounter for a Fighter; one act of larceny for a Thief; or one spell learned for a Wizard (*read magic*). Fighters gain 1 hp, and Wizards lose 1 hp, at this time. [2]

HIGHER-LEVEL CHARACTERS

Abilities: Levels 2-4 roll three selected abilities 2d6+6, others 3d6. Levels 5-7 roll one ability 2d4+10, two 2d6+6, others 3d6. Levels 8+ roll one 2d3+12, one 2d4+10, two 2d6+6, and two 3d6. [3]

Hit Points: Reroll results of "1" or "2" for all hit dice at time of creation. [4]

Magic Items: Characters should be checked for magic items at 1-in-6 per level. Check for each of the following: (1) sword or wand, (2) armor or scroll, (3) potion, (4) weapon, ring, or miscellaneous (roll 1d3). Roll a d6 per level for each category; each "6" indicates a +1 bonus, extra ability or dosage, etc. [5]

Spellbooks: Wizards should generate a random spellbook, using the Intelligence table in Sup-I. [6]

Languages: Give an extra language per level above 1st, up to the Int limit. [7]

Equipment: Characters can take any mundane item, encumbrance permitting.

HIRING NPCS

Advertising: Every 100 sp spent on posts/agents attracts 1d3 1st-level recruits, max 1% per community (e.g., 1-6 for a village). Calls to elf-land, dwarf-land, etc. should multiply cost and add days or weeks of time. [8]

Offers: Basic offer is 100 sp + half-share of treasure. NPC accepts with reaction roll of 2d6 + Cha ≥ 9, modified for variation in offer. Experience is at half-share for all hirelings. Say that 0-level men-at-arms never go into a dungeon. NPCs will any estate (gear, magic) to a relative. [9]

MONSTERS

Hit Dice: Monster hit dice are d6 each, as per the original rules. [10]

Attacks: Monsters have one attack by default, and damage is 1d6, unless stated otherwise. [11]

Goblins: Goblins, orcs, and kobolds are at –4 to attack in full daylight. [12]

Giants: Giants throw stones every other round. Armor is as leather, +3 for natural toughness. Optionally, damage can be rolled 1d10 + Str bonus (Str and Con are 20-28). XP is as base, no bonus given. [13]

Undead: Level drain allows a save vs. death to avoid. If failed, max hp are reduced proportionally; current hp reduced by like amount (dead at 0); XP set at midpoint of prior level. [14]

Skeletons/Zombies: Skeletons have 1 HD; Zombies have 2 HD. [15]

Vampires: Summoned monsters are Rat (AC 7, MV 15, hp 1, Atk 1, Dam 1 pt), or Wolf (AC 7, MV 18, HD 2+2, Atk 1, Dam 1d6). XP is base × 5. [16]

Mummies/Lycanthropes: Mummy rot and lycanthropy can be treated with *remove curse* (within the usual time limits). [17]

Gorgons/Chimeras: The breath-attacks of these creatures use the same rules as for Dragons (breathe on roll of 2d6 ≥ 7, 3 times per day).

Dragons: Breath damage is fixed and ignores any damage taken by the dragon. Dragons also have the abilities of *detection* and *fear* in 15" (force NPC morale checks). XP is base × age. [18]

Oozes: All make a grab attack in the first round. Armor is then dissolved, or else damage applies automatically to bare flesh (ochre jelly bypasses armor). Escape is as forcing a locked door (–2 on d6). Weapons corrode 2-in-6. [19]

Horses: Non-warhorses are unusable in combat, near fire or smells, etc. Maximum load in stone is 24-36-48. [20]

Animals: Use Sup-II appendix for disease-carriers. Make save vs. death at end of duration, e.g.: giant rats (plague, save at +5), ticks (spotted fever, +3), leeches (yellow fever, +10). Save at +4 if a doctor hired (1,000 sp). [21]

ADVENTURES

DUNGEON ADVENTURES

Climbing: Base 2-in-6 chance, plus Dex bonus, minus encumbrance level. Success travels half move rate per round; miss by 2 pips falls. Modify up or down for surface difficulty (handholds, spikes, slippery, etc.). [22]

Detection: Base 2-in-6 chance, plus Int bonus, for any character to find secret doors, find traps, listen at doors, etc. [23]

Doors: Base 2-in-6 chance, plus Str bonus, to open. Locks/bars are at –2, reinforced gates at –4, solid iron doors at –6. Limit of one opener per panel; special tools (rope, ram) allow sum of Strength bonuses. [24]

Drowning: Damage is 1d6 per turn without air, double if surprised. Per round is 50% to take 1 point of damage, or 1d3–1 hp if surprised. [25]

Falling: Damage is 1d6 per 10 feet fallen, maximum 50d6. Modify for hard or soft surfaces (water, snow) by 1 or 2 pips per die. [26]

Insanity: If desired, we recommend use of the "Insanity Cards" system. [27]

Lighting: Torches and lanterns shed good light in 6" radius; dim shapes or glowing eyes to 12". Torches last 1 hour, lanterns 4 hours per flask of oil. [28]

Movement: Assume that searching and exploring time generally equates to actual game time spent. [29]

Rappelling: Climbing up/down a rope is at +2 bonus (down is quadruple speed). Characters can haul a weight up/down equal to Strength in stone. Any sharp jolt is 1-in-20 to break a rope. [30]

Swimming: Base 2-in-6 chance, plus Str bonus, minus stone weight carried. Fighters and thieves add +2. Success travels half move rate per round; miss by 2 pips sinks. Modify to taste for water conditions (calm, stormy, etc.) [31]

Undressing: Take 1 round to remove each: shield, helm, or backpack. Leather or chain is 2-in-6 to remove per round. Plate requires 3 turns with help. [32]

Wandering Monsters: Check every 15 minutes (*ke*) of real play time; suspended during combat encounters. Add a check for prolonged searches for secret doors, et. al.. Roll once more on exit from dungeon. [33]

COMBAT ENCOUNTERS

Combat Modifiers: Attacks to the rear are at +2 to hit (no shield). Attacks when silent and unseen, or on stunned, stationary, etc. targets are at +4. Helpless targets are hit at +6 by missiles, or automatically in melee for max damage. [34]

Helmets: If no helmet is worn, then 1-in-6 attacks are to the AC 9 head. [35]

Magic Item Use: Potions take 1 round to access and use (no move or melee). Scrolls take 2 rounds to access and use (no move or melee). Wands, rings, etc. take effect instantly (normal move, in melee). [36]

Magic to Hit: Every natural 4 HD permit striking as magic +1 to hit. [37]

Morale: The reaction table in Vol-1 is used for morale checks. Roll 2d6 and add the NPC's HD, leader's Cha bonus, alignment (+1 Law, –1 Chaos), and situation modifiers. Results may be fight, stand, flee, or surrender. [38]

Natural 1: On first attack of a sequence, save vs. stone or consult fumble chart. Hit self/friends results roll raw d20 for attack (no bonus but AC). [39]

Natural 20: Roll of 20 counts as 30. Attacks by creatures over 1 HD force save vs. stone or consult critical chart. Delayed death cured by a *potion of healing*. [40]

Oil, Burning: Lamp oil is not flammable, and cannot be used as a weapon. It can help burn other flammable items, e.g., paper, cloth, straw, etc. [41]

Poison: Failed save vs. monster poison means incapacitation and death in 1-6 rounds. Normal animals may have delayed or non-fatal effect. [42]

Saving Throws: All harmful spells give a save (half damage or no effect).

Shots at Crowds: Shooting at an individual, if the attack roll is less than 10, then roll a raw d20 to hit another in line with shot (no bonus but AC). Shooting at random into a large group, the range penalty is waived. [43]

Special Herbs: Garlic wards against vampires; wolvesbane vs. lycanthropes (save vs. breath to attack). Belladonna consumed just after infection can cure lycanthropy (save vs. poison to effect). [44]

Zero Hit Points: Save vs. death immediately (no interruption possible); points of damage beyond zero apply as a penalty. Success indicates waking in 1-6 turns with 0 hp and incapacitated; any healing allows normal activity.

RECOVERY & REWARDS

Healing: Natural healing regains a character's level + Con bonus for each week of complete rest in a comfortable setting (round up). Limb or ability loss from critical hits require *regeneration* magic. [45]

Magic Healing: Since clerics are unavailable, we allow for a source of *potions of healing* and *mithridate* (neutralize poison), such as an NPC alchemist. This is noted in the Player's Rules under Equipment. [46]

New Characters: On PC death, a new character may be rolled and join the party as soon as the current combat encounter ends. [47]

Treasure: Convert to the "silver standard": Read all values in gold as silver. Divide standard coin treasures by 10. [48]

Upkeep: Upkeep of 1% XP in silver is paid monthly; minimum 20 sp/month. Pro-rate this per game session (and delete ration stores). If unpaid, effect as a *ring of weakness* (–10% attacks/hit points per month). [49]

Wands/Staves: Wands have max 20 charges, staves 40 charges. [50]

XP Awards: Monster base is 100 XP per hit die; this is adjusted for special abilities via the "Equivalent Hit Dice" (EHD) metric. Treasure earns 1 XP per silver piece value. Ability scores do not modify XP. [51]

XP for High Levels: Levels past Name each require an XP increment equal to the Name level, i.e.: 240K for Fighters, 300K Wizards, 125K Thieves. [52]

OED FUTURE EXPANSIONS

- Monster magnifications (see 1st print Vol-1 p. 8).
- Revised monster level matrix (notes Vol-3 p. 10-11).
- Wilderness rules (incl. margin notes Vol-3 p. 15-19).
- Ship/naval notes (notes Vol-3, p. 28-33).

Original Edition Delta is compatible with Original D&D (1974) and similar game systems. The original core rules can be purchased online at DriveThruRPG (search for "Original Edition").

NOTES AND REFERENCES

1. The given parameters for 0-level humans were used as the basis for various demographic Monte Carlo computer simulations; search for "Arena" articles on the blog at Delta's D&D Hotspot, and also the GitHub Code Repository. See blog 4/6/15 for the history of 0-level in different D&D editions.

2. See Dragon #51 for a more sophisticated 0-level advancement (Lakofka/ Wheeler; double XP levels found there, per Arena lessons). For better hit-die fidelity at level 1, multiply the original roll by ratio of the new class die (so, 4/3 for fighters, 2/3 for wizards), and round to nearest.

3. Ability score boosts are a result of survivorship bias, as observed in the Arena demographic computer simulations (blog 5/4/15).

4. Hit point boosts are observed survivorship bias, as above.

5. Consider waiving this in campaign play, so that players can roll up new PCs as necessary without consulting the DM.

6. Spellbook creation can be abbreviated by use of the *Spellbook Generator* program (see blog 7/8/17). This gives the "minimum" number of spells at the top available level, the "maximum" at 1st level, and interpolates in between. For NPCs, consider simply randomizing spells memorized; if the spellbook is discovered, it includes a like number of additional random spells, with duplicates discarded (see blog 12/17/18).

7. Vol-1, p. 12 gives the maximum limit on languages as one per point above 10 Intelligence. This is in addition to common and alignment tongues. Remember that monsters are incomprehensible (and incommunicable) except to characters with the appropriate language!

8. These guidelines add detail to Vol-1, p. 12 and Vol-3, p. 23 (esp. in regards to response rate). Compare to T1 Hommlet, in which 6/241 = 2% of population seeks hire at the inn (all 2nd-4th level, mostly Neutral/Evil). Our model demographics are similar: 20% of population men-at-arms × 20% 1st level × 50% unemployed = 2%, and assume half response rate. Contrast with rules in DMG p. 34-35.

9. The expectation for half-shares of treasure is as per PHB (p. 122, modifier 1). It also echoes a standard "pirate code" (see Wikipedia: Pirate code), although we assume PCs get one full share each, and NPCs a fraction. The half-share of XP is as per Sup-I, p. 13 (as well as AD&D PHB p. 39, DMG p. 85). Low-level NPCs with high-level PCs may seem less valuable, but they also face more deadly danger, so this simple split seems justified.

   Suggested bookkeeping protocol: In DM binder keep "Rogues Gallery" listing of all available hires, including alignments & personality. On hire, record liege PC & shares agreement, and fill out index card record for player use (keeping alignment and personality secret).

10. Hit dice are observed as d6's in the paragraph on Vol-1, p. 18. See also Vol-1 p. 5 where the expectation is to use many d6's, but only one d8 (or other

dice). This is considered much simpler for the DM to manage in play. For other published modules, reduce monster hp by 25% (3.5/4.5 ≈ 75%).

11. Damage is noted on bottom Vol-1 p. 19 in revised prints (or else see *The Strategic Review* [TSR] #2, p. 3, FAQ para. 3). The addition of attacks and damage by monster type in Sup-I is not used (in particular, we frown on normal animals getting many attacks per round). For our specific interpretations, see the OED Monster Database. A work like the AD&D MM is generally compatible, noting differences given here.

12. This is equivalent to the –1 to attacks first seen in *Chainmail* (p. 29-30), when attack dice were d6; note that goblins are helpless against armored men in daylight. The –1 to morale still applies (morale always on 2d6). Of course, see Tolkien for the immense difficulty that goblins have in light.

13. Giant stone-throwing is noted as light catapults (Vol-2). In CM, light catapults fire every other turn (p. 28), and of giants it reads, "they can move on turns they don't throw missiles, for reloading for them simply consists of picking up a boulder" (p. 35). Strategically this makes sense; if boulders were thrown every round, it would never be advantageous to engage in melee.

14. Recommend setting the stakes and making players aware of level-drain at start of a fight. We appreciate the raised tension for the player making a saving throw roll in such cases. Lost hit points can be recorded, and like added if the level is regained. The XP rule is as given in DMG p. 119; this was also found to be the best in the Arena simulations (e.g., 1 point under level is regained at the end of the same fight, evidencing no real loss).

15. This is as per the earliest OD&D printings and all later editions (AD&D, B/X, etc.). Due to typography confusion, 5th Printing onward listed "½/1" in Vol-2, and "½/2" in the Reference Sheets. Mike Mornard attests in play it was always (1, 2) as we have it here. See full story at OD&D Discussion forum.

16. The animals are basically as given in the AD&D MMI and MMII. Vampires have the highest XP value in the game, except for the eldest dragon types. (See blog 4/4/16. Recall that we have no clerics or turning available.) Mike Mornard recalls that for PCs confronting a monster with a gaze weapon, "Each player rolled a saving throw per round." (personal message via Facebook, 2/5/18).

17. Without clerics, *cure disease* is unavailable, so some allowance was necessary. Re: mummies, see blog 10/30/17.

18. *Detection* and *fear* are specified in CM, MM, etc.; see also OD&D Vol-2, p. 16, under "Pixie". In OD&D breath damage and current hit points may be disconnected ("per die", Vol-2, p. 11). AD&D core rules are ambiguous; the example shows no reduction for subdual damage (MM p. 30). But dragons in *Fiend Folio* and B/X do damage by current hit points. See blog 8/18/17.

19. This is how real-world amoebas capture prey. It resembles rules in B/X, 3E, and preferred in a poll online. See blog 11/6/17.

20. War horse restrictions are directly from Vol-3, p. 20 (which this author tends to forget). For research on horse carrying capacity, see blog 5/11/17.

21. See Sup-II, p. 52-54. Generally, fatal % can be converted to save vs. death bonus as: *12 – 20F*. Giant rats don't have disease in OD&D, but do in all later editions. Victims may be in recovery for some weeks.

22. Base chance assumes sheer surfaces like well-maintained castle-dungeon wall, smooth rock cliff, free-standing rope, etc. Note speed climbing world record on standard 15m wall is about 6 seconds (see Wikipedia), i.e. 75' in one 10-second round. Our base unencumbered speed is 30' per round; consider allowing double speed at –2 to roll.

    See blog 7/17/17 for climbing rules through different editions (esp., AD&D and 3E). For using rope, see note on Rappelling. For a high-end simulation, use the Fontainebleau grading system as a base target number on d6; see Wikipedia: Grade (bouldering).

23. This matches Vol-2, p. 9, except for human listening scores.

24. Chances here are similar to those found in Sup-I p. 7, AD&D PHB p. 9, and 3E. Giants are able to smash down reinforced gates in a number of rounds, depending on type (matches DMG p. 109-110). If needed, approximate monster Strength bonuses by HD/2.

    Vol-3 (p. 9) lets up to 3 characters force a door, as does DMG (p. 97), but the latter assumes an 8' wide door; same restricts a single character to doors around 3', which is more normal for internal single-leaf doors, and we assume by default. (See also DMG p. 60, Listening at Doors: 2½' of space per person.) This also makes sense defensively, to restrict rather than expand those entering. See also various YouTube "kick in a door" videos.

25. Overall effect is that average survival equates to character level, in turns (minutes). Compare to the Rule of three (survival) for air (i.e., calibrated for 3rd-level characters). The current record for non-oxygen-assisted breath holding is about 11 minutes; with advance pure oxygen breathing, about twice that; see OutsideOnline.

26. See original 1d6/10' rules in Vol-3, p. 27 and 31 (aerial crash, naval fall). Contrast with guidelines on p. 5-6. The retcon to geometric dice in UA is not used; we recommend *Dragon* #88, "Kinetic energy is the key", by Steve Winter. Real-world mortality is bimodal, depending on whether one's head is hit (justifies death save; see also Vol-3, p. 31). A 6-second fall of 500' approaches 80% of true terminal velocity (hence 50d6). See blog 2/5/18.

27. By Paul Siegel, available at The Game Crafters.

28. Consider Scientific American article on torches (c. 1888), "In warm, dry weather, these torches when lighted last for two hours when at rest, and for an hour and a quarter on a march. A good light is obtained by spacing them 20 or 30 yards apart" [37.5 ft avg radius]. Compare to AD&D PHB 40 ft figure; note Vol-3 (p. 9) says "Players will see monsters at 20-80 feet". DMG establishes max encounter distance at twice the normal light visibility (p. 62). See related blog post 9/8/09. See practical tests on OD&D Discussion. Remember to deduct torches and oil used at end of a session.

29. If more specificity desired, consider: Every 15 minutes (*ke*), cover MV × 50 ft

exploring, or MV × 250 ft through cleared areas. This exploration speed is about ½ mph for light foot; about twice that given in OD&D Vol-3, p. 8 (and four times AD&D). It is conservatively close to the average tour speed at [Mammoth Cave National Park](#); and agrees with encumbered search rate for firefighters with heavy gear (1,000 sq. ft. per 5 minutes; see Maltman, "Searching Smarter", [FireEngineering.com](#), 2/1/2001). We find this is also roughly the distance explored in real playing time. The accelerated ×5 move matches AD&D (PHB p. 102), and results in near normal walking speed of 2.5 mph. See blog 8/21/17 for more.

30. See special rules for rappelling downward in the *AD&D Dungeoneer's Survival Guide* (p. 16-17), and mostly repeated in 2E PHB. For hauling capacity, compare to beginner deadlift standards (e.g., [StrengthLevel.com](#)). For risks and proper care of rope (e.g., heat, moisture, edges), see [Wikipedia: Rope](#).

31. The chances for fighters/thieves roughly approximate chance to drown in Vol-3, p. 33. Compare to 3E, where swim was a class skill for fighters and rogues, but not wizards. Average real-world swim speed around 2 mph (30 ft per 10-sec round; similar to our unencumbered rate); record is about 5 mph (75 ft in 10 sec). Consider double speed at –2 to roll. See [Reference](#). See video links of attempts at swimming in armor on the blog 9/17/18.

32. See video links of dressing/undressing in armor on blog 9/10/18. Putting *on* plate mail takes about 10 minutes with assistance.

33. Consider: On a near-hit for a wandering monster (5 on the d6), give a vague clue such as echoing sound from a distant monster on the table.

34. See *Chainmail* p. 25-26; Sup-I p. 4; DMG p. 67 and 70. Normally flank/rear attacks allow no Dex & no shield.

35. See helmet rule on AD&D DMG p. 28.

36. This is line with rules from *Swords & Spells* (table p. 11). Note that 3E and later rules are more permissive; they allow a combined move & spell action (contradicting *Chainmail/*S&S/AD&D DMG), etc. See example of scroll use (2 rounds) in DMG p. 71. See note on staff activation (2 segments), p. 133.

37. Compare to DMG p. 75.

38. In brief, a total result of 9 or more indicates good morale. Use of the reaction table for morale is dictated in Vol-1, p. 13, para. 3 (reaction table on the prior page). Modifying loyalty for alignment is noted in Sup-I, p. 9. Consider that use of the HD modifier approximates the morale scores in CM p. 17 (and AD&D DMG p. 67). High-HD morale is therefore much more robust than in B/X. See also *OED Book of War*. For reduced DM bookkeeping, we waive the loyalty score rule (Vol-1, p. 13). *Chainmail* Man-to-Man (p. 26) says to check morale on each 33% of casualties. See DMG (p. 36) for other cases: ordered to dangerous act, left alone, liege down, etc.

39. See fumble table from *Dragon* #39. Other notes below.

40. For the 20 as 30 rule, compare to DMG p. 74-75 with its 5 duplications of

each 20 to-hit. See blog 2/7/11 for analysis based on normal-curve skill model (suggests 10 duplicates); and also 3E DMG p. 64 (Variant: Automatic Hits and Misses; counts 20 as 30). Note that we have no symmetrical rule for natural 1's (neither automatic nor extra chance of misses).

See critical tables from *Dragon* #39; excerpted on the blog 7/30/12. Note that we customarily have players roll their own critical hits to heighten tension. Liberal DM interpretations are necessary for reasonable results.

41. As stated, neither vegetable oil (used in real-world medieval lamps), nor kerosene (assumed anachronistically by Gygax) are actually flammable! They are combustible (igniting vaporized gas), but this requires heating to a flashpoint of over 600°F for vegetable oil, 100-160°F for kerosene (unlikely without dedicated, fixed heating apparatus). See blog articles on "Burning Oil"; blog 9/18/14; ENWorld Gygax Q&A 8/6/07. Doused on other material, it serves to prolong the burning period (and hence more likely to spread flame). See also CulinaryLore, KeroseneStoves.

42. See AD&D DMG p. 20: "they kill the victim within a minute or so". See also Gygax's MMII, Snake (normal) for table of less-fatal poison types (hit point damage, incapacitation, etc.). Consider real life, e.g.: box jellyfish can kill in 2-5 minutes (Wikipedia), king cobra or brown snake can kill in 30 minutes or an hour (Reptile Knowledge, The Conversation), rattlesnake bite kills in 2-3 days (Animals.mom.me). Of course, in these cases humans are not natural prey; for giant animals in D&D, a better comparison would be venomous animal vs. natural prey (e.g., snake vs. mouse), for which poisoning may be more or less instantaneous (Thailand Snakes). Neurotoxins kill by paralysis and asphyxiation; hemotoxins by blood loss.

43. The rule for shots into melee is more permissible than most groups use; see blog 4/14/14 (videos from SCA skirmishes), 4/15/14, and 3E DMG, p. 65. The bonus for large groups counteracts the penalty for range-doubling (see OED Player's rules and consider the inverse-square law).

44. The protection is only for an individual wearing the herb as a garland. Moldvay allows hits with wolvesbane to force lycanthropes to flee, but this is considered overpowered. See blog 9/29/14.

45. Scaling to level is proportional to overall hit points; full healing time thus always averages around 4 weeks. This rule matches OD&D for 3rd-level PCs (½ hp/day; Vol-3, p. 35); or, AD&D for 7th-level PCs (1/day + Con bonus weekly; DMG, p. 82). Note a trend to roughly double natural healing in sequential editions of published D&D; see blog 2/26/18.

46. Alchemists can create potions at half-cost (Vol-3, p. 22); compare to wizard manufacture prices in Vol-1, p. 7 (250) and DMG, p. 121 (200, as XP). For the poison antidote, see Wikipedia: Mithridate; and compare to the *elixir of health* in AD&D *Unearthed Arcana*, p. 90. We give a 1-in-20 chance that any manufactured item is cursed (e.g., *delusion*; as footnote DMG p. 117).

47. Our experience is that it's beneficial for the player suffering the loss to be kept busy rolling their new character while the rest of combat plays out.

48. See money discussions on blog 3/30/10, 5/19/10, 3/16/11; castle costs on 8/14/17. Note that gem expected value is base 234, total 501 each; jewelry expected value is 3,410 per piece (per Vol-2 tables).

49. The basic rule is per Vol-3, p. 24. Rate is monthly as per AD&D DMG and the pre-D&D BTPBD manuscript (Part 2, p. 7). Rates in silver are reasonably realistic: see blog 1/8/18. Recommend pro-rated assessment per game session; e.g., ½% XP per fortnight if that matches the actual gaming schedule. Consider taking an average for the party and round to taste.

50. Compare to OD&D Vol-2, which specifies max charges for wands 100, staves 200 (p. 34). AD&D DMG flips this to wands 100, staves 25 (p. 132). Holmes keeps wands 100, staves seemingly without charges (p. 38). Moldvay Basic has max 10 charges for each (B49); Cook Expert has wands 20, staves 30 (X49). We feel that 20 charges for a wand is interesting as a resource-tracking limit, and note the example on Vol-1, p. 7: the *wand of cold* is 25 times as expensive as a scroll of *ice storm* would be (compare to DMG p. 122 where cost was increased by a multiple of 5).

51. See Vol-1, p. 18 for the 100 XP per HD principle; see TSR #2, p. 4, para. 1 for the kernel of the idea that a "monster is equivalent to its hit dice, and additional abilities add to the level in this case". Our EHD is assessed by Monte Carlo computer simulations; the alternative XP tables in Sup-I (B/X, AD&D, etc.) are not considered advantageous. See the OED Monster Database for full EHD listings. See GitHub for simulator code (application MonsterMetrics).

52. For Thieves this is explicit in Sup-I (p. 9), but for other classes Vol-1 is silent. The rule here is as per Mike Mornard's recollection of playing in Gygax's games (see the OD&D Discussion board; and blog 4/24/17). It is consistent with the tables in AD&D, but not B/X. Reconfirmed in Gygax's stats for Mordenkainen circa 1974 (Playing at the World).

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