

Justisaur's Delving Deeper House Rules:

Characters:

- PC Advantage - You have 3 opportunities to reroll with each character, any single roll can be rerolled; an ability score, a hit die, starting gold, a saving throw. An extra reroll is granted each level (only highest for elves.)
- HP, at 1st level bump up to a minimum of half your die size rounded up. (Gygax)
- **Humans** add 1 to their prime requisite
- Ability Scores can be traded 2 for 1 down to 9 between Str, Int & Wis (OE)
- Intelligence 15+ +1 1st level M-U spell slot (Gygax) (even for non-M-U,s but they will know only one spell and have only it in a book, can't wear non-magical armor and cast at the same time)
- Dexterity 15+ -1 AC instead of initiative
- Wisdom 15+ 1 point of Lay on Hands (or Death Touch if Chaotic) per point above 14
- Charisma 15+ Start with a hireling mercenary footman of choice (or retainer of 1/4th the starting xp, if higher than 1st level) and a riding horse (or warhorse if higher than 1st)
- PCs Unconscious at 0 hp to the reciprocal of their level (i.e death at -2 for 1st level) (Gygax) A day of rest is required before combat can be joined for each negative taken.

- **Demi-Human** level limits are soft, it takes 10x the listed xp to raise in level after the level limit is reached.

- **Clerics** don't need or use spellbooks (Gygax), their spell slots and memorized spells refresh each morning, or evening for chaotics, with an hour of prayer.
- **Lawful Clerics** gain Lay on Hands at 2nd level, getting cumulatively 1 point equal to their level -1, thus having 3 at third, 6 at 4th, 10 at 5th etc.. The Cleric may spend a turn touching someone to heal them, subtracting the amount healed from their Lay on Hands points which are refreshed each day.
- **Chaotic Clerics** get Death Touch instead of Lay on Hands with the same points which may be used to add damage up to their level to an attack with a weapon, but if they miss, it is lost. They can only command an undead instead of turning them.
- **Neutral Clerics (Druids)** can command animals instead of Turn Undead. They don't get spells with Evil or Dead in the name. They get Reincarnation as a 5th level spell. They may choose spells to be either normal or reversed at each casting, and can choose to use their Lay on Hands

- **Magic-Users** may opt to be a Wild-Mage, which must be Chaotic. This grants them an extra spell slot each spell level, but when casting a spell in combat they have to roll a d20, if rolling a 1 their spell has had a surge, which the DM will describe.
- **Magic-Users** must roll a d20 and compare it to their Intelligence for each spell in their book, if the roll is over their int, mark that spell off as unknown. A Magic-User must know at least the number of spells equal to the number of slots they have for that level, if they fail to know that many, check each spell again once in any order repeating until they know at least that many.
- **Magic-User** spell books cost the same as scrolls to create (100 gp per level per spell.) Traveling spellbooks with less spells are often created, spells not in them can't be refreshed without access to another book that has them.

- **Spells** can be cast only once per day, and spells can be cast only to the maximum number of slots. When a spell is cast mark off both the spell and the slot as used, which can't be used again until refreshed the following morning. All spells listed in Delving Deeper and passed in the known spell check are in their books, and the books are required to refresh the spells cast, except for clerics. (OE)
- **Scrolls** take 7 days minus the difference between the highest spell level known and the spell level being written and cost 100 gp per spell level to write.

- **Criticals** occur on a natural attack roll of 20, allowing another attack.
 - **Fumbles** occur on a natural attack roll of 1 which causes the attack to repeat against a random target within range including the attacker and original target.
 - **Missiles** may be fired into a melee. Choose one of two ways to do so - volley fire or opportunity fire. Roll randomly among all targets in melee accounting for size for each attack, then roll your attacks as normal against those targets.
 - **Missiles** and **spells** may be fired/cast while being attacked in melee if you haven't been hit since your last turn.
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- **Sleep** spell allows a save for creatures of higher than 1 HD or lv, not limited to 4+1 HD creatures.

Equipment

- **2-handed weapons** - weapons over 10 pounds require two hands, preventing the use of a shield (except lance while mounted) roll damage twice and take the better roll (av 4.33 vs. 3.5)
- **Oil** burns for 10 minutes, if hitting a creature, or a creature passes through it they take 1-6 damage per minute. While on fire if a creature succeeds on a save vs. breath weapon, they have put it out. Oil weighs 3 lbs (half is encumbrance) is 24 oz (1 & ½ pt), and burns for 48 hours in a lamp. You can buy smaller quantities, but they will do proportionally less molotov damage. When used as a puddle it creates 3' diameter puddle, and if less in a square, it does proportionally less damage.
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- **Splint** is AC 4, 65 gp, 63 lbs
- Spears are usable 2nd rank for melee, pole-arms 3rd rank.
- Wielding two weapons gives 2 attacks, but both are at -3.
- Only the first attack in a turn can fumble.

Book - 5lbs.

Mule - Cart 1000 lb capacity. (about 3x normal capacity)