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UNEARTHED ARCANA additions and corrections

Page 6:

Half-orcs: -3
 Dwarves, gnomes, dark elf males: -1
 Halflings*, humans*, wild elves, valley elves: 0
 Half-elves*, sylvan elves*, dark elf females: + 1
 Gray elves*, high elves*: + 2
 *— Treat the indicated pair on each of these lines as being of the same race for purposes of effective comeliness; e.g., halflings are just as attractive (or repulsive) to humans as humans are to each other, and vice versa.

Page 18:

The Fighter

The scope of the fighter class is expanded in two major respects. First, fighters are able to employ any and all of the new weapon types detailed in this book. Second is the benefit of weapon specialization, described below, which is available to all single-classed (but not multi-classed) fighters and rangers.

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Fighter 7-123/2 rounds
 Barbarian 6-103/2 rounds
 Ranger 8-143/2 rounds
 Cavalier 6-103/2 rounds
 Paladin 7-123/2 rounds

Page 107:

A stunned opponent will be so affected for 1-10 segments, during which time no actions may be taken. Any spells in the process of being cast are lost. If an opponent that is already stunned is stunned by a later attack, the opponent must save versus death magic to avoid being knocked unconscious for 1-4 rounds. A stunned opponent defends without benefit of dexterity or shield, and is + 4 to be hit.

Page 8:

level in the ranger class, but a half-elf ranger with the same ability scores can rise as high as 11th level in the class. A hill dwarf assassin is restricted to the level limits shown on the table, since a hill dwarf cannot be both a multi-classed character and an assassin.

Page 12:

HALF-ELF* (½E)																	
Dark descent	T	N	N	G	A	A	N	A	A	A	N	**	A	A	A	T	N
Any other	N	N	N	A	G	G	G	A	G	N	T	P	N	N	T	A	T
HALFLING																	
Hairfoot (HH)	N	T	T	A	T	T	N	N	T	N	T	N	P	P	P	N	T
Stout (SH)	T	G	G	A	T	T	N	N	T	T	T	N	P	P	P	N	N
Tallfellow (TH)	N	T	T	N	G	G	T	T	G	N	T	G	P	P	P	N	N
HALF-ORC (¾O)																	
	N	H	H	N	A	A	A	A	A	A	H	A	N	N	A	P	T
HUMAN (H)																	
	N	N	N	N	N	N	N	N	N	N	N	T	N	N	N	N	P

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Page 23:

strength, dexterity, and practice to improve. A successful pole vault requires at least a 30' running start and a pole at least two-thirds the length of the distance to be vaulted. The pole is dropped when the vault occurs. The vaulter can land on his or her feet atop a surface of 1/2' less height than the maximum height of the pole vault, if so desired, assuming such a surface exists. Otherwise the vaulter lands, tumble-rolls, and is on his or her feet in 1 segment. Non-thief-acrobats cannot effectively pole vault.

Page 29:

Speak With Plants	Quest
Spell Immunity	Rainbow
Spike Growth	Raise Dead
Sticks to Snakes	Spike Stones
Tongues	True Seeing

Page 44:

While the staff/treant will initially be of largest size and greatest number of hit points, each 8 points of damage it accumulates actually reduces it by 1 hit die. The staff begins at 12 hit dice and 96 hit points,

Page 74:

CHARACTER AGE

A barbarian player character will be 15-19 (14 + 1d4) years old at the start of his or her career. The starting age for a cavalier player character is the same as for a cleric of that race — 500 + 10d10 for an elf, 40 + 2d4 for a half-elf, and 18 + 1d4 for a human.

Page 102:

round, i.e. "an arrow + 1," "an arrow + 3," "a javelin," etc. —so long as that item was previously placed in the quiver.

* With regard to the reactions of races other than elves, half-elves are considered as a specific racial type. However, elves will react to half-elves as if the half-elf were either a half-elf or a full-blooded elf of the same racial type as the half-elf's non-human ancestor, whichever is the more negative reaction.

* * Preference for half-elves of dark descent, hatred of all other half-elves.

Page 13:

Assassin as thief yes⁵

5: An assassin cannot use a shield during a melee round in which the character is engaged in the act of assassination.

Page 7: Half-Elves yes ¹ yes ¹ yes ² yes yes yes ² yes ² yes yes yes yes 1: If of dark, gray, or high elf descent 2: Except for those of wild elf descent	Page 7: Alignment Requirements Any non-evil at start Lawful good only Any True neutral only ³ Any Any non-lawful Any good ⁴ Any Any Any non-good at start Any non-good st start Any evil at start Any lawful Any neutral 3: Possibly with good tendencies 4: Possibly with neutral tendencies	Page 12: Maximum No. of Hit Dice 10 9 9 15 9 8 10(+1) ³ 11 10 10 12 17(+1) ⁶ 10	Page 15: 10-Sided Dice for Accum. Hit Points	Page 25: Pole Vaulting - +1' +2' +3'	Page 30: Monster Summoning II <i>Otiluke's Resilient Sphere</i>
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CHARACTER RACE TABLE III.: MULTI-CLASSED CHARACTER OPTIONS

Race	CF	CR	CM	CI	CT	CA	DF	DR	DM	DT	FM	FI	FT	FA	RM	MT	MA	IT	IA	CFM	CFT	CMT	FMT	
DWARF, Gray Hill	x				x	x								x	x									
Mountain	x													x										
ELF, Dark	x	x	x		x	x						x		x	x	x	x	x			x	x	x	x
Gray/High Valley/Wood Wild	x	x	x		x	x	x	x	x	x	x	x		x	x	x	x	x			x	x	x	x
GNOME, Deep Surface	x				x	x	x						x	x	x				x	x				
HALFLING, All	x				x		x			x				x						x				
HALF-ORC	x				x	x								x	x									

Column headings are abbreviations for all possible multi-class combinations for player characters: CF = cleric/fighter, IT = illusionist/thief, etc. An "x" under a column heading indicates that this combination is possible for a character of the race in question.

A half-elf uses the entry for the strain of elf from which the character is descended.

Note that this table enumerates all the possible class combinations for player characters in the game, but does not imply that they must all be permissible. Some of these combinations may be disallowed by the Dungeon Master in his or her campaign.

THIEVES TABLE II

Effects of Armor on Thief Functions

Thief Function	No armor ¹	Elfin Chain	Studded or Padded	Ring or Chain	Scale or Banded	Plate Mail	Plate Armor
Pick Pockets	+ 5%	-20%	-30%	-40%	-50%	-75%	-100%
Open Locks	-	-5%	-10%	-15%	-20%	-40%	-80%
Find/Remove Traps	-	-5%	-10%	-15%	-20%	-40%	-80%
Move Silently	+ 10%	-10%	-20%	-40%	-60%	-80%	-100%
Hide in Shadows ²	+ 5%	-10%	-20%	-30%	-50%	-75%	-110%
Hear Noise	-	-5%	-10%	-20%	-30%	-50%	-70%
Climb Walls	+ 10%	-20%	-30%	-40%	-90%	-99%	-99.9%

General note: No dexterity bonuses apply to thief functions (though penalties do) when wearing armor other than simple leather.

1: This category applies when wearing *bracers of defense* and/or a cloak, but no large protective devices.

2: Assumes that armor worn is covered by another garment. Elfin chain mail is light and thin, and can be worn under normal clothing. All other types of armor except simple leather are stiff and/or bulky, and can only be covered by a full body cloak.

THIEF-ACROBATS TABLE V

Effects of Armor on Thief-Acrobat Functions

Thief-Acrobat Function	No armor ¹	Elfin Chain	Studded or Padded	Ring or Chain	Scale or Banded	Plate Mail	Plate Armor
Tightrope Walking	+ 5%	-	-10%	-40%	-70%	-90%	-100%
Pole Vaulting	+1'	-1/2'	-1'	-4'	-8'	-12'	-18'
High Jumping	+1'	-1/2'	-1'	-4'	-8'	-12'	-18'
Broad Jump, Standing	+ 1/2'	-	-1/2'	-3'	-5'	-7'	-10'
Broad Jump, Running	+1'	-	-1/2'	-5'	-10'	-15'	-20'
Tumbling, Attack	+ 2%	-5%	-10%	-20%	-20%	-30%	-50%
Tumbling, Evasion	+ 4%	-5%	-10%	-30%	-60%	-70%	-70%
Tumbling, Falling	+5'	-	-5'	-10'	-30'	-50'	-70'

General note: No dexterity bonuses apply to functions (although penalties do) when wearing armor other than simple leather.

1: This category applies when wearing *bracers of defense* and/or a cloak, but no large protective devices.

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