D&D by DT

N3C EDITION

PLAYERS SPELLBOOK



N3C EDITION · V5.0

Players Spellbook

D&D by DT · N3C Edition

Players edition. Three spellcasters, three independent chapters. Spell inventories and preparation labels are the original November 1, 2026 snapshot, not live availability. Shared spells appear in each relevant chapter.

> **SPELLCASTING · HOUSE RULE**
>
> Prepare spells outside combat. CAST SPELL uses one prepared, unused daily use and one combat round. No preparation during combat. This house rule applies regardless of the original casting time.

KNOWN, PREPARED AND ELIGIBLE

Known means recorded in the spellbook; prepared means selected for use today. Remaining uses are the unused daily capacity. Eligible Cleric spells may be selected when preparation is open. Each accessible spell level 1–4 gains five daily uses, not extra power, range, damage or duration. Fighter levels do not increase spellcasting levels.

FIRST EDITION RULE DETAILS

Rule blocks use the supplied AD&D First Edition Player's Handbook. Distances retain original game-inch notation; the DM determines the applicable scale. V, S and M mean verbal, somatic and material components. Where a rule needs interpretation, the DM's ruling applies. A printed spell rule does not alter the game's action procedure or automatically apply an effect.

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Spellcasting · Our House Rules

A quick guide to casting spells during combat, encounters and rest.



COMBAT MODE

Cast only when allowed to act. Choose CAST SPELL and a prepared, unused spell. Casting takes one round and uses the combat action. Individual Initiative ends the turn on completion; Side Initiative follows Done and any Round 1 sit-out restriction.

ENCOUNTER MODE / EXPLORATION

When TURN SYSTEM is active, wait for YOUR TURN and accept it before acting. Use a spell available to your character; a hostile spell starts Combat Mode. Follow the turn controls and the DM's ruling for non-hostile effects.

REST MODE

REST NOW requires DM confirmation and a shared 30-second countdown representing eight hours. Eligible included characters recover +2 HP up to maximum and may prepare spells again. Dead or negative-HP characters receive no benefit; stabilized 0 HP characters may recover if included. Only the DM adds spells to a Spellbook.

> **REMEMBER**
>
> Prepare outside combat only. A resolved spell result closes after five seconds once confirmed and synchronized; decisions requiring input remain open. Consult the game for remaining uses.

CHAPTER 1 — THEDRO

Half-Elf · Cleric 4 / Fighter 4 · Spellcasting class: Cleric 4



YOUR SPELLS

Ten Cleric entries, including Augury and Slow Poison. Daily capacity: level 1 = 10 (5 + 5); level 2 = 9 (4 + 5). Preparation labels are the original snapshot. Check today's prepared spells and remaining uses before casting.

SPELLS IN THIS CHAPTER

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Cure Light Wounds

Cleric Level 1 · Recorded and prepared

RULE DETAILS

RANGE	Touch	DURATION	Permanent healing
CASTING TIME	1 Round (D&D by DT House Rule)	AREA OF EFFECT	Character touched
SAVING THROW	None	COMPONENTS	V, S

FIRST EDITION DETAILS Heals 1d8 HP. Nonliving/noncorporeal targets and creatures harmed only by special metals or magic are excluded.

Source: AD&D 1e Player's Handbook, printed 43.

WHAT DOES THIS SPELL DO?

Channels divine healing into a creature the cleric can touch, restoring some lost hit points. It helps an injured companion recover but does not automatically cure diseases, remove curses, or reverse every condition caused by an attack.

HOW TO USE IT

Cast on a permitted ally within touch range. Healing restores 1d8 HP up to maximum; the first healing of a dying ally at −1 to −9 HP stabilizes them at exactly 0 HP.

IMPORTANT LIMITATIONS

Requires touching a permitted living target. Nonliving and noncorporeal creatures, and creatures harmed only by special metals or magic, are not affected. The DM applies the healing result and rules on any effect on undead.

PRACTICAL EXAMPLE

Thedro heals an ally at −3 HP: the first healing sets HP to 0. Further healing is required to regain positive HP.



Bless

Cleric Level 1 · Recorded and prepared

RULE DETAILS

RANGE	6″	DURATION	6 melee rounds
CASTING TIME	1 Round (D&D by DT House Rule)	AREA OF EFFECT	5″ × 5″
SAVING THROW	None	COMPONENTS	V, S, M

FIRST EDITION DETAILS Friendly recipients not already in melee gain +1 morale and +1 to hit. Material: holy water.

Source: AD&D 1e Player's Handbook, printed 43.

WHAT DOES THIS SPELL DO?

Invokes divine favor to improve allies' effectiveness in a fight. This is a supportive spell, not a direct attack or a permanent improvement to character statistics.

HOW TO USE IT

Cast it when the party expects a dangerous confrontation and can benefit from a temporary group advantage.

IMPORTANT LIMITATIONS

Affects only friendly recipients who are not already in melee. The DM rules on exactly who is affected and on any reverse-form use. Do not apply later-edition bonuses.

PRACTICAL EXAMPLE

Before allies enter melee, Thedro blesses an eligible group within the spell's area; their attack rolls receive +1 for six rounds.



Detect Evil

Cleric Level 1 · Recorded and prepared

Rule Details

Range	12″	**Duration**	1 turn + ½ turn per level
Casting Time	1 Round (D&D by DT House Rule)	**Area of Effect**	1″-wide path in the direction faced
Saving Throw	None	**Components**	V, S, M

First Edition Details At Cleric 4: 3 turns. Requires the cleric's holy symbol. Detection is not proof that every danger radiates evil.

Source: AD&D 1e Player's Handbook, printed 44.

What does this spell do?

Allows the cleric to sense certain evil presences or influences within the spell's permitted detection area. It is a supernatural warning, not a universal lie detector or a complete explanation of someone's motives.

How to use it

Examine a suspicious place, object, or presence when the party suspects an evil influence.

Important limitations

Whether a particular creature or object registers depends on the First Edition definition and the DM's ruling. Detection is not proof that every danger radiates evil, and the DM decides what the spell reveals.

Practical example

Thedro examines a suspicious direction along the detection path; the DM determines whether an evil emanation is present.



Protection from Evil

Cleric Level 1 · Recorded and prepared

Rule Details

Range	Touch	Duration	3 rounds per level
Casting Time	1 Round (D&D by DT House Rule)	Area of Effect	Creature touched
Saving Throw	None	Components	V, S, M

First Edition Details At Cleric 4: 12 rounds. Evil attacks: −2 to hit; protected recipient: +2 saves against those attacks. Contact barrier applies only to the specified conjured/enchanted creatures. Material: holy water or incense for this form.

Source: AD&D 1e Player's Handbook, printed 44.

What does this spell do?

Surrounds the protected recipient with divine protection against certain hostile influences and attacks associated with evil. Its benefits depend on the precise First Edition spell definition.

How to use it

Protect a vulnerable companion before facing a threatening supernatural opponent.

Important limitations

Do not assume that every evil creature is unable to approach or attack. The contact barrier applies only to the specified conjured or enchanted creatures; the DM adjudicates which creatures qualify.

Practical example

Thedro protects an eligible companion; an evil creature's attack takes the printed −2 modifier, without implying immunity to every attack.



Hold Person

Cleric Level 2 · Recorded and prepared

Rule Details

RANGE	6″	DURATION	4 rounds + 1 round per level
CASTING TIME	1 Round (D&D by DT House Rule)	AREA OF EFFECT	One to three eligible creatures
SAVING THROW	Negates	COMPONENTS	V, S, M

FIRST EDITION DETAILS At Cleric 4: 8 rounds. One target saves at −2, two at −1 each, three normally. Only the printed person-type categories qualify. Material: small straight iron piece.

Source: AD&D 1e Player's Handbook, printed 45.

What does this spell do?

Attempts to immobilize one or more eligible person-type creatures, preventing them from moving normally for the spell's duration if they fail the applicable saving throw.

How to use it

Try to stop a dangerous humanoid opponent long enough for allies to escape, negotiate, or gain control of the encounter.

Important limitations

Not every creature qualifies as a 'person' under AD&D First Edition. Only the printed person-type categories can be held; the DM rules on eligible targets and on what a held creature can still do.

Practical example

Thedro selects one eligible humanoid; it saves at −2 on the die, and a failed save holds it for eight rounds.



Silence 15′ Radius

Cleric Level 2 · Recorded and prepared

Rule Details

Range	12″	Duration	2 rounds per level
Casting Time	1 Round (D&D by DT House Rule)	Area of Effect	30′-diameter sphere
Saving Throw	None in field; unwilling creature may save	Components	V, S

First Edition Details At Cleric 4: 8 rounds. Center can be in air, on an object or on a creature. A creature-centered area moves with it; a successful unwilling-target save places the effect about one foot behind it.

Source: AD&D 1e Player's Handbook, printed 45.

What does this spell do?

Creates an area in which sound cannot be heard or produced normally. This can prevent speech, audible alarms, and spellcasting that requires spoken words.

How to use it

Quiet a noisy location or interfere with an enemy caster whose spell requires verbal components.

Important limitations

The game uses a fixed 3 × 3 square area. Allies inside are also silenced; verbal spells cannot be cast there. The DM resolves special targeting or saving-throw questions.

Practical example

Thedro centers silence on a fixed point to suppress sound there; allies inside the area are silenced as well.



Spiritual Hammer

Cleric Level 2 · Recorded and prepared

RULE DETAILS

RANGE	3″	DURATION	1 round per level
CASTING TIME	1 Round (D&D by DT House Rule)	AREA OF EFFECT	One opponent
SAVING THROW	Special — adjudicated by the DM	COMPONENTS	V, S, M

FIRST EDITION DETAILS At Cleric 4: 4 rounds while concentrating. Attacks at caster level; counts as +1 per three levels only for hit eligibility, not a to-hit bonus. Damage: 1d6 S/M, 1d4 large. Material: normal war hammer.

Source: AD&D 1e Player's Handbook, printed 46.

WHAT DOES THIS SPELL DO?

Calls forth a magically created hammer that the cleric can use to strike an opponent at a distance according to the spell's rules. The hammer is a magical attack effect, not an ordinary weapon added to the character's inventory.

HOW TO USE IT

Attack an enemy while remaining away from direct melee, subject to the spell's targeting and attack procedure.

IMPORTANT LIMITATIONS

In D&D by DT, the hammer lasts four rounds including the casting round. Attacks use the Cleric 4 table, without Strength bonuses. Target an eligible opponent; special cases require a ruling.

PRACTICAL EXAMPLE

Thedro targets an eligible opponent within 3″. A successful hammer attack uses the appropriate damage die; the effect lasts four rounds including casting.



Chant

Cleric Level 2 · Recorded and prepared

RULE DETAILS

RANGE	0	DURATION	While chanting
CASTING TIME	1 Round (D&D by DT House Rule)	AREA OF EFFECT	3″ radius
SAVING THROW	None	COMPONENTS	V, S

FIRST EDITION DETAILS Caster remains stationary. Allies gain +1 attack, damage and saves; enemies suffer −1. Damaging attack, grappling or magical silence interrupts it.

Source: AD&D 1e Player's Handbook, printed 45.

WHAT DOES THIS SPELL DO?

The cleric recites a sustained holy chant that favors allies and hinders enemies within the spell's effective area. It is intended to influence an ongoing confrontation rather than inflict direct damage.

HOW TO USE IT

Begin chanting when companions are fighting nearby and the cleric can remain in a position to maintain the effect.

IMPORTANT LIMITATIONS

Thedro must remain stationary while chanting; a damaging attack, grappling or magical silence interrupts it. Do not confuse Chant with Prayer. The DM rules on the area and on any other actions during the chant.

PRACTICAL EXAMPLE

After casting the already prepared spell, Thedro remains still and chants while nearby allies and enemies receive the printed opposing modifiers.



Augury

Cleric Level 2 · Eligible; not prepared

RULE DETAILS

RANGE	0	DURATION	Special
CASTING TIME	1 Round (D&D by DT House Rule)	AREA OF EFFECT	Not listed in the source
SAVING THROW	None	COMPONENTS	V, S, M

FIRST EDITION DETAILS Concerns the next three turns. At Cleric 4: 74% base chance, adjusted by DM. Materials: gem-inlaid sticks or dragon bones; alternatively a crushed pearl valued at least 100 historical gp.

Source: AD&D 1e Player's Handbook, printed 45.

WHAT DOES THIS SPELL DO?

Seeks a limited divine indication of whether a proposed action is likely to lead to favorable or unfavorable consequences in the near future.

HOW TO USE IT

Before choosing a risky route or immediate course of action, ask a focused question about that decision.

IMPORTANT LIMITATIONS

It does not reveal the full future or guarantee an outcome. The question concerns only the next three turns, and the DM determines whether a meaningful answer is given and what form it takes.

PRACTICAL EXAMPLE

Before an immediate risky decision, Thedro asks whether the proposed action benefits or harms the party; the DM determines the augury.



Slow Poison

Cleric Level 2 · Eligible; not prepared

RULE DETAILS

RANGE	Touch	DURATION	1 hour per level
CASTING TIME	1 Round (D&D by DT House Rule)	AREA OF EFFECT	Creature touched
SAVING THROW	None	COMPONENTS	V, S, M

FIRST EDITION DETAILS At Cleric 4: 4 hours. Poison is slowed, not neutralized. Materials: holy symbol and a garlic bud.

Source: AD&D 1e Player's Handbook, printed 45–46.

WHAT DOES THIS SPELL DO?

Temporarily slows or suspends the harmful progression of poison affecting a creature, giving the party time to seek further treatment.

HOW TO USE IT

Help a poisoned companion while the party reaches safety or obtains a more definitive remedy.

IMPORTANT LIMITATIONS

It is not a permanent cure. In D&D by DT, poison is nonlethal: it causes unconsciousness, never HP loss. How Slow Poison interacts with an active poison effect is adjudicated by the DM.

PRACTICAL EXAMPLE

Thedro casts Slow Poison on a poisoned companion so the party can seek a remedy; the DM rules on its effect under the nonlethal poison house rule.

CHAPTER 2 — THENDMANN L.A.K.

Human · Magic-User 4 · Spellcasting class: Magic-User 4



YOUR SPELLS

Ten known Magic-User spells. Daily capacity: level 1 = 8 (3 + 5); level 2 = 7 (2 + 5). Preparation labels are the original snapshot. Check today's prepared spells and remaining uses before casting.

SPELLS IN THIS CHAPTER

SPELL	LEVEL	STATUS	PAGE
Magic Missile	Magic-User Level 1	Known and prepared	15
Shield	Magic-User Level 1	Known and prepared	16
Detect Magic	Magic-User Level 1	Known and prepared	17
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Sleep	Magic-User Level 1	Known; not prepared	19
Feather Fall	Magic-User Level 1	Known; not prepared	20
Protection from Evil	Magic-User Level 1	Known; not prepared	21
Detect Invisibility	Magic-User Level 2	Known and prepared	22
Web	Magic-User Level 2	Known and prepared	23
Invisibility	Magic-User Level 2	Known; not prepared	24



Magic Missile

Magic-User Level 1 · Known and prepared

RULE DETAILS

RANGE	6″ + 1″ per level	DURATION	Special
CASTING TIME	1 Round (D&D by DT House Rule)	AREA OF EFFECT	One or more creatures in a 10-square-foot area
SAVING THROW	None	COMPONENTS	V, S

FIRST EDITION DETAILS MU3 and MU4 each create two missiles, 1d4+1 damage each. Range: MU3 9″; MU4 10″. Missiles may be assigned to one or several creatures; the DM adjudicates clustered-area targeting.

Source: AD&D 1e Player's Handbook, printed 67–68.

WHAT DOES THIS SPELL DO?

Creates magical projectiles that strike permitted targets and inflict damage. The number of missiles is determined by the caster's Magic-User level under the applicable First Edition rule.

HOW TO USE IT

Choose one eligible visible opponent. In D&D by DT all missiles from one cast strike that single target; a Shield defense requires a ruling.

IMPORTANT LIMITATIONS

At Magic-User level 4, Thendmann creates two missiles, each dealing 1d4+1 damage. Magical defenses such as Shield can negate them. Do not import later-edition scaling.

PRACTICAL EXAMPLE

At Magic-User level 4, Thendmann can create two missiles. Against one clearly visible eligible target, each missile deals 1d4+1 damage, subject to the spell's defenses and the DM's ruling.



Shield

Magic-User Level 1 · Known and prepared

Rule Details

Range	0	**Duration**	5 rounds per level
Casting Time	1 Round (D&D by DT House Rule)	**Area of Effect**	Special; frontal protection
Saving Throw	None	**Components**	V, S

First Edition Details MU3: 15 rounds; MU4: 20. Frontal attacks only: AC 2 versus hand-hurled missiles, AC 3 versus small device-propelled missiles, AC 4 versus other attacks; +1 frontal saves. Negates Magic Missile.

Source: AD&D 1e Player's Handbook, printed 68.

What does this spell do?

Establishes an invisible magical defense in front of the caster that protects against certain attacks. The protection is temporary and follows specific attack-direction and attack-type rules.

How to use it

Cast it before entering a fight where the wizard may be targeted by weapons or magical projectiles.

Important limitations

Protection applies only to frontal attacks and does not make Thendmann invulnerable. Shield negates Magic Missile; the printed Armor Class values apply only to the listed attack types.

Practical example

A Magic Missile attack arriving from the caster's front is negated by Shield; attacks from other directions do not gain the printed protection.



Detect Magic

Magic-User Level 1 · Known and prepared

Rule Details

Range	0	**Duration**	2 rounds per level
Casting Time	1 Round (D&D by DT House Rule)	**Area of Effect**	1″-wide path, 6″ long
Saving Throw	None	**Components**	V, S

First Edition Details MU4: 8 rounds. Examine a directional path; turns up to 60° per round. Printed barriers: 1′ stone, 1″ solid metal, 3′ solid wood. Does not identify item powers.

Source: AD&D 1e Player's Handbook, printed 65; Cleric cross-reference 44.

What does this spell do?

Helps the caster perceive the presence of magical effects or enchantments in the area being examined.

How to use it

Investigate a suspicious object, doorway, or location to determine whether magic may be involved.

Important limitations

Detecting magic does not identify an item's powers, command words or full purpose. Stone, metal and wood of the printed thickness block the spell. The DM rules on any information about magical strength.

Practical example

Thendmann scans a permitted doorway and detects a magical emanation; that alone does not tell him how to activate the magic.



Read Magic

Magic-User Level 1 · Known; not prepared

RULE DETAILS

RANGE	0	DURATION	2 rounds per level
CASTING TIME	1 Round (D&D by DT House Rule)	AREA OF EFFECT	Special
SAVING THROW	None	COMPONENTS	V, S, M

FIRST EDITION DETAILS MU3: 6 rounds; MU4: 8. A previously read inscription can later be reread without recasting. Material: clear crystal/mineral prism, not expended. Reading does not itself grant casting access.

Source: AD&D 1e Player's Handbook, printed 68.

WHAT DOES THIS SPELL DO?

Enables the caster to interpret certain magical writing that would otherwise be unintelligible, such as arcane inscriptions or spell text.

HOW TO USE IT

Examine a recovered scroll or magical inscription before attempting to understand or use it.

IMPORTANT LIMITATIONS

Reading magical writing does not by itself allow the caster to cast, learn or safely activate what is written. The DM rules on spellbooks, scrolls and any exceptions.

PRACTICAL EXAMPLE

The caster reads an eligible magical inscription using a clear prism; after reading it, the same inscription can be read again without this spell.



Sleep

Magic-User Level 1 · Known; not prepared

Rule Details

Range	3″ + 1″ per level	**Duration**	5 rounds per level
Casting Time	1 Round (D&D by DT House Rule)	**Area of Effect**	Special; targets within a 3″-diameter circle
Saving Throw	None	**Components**	V, S, M

First Edition Details MU4: range 7″, duration 20 rounds. Number affected depends on the printed HD/hp categories. Undead and Monster Manual-specific exclusions apply. Slapping/wounding wakes sleepers; noise does not. Material: sand, rose petals or live cricket.

Source: AD&D 1e Player's Handbook, printed 68.

What does this spell do?

Sends eligible creatures into magical sleep, potentially removing several opponents from immediate combat without dealing ordinary weapon damage.

How to use it

Use it against a group of suitable low-powered enemies when disabling them is preferable to attacking each one.

Important limitations

Creature eligibility and the number affected follow the printed Hit Dice categories; undead and other listed exclusions apply. Slapping or wounding wakes sleepers; noise does not. The DM determines who is affected.

Practical example

Thendmann targets a group in the allowed circle; the DM checks eligibility and determines the number affected from the First Edition categories.



Feather Fall

Magic-User Level 1 · Known; not prepared

Rule Details

Range	1″ per level	**Duration**	1 segment per level
Casting Time	1 Round (D&D by DT House Rule)	**Area of Effect**	Special; 1 cubic inch
Saving Throw	None	**Components**	V, M

First Edition Details MU4: range 4″, duration 4 segments, combined weight limit 10,000 historical gp-weight. Descent becomes 2′/second; ordinary falling resumes when it expires. Only free-falling or propelled targets, not a sword blow/charge. Material: down feather.

Source: AD&D 1e Player's Handbook, printed 66.

What does this spell do?

Slows the fall of eligible creatures or objects so they descend more gently than they otherwise would.

How to use it

Protect a falling target if the already prepared spell can be cast before landing under the one-round casting rule.

Important limitations

Works only on free-falling or propelled targets, not on a sword blow or charge, and only within the combined weight limit. Ordinary falling resumes if the effect ends before landing.

Practical example

Thendmann casts the prepared spell on an eligible falling target; descent slows for four segments, then ordinary falling resumes if it has not landed.



Protection from Evil

Magic-User Level 1 · Known; not prepared

Rule Details

Range	Touch	**Duration**	2 rounds per level
Casting Time	1 Round (D&D by DT House Rule)	**Area of Effect**	Creature touched
Saving Throw	None	**Components**	V, S, M

First Edition Details MU4: 8 rounds. Uses Cleric effect: evil attacks −2 to hit, relevant saves +2, restricted enchanted/conjured-contact barrier. Material: powdered iron and silver to trace the circle.

Source: AD&D 1e Player's Handbook, printed 67; Cleric cross-reference 44.

What does this spell do?

Creates a temporary magical defense around the recipient against certain hostile forces or attacks linked to evil, according to the Magic-User spell's First Edition rules.

How to use it

Prepare for contact with a dangerous supernatural enemy or protect someone exposed to hostile influence.

Important limitations

Do not assume complete immunity or copy rules from another edition. The Magic-User version uses the Cleric spell's effects with its own material component; the DM rules on contact exceptions.

Practical example

Thendmann protects an eligible ally for eight rounds using the Magic-User components; the same contact exceptions still require DM adjudication.



Detect Invisibility

Magic-User Level 2 · Known and prepared

Rule Details

Range	1″ per level	**Duration**	5 rounds per level
Casting Time	1 Round (D&D by DT House Rule)	**Area of Effect**	1″-wide path
Saving Throw	None	**Components**	V, S, M

First Edition Details MU4: range 4″, duration 20 rounds. Detection follows line of sight; includes printed invisible/astral/ethereal/hidden/out-of-phase categories. Material: talc and powdered silver.

Source: AD&D 1e Player's Handbook, printed 69.

What does this spell do?

Allows the caster to perceive invisible creatures or objects that would normally be concealed from sight within the spell's effective detection area.

How to use it

Search for an unseen opponent or concealed magical presence during an encounter.

Important limitations

Perceiving invisibility does not cancel the invisible effect or reveal every kind of concealment. Detection follows line of sight within the printed range.

Practical example

Thendmann looks along a permitted line of sight and perceives an invisible presence; detecting it does not dispel its invisibility.



Web

Magic-User Level 2 · Known and prepared

RULE DETAILS

RANGE	½″ per level	DURATION	2 turns per level
CASTING TIME	1 Round (D&D by DT House Rule)	AREA OF EFFECT	Special; maximum 8 cubic inches
SAVING THROW	Negates or half — adjudicated by the DM	COMPONENTS	V, S, M

FIRST EDITION DETAILS MU4: range 2″, duration 8 turns. Must anchor between two or more opposed surfaces; minimum 1″ thickness. Fire can burn strands and deal 2d4 damage. The DM adjudicates escape and saving throws. Material: spider web.

Source: AD&D 1e Player's Handbook, printed 72.

WHAT DOES THIS SPELL DO?

Creates a mass of sticky magical webbing that can obstruct movement and trap creatures within its area.

HOW TO USE IT

Block a passage or slow a pursuing group while the party escapes or prepares a defense.

IMPORTANT LIMITATIONS

D&D by DT uses a fixed 3 × 3 square Web area lasting 1d4+2 rounds. Trapped creatures may attempt escape; a successful escape permits action from the next round. Special placement and fire effects remain subject to rulings.

PRACTICAL EXAMPLE

Thendmann places the Web area across a passage. Trapped creatures must escape or wait for the effect to end; escaping does not grant an immediate action.



Invisibility

Magic-User Level 2 · Known; not prepared

RULE DETAILS

RANGE	Touch	DURATION	Special; until dispelled or ended
CASTING TIME	1 Round (D&D by DT House Rule)	AREA OF EFFECT	Creature touched
SAVING THROW	None	COMPONENTS	V, S, M

FIRST EDITION DETAILS Normal vision and infravision cannot see the recipient; carried gear is included. Sound remains. Attacking ends the effect after the first attack. Materials: gum arabic with an eyelash.

Source: AD&D 1e Player's Handbook, printed 70.

WHAT DOES THIS SPELL DO?

Makes an eligible creature or object invisible to normal sight for a limited period or until a rule-defined event ends the effect.

HOW TO USE IT

Help a party member approach unseen, evade detection, or withdraw from danger.

IMPORTANT LIMITATIONS

Invisible does not mean silent, intangible or undetectable by every means. Attacking ends the effect; the DM rules on any other way it ends.

PRACTICAL EXAMPLE

The caster conceals an eligible companion for scouting; speech and footsteps remain audible, and attacking makes the recipient visible.

CHAPTER 3 — SAMROM

Elf · Fighter 4 / Magic-User 3 · Spellcasting class: Magic-User 3



YOUR SPELLS

Four known Magic-User spells. Daily capacity: level 1 = 7 (2 + 5); level 2 = 6 (1 + 5). Preparation labels are the original snapshot. Check today's prepared spells and remaining uses before casting.

SPELLS IN THIS CHAPTER

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Shield	Magic-User Level 1	Known and prepared	27
Read Magic	Magic-User Level 1	Known; not prepared	28
Invisibility	Magic-User Level 2	Known and prepared	29



Magic Missile

Magic-User Level 1 · Known and prepared

RULE DETAILS

RANGE	6″ + 1″ per level	DURATION	Special
CASTING TIME	1 Round (D&D by DT House Rule)	AREA OF EFFECT	One or more creatures in a 10-square-foot area
SAVING THROW	None	COMPONENTS	V, S

FIRST EDITION DETAILS MU3 and MU4 each create two missiles, 1d4+1 damage each. Range: MU3 9″; MU4 10″. Missiles may be assigned to one or several creatures; the DM adjudicates clustered-area targeting.

Source: AD&D 1e Player's Handbook, printed 67–68.

WHAT DOES THIS SPELL DO?

Creates magical projectiles that strike permitted targets and cause damage. The number of missiles depends on Samrom's Magic-User level 3, not his Fighter level 4.

HOW TO USE IT

Choose one eligible visible opponent. In D&D by DT all missiles from one cast strike that single target; a Shield defense requires a ruling.

IMPORTANT LIMITATIONS

At Magic-User level 3, Samrom creates two missiles, each dealing 1d4+1 damage. Magical defenses such as Shield can negate them. Do not apply later-edition scaling.

PRACTICAL EXAMPLE

At Magic-User level 3, Samrom can create two missiles. Against one clearly visible eligible target, each missile deals 1d4+1 damage, subject to the spell's defenses and the DM's ruling.



Shield

Magic-User Level 1 · Known and prepared

Rule Details

Range	0	**Duration**	5 rounds per level
Casting Time	1 Round (D&D by DT House Rule)	**Area of Effect**	Special; frontal protection
Saving Throw	None	**Components**	V, S

First Edition Details MU3: 15 rounds; MU4: 20. Frontal attacks only: AC 2 versus hand-hurled missiles, AC 3 versus small device-propelled missiles, AC 4 versus other attacks; +1 frontal saves. Negates Magic Missile.

Source: AD&D 1e Player's Handbook, printed 68.

What does this spell do?

Forms an invisible magical defense in front of Samrom, improving protection against certain incoming attacks.

How to use it

Cast before a dangerous encounter when Samrom expects to come under attack.

Important limitations

Protection applies only to frontal attacks and does not make Samrom invulnerable. Shield negates Magic Missile; the printed Armor Class values apply only to the listed attack types.

Practical example

A Magic Missile attack arriving from the caster's front is negated by Shield; attacks from other directions do not gain the printed protection.



Read Magic

Magic-User Level 1 · Known; not prepared

RULE DETAILS

RANGE	0	DURATION	2 rounds per level
CASTING TIME	1 Round (D&D by DT House Rule)	AREA OF EFFECT	Special
SAVING THROW	None	COMPONENTS	V, S, M

FIRST EDITION DETAILS MU3: 6 rounds; MU4: 8. A previously read inscription can later be reread without recasting. Material: clear crystal/mineral prism, not expended. Reading does not itself grant casting access.

Source: AD&D 1e Player's Handbook, printed 68.

WHAT DOES THIS SPELL DO?

Enables Samrom to understand certain arcane inscriptions and magical writing that cannot otherwise be read normally.

HOW TO USE IT

Examine a magical scroll or inscription found during the adventure.

IMPORTANT LIMITATIONS

Reading does not automatically grant permission or ability to cast the written magic. The DM rules on spellbooks, scrolls and any exceptions.

PRACTICAL EXAMPLE

The caster reads an eligible magical inscription using a clear prism; after reading it, the same inscription can be read again without this spell.



Invisibility

Magic-User Level 2 · Known and prepared

Rule Details

Range	Touch	Duration	Special; until dispelled or ended
Casting Time	1 Round (D&D by DT House Rule)	Area of Effect	Creature touched
Saving Throw	None	Components	V, S, M

First Edition Details Normal vision and infravision cannot see the recipient; carried gear is included. Sound remains. Attacking ends the effect after the first attack. Materials: gum arabic with an eyelash.

Source: AD&D 1e Player's Handbook, printed 70.

What does this spell do?

Makes an eligible target invisible to ordinary sight, helping Samrom or a companion avoid being seen.

How to use it

Conceal a party member for scouting or escape, provided the target and casting conditions qualify.

Important limitations

Invisibility does not suppress sound or physical traces. Attacking ends the effect; the DM rules on any other way it ends.

Practical example

The caster conceals an eligible companion for scouting; speech and footsteps remain audible, and attacking makes the recipient visible.

Turn System · Exploration



ACCEPT YOUR TURN

When the TURN SYSTEM is active, wait for your character to be offered the turn. Accept within the 15-second window before acting. PASS skips your opportunity. You cannot drink a potion during the acceptance countdown or during another character's turn.

MOVE AND ACT

During your accepted exploration turn, normal humanoid movement is 15″ (three map squares). You may move before drinking or giving a potion. A successful potion action ends the exploration turn.

END TURN

Use the existing END TURN control when you are finished without using a potion. An attack or hostile spell can initiate Combat Mode; combat then follows its own initiative and action rules.

DM PAUSE

A DM Pause blocks potion use. Wait for Resume before taking a potion action.

Magical Potions · Using Them



DRINK POTION

During an accepted YOUR TURN, select Drink Potion to open the existing Potions panel. Opening the panel does not consume anything. Select a potion you actually possess and confirm Drink. One successful drink removes one potion and automatically ends your exploration turn.

GIVE TO AN ALLY

A potion may be given to an adjacent eligible ally through the existing Give To workflow. A successful Give To also ends the giver's exploration turn. If the action is refused, neither the potion nor the turn is consumed.

WHEN DOES IT WORK?

Healing potions resolve automatically on successful use. Other potion effects follow their applicable rules; follow any decision prompt. A refused action consumes neither potion nor turn.

DYING CHARACTERS

The first healing of a dying character at −1 to −9 HP stabilizes them at exactly 0 HP. Further healing must restore positive HP before they can regain consciousness.

Potions · Combat & Limits



One action per round

Drinking or giving a potion is one exclusive combat action. In Individual Initiative success ends your turn automatically; in Side Initiative you are marked Done. Do not combine it with movement, attacks or spells in Individual Initiative.

Done and Round 1

Act only when eligible. In Side Initiative a character marked Done or sitting out Round 1 cannot drink. In Individual Initiative wait for YOUR TURN and ACCEPT before acting.

Enemies and NPCs

Use only potions actually carried by your character. Giving requires an eligible adjacent recipient. Opening a panel or a refused request does not consume a potion.

DM control

Pause blocks potion actions. Wait for Resume. Follow the current turn controls and any required ruling; no off-turn combat action is permitted.

Potion Reference · DM-Led Effects



HEALING

Healing restores 2d4+2 HP automatically, capped at maximum. First healing at negative HP stabilizes at 0 instead.

EXTRA-HEALING

Extra-Healing restores 3d8+3 HP automatically, subject to the same stabilization and maximum-HP rules.

POTION OF POISON

Failed poison saves cause unconsciousness for 1d8 combat rounds, not HP loss. Melee poison remains until removed; every hit triggers a save. One potion coats ten projectiles, consumed individually when fired. Neutralize Poison removes the effect.

OTHER POTIONS

The broader First Edition potion catalog remains DM-adjudicated. A potion's presence in a reference list does not mean it is available in inventory or that its effect is automated.

SPELLBOOK NOTE

This supplement documents current game procedures. Where a printed First Edition rule conflicts with a D&D by DT house rule, the house rule applies; for example, poison never causes HP loss.