

Introduction

This document is a supplement for Phoenix Gaming Club players in our **ADVANCED DUNGEONS & DRAGONS®** games. It is intended as a quick reference in addition to the **PLAYERS HANDBOOK**. Although labeled “house rules”, this can include official rules from other books as well as rules borrowed from notes of other gamers over the 30+ year history of **AD&D**.

Rules are listed in alphabetic order.

Classes and Levels

Players may choose to be dwarf clerics, elf clerics, gnome clerics, or halfling druids; these are not restricted to non-player characters only as stated in **PLAYERS HANDBOOK**, page 14.

Giant Class Creatures

The list from **UNEARTHED ARCANA**, page 22, is used for a ranger’s giant class enemies. The list includes: bugbear, cyclopskin, dune stalker, ettin, flind, giant, gibberling, gnoll, goblin, grimlock, hobgoblin, kobold, meazel, norker, ogre, ogre mage, ogrillon, orc, quaggoth, tasloi, troll, and xuart.

Multi-class Attack Rolls

Multi-class characters use one THACO for all abilities instead of one per class for special abilities. For example, a fighter/thief uses the best THACO for his class levels to attack with backstab.

Nonweapon Proficiency

All characters may choose nonweapon proficiencies using the rules presented in the **DUNGEONEER’S SURVIVAL GUIDE** and **WILDERNESS SURVIVAL GUIDE**. Those listed in the **ORIENTAL ADVENTURES** book work differently and are not allowed. The optional “Expanding Proficiency Slots” rule from **WILDERNESS SURVIVAL GUIDE**, page 12, is used.

Spells

Clerics, druids, magic-users, and illusionists may utilize spells from the **PLAYERS HANDBOOK**, **GREYHAWK ADVENTURES**, and **UNEARTHED ARCANA**.

Thief Armor

Thieves are allowed to wear heavier armor than leather at the cost of thieving ability as described in **UNEARTHED ARCANA**, page 22.

Weapon Armor Class Adjustment and Speed Factor

Although extraordinarily realistic and intriguing, the armor class adjustments per weapon, as detailed on the charts in the **PLAYERS HANDBOOK** are not used in the interest of keeping combat simpler. Speed factors, however, are in use.

Weapon Specialization

Both single class fighters and rangers may utilize weapon specialization as described in **UNEARTHED ARCANA**, page 18. Double specialization is allowed. Multi-class fighters and rangers may not use specialization.