

Welcome to the world of Nimolee, a world far from Earth in space and time. This little rulebook contains the results of several years work on a Fantasy Role-Playing game. The book and the game grew together. What started as a project to set in order the various rules I was using for my own benefit and convenience, soon expanded to become a rulebook for the use of the Duke Gamers. Now it is even more, a rulebook which, hopefully, anyone can use.

Only rules which the players deal with are included herein. This has been done for two reasons - first, I did not wish to give away all my pet GM secrets, and secondly, this book is part of what will someday perhaps be a set of books. This set will have various "Players' Books", of which this is the first, and various "GM's Books", drawn up by every GM for his own personal use.

This book was designed in the hope that anyone, whether he had played any kind of FRP game before or not, could pick up this book, and by reading through it, learn to play the FRP game described here. Of course, since I haven't included any guidelines for the GM, there will occasionally arise questions from readers which only the local GM can correctly answer. But this is as it should be, for although I feel that these rules are well worth using, I don't feel that every world should resemble mine down to the last detail. There's plenty of room for imagination.

I designed the rules for Nimolee with a certain idea in mind. This was, that Nimolee was to be a 'free-will' world, where, within the limits of possibility, the players could act in any way they chose. Thus, alignment is flexible, for instance. Of course, to every action there are consequences. I wanted to allow both players who preferred 'hack-and-slash' vicarious living in a fantasy world, and players who preferred long-term character involvement role-playing to enjoy Nimolee.

I also desired to restrict the powers of the players to within some reasonable bounds. After two years of play, there are less than 5 fifth-level characters run by players. My own personal feeling is that this is as it should be, but there's no reason to restrict your game to my feelings. I have not included upper-level Magic-User and Illusionist spells as part of this low-level bias, because in Nimolee, although they are known to exist, only a very few possess the spells themselves.

I see the various character classes not as opportunities for the pursuit of power, but as reflections of the way reality is in Nimolee. Therefore, I have included some descriptions of the various subclasses, telling what their function is in Nimolee.

Even though I have tried to be very careful about typos, about clarity, and about avoiding inconsistencies, I may have missed a few. If you should detect any, do not hesitate to bring them to my attention.

May you never get fireballed -

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- AC - Armor Class, refers both to actual type of armor worn (e.g., Chainmail and Shield is AC 4), and to adjusted AC (see p.46-7).
- Class - Any one of the adventuring occupations.
- Enchanted Monster - Any creature called, summoned, conjured, or created by any spell.
- Fire Damage - Damage done by falling (for each 10' of fall after the first), by fire, or by certain spells. It is calculated as follows: $FD = L_C D(.75 \times K)$, where L_C is the level of the character taking the fire damage, and K is the number of sides his Hit Dice have.
- FM - Fighting-Man or Fighter, one of the occupations.
- GM - Gamesmaster, the person who has made up the world in which the players' imaginary characters adventure.
- HD - Hit Dice, refers to the number of dice (usually 8-sided) to be rolled for an entity's hits (q.v.). Thus '3 HD' means 3D8, and '5 +1 HD' means 1+5D8. HD is equivalent to level.
- Hits - Refers both to bodily damage sustainable and defensive ability. It also refers to damage inflicted in battle or otherwise, which is marked off a character's hits (see p.46-47).
- HP - 1. Hit Probability, see p.46-47.
2. Hit Points = Hits.
- Infravision - Ability to see Infra-red radiation. Uses 'discs' instead of rods or cones in the eye, and only functions in the total absence of light.
- Level - Refers to level of ability in one's chosen adventuring occupation.
- Mélée Round - The smallest increment of time in a battle, in which round of fighting takes place. It is six seconds long.
- mr - Abbreviation for the above.
- MU - Magic-User, one of the occupations.
- Mv - The typical movement speed of a creature, given in 10's of feet per 30 seconds. For example, a human has a move of 12, or 4 f/s, or about 2 3/4 mph. One can speed up to 4x rate, or slow down.
- Percentile Dice - Two 20-sided dice, rolled together and read as 10-sided dice in a pre-declared order, one being the tens, the other the units.
- Percentile Mapping - A way of mapping numbers 18 and over into the percentage groups of 18: 18 becomes 18(01), 19 18(51), 20 18(76), 21 18(91), and 22 18(00)
- PR - Prime Requisite: see Generation of Abilities (p.5).
- SP - Spell Points - units of psychic energy, which every spell-user uses to cast his spells. See Magic System, p.50, and p.31.
- ST - Saving Throw - see Magic System, p.50.
- Turn - Unit of spell duration, equalling one minute, hence 10 mr's.
- $\lfloor m$ - Round m down: $\lfloor 3 = 3$, $\lfloor 2.5 = 2$.
- $\lceil m$ - Round m up: $\lceil 3 = 3$, $\lceil 2.5 = 3$.
- $n \lfloor m$ - Take the greater of m and n: $2 \lfloor 3 = 3$, $0 \lfloor 3 = 0$.
- $n \lceil m$ - Take the lesser of m and n: $2 \lceil 3 = 2$, $0 \lceil 4 = 0$.
- nDm - Roll n m-sided dice and take the sum of the numbers thus generated.

Fantasy Role-Playing (FRP) is an open-ended, non-competitive fantasy simulation game, where fantasy is the keyword. It is derived, in a general way, from wargaming and J.R.R. Tolkien's Hobbit (and Lord of the Rings books). It is an interaction between players, controlling ("running") imaginary characters in an imaginary world, and a Gamesmaster (GM), who is just exactly the person who devised this world. What is meant by open-ended is that, although one can only physically play for so many hours, the game itself may continue indefinitely. That is, after the band of adventurers have done whatever they did, the players may choose to quit, or to continue. In either case, the players will pick up where they left off, when they next play.

The large-scale interaction is called an "adventure", and there may be several during the course of a game. In the course of an adventure, there usually are many small-scale discrete interactions, which are called "encounters". Each player may have - "run" - more than one character. Each character has an occupation with certain skills and uses these skills during an adventure to gain material benefits - profit - and experience. As one becomes more experienced, one gets better in whatever occupation has been chosen.

The game is intended to be a simulation of a universe in which the laws of nature are not strictly Newtonian-Einsteinian or whatever. Magic, in particular, is a major part of the fabric of this universe. Thus there are many "tools" which operate by means of this force, Magic, called "Magic Items". These are a part of the adventurer's booty, the other part being cash and other valuables.

In real life, there are many factors, mostly unknown to those involved, which influence any situation. In FRP, since it is intended to be a simulation of a kind of "real life", something must be done to reflect that. What is done is to use 5 types of dice (4-, 6-, 8-, 12-, and 20-sided polyhedra) and a set of charts devised by the GM, together with his arbitrary decisions, to decide what happens. These charts and decisions are arranged so as to make it a game of skill, not chance.

It should be noted that, although the GM is attempting to simulate a world, playability has preëminence over realism or accuracy, or complexity (which is what realism often winds up being or becoming). Thus, since the burden of determination of the nature of this world is up to the GM, he often makes arbitrary, simplistic determinations and decisions for the sake of playability and/or clarity. In addition, although the original "rules" for D&D were published in 3 handbooks by Tactical Studies Rules in Lake Geneva, Wisconsin, they are entirely flexible and may be considered rather as tried-out guide-lines. Modifications are freely made by the GM within certain bounds, these bounds being usually determined by balance of the game, playability and similarity to the previous rules, in about that order.

The non-competitive and open-ended aspects of the game come about due to the lack of "winning conditions". That is, there is no point at which one counts up points, chips or bruises and decides that one person/player has done better than all the others. To be sure, as with anything, some people will do better than others in the game - but this will change under different conditions - a different GM, a different time, with a different set of co-players. Also, characters tend to gain more lucre and experience by concerted effort, so it behooves characters to act cooperatively during an adventure. Of course, if a character dies in some manner (as those out after loot often do), the game has come to an end for him (usually). However, the player need not quit - another character may be created and started out on the path to gold and glory (or whatever).

FRP has a simple strategy and complicated rules, as opposed to Chess or Go which have simple rules and complex strategy, or Wargames, which have complex rules and fairly complex strategy. Mainly then, FRP is intended to be a flexible, entertaining game of vicarious living in a fantasy world. Escapism perhaps, but - why not?

TO THOSE WHO HAVE PLAYED
(AN INTRODUCTION TO NIMOLEE)

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This game, while similar in many respects to other games on the market, is sufficiently different that I felt compelled to write up this rulebook. It has in fact been styled a "D&D variant", referring to the D&D of TSR. However, the differences between their game and this one are so far-reaching, both in what goes on in front of the 'God-shield' and behind it, that a few notes are in order to those who have played their game, and to those who have played others.

First, characters are generated in the standard way (6 characteristics, Hit Dice), up to three in number. However, there are some additional rolls to be made, and there are two algorithms for generating the basic set of six characteristics. These additional rolls are: 'Swanson' special ability rolls, right/left-handedness, background, and height & weight.

Second, Alignment is moral alignment on a scale of Good to Evil, and is fairly flexible, although it is easier to go downhill than uphill. Most people tend to end up somewhere between Good and Neutral. It does not mean anything to ask someone his alignment, and there are no alignment languages. MU's have no Detect Evil spell, and Clerics detect Evil as an ability.

Third, I run Clerics, Fighters, MU's, Thieves, and the subclasses of Druids, Paladins, Barbarians (Lew Pulsipher's), Rangers, Illusionists, and Monks (which I treat as a subclass of Thieves). Clerics' spell progression is rather similar to that of MU's. Fighters are restricted in weapons use somewhat as MU's are restricted in spell use. Thieves' abilities are situation dependant, and adjustments are set arbitrarily by the GM. I'm fairly strict on Clerics', Paladins', and Rangers' alignment - the higher the level, the stricter I am. Prerequisites for being a Paladin are fairly strict.

Fourth, the Magic system is Spell Points, with cast, continuation, and recharge costs. All spells have a casting cost, some have a continuation cost, and the higher the level of the spell, the more likely it is to have a recharge cost. The number of spell points a spell-user has per day is $L \times (\text{Str} + \text{Con} + \text{PR})/3$. Clerics and Druids know all their spells, and use no books. MU's and Illusionists must roll to see if they are able to learn each spell, and if less than the minimum or more than the maximum allowed are rolled as being learnable, the character must pick spells to put one within the limits. Then they must pay to obtain a copy of the spell, and the usual rate is 200 GP for a 1st-level spell, 400 for a 2nd-level, 800 for a 3rd-level, etc.; this purchase need only be made once per spell. These books may be used by another MU.

Fifth, the combat system in m el e is the usual one found in games of this sort, but allows FM a better chance to hit than most. M el e rounds are six seconds long, and unless one is hasted or a Monk, it is one attack per round (certain creatures attack simultaneously with 2 claws and a bite or the like). Missilry is a bit different from the usual system: there are two rolls, where the first is to determine if the missile hit the target, and the second is to determine if it penetrated. There is no penetration roll for throwing a torch, for a Magic Missile spell, or for shooting at non-corporeal beings such as certain Undead.

Finally, the standard races in Nimolee are Dwarves, Half-Elves, Hobbits, Elves, and Men. Although they are all based on the races of Tolkien, the representations I have chosen in terms of game mechanics are peculiar to Nimolee.

In sum to effectively play, the section on character generation and the section on the races (pp. 5-13) should be read. The missilry should be at least looked at (p. 48), and the rest can be skimmed. Most spell descriptions are about what you would expect from the names, but they should be consulted before using the spell.

GENERATING A CHARACTER

There are three things that make up what a person is: abilities, personality, and morality. In this game, since it is a role-playing, adventuring game, abilities are of great importance. Most personality is left up to the player, which is not to say that it is unimportant. It is easier and more enjoyable to be able to specify 'your' character's personality yourself. Remember that 'role-playing' comes before 'adventuring'. Morality, or as it is called in this game, 'alignment', is determined by the free-will choices of the characters. It is easier to make up an interesting personality if one has the character's abilities specified in detailed form, and thus the extensive tables presented here. Up to three characters may be generated. Once all abilities and background are determined, and race determined, occupation is chosen. There are two parts to the determination of a character - abilities and background. There are also two ways to generate the abilities of a character.

No matter which way is chosen to generate characteristics, they are:

Strength	PR for FM class
Intelligence	PR for MU class
Wisdom	PR for Clerics class
Dexterity	PR for Thieves class
Constitution	
Charisma	

The prime requisite (PR) affects the rate of advancement and maximum level of advancement. The maximum level to which one may advance is PR-2. The effect on rate is as follows:

PR	3-6	7-8	9-12	13-14	15-18
Exp Adj	-10%	-5%	0	+5%	+10%

In Nimolee, as in many worlds, there are races other than men - in fact there are Elves, Dwarves, Hobbits, and Half-Elves (offspring of both man and elf - they are interfertile). It is this fact which causes there to be two ways of generating a character's characteristics.

The first way is to roll all 6 characteristics for all 3 characters on 3D6. Then if it is desired to have other than human characters, they must meet the following requirements:

	Man	Elf	Half-Elf	Hobbit	Dwarf
STR	-	-	-	(3,13)	-
INT	-	(6,18 ⁰⁰)	(6,18 ⁰⁰)	-	(6,15)
WIS	-	(6,18 ⁰⁰)	(6,18 ⁰⁰)	-	-
DEX	-	-	-	(6,18 ⁰⁰)	-
CON	-	-	-	(6,18 ⁰⁰)	(6,18 ⁰⁰)
CHA	-	(14,18 ⁰⁰)	(12,18 ⁰⁰)	(6,15)	(6,15)

In the above chart (n,m) means that that characteristic must be between n and m inclusive, and a - means no requirement. If so desired, two numbers may be interchanged (before selecting race). If an 18 is rolled for any characteristic, roll percentile dice and record that number with the 18. If the sum of the characteristics is 60 or less, reroll.

The second way is to declare race first and then roll dice for that race. If this is done only one of the three characters may be non-human. The special dice to roll are as follows:

	Man	Elf	Half-Elf	Hobbit	Dwarf
STR	3D6	3D6	3D6	1+2D6	3D6
INT	3D6	3D6+1D4	3D6+1D4	3D6	3+3D4
WIS	3D6	6+3D4	6+3D4	3D6	3D6
DEX	3D6	3D6	3D6	3D6+1D4	3D6
CON	3D6	3D6	3D6	3D6+1D4	3D6+1D4
CHA	3D6	12+2D3	10+2D4	3+3D4	3+3D4

There may be other non-humans available from the GM. If numbers 18 and over are rolled on 3D6+1D4, use percentile mapping. If an 18 is rolled in any other way roll percentile dice and record that number with the 18.

Next, roll further characteristics, called 'Swanson Abilities', on the next page.

SPECIAL ABILITIES

First roll one 8-sided die to determine the number of special abilities possessed : take $\frac{1}{2}$ the number rolled and round down.

1D8	#	1D8	#
1	0	5	2
2	1	6	3
3	1	7	3
4	2	8	4

Then roll one 10-sided for each ability to determine in which class it is; and finally roll percentile dice simultaneously with one 6-sided die to determine the special ability:

1D10	%ile	Description of ability	1D6		
			1-3 (bad)	4-6 (good)	
1,2	01-15	Acuity of day vision			
	16-30	Acuity of Night Vision	x3/4	range	x5/4
	31-44	Hearing	-1		+1
	45-58	Auditory Discrimination			
	59-72	Nasal Discrimination			
	73-86	Palatal Discrimination			
	87-00	Tactile Discrimination	-15%	locks, pockets	+15%
3,4	01-15	Edged Weapons	-2	HP	+2
	16-30	Maces & Hammers	-2	HP	+2
	31-44	Flails & Morning Stars	-2	HP	+2
	45-58	Arrows & Bolts	-2	HP	+2
	59-72	Thrown Projectiles	-2	HP	+2
	73-86	Pole Arms	-2	HP	+2
	87-00	Body Weaponry	-2	HP	+2
6	01-11	Monsters _____ Flesh	like		dislike
	12-22	Reaction to Magic	-2	ST	+2
	23-33	Reaction to Poison	-2	ST	+2
	34-44	Gets _____ Premonitions	random		accurate
	45-55	Luck	-1		+1
	56-66	First Impression (Charisma)	-2		+2
	67-77	Lying Ability (Charisma)	-2		+2
	78-88	Believability (Charisma)	-2		+2
	89-00	Healing rate	half		double
7,8	01-15	Horsemanship	x3/4	speed	x5/4
	16-29	Magic Use Competance	-1	damage/die	+1
	30-43	Enchantments and research	+1	other's STs	-1
	44-57	Finding Secret Doors	+10%	time & cost	-10%
	58-72	Learning Languages	-2	#	+2
	73-86	Turning Undead	x3/2	time	x2/3
	87-00	Experience adjustment	-2		+2
		-10%		+10%	
9,10	01-10	Cowardly/brave			
	11-19	Agressive/Pacifist			
	20-28	Misanthropic/Friendly			
	29-37	Borderline/Sane			
	38-46	Pragmatic/Idealistic			
	47-55	Thoughtful/Capricious			
	56-64	Avaricious:	yes		no
	65-73	Temper:	Hot		Even
	74-82	Confident:	no		yes
	83-91	Conceited/Modest			
	92-00	Shy/Outgoing			

(humans only)

(humans only)
(No Dwarves
or
Hobbits)

(humans only)

There are two more things to do before generating-background. To determine manual ability, roll 1D6 and 1D20:

- 6 < 20 Right-handed (82½%)
- 6 = 20 Ambidextrous (5%)
- 6 > 20 Left-handed (12½%)

To determine height and weight, roll 3D6 and 2D6 and consult the information on whichever race the character is. (Females roll ~3+3D6 and ~6+2D6 instead)

Finally, the background of each chracter must be determined. This consists of birthplace, Father's occupation, and amount of schooling.

Birthplace

Men	Elves & Half-Elves	Hobbits	Dwarves
01-12 Nalmian	Village of	Village of	Castle Khazāk
13-24 Northerner	Taurnamir	Kudduki	
25-00 Nimoleean			

Father's Occupation

Village Men (¼)	City Men (¼)	Elves & Half-Elves	Hobbits
01-07 Baker	01-02 Armourer	01 Actor	01-05 Baker
08-11 Beekeeper	03-07 Baker	02-06 Baker	06-09 Bard
12-18 Blacksmith	08-12 Blacksmith	07-10 Bard	10-13 Beekeeper
19-20 Brewer	13-15 Bowyer/Fletcher	11-15 Beekeeper	14-16 Brewer
21-25 Butcher	16-17 Brewer	16-18 Brewer	17-18 Butcher
26-32 Carpenter	18-20 Butcher	19-20 Butcher	19-21 Carpenter
33-36 Day Worker	21-24 Carpenter	21-25 Carpenter	22-25 Digger or
37-48 Farmer	25-28 Builder	26-33 Bowyer and	Burrow-Builder
49-50 Fisherman	29-30 City Guardsman	Fletcher	26-45 Farmer
51-52 Fruitgrower	31-32 Cleric	34-39 Farmer	46-48 Fruitgrower
61 Herdsman	33-38 Farmer	40-45 Goldsmith and	49-50 Herdsman
62-67 Hunter	39-41 Fisherman	Jeweler	51-53 Hunter
68-71 Innkeeper	42-45 Glassblower	46-48 Herdsman	54-58 Innkeeper
72-77 Leatherworker	46-48 Goldsmith and	49-53 Hunter	59-60 Leatherworker
78-82 Miller	Jeweler	54-57 Leatherworker	61-64 Locksmith
83-84 Miner	49-52 Innkeeper	58-62 Locksmith	65-69 Miller
85 Physician	53-57 Leatherworker	63-64 Miller	70-73 Merchant
86-88 Potter	58-60 Locksmith	65-66 Merchant	74-76 Physician
89-90 Stonemason	61-65 Merchant	67-69 Pedagogue	77-80 Potter
91-93 Tailor	66-68 Pedagogue	70-71 Physician	81 Scribe
94-95 Tinker	69-70 Performing Artist	72-74 Potter	82-84 Silversmith
96-98 Weaver	71-73 Physician	75-78 Scribe	85-87 Tailor
99-00 -Special-	74-75 Potter	79-82 Tailor	88-89 Tinker
	76-77 Sailor	83-90 Weaver	90-95 Tobacconist
	78 Sail/Tent-maker	91-96 Ropemaker	96-98 Weaver
	79-80 Scribe	97-98 "Thinker"	99-00 -Special-
	81-82 Shipwright	99-00 -Special-	
	83-84 Stonemason		
	85-89 Tailor		
	90 Thief		
	91-95 Weaver		
	96-98 Worker in Paper		
	99-00 -Special-		

Dwarves

- Family 1 : Royal Family (Khazāk)
- Family 2 : Merchants (Mazuruk)
- Family 3 : Builders (Dūmar)
- Family 4 : Miners (Kharan)
- Family 5 : Armourers (Ran-Buruk)
- Family 6 : Soldiers (Barūkar)
- Family 7 : "Peasants" (Zaburtil)

Schooling : Roll 2+2D3, and add adjustments low for grade level (at most 8th grade).

Northerner	-2
Nimoleean or Nalmian city man	+2
Hobbit, Elf, or Half-Elf	+1
INT or WIS, per 2 above 13	+1
INT or WIS, per 2 below 8	-1

Languages learned (plus native tongue & Common Men learn Elvish in 6th - 8th grades
Elves & Half-Elves learn Orcish in 4th - 6th, and Gnome in 6th - 8th grade

Dwarves learn Gnome in 4th - 6th grades, and Kobold and Orcish in 6th - 8th

STRENGTH DEXTERITY CONSTITUTION
adjustments for all characters

Strength	HP	Dam	Weight Borne ¹	Opening Doors ²	Weight Roll & Offset ³
3-4	-2	-1	-150	1	2D8 9
5-6	-1	0	-100	1	2D6 7
7-8	0	0	-50	1-2	2D6 7
9-12	0	0	0	1-2	2D6 7
13-14	0	0	+50	1-2	2D6 7
15	+1	0	+100	1-2	2D4 5
16	+1	+1	+150	1-3	2D4 5
17	+2	+2	+300	1-4	2D3 4
18:01-50	+2	+3	+400	1-5	1D3 2
:51-75	+3	+3	+500	1-5	1D3 2
:76-90	+3	+4	+600	1-6 (1)	1D3 2
:91-99	+4	+4	+700	1-6 (1-2)	1D3 2
:00	+4	+4	+800	1-6 (1-3)	1D3 2

¹ See the encumbrance/movement tables under each race. Units of weight are tenths of a lb.

² Numbers in parentheses refer to doors on which a 'Hold Portal' spell is cast (p.33).

³ Optional: use this roll & offset instead of the usual. The female adjustment of -6 still applies. See Constitution below.

Dexterity	Firing Missiles ¹	To Be Hit ²
3	-5%	+20%
4	-5%	+15%
5	-5%	+10%
6	-5%	+5%
7-8	-5%	0
9-12	0	0
13-14	+5%	0
15	+5%	-5%
16	+5%	-10%
17	+5%	-15%
18:01-50	+5%	-20%
:51-75	+10%	-20%
:76-90	+10%	-25%
:91-99	+15%	-25%
:00	+20%	-30%

¹ This applies to the Contact roll only.

² This number is added to the attacker's 'To Hit' roll.

Constitution	HD adj. ¹	Weight Roll & Offset ²
3-4	-2	2D8 9
5-6	-1	2D6 7
7-14	0	2D6 7
15-16	+1	2D4 5
17	+2	2D3 4
18:01-50	+3	1D3 2
:51-75	+4	1D3 2
:76-90	+4	1D3 2
:91-99	+5	1D3 2
:00	+6	1D3 2

¹ This adjustment is added to every HD rolled, with the proviso that the adjusted roll not be reduced to 0 or less.

² If the optional roll is used for Strength, it must also be taken for Constitution, and vice versa. If the rolls would then differ, choose the greater of the two characteristics, and use the appropriate roll and offset. (The female adjustment still applies)

Dwarves are about 4 to 4½ ft. tall, have deep brown or earth-colored skin, weigh about 140 to 150 pounds, and come in three varieties - mountain, hill, and burrowing (known as Gnomes). They live to be about 250 years old, barring accidents. For height and weight, roll 3D6:

3	4	5	6-7	8-9	10-11	12-13	14-15	16	17	18
3'10"	3'11"	4'	4'1"	4'2"	4'3"	4'4"	4'5"	4'6"	4'7"	4'8"

then roll 2D6, subtract 7, and add that (-5 to 5) to the height roll:

up to 4	5-6	7-8	9-12	13-14	15-16	17 & up
130	135	140	145	150	155	160 (pounds).

Weight Borne	Move
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0- 499	9
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500- 749	6
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750-1000	3
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1000 is the maximum unadjusted encumbrance :
for adjustments, see the Strength effects table.
(Remember - 10 weight = 1 pound)

Because of their build, Dwarves are good wrestlers, but they are very sensitive about their height. It is an advantage against giants, trolls, ogres, and other large monsters since they only inflict ½ damage. Dwarves of 1st and 2nd level also inflict ½ damage on large monsters. Dwarves are basically Fighters with certain magical abilities. They know and love all things of the earth, are basically Good to Neutral, and appear in the game only as males.

Once a player has opted to be a Dwarf, 2 points may be added to his characteristics (i.e., 2 to Str, or 1 to Str and 1 to Con). A Dwarf may progress to 6th level as a Fighter (7th if 17 Str and 14 Con and Dex; 8th if 18 Str and 16 Con and Dex). Beyond whatever level is his maximum, he gains 1D4 hits per level instead of 1D8, or the 2 points per level normally gained beyond 9th level. Dwarves may work as both Fighters and Thieves (but not as Thieves only), dividing all experience earned evenly between the two classes (plus bonuses of course). Should a Dwarf work in two classes, he may not advance beyond 6th level as a Fighter, nor beyond 9th level as a Thief. They may only switch class during the course of an adventure (taking no more than 10 mêlée rounds to switch). If they are Thieving, they may wear only Leather armor and may not carry a shield. If working as both Fighter and Thief, they still take 8-sided Hit Dice, rolled as the Fighter goes up.

As a Thief a Dwarf gains certain ability bonuses :

- +5% picking locks
- +15% removing small traps
- +5% moving silently
- +5% hiding in shadows

Dwarves detect many things unseen by other eyes :

90% sloping passages (when in them)	80% fake metal/gems/jewelry
80% large traps (5' or less)	60% presence of metal/gems/jewelry
80% shifting walls (5' or less)	(at 20', with no intervening
80% moving rooms (when in them)	rock or heavy metal; including
90% new construction (on sight)	invisible and hidden)
60% secret doors (takes 1 min search)	

All of these work only underground.

Dwarves see with Infravision 60' in the dark.

Dwarves speak Gnome, Kobold, Goblin, Dwarvish (kept secret), and Common.

Dwarves' ST's .vs. magic are at +3.

Dwarves are especially good with Maces, Hammers, Battle Axes, and Tomahawks/Hand Axes, being +1 HP, +1 Dam. The only other weapons they may use are Daggers, Swords, Military Picks, Morning Stars, and all projectile weapons except Javelins, thrown Spears, Long Bows, and Composite Bows. Basically the other weapons are too long for them to use. Military Picks and Morning Stars are not useable until they attain 3rd level as a Fighter, while the others they can use are useable at 1st level.

ELVES

Elves are the Elves of Tolkien's Hobbit and Lord of the Rings books, not to mention Silmarillion. They are Immortal and instead of sleeping, they do something very like meditating at night. They often talk amongst themselves via a sort of short-range (maximum distance is 25 feet) ESP. This only works between Elves that have known each other for a year or more.

For height and weight roll 3D6:

3	4	5	6-7	8-9	10-11	12-13	14-15	16	17	18
5'6"	5'7"	5'8"	5'9"	5'10"	5'11"	6'	6'1"	6'2"	6'3"	6'4"

then roll 2D6, subtract 7, and add the result (-5 to +5) to the height roll:

up to 3	4	5	6-7	8-9	10-11	12-13	14-15	16	17	18	and up
110	115	120	125	130	135	140	145	150	155	160	(pounds).

Weight Borne	Move
--------------	------

0- 499	12
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500- 699	9
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700-1000	6
----------	---

1000 is the maximum unadjusted encumbrance allowed: for adjustments, see the Strength effectstable. (Remember, 10 weight equals one pound)

Elves may become any combination of Fighters, Mages (including Illusionists), or Thieves; except that they may not be both a Mage and an Illusionist. To work as a multiple class, all relevant prime requisites must be 14 or more. If working as a multiple class character, they may work only one class per adventure, the idea being that they must go home and meditate to change. Experience earned goes to whichever class earned it. An Elf may at any time add another class to his current set, so long as it is one of the allowed ones. Highest level they may attain in any class is 7th (8th if PR 17, 9th if PR 18). If running as a multiple class character, the character will have only those abilities of the class he is currently operating in, including Hit Dice.

As Thieves, Elves have certain bonuses:

- +5% picking pockets
- +10% moving silently
- +15% hiding in shadows

Elves see with Infravision up to 60' in the dark.

Elves are taught to speak Orcish, Gnomish, Elvish and Common.

Elves favor the sword, longbow and spear, and are +1 HP +1 dam with the sword, and +1 Con +1 Pen +1 dam with the longbow; if operating as Fighters or Thieves.

Elves have very keen eyesight, both day and night. Due to this, they are able to spot non-Magical 'secret' doors 50% of the time. To be able to spot one at all they must make a 1 minute search of the (10'x10') wall section.

Elves display a great tendency to attack Orcs on sight, unless it is very obviously suicidal, due to the fact that Orcs are perversions of Elves.

Not only are Elves Immortal, but they do not suffer from any kind of diseases either.

A cross-breed of Human and Elf (not necessarily $\frac{1}{2}$ and $\frac{1}{2}$), these quasi-mortal beings are very rare. They must choose to be either Mortal and Manlike or Immortal and Elflike, but this choice may be deferred until it would make a difference. It is assumed in the game that all the Half-Elves that there are in the world are adventurers.

For height and weight roll 3D6:

3	4	5	6-7	8-9	10-11	12-13	14-15	16	17	18
5'6"	5'7"	5'8"	5'9"	5'10"	5'11"	6'	6'1"	6'2"	6'3"	6'4"

then roll 2D6, subtract 7, and add the result (-5 to +5) to the height roll:

up to 4	5-6	7-8	9-12	13-14	15-16	17 and up	
120	125	130	135	140	145	150	(pounds).

Weight Borne	Move	
--------------	------	--

0- 499	12	
--------	----	--

500- 699	9	
----------	---	--

700-1000	6	
----------	---	--

1000 is the maximum unadjusted encumbrance; for adjustments, see the Strength effects table. (Remember, 10 weight is 1 pound)

Half-Elves may become any combination of Fighters, Mages (including Illusionists), or Thieves; except that they may not be both a Mage and an Illusionist. To work as a multiple class, all relevant prime requisites must be 14 or more. Highest level they may attain in any class is 6th (7th if 17 PR, 8th if 18 PR). If running as more than one class, they may freely switch class at any time, taking 10 minutes to do so. If running as a Fighter and something else, their Hit Dice are as if they were wholly Fighter; if running as a Thief and a mage of either kind, their Hit Dice are as if they were wholly Thief. If running as Fighter and something else, they may wear armor (not Plate) while not operating as a Fighter, but the GM will probably place some restrictions on the character as a result.

As they are raised and educated with the Elves, they are taught the same things, including languages: Elvish, Gnomish, Orcish, and the local Common.

Except as noted above, a Mortal Half-Elf functions as a Human, and an Immortal Half-Elf functions as an Elf.

Hobbits are the Hobbits of Tolkien's Hobbit and Lord of the Rings books. They are short and light, have large feet with curly-haired toes, and live to about 80 or 100 years. For height and weight, roll 3D6:

3	4	5	6	7	8-9	10-11	12-13	14	15	16	17	18
2'6"	2'7"	2'8"	2'9"	2'10"	2'11"	3'	3'1"	3'2"	3'3"	3'4"	3'5"	3'6"

then roll 2D6, subtract 7, and add the result (-5 to +5) to the height roll:

up to 4	5-6	7-8	9-12	13-14	15-16	17 and up	
60	65	70	75	80	85	90	(pounds).

Weight Borne Move

0- 249	9
250- 349	6
350- 450	3

450 is the maximum unadjusted encumbrance allowed; for adjustments, see the Strength effects table. (10 weight = 1 pound)

Hobbits prefer to stay away from 'Big People', that is Humans, and are generally Good in all that they do. One Hobbit will never attack another.

They may be either Fighters or Thieves, or they may run as both classes. Highest level they may attain as a Fighter is 4th, but they gain 1D4 hits from 5th to 9th level, and the regular 2 points per level thereafter, as if they could go up levels. There is no maximum level as a Thief. If working as both classes, they may freely switch class at any time, taking one minute to switch. If working as both classes, their Hit Dice are as if they were wholly Fighter.

Hobbits, due to their size, take and inflict only 1/2 hits from and on large creatures, such as Ogres or Giants. Also they can only ride ponies; and may only use Daggers, Short Swords, Tomahawks/Hand Axes, Stone Slings, Short Bows, or Light Crossbows (but they use all of them at first level).

Hobbits are +2 Contact, +2 Penetration with Bow or Crossbow; and +3 Contact, +3 Penetration, +1 Damage with a Stone Sling.

Hobbits are -2 to be hit in addition to any Dexterity bonuses.

Hobbits heal at double rate, and they get a Constitution bonus of equal value to that for Hit Dice (i.e., 15 Con gives one more hit per level per day).

Hobbits speak Hobbitish and the local Common; and a few know Elvish. Hobbits get certain bonuses as Thieves:

Locks	Traps	Pockets	Move Silently	Hiding	Listening
+10%	+5%	+5%	+10%	+10%	+1

All Hobbits Move Silently and Hide in Shadows automatically in the outdoors, and have the following chances otherwise:

Move Silently	Hide in Shadows	Listen
30%	20%	50%

If running as Thieves, they may only wear Leather armor, and in any event, no Hobbit will wear Plate.

Men are basically Men as we know them - i.e. us - living to about 60 or 70 years. For height and weight roll 3D6:

3	4	5	6	7	8	9	10-11	12	13	14	15	16	17+
5'2"	5'4"	5'6"	5'7"	5'8"	5'9"	5'10"	5'11"	5'6"	6'1"	6'2"	6'3"	6'4"	6'5"

then roll 2D6, subtract 7 and add the result (-5 to +5) to the height roll:

up to 4	5	6	7	8	9	10-11	12	13	14	15	16	17	18	and up
135	140	145	150	155	160	165	170	175	180	185	190	195	200	

Weight Borne	Move
0- 499	12
500- 749	9
750-1000	6

1000 is the maximum unadjusted encumbrance allowed; for adjustments see the Strength effects table.

Men are the shortest lived of all of the races. They are also more gregarious and outgoing than the others, thus gaining +2 on first impression reaction dice. Civilized Men, being more in control of themselves, are +1 morale. Men are very versatile and keen, thus their advancement in the adventuring occupations is unlimited except by age or death; and furthermore they may change occupation.

Only Men are able to get premonitions from God just as only they may become Clerics. Human MU's attempting higher plane contacts get +5% veracity, -5% insanity chances. Only Human MU's may have homunculi. Only Men are able to be better horsemen, and only Men get the 'Turning Undead' modification, both on the 'Swanson table'.

Finally, only Men may be Clerics, Druids, Barbarians, Paladins, Monks, and Rangers.

Note that Common is the language of Men in the area.

CLERICS CHARACTER CLASS

Clerics are priests of the Church, and are able to use certain spells and certain weapons as part of their duties. They may use weapons which do not directly spill blood - i.e., blunt weapons (maces, hammers, stone slings, and quarterstaves). They may wear armor and carry shields although plate armor or a shield make it difficult to conjure a spell.

Only Human males may become Clerics, for theological reasons. Their PR is Wisdom, but has no other direct effect. For hits sustainable, roll a 6-sided die as each level is attained, taking the sum, until 8th level, after which add 1 point per level.

Clerical spells are in the language of Magic, and are granted by God as levels are attained. The idea is that as the Cleric understands more of God's way he is given more power to use for Good. Occasionally God, i.e. the GM, may wish to quest a Cleric to do something before attaining the next level. Because their spells are God-given they neither need nor use books of spells. Spells are short spoken incantations with a certain amount of manual conjuration, and a final 'Word of Command' or 'Word of Power'. If this word is not spoken, the spell is not cast.

Since Clerics work in the service of Good, they have a certain power over Evil. As part of this they are able to 'exorcise' Undead of various kinds (see next page). In addition to their powers of healing and contacting God dealt with in the spells, they have a $(5 \times L)\%$ chance of detecting Evil with positive God-given knowledge (L is the Cleric's level). The Cleric must be familiar with the situation, person, or event.

Even Clerics may sin, but those who do so consistently may fall from grace. A Cleric who does fall from grace loses all spells and other abilities; and should he later redeem himself, he would regain all levels but one - i.e., a 5th level Cleric would return as a 4th level.

The SP's that a Cleric has are used up as he throws spells. SP's used regenerate after a good night's sleep, defined as follows:

<u>CON</u>	<u>Hours</u>
3-4	10
5-8	9
9-12	8
13-16	7
17-18	6

Fractional sleeping gives fractional recovery.

Actual conjuring takes 1 mêlée round per spell level, and 'burning' the recharge cost takes 1 mêlée round, which directly follows the last round of conjuring, and during which the Cleric does nothing. Even if there is no recharge cost, the Cleric needs such a 1 mêlée round rest after each spell. If the Cleric has enough SP's to throw a spell, but not enough to do the recharge, he may still throw the spell, and must also still rest 1 round. In addition, he will have as many fewer SP's the next day as he was deficient on the day that he threw the spell: if he needed 5 to recharge and had 2, he will have 3 fewer SP's the next day.

CLERICS : TABLES

Wisdom	Experience
3-6	-10%
7-8	-5%
9-12	0
13-14	+5%
15-18	+10%

Undead Type	Level	Cleric's Level							
		1	2	3	4	5	6	7	8 ⁺
Skeletons	1	7	T	T	D	D	D	D	D
Zombies	2	9	7	T	T	D	D	D	D
Ghouls	3	11	9	7	T	T	D	D	D
Wights	4	-	11	9	7	T	T	D	D
Wraiths	5	-	-	11	9	7	T	T	D
Mummies	6	-	-	-	11	9	7	T	T
Spectres	7	-	-	-	-	11	9	7	T
Vampires	8	-	-	-	-	-	11	9	7

D - Cleric destroys 2D6

T - Cleric turns away 2D6 for 1 hour to 240'

- If Cleric meets or exceeds this on 2D6, go to T

Level	Experience	Maximum Spell Level Available
1 Novice	0	1
2 Vicar	1500	1
3 Curate	3000	2
4 Sexton	6000	2
5 Deacon	12000	3
6 Priest	25000	3
7 Bishop	50000	4
8 Arch-Bishop	100000	4
9	200000	5
10	300000	6
11	400000	6
12	500000	6
13	600000	7
14	700000	7
15	800000	7
16	900000	7
17 Cardinal Deacon	1000000	7
18 Cardinal Priest	1100000	7
19 Cardinal Bishop	1200000	7
20 Pope	1300000	7

$$SP = L_C \times (\text{Str} + \text{Con} + \text{Wis})/3$$

Spells indicated with a * may be reversed, but an excessive and uncalled-for use of such reversals is frowned upon by God. That is to say, an excessive use may cause a fall from grace.

For all the spell descriptions, the following applies:

Spell Name (d,a,t i,c,r)CHR : Spell descriptions.

Where d = maximum distance castable, in 10's of feet
 a = max area affected in 10's of feet (usually given as a radius)
 t = maximum duration in minutes
 i = initial or casting cost in SP's
 c = continuation cost, if any, for every minute after the first up to the max
 r = recharge cost, if any, 'burnt' the mêlée round after the last conjuring round
 CHR is the characteristic upon which to make the ST, if any

CLERICAL SPELLS

LEVEL 1

- *Cure Light Wounds (-, 4, 2) : Cures 1+1D6 hits instantaneously upon laying hands on the recipient. Stops bleeding; does not cure critical hits. (Reverse has CON ST and range 3)
- Detect Magic (,6,2 1,1,) : Receives, as if by radar, magical emanations from Magic Items, ensorcelled things and the like. Blocked by intervening heavy metals. Caster can not do anything else while detecting.
- *Light (9,3,L+12 4,,1) : A light equivalent to a bright lantern is generated, which illuminates a circle of 30 feet. It can be seen much further.
- Protection I (,12 2,½,) : Protects the cleric from all attacks by enchanted monsters. Also improves ST's and AC by 1, which improvement is not cumulative with other magical protective devices.
- *Purify Food and Water (1,1, 2,,1) : Counters spoilage of and neutralizes poison in food and water in amounts up to enough for 14 person-days.
- Read Magic (,2 1,1,) : Allows understanding of spells (on scrolls) which the cleric could not normally understand due to being lower level than necessary.

LEVEL 2

- *Bless (2,2,6 4,,3) : Recipients are +1 morale, +1 HP, +1 ST. If cast into mêlée, will affect both sides equally. (Reverse allows INT ST)
- Find Traps (,3,2 2,1,) : Detects, as if by radar, all traps within 30'.
- Hold Person (18,2,9 12,,6)INT : Charms, i.e. brings under the mental control of the caster, 1D4 intelligent mammalian humanoids. If cast at a single person, he is at -2 ST. A cleric may have at most one successful Hold running at a time, and attempting to cast another Hold while the first is 'on' will result in the first one being broken. The Cleric may release the Hold at any time.
- Snake Charm (6,6,3 4,,4)CON : One level of snakes per level of the cleric may be charmed (i.e., a C5 could charm 1 SHD snake, or 5 IHD snakes). A cleric may have many Snake Charms on at a time, and may release any of them at any time.
- Silence (18,1,12 8,2,) : All noise within 10 feet of the target of the spell is cancelled.
- Speak to Animals (,3,6 4,,)CON : All unintelligent animals within 30' of the cleric will understand what he says (if they can hear him); can reply within their power; and will never attack the cleric's party.

CLERICAL SPELLS

LEVEL 3

*Continual Light (12,12,- 12,,4) : A light equivalent to full daylight illuminating a circle of 120 feet radius. It can be seen much further. Lasts until dispelled.

*Cure Disease (-,, 5,,6) : Cures any one disease instantaneously upon laying hands on the recipient. (Reverse has range 3 and CON ST)

Locate Object (,L+9, 4,,) : Locates a specific, well-known object as to direction but not distance, so long as it is within range.

Prayer (3,2,1 10,,4) : Improves ST of those upon whom it is cast by $1 + \lfloor (L_C - 1) \div 5 \rfloor$. Successive castings are non-cumulative.

*Remove Curse (1,, 6,,7) : Removes one curse acquired by any means. (Reverse may allow ST if applicable)

Speak with Dead (8,,8) : The cleric asks 3 questions, then gets his three answers.

<u>Level</u>	<u>Time since death</u>
5-7	up to 1 month
8-14	up to 4 months
15-19	up to 1 year
20	no limit

LEVEL 4

Create Water (1,, 20,,) : Creates $(16 \times 2 \times (1 + 0 \lfloor L_C - 8 \rfloor))$ gallons of pure water in any container within range. If the container is too small, it will overflow, and if no container is specified, the water will appear as a puddle.

*Cure Serious Wounds (-,, 12,,6) : Cures $2 + 2D6$ hits instantaneously upon laying hands on the recipient, and stops bleeding. This will also cure critical hits. (Reverse has CON ST and range 3)

Neutralize Poison (1,, 12,,8) : Removes all poisons from any one object, but not from someone who has been poisoned.

Protection II (,1,12 8,2,) : Protects caster and all those within 10' of him from all attacks by enchanted monsters. Also improves ST's and AC by 1, which improvement is not cumulative with other magical protective devices.

Speak to Plants (,3,6 8,,) : All plants within 30' of the Cleric will understand what he says (if they can hear him); can reply within their power; and will never attack the cleric's party.

Sticks to Snakes (1,12,6 20,,5) : Cleric transforms $2D8$ sticks within 10' of him into snakes, which he can control up to 120 feet away. They are $(L_C - 6)$ HD, and have a $(L_C \times 10)\%$ chance of being of a poisonous type.

LEVEL 5

- Commune (, 30,,) : Once a week (on the Sabbath) this spell may be used to ask God (=GM here) 3 yes/no questions. On Easter 6 questions may be asked.
- Create Food (1,, 45,,) : Creates $(12 \times 2 * (0 L_C - 8))$ person-days of food in the form of manna (sweet unleavened bread) in a specified container, or on the floor or table.
- Dispell Evil (12,3,- 20,,5) : Dispells an evil person or thing: if a person he is banished one mile from the dispelling location for 8 hours; if a spell, its effects are negated. Chance of success is L_C / L_E where L_C is the Cleric's level, and L_E is the level of the evil.
- Insect Plague (48,30,- 20,,15) : Calls forth those insects within 880 feet to form a cloud which reduces vision to 10 feet and routs those of L3 or less. It takes one minute to form and can be controlled by the caster up to 480 feet away. It lasts one day.
- Quest (1,- 8,,7) : The recipient is compelled to do some deed for the Cleric; and should he attempt to resist, the curse specified in the spell begins to take effect. Lasts till the quest is completed, or recipient dies.
- Spiritual Healing (1,, 40,,10) : Cures the effects of any Undead, except physical damage done by weapons.

LEVEL 6

- Animate Objects (6,3,6 23,,7) : Animates a number of objects inversely proportional to their size, which will do the Cleric's bidding as is within their power. Size is by volume, and largest possible is twice man-sized.
- Barrier (6,1 $\frac{1}{2}$,12 40,5,30) : Creates a visible wall-like barrier enclosing the area which does 7D10 hits to anyone attempting to cross it.
- Conjure Animals (3,,10 18,,5) : Conjures (i.e., creates) one large, 3 medium, or 6 small animals which will serve and obey the Cleric for 10 minutes, after which they disappear tracelessly.
- Find the Path (,- 15,,8) : Allows the Cleric to know any specified type of path from where he is to safety of any specified type. The knowledge is used up as the path is traversed, but will last until so traversed.
- Sanctuary Recall (, 18,,) : Transports the Cleric and accoutrements back to a pre-designated sanctuary (i.e., Church). The designated sanctuary may be changed at most once a month.
- Speak to All (,,10 12,,) : Allows the understanding and use of the speech of any speaking creature.

LEVEL 7

- Aerial Servant (40,,10) : Summons an invisible creature (STR 22, can carry 500 pounds, moves 220) whose purpose is to bring the cleric anything he desires. It will not fight to do so, but will attempt to simply carry it off by force. If unable to do so, it becomes insane and attacks the cleric.
- Control Weather (-, -, 35,,20) : Changes the local (2 mile radius) weather to some specific type, which proceeds thence normally.
- Earthquake (-, -,10 40,,50) : Causes an earthquake around the cleric whose radius is $90+15x(L_C-13)$ feet, and which lasts for 10 minutes. One-sixth of the creatures (other than the cleric) in the area fall into crevasses thereby created, and are killed.
- Holy Word (,3, 50,,45) : Kills those of up to 4th level; stuns those of 5th to 8th level for 2D10 minutes (equivalent to being reduced to 0 HP); and deafens those of 9th to 12th level for 1D6 minutes (-2 HProb, +2 to be hit, 50% of spells misfire).
- Part Water (24,4,- 20,5,10) : Parts water to a depth of $20+10x(L_C-14)$ feet for $12+6x(L_C-14)$ minutes.
- Symbol (1,, 25,,10) : Inscribes a rune with one of the following effects on any passers-by who are of hostile intent toward the caster: Fear, Discord, Sleep, Stun, Insanity (thus there are 5 different symbols available). Symbols of Stun and Insanity have a 'charge' in them which is sufficient to affect 100 levels of creatures. Fear will cause flight, a 50% chance of dropping anything in the hands, and lasts till the Symbol is out of sight. Discord lasts as long as those affected are within sight. Sleep is as natural, deep sleep. Stun is equivalent to being reduced to 0 HP, and lasts for 5 minutes. Insan- also has the effect of reducing WIS to 3, and lasts until dispelled or cured by Dispell Magic, Remove Curse, or Cure Serious Wounds. The Symbol may be removed by the caster or another cleric at least one level higher, by means of a reversed Symbol spell.

DRUIDS : CLERICS SUBCLASS

Druids are a type of cleric serving as priests and priestesses of Nature, to which they are closely attuned. Their holy symbol is mistletoe, which is used in their spells, and which is consumed by spells involving cures, weather or lightning. How well it is gathered influences its effectiveness in spells. The best mistletoe is that gathered on Midsummer's Eve, cut with their golden sickle and caught in their golden bowl. Druids start out equipped with both bowl and sickle. Each Druid must gather his or her own mistletoe.

Their PR is Wisdom, but they are further required to have a minimum of 13 Wisdom and 14 Charisma. Only humans may become Druids.

Druids differ from clerics of the Church in that they can not turn or dispel Undead of any kind.

Druids ST's versus anything involving fire are better by 2.

Druids fight as well as clerics of the Church, but they use different weapons. The weapons they may use are: daggers, sickle/crescent-shaped swords, spears/pikes, quarterstaves, or slings. Druids will wear only leather armor, and use only shields made of wood or leather. Excepting those listed above, Druids will not use any metallic objects, and prefer those that they do use to be alloys of Copper, Silver or Gold (e.g., Bronze). They especially dislike ferrous metals (which includes also mithril, aka platinum).

Druids do not use any form of written magic.

Druids, being priests of Nature, seek to protect it, especially trees, punishing those who destroy or desecrate it. They themselves will refrain from harming any part of Nature, no matter what the result is in personal terms.

At 2nd level Druids are able to identify plants, animals, and pure water. They are also able to pass quickly and easily through difficult growth and underbrush.

At 5th level, they start to learn the following languages, one per level, which will be learned by the time the next level is attained: Pixie, Nixie, Dryad, Entish, Hill Giant, Elvish, Centaur, Manticore, and Green Dragon.

At 6th level Druids are able to shape change 3 times a day once each to a bird, mammal, and reptile; in the process they lose 10x1D6 % of any damage sustained while in the previous form, whatever that form was. They are also unaffected by the Charms of Nixies, Dryads, and any similar creatures.

There are only 4 11th level Druids, only 2 12th level Druids, only 1 13th level Druid, and none above 13th level. If any character gains the necessary experience to advance into one of these levels, they must create or await a vacancy before actually attaining to that level. Abilities accrue with experience, not promotion. No level may be skipped. The loser of any duel loses all experience but the minimum required for the level just below that in question. The great Goddess Nature will guide the aspiring Druid to his opponent.

Wisdom	Experience
13-14	+5%
15-18	+10%

Level	Experience	Maximum Spell Level Available
1 Aspirant	0	1
2 Initiate of the 1st Mystery	2000	2
3	4000	2
4 Initiate of the 2nd Mystery	7500	3
5	12000	3
6	20000	3
7 Initiate of the 3rd Mystery	40000	4
8	60000	4
9	90000	4
10 Initiate of the 4th Mystery	125000	5
11 The 4 Druids	200000	6
12 The 2 Arch-Druids	400000	7
13 The Great Druid	800000	7

$$SP = L_D \times (Str + Con + Wis)/3$$

Spells indicated with a '*' may be reversed at will.

For all the spell descriptions, the following applies:

Spell Name (d,a,t i,c,r)CHR : Spell descriptions.

- Where
- d = maximum distance castable, in 10's of feet
 - a = max area affected in 10's of feet (usually given as a radius)
 - t = maximum duration in minutes
 - i = initial or casting cost in SP's
 - c = continuation cost, if any, for every minute after the first up to the max
 - r = recharge cost, if any, 'burnt' the m  lee round after the last conjuring round
- CHR is the characteristic upon which to make the ST, if any

LEVEL 1

- Detect Magic (,6,2 1,1,) : Receives, as if by radar, magical emanations from Magic Items, ensorcelled things and the like. The Druid can not do anything else while detecting. Emanations are blocked by heavy metals (e.g., Gold, lead).
- Detect Snares and Pits (,3,6x(L+1) 1,,) : Detects, as if by radar, all snares and pits within 30 feet of the Druid.
- Farie Fire (6,-,10 3,,) : A bluish glow limns the object of the spell up to $L_D \times 10$ square feet in area, where L_D is as usual the level of the Druid.
- Locate Animals (,L+6, 2,,) : Locates all occurrences of a given type of animal within range as to direction, but not distance. The type of animal need not be named, but must be specified exactly.
- Predict Weather (,-,- 2,,1) : Predicts weather for the next 12 hours with 95% accuracy in an area of $L_D \times 2$ square miles around the Druid.
- Purify Water (1,1, 2,,1) : Purifies 32 gallons of water.

LEVEL 2

- *Cure Light Wounds (-,, 4,,2) : Cures 1+1D6 hits instantaneously upon laying hands on the recipient. (Reverse has CON ST and range 3)
- Create Water (1,, 8,,4) : Creates $(16 \times 2 \times (1 + 0 \lceil L_D - 8 \rceil))$ gallons of pure water in any container within range. If the container is too small, it will overflow, and if no container is specified, the water will appear as a puddle.
- Heat Metal (3,,4 6,1,2) : Heats an object made of any ferrous metal (Group VII of the periodic chart) and alloys thereof, up to $L_D \times 20$ pounds weight. If the object weighs more than the Druid can handle, part of it, of the appropriate weight, is heated. Intensity of heat is directly proportional to the percentage of ferrous metal in the alloy. For 100% ferrous metal, $\frac{1}{2}$ fire damage is taken on the 6th mr of heating, and every mr thereafter. The metal heats up gradually, so there will be some effect before the 6th mr.
- Locate Plants (,L+6, 4,,) : Locates all occurrences of a given type of plant within range as to direction, but not distance. The type of plant need not be named, but must be specified exactly.
- Obscurement (,-,L 4,1,) : Causes a misty cloud $L_D \times 100$ cubic feet in volume to form about the Druid.
- Produce Flame (,,2xL 5,1,) : Produces a bright lantern-like flame in the Druid's palm. Can ignite things, and can be thrown up to 30 feet. Can be extinguished at will, until thrown.
- Speak with Animals (,3,6 3,,) : All animals within 30 feet will understand what the Druid says (if they can hear him), can reply, and will never attack his party.
- Warp Wood (6,, 6,,1) : Druid warps about $L_D \times 3'$ of shafts or planks permanently.

LEVEL 3

- all Lightning (36,, 15,,4) : Calls a bolt of lightning out of storm clouds, which does (L_D+8)D6 hits. Maximum frequency is one every 10 minutes.
- *Cure Disease (-,, 10,,6) : Cures any disease instantaneously upon laying hands on the recipient. (Reverse has CON ST and range 3)
- Hold Animal (6,L+1 12,,6)CON : Holds (charms) 1D4 animals of any type; if cast at one, ST is at -2. Largest mammal affectable is $L_D \times 200$ pounds, $\frac{1}{2}$ that for others.
- Neutralize Poison (1,, 9,,6) : Removes poisons from any one object (potion, arrow-head), but does not affect someone who has been poisoned.
- Plant Growth (12,3,- 9,,2) : Causes plants (including trees) to grow so as to make the affected area impassable. Lasts till dispelled.
- Protection from Fire (3,,L+3 6,,) : When cast on other than the Druid himself, this confers immunity from basic fire (i.e., fire, Pyrotechnics fire, Druid's Flames, and Wall of Fire), and improves ST's vs magical fire by 2, and subtracts 10% from their damage. When cast on the caster, confers total immunity from all fire, but is dispelled by the first attack of magical fire.
- Pyrotechnics (24,1,6 8,,4) : Creates flashing, firey lights or a lot of smoke from a normal fire, which is consumed by the spell. Magnitude of effects depends on the size of the fire used.
- Water-Breathing (3,- 6,1,) : Enables the recipient to breathe O_2 dissolved in water. This ability lasts for 8 hours unless sooner dispelled.

LEVEL 4

- Animal Summoning I (9,10 17,,3) : Summons one animal of large size, 1D3 of medium size, or 1D6 of small size, from the local (90 foot range) area.
- Control Temperature (1,L+3 10,,2) : Alters temperature by up to $\pm 50^\circ F$.
- *Cure Serious Wounds (-,, 12,,6) : Cures 2+2D6 hits instantaneously upon laying hands on the recipient, and cures critical hits. (Reverse has CON ST and range 3)
- Dispell Magic (12,1, 8,,12) : Dispells magic spells as they are being cast, or those on something, with a chance of L_D/L_C (where L_D is dispeller's level, L_C caster's).
- Hallucinatory Forest (6,- 7,,5) : All but Druids, Ents, or other magical forest creatures will believe that there is a forest of $L_D \times 900$ square feet, till dispelled.
- Insect Plague (48,60,- 14,,10) : Summons all insects within a $\frac{1}{2}$ mile to form a cloud which reduces vision to 10 feet and routs those of L3 or less. It takes 1 minute to form, lasts 1 day, and can be controlled up to 480 feet away.
- Plant Door (-,L+3 10,,5) : Makes a 3'x6'x100' path through forest open to any Druid. The caster may remain inside any oaks along this path.
- Reduce/Extinguish Fire (3,1 $\frac{1}{2}$,1 10,3,) : Affects only normal fire, up to 36 square feet.
- Protection from Lightning (3,,L+6 10,,) : Gives complete immunity from all electrical attacks, but the first such attack dispells the spell.
- Speak to Plants (3,6 8,,) : All plants within the affected area that can hear the Druid will respond to, and obey, him insofar as they are able.

LEVEL 5.

- Animal Growth (12,2,15 16,,8) : Causes 1D6 animals to grow to giant size with proportionate attack and defense capabilities.
- Animal Summoning II (,5,10 30,,10) : Summons 1D2 large animals, 1D6 medium-sized animals, or 2D6 small animals, which will serve for 10 minutes. Will only summon those animals in the area, and Druid specifies size category.
- Anti-Plant Shell (,1,12 10,1,2) : Protects the Druid from all attacks by plants, being impenetrable by them.
- Commune with Nature (20,,20) : Once a week, the Druid may ask 3 yes/no questions of Mother Nature. At the Solstices and Equinoxes 6 questions may be asked.
- Control Winds (,-,L+6 20,4,8) : Controls intensity and direction of winds in the local area (within $240 \times (L_D - 7)$ feet of Druid). Higher level Druids may offset the spell.
- Hold Plant (L+3,,L+6 20,,10) : Charms plants: if cast at an area (radius=30 feet) it affects small plants, but may be cast at a specific large plant.
- Rock/Mud Transmutation (12,3, 17,,9) : Turns earth, sand or rock to mud, or mud to rock. Mud in the sun will eventually dry out, becoming dirt.
- Sticks to Snakes (1,12,6 16,,) : Druid turns 2D8 nearby sticks into snakes, which may be poisonous or not as he wishes, and which he controls up to 120 feet away.
- Tree Transport (,-, 12,,4) : The Druid can travel from a nearby tree (10 feet) to one of the same species within range that he knows of. Maximum ranges are: Ash, Rowan, Elm, or Oak - 1600 feet, other deciduous trees - 1200 feet, all others - 800 feet. Both trees must be alive.
- Wall of Fire (6,-,* 5,2,10) : Creates a wall 6" thick whose maximum surface area is 1500 feet. The wall is opaque, immovable, impassable, and does fire damage to those attempting a crossing. Cancelled by a like-dimensioned Wall of Ice. Lasts only so long as the caster concentrates on it.

LEVEL 6

- Animal Summoning III (,9,10 20,,15) : Summons 1D4 large animals, 2D6 medium-sized animals, or 4D6 of small size, which will serve for 10 minutes. Will summon only those animals in the area, and Druid specifies size category.
- Anti-Animal Shell (,1,L+3 15,2,5) : Protects the Druid from all attacks by animals (but not magical creatures), being impenetrable by them.
- Conjure Fire Elemental (,24,* 30,4,8) : Conjures a living flame (10% chance of double strength) of 16 HD, which moves 44, has STR 22, and is under the control of the caster. If control is lost, the flame disappears.
- Feeblemind (24,,- 20,,12)INT : Works only on MUs, and their ST is worsened by 4. If save is failed, MU cannot cast spells, but is otherwise unharmed, till dispelled.
- Finger of Death (12,, 20,,12)CON : If save is failed, recipient is dead.
- Plant Transport (,144, 35,,10) : Druid may enter any nearby plant other than a tree, and may either remain within or attempt to transport to another plant of the same species within range. If the transport fails, the Druid may remain in the plant. Both plants must be alive.
- Turn Wood (2xL,-,L+1 24,,5) : Sets a wall of force, extending 60 feet to either side of the Druid, and is 15 feet high, moving away from him. It pushes all wood items irresistably along before it. Wall moves at 4, up to $L_D \times 20$ feet away.
- Weather Summoning (,-, 25,,10) : Within a 5-mile radius of the Druid, any sort of weather may be produced, which proceeds thence normally. Extreme weather may only be summoned by Druids of the 11th level or higher. There is a delay of $(3+(5D6)-L_D) \times 10$ minutes before full effects, and 30 minutes before first effects.

DRUIDIC SPELLS

LEVEL 7

animate Rock (6,,6 35,5,10) : Up to $2xL_D$ cubic feet of rock may be animated, and will obey the Druid 70% of the time. Movement is about 2 to 4, and is inversely proportional to size, and directly dependant on how 'mobile-looking' the piece of rock was.

Confusion (12,4,12 20,5,)INT : Will confuse $L_D + 8 + 2D6$ creatures for as many minutes as the spell is on, using the following tables (rolling each mr):

<u>Creature Level</u>	<u>Delay in mr</u>	<u>Roll ST?</u>	<u>Roll for each creature's reaction</u>
1-2	0	no	2D6 : 2-5 attack enemy
3	0f(1D12)- L_D	no	6-8 do nothing
4+	0f(1D12)- L_D	yes	9-12 attack selves

Conjure Earth Elemental (,24,* 35,6,10) : Conjures a living rock of 16 HD, which moves 22, has STR 25, and is under the control of the caster. If control is lost, the rock disappears.

Control Weather (,-, 35,,20) : Changes the local (3 mile radius) weather to some specific type, which proceeds thence normally.

Creeping Doom (24,18 20,,10) : Calls up a horde of deadly insects from within 120 feet, which takes 1 minute to gather, and which can be controlled by the caster up to 240 feet away.

*Fire Storm (4,-,1 30,,10) : Creates a magical fire storm of from 30 to $30xL_D$ square feet, which will do fire damage to all within, and will ignite any combustibles therein. Reverse will extinguish normal fires up to twice that size; and will extinguish magical fires of up to the size of the fire storm, with a $5xL_D\%$ chance.

Metal to Wood (6,-, 35,,10) : Permanently changes metal to some type of wood, The weight of wood changeable is $5xL_D$ pounds, area changeable is 10 square feet. Druid specifies type of wood to be produced.

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FIGHTERS CHARACTER CLASS

Fighters do just what their name implies, and, while it is not too difficult to simply swing a sword about, only fighters are able to fully employ the whole armoury of weaponry available. Just about anyone can become a fighter, and in particular Dwarves, Elves, Half-Elves, Hobbits, and Men may do so. Only men may become Barbarians, Paladins, or Rangers. (Men may also become Ranger-Paladins, if they meet the qualifications for both halves.)

Strength is a fighter's prime requisite, also giving fighting bonuses; and fighters also gain advantages from high Dexterity. For hits sustainable, roll an 8-sided die as each level is attained, taking the sum, until 9th level, after which add 2 points per level.

Fighters' tools of their trade are Armor & Shields and the various weapons; available from Armourers and Blacksmiths respectively. Note that sizing is important in armor. The weapons a fighter may use increases with his level as indicated in the table.

FIGHTERS : TABLES

Strength	HP	Dam	Weight Borne ¹	Opening Doors ²	Exp.
3-4	-2	-1	-150	1	-10%
5-6	-1	0	-100	1	-10%
7-8	0	0	-50	1-2	-5%
9-12	0	0	0	1-2	0
13-14	0	0	+50	1-2	+5%
15	+1	0	+100	1-2	+10%
16	+1	+1	+150	1-3	+10%
17	+2	+2	+300	1-4	+10%
18:01-50	+2	+3	+400	1-5	+10%
:51-75	+3	+3	+500	1-5	+10%
:76-90	+3	+4	+600	1-6 (1)	+10%
:91-99	+4	+4	+700	1-6 (1-2)	+10%
:00	+4	+4	+800	1-6 (1-3)	+10%

¹ See the encumbrance/movement tables under each race. Units of weight are tenths of a pound.

² Numbers in parentheses refer to doors on which a Hold Portal spell (p.33) is cast.

Dexterity	Missiles ¹	To Be Hit ²
3	-5%	+20%
4	-5%	+15%
5	-5%	+10%
6	-5%	+5%
7-8	-5%	0
9-12	0	0
13-14	+5%	0
15	+5%	-5%
16	+5%	-10%
17	+5%	-15%
18:01-50	+5%	-20%
:51-75	+10%	-20%
:76-90	+10%	-25%
:91-99	+15%	-25%
:00	+20%	-30%

¹ This applies to the Contact roll only.

² This number is added to the attacker's 'To Hit' roll.

Level	Experience	Weapon Group
1 Fighter	0	1
2	2000	
3	4000	1+2
4	8000	
5 Captain	16000	1+2+3
6	32000	
7	50000	
8	100000	
9	200000	
10 Duke	300000	

Human, Elf, Half-Elf:

Group 1: Dagger, Hammer, Tomahawk, Mace, Sword, Spear/Pike, All projectiles

Group 2: Battle Axe, Military Pick, Morning Star

Group 3: Flail, Halberd/Pole Arms, Lance, Two-Handed Sword

Hobbit:

Group 1: Dagger, Short Sword, Tomahawk, Sling, Short Bow, Light Crossbow

Group 2 & 3: empty.

Dwarf:

Group 1: Dagger, Hammer, Tomahawk, Mace, Sword, Battle Axe, Short Bow, Horse Bow, Crossbows, Sling

Group 2: Military Pick, Morning Star

Group 3: empty.

Barbarians are just exactly that, and are men from the barbarous North. They are more inured to everyday hardship and tend to be more versatile and less specialized than civilized men. They also tend to be emotional and headstrong, not to mention quite superstitious. Except as hereinafter noted, Barbarians function as fighters.

Barbarians use Group 1 & 2 weapons at first level, and all by third level. For hits sustainable, roll 2+1D8 at first level, and 1D10 as each level is attained thereafter until 9th level, taking the sum, after which add 2 points per level. Barbarians are Neutral at best, but may be of any alignment. All 6 characteristics must be 10 or more (or 5 must be 11 or more, where the other must be one of Int, Wis, or Cha).

There is a 1/6th chance per battle that a Barbarian will go berserk, exerting every effort short of using weapons on his own party to get into battle, and retreating only if he suffers more than 1/2 his hits sustainable when he entered the battle. The berserk chance is checked as soon as either party takes any hostile action, not including threats or insults. For berserk Barbarians:

Level	HP	Damage	Reverse Attack
1-3	+1	+1	1/8
4-6	+1	+2	1/12
7+	+2	+2	1/20

Should the Barbarian retreat due to wounds, the HP and damage bonuses become minuses. The reverse attack is checked if the Barbarian or his party retreats, or if all enemies have defeated or routed.

Barbarians tend to flee in terror when confronted with Undead of higher level than themselves. If the Undead's level exceeds the Barbarian's by 6 or more, the terror is automatic; if the difference is less than that the chance is 1/6 of the difference. A 2nd level Barbarian will never flee from Skeletons or Zombies, will always flee from Vampires, and has a 4/6 chance of fleeing from Spectres (if the named Undead are of 1/2, 1, 8, and 6 HD respectively).

Barbarians are +1 hearing and auditory discrimination.

Barbarians fire all projectiles at +1 Con +1 Pen, and Battle Axes at +2 +2.

Barbarians are generally +2 morale, except when confronted with Magic, Undead, or creatures which can turn one to stone, in which case they are -1.

Barbarians are +2 ST vs poison and magic, and +1 vs paralysis of any kind.

Barbarians will only use Magic items which are Fighter's weapons.

Barbarians have a certain chance of removing traps, picking locks, moving silently, and hiding in shadows:

Dexterity	Chance per Level
3-8	1%
9-12	2%
13-14	3%

They may attempt to hide in shadows or move silently only if attired in leather armor and not carrying a shield.

Barbarians are generally less easily surprised in the outdoors:

Level	Chance
1-5	1/4
6-9	1/6
10+	1/8

Barbarians also track well in the outdoors: 45% - 10% per day old the tracks are.

Barbarians may not get along with each other, due either to personal or tribal differences. For each pair of Barbarians, there is a one time roll to determine if this is the case - the chance is 1/3. If they don't get along, they will refuse to be in the same party.

Being from uncivilized lands, Barbarians don't speak the language of Nimolee very well, but they do speak their own barbarous tongue.

FIGHTERS SUBCLASS : PALADINS

Paladins are members of an order founded in AD 1798 by Pope Julius II in response to a massive arousal of evil from the barrier ranges, and they have certain God-given powers to aid them in their combat of evil. The order is open only to Human males with a Charisma of 17 or more, a Wisdom of 12 or more, and a Strength of 13 or more. If a Paladin does not remain strictly Good in all that he does, he loses all God-given powers and abilities.

Paladins' 5 God-given powers and abilities are:

- They may lay on hands once a day, and cure $L_p \times 2$ hits on others.
- Their STs are 2 better vs everything.
- They may also lay on hands and cure disease in others. They cure one type of disease per 3 levels (1st to 3rd cure one, 4th to 6th levels cure two diseases), and the type of disease must be chosen by the Paladin as soon as he is able to cure it. He may cure disease once per day, and this is separate from curing hits.

-They are not subject to disease.

-At 8th level, they become able to detect evil as a Cleric, i.e., with a $5L_p\%$ chance, upon becoming familiar with the situation, person or thing considered. They may also order it hence, with a $L_p/L_E\%$ chance, where L_E is the level of the evil thing (levels of situations and things are at GM's discretion).

Paladins will only own at most 5 magic items total, and excess beyond that, and excess worldly goods must be donated to a Church-sponsored worthy cause.

Paladins may 'call up' a 'Paladin's Horse', which will appear at a time and in a manner which the GM finds appropriate. If killed, it may be replaced only after ten years. The horse is a heavy warhorse (AC - 5, Mv - 18, HD - 5 +1) which does 1D8 with each hoof, and 1D3 with its bite. It is not subject to disease either, and is very intelligent for a horse. The horse will leave if the Paladin's powers do.

Paladins are often sent on quests associated with advancement of levels. Even when not on quests, they are constantly searching for evil to destroy.

Magic-users, also known as Mages, Magicians, or Magi, are both the most interesting and most powerful character class. As with all classes save Thieves, Humans excel in this profession, while Elves and Half-Elves are limited to 8th level or so, and no others can become Mages. Intelligence is the Prime Requisite, and also serves to delimit spell ability. For hits sustainable, roll 1D4 at first level and as each level is attained, taking the sum, until 11th level, after which add 1 point per level. Mages generally will not use armor, shields, or any weapon except a dagger or a magic sword, due to lack of ability and a strong sense of professional pride.

Magical spells, as explained in the Magic System (p.49) are in the language of Magic and are studied from books of spells. They must be learnt, and there is a chance that the mage will find a certain spell or spells incomprehensible and unlearnable. Thus for each spell (save Detect Magic and Read Magic) roll percentile dice, consult the Intelligence table on the next page and determine if the mage can learn this spell. In any event, no less than the minimum and no more than the maximum number per level are learnable. Should a character roll that he knows 12 3rd level spells, and he is only able to learn 8, he must choose 4 to discard; likewise if the same mage rolls that he knows 4 1st level spells, he must choose 1 to add. Books are obtainable from a Mage who is able to use spells of the level in question, who has that particular spell, and who is willing to sell or exchange it. Typical rates have been 200GP for a 1st, 400GP for a 2nd, and 800GP for a 3rd level spell. There is one book per spell level. As a Mage advances in ability, he is learning more of the language of Magic; thus to cast a spell from a scroll which is of a higher level than he could ordinarily use, a Mage must use a Read Magic spell. Spells are short spoken incantations with a certain amount of manual conjuration, and a final 'word of Power' or 'word of Command' which actually sets the spell going. If this word is not spoken the spell is not cast, and the Mage's spell points are not expended.

If the Mage fails to study his books regularly, he may forget how the spell goes: the chance of remembering is the same as the chance of learning it but using wisdom to find the chance. Thus if a Mage with 16 Wis loses his books, he has a 75% chance of remembering a given spell the next day, a 12½% chance of forgetting it and knowing that he's forgotten, and a 12½% chance of forgetting the spell and not knowing it (results unpredictable and at GM's whim). The second two chances are found by taking ½ the chance of forgetting for each one.

Magical research into new spells may be carried out by a Mage of the appropriate level. The spell desired is described to the GM who decides what level it will be, and the Mage must be of high enough level to learn that level of spells. Research takes time and money: 1 week (6 days, rest on the Sabbath) per level of spell, and about 1000GP per day for a lab, materials, and subjects (cost subject to variations at GM's whim). There is a chance of success each day, equal to (days spent) ÷ (days necessary), which is rolled at the end of the day: on the 5th day of a 2nd level spell, the chance is 5/12. There is also a chance of a lab accident each day: $(30 + L_S - L_M - Int)\%$, where L_S is the spell level, and L_M is the Mage's level. Severity and exact effects are up to the GM, but depend on the type and level of spell. Researched spells are in addition to the standard ones, and the max/min #/level does not apply. But the Mage must still roll to see if he can learn the spell he is researching, just as for a standard spell. Once successfully researched, it must be entered into the Mage's books and studied just as the standard spells.

Every spell requires SPs to cast, and the SPs that a Mage has are used up as he casts spells. SPs used are regenerated after a good night's sleep, defined as follows (partial sleeping gives partial regeneration):

CON	Hours
3-4	10
5-8	9
9-12	8
13-16	7
17-18	6

Actual conjuring takes 1 hr per spell level, and 'burning' the recharge takes 1 hr, which directly follows the last conjuring round. One must take a 1 hr rest even if there is no recharge cost. Any lack in recharge SPs is made up the following day.

Intelligence	Chance to learn a given spell	Min known per Level	Max known per Level	Maximum Spell L	Exp.
3-4	20%	2	3	5	-10%
5-6	30%	2	4	5	-10%
7	30%	2	4	5	-5%
8	40%	3	5	5	-5%
9	40%	3	5	5	0
10-11	50%	4	6	5	0
12	50%	4	6	6	0
13	65%	5	8	6	+5%
14	65%	5	8	7	+5%
15	75%	6	10	7	+10%
16	75%	6	10	8	+10%
17	85%	7	12	8	+10%
18:01-50	95%	8	14	9	+10%
:51-75	97%	9	14	9	+10%
:76-90	98%	11	15	9	+10%
:91-99	99%	13	16	9	+10%
:00	100%	*	*	9	+10%

Level	Experience	Maximum Spell Level Available
1 Apprentice	0	1
2	2500	1
3	5000	2
4	10000	2
5 Magician	20000	3
6	35000	3
7	50000	4
8	75000	4
9	100000	5
10	200000	5
11 Wizard	300000	6
12	400000	6
13	500000	6
14	600000	7
15	700000	7

$SP = L \times (Str + Con + Int) / 3$

For all the spell descriptions, the following applies:

Spell Name (d,a,t i,c,r)CHR : Spell description.

Where d = maximum distance castable in 10's of feet

a = max area affected in 10's of feet (usually given as a radius)

t = maximum duration in minutes

i = initial or casting cost in SPs

c = continuation cost, if any, for every minute after the first up to the max

r = recharge cost, if any, 'burnt' the mêlée round after the last conjuring round

CHR is the characteristic upon which to make the ST, if any.

LEVEL 1

Charm Person (12,- 4,,2)INT : Charms - i.e., brings under the mental control of the caster - one intelligent mammalian humanoid. The creature will resave every time a command is given to it which is exceptionally contradictory to its own wishes (i.e., 'Kill yourself'); and also at certain intervals determined by its Intelligence:

<u>INT</u>	<u>Resave Freq</u>
3-6	4 weeks
7-9	3 weeks
10-11	2 weeks
12-14	1 week
15-17	2 days
18	1 day

A MU may have at most one person charmed at a time, but may release it at will.

Detect Magic (,6,2 1,1,) : Receives, as if by radar, Magical emanations from Magic Items, ensorcelled things and the like. MU can not do anything else while detecting. Detect is blocked by heavy metals (e.g., Gold, lead).

Hold Portal (2,,2D6 2,,1) : Holds openings (such as doors, chests, or trapdoors) for 2D6 minutes, time rolled secretly by the GM. It is automatically dispelled by a Dispel Magic spell, and a Knock spell or exceptionally strong creatures can open it.

Light (6,1 $\frac{1}{2}$,L+6 3,,) : A light equivalent to a bright lantern, which illuminates all objects within 15 feet, and which can be seen much further.

Magic Missile (15,, 3+N,,2)CON : A magic (+1 Con +1 Dam) arrow which appears as a glowing marble, and springs from the MU's finger. HP is as if a FM of the MU's level, with the MU's Dex, fired a +1 Con arrow from a Short Bow (there is no penetration roll). Number of missiles is $N = 1 + 2 \times \lfloor (L_M - 1) / 5 \rfloor$.

Protection I (,,6 2,1,) : Protects the MU from all attacks by conjured creatures and improves STs and AC by 1, which improvement is not cumulative with other magical Protective devices.

Read Languages (,,2 1,1,) : Allows understanding of inscriptions in any language other than the language of Magic, but does not make illegible inscriptions legible, nor does it decipher codes or cyphers. MU can not do anything else while reading.

Read Magic (,,2 1,,) : Allows understanding and use of spells on scrolls, and understanding of spells in books, which are of a higher level than the MU could ordinarily understand, or were rolled as being incomprehensible, or are new spells he's never encountered before.

Shield (,,2 3,1,) : Shields the MU with a spherical shell of AC 2 .vs. all missiles and AC 4 .vs. all other attacks. Shield moves with MU.

Sleep (24,1, 3,,4) : Sleeps those within the affected area, except Undead, up to 4th level. Entities whose 'value' totals 6D8 are slept, and the 'value' of an entity is 3,4,8,27 for 1,2,3,4 HD. If there is insufficient 'value' to sleep all within the area, go from center to outside of area. GM rolls the 6D8.

Ventriloquism (,6,2 2,,) : Allows the MU to cause his voice to issue from some other place or thing than his mouth.

LEVEL 2

- Continual Light (12,12,- 8,,6) : A light equivalent to a bright lantern which illuminates a 240-foot wide circle forever unless dispelled.
- Darkness (12, $\frac{1}{2}$,6 6,1,4) : A 5' radius circle of darkness impenetrable by either normal vision or infravision.
- Detect Invisible (,L,6 4,2,1) : Receives - as if by radar - those magical emanations given off by the invisibility spells and devices. MU can not do anything else while detecting. The detect is blocked by heavy metals (e.g. Gold, lead).
- ESP (,6,12 4,2,2)INT : MU picks up the strongest mental signal, and may, by total concentration, pick up other minds, or more details from the one he's got. Blocked by heavy metals or 2' of rock. Save allows the defender to know he's being 'read', and a second save allows a reverse 'read' attempt as if by an ESP spell.
- Invisibility I (2,, - 9,,6)INT : All those within 240 feet of the object of the spell, who are looking at it and who don't save, don't see it. A person can not attack another and remain invisible to him. Lasts until dispelled or removed by caster.
- Knock (2,, 6,,5) : Passes Held or Wizard-Locked openings, and opens locked or barred openings by breaking the lock or bar.
- Levitate (,2xL,2x(L+6) 4,2,2) : Levitates the MU at a rate of 40 f/s up to a maximum height of 20xL feet. Horizontal movement is neither impeded nor impelled.
- Locate Object (,L+6, 4,,) : Locates a specific, well-known object as to direction but not distance, so long as it is within range.
- Magic Mouth (2,, - 5,,2) : Mouth on object speaks (or one appears and speaks) a message of up to 25 words under any conditions desired. MU must recite the exact message to be delivered. Lasts until conditions are met or it is dispelled.
- Mirror Images (,4,6 6,,2) : A specialized sort of Phantasmal Forces which creates 4 images of the MU, which do as he does, and are indistinguishable from him. Any attack upon an image dispells it. The images may be placed anywhere within range.
- Phantasmal Forces (,24,* 6,2,2)WIS : Creates any image the MU wishes so long as he concentrates on and can see them. The images are dispelled by living flesh voluntarily touching them with that intent. The caster can not do anything else while concentrating.
- Pyrotechnics (24,1,6 7,,2) : Creates flashing, firey lights or much smoke from a fire. Magnitude of effects is proportional to the size of the fire, which is consumed.
- Strength (2,, - 9,,6) : Adds 2D4 to a FM's Strength, 1D6 to a Cleric's, and 1D4 to other's for 8 hours. Of any sequence of castings, the last remains. GM does all rolling secretly.
- Web (3,1,60 10,,6) : Causes sticky glop to coat the target area and all within it. Fire will burn it, and one has a 2xSTR % chance per minute of breaking out.
- Wizard Lock (3,, 6,,5) : Locks doors, chests, and the like until broken or dispelled. A Knock spell, the caster, or an MU 3 levels higher than the caster can pass through a Wizard Lock without dispelling it.

LEVEL 3

- Clairaudience** (,6,12 7,2,4) : Receives - as if by radio - thoughts from and sounds heard by intelligent creatures within range. Selective concentration (disallowing other action) picks up details of thoughts and sounds.
- Clairvoyance** (,6,12 7,2,4) : As Clairaudience, except that it gets sights instead.
- Dispell Magic** (12,1, 10,,6) : Dispells magic spells as they are being cast, or those on an object, with a chance of L_D/L_C (where L_D is dispeller's level, L_C caster's).
- Explosive Runes** (1,, 20,,)CON : Runes are placed on the object, which when read by using Read Language or Read Magic by anyone other than the caster do 4D6 hits. An MU 2 levels above the caster has a 50% chance of detecting them, and then a 75% chance of removing them safely. Once exploded, they are removed.
- Fireball** (24,2, 10+L,,10)CON : Creates a hemispherical blast at the target, doing fire damage to all within the affected area. In a confined space, it conforms to the walls (if it doesn't burn them), with a volume of 16,000 cubic feet.
- Fly** (,,10x(L+1D6) 8,3,4) : Allows the MU to fly at speeds up to 66 (15 MPH or 22 f/s), and as high as he can get to. The duration roll is done by the GM, secretly.
- Haste** (24,5,3 15,,5) : Doubles the speed of up to 24 creatures in the affected area. This allows 2 attacks/round in m el e. Anyone more than twice Hasted will soon die of exhaustion.
- Hold Person** (12,1 $\frac{1}{2}$,L+6 10,,8)INT : Charms 1D4 persons as per Charm Person spell, or if cast at a single person, his ST is degraded by 2. An MU may have at most one Hold Person spell active at a time.
- Infravision** (2,,- 8,,3) : Confers Infravision on the recipient for 8 hours, range 60'.
- Invisibility II** (2,,- 15,,6)INT : All those within 240 feet of the thing/person so ensorcelled who don't save, will not see it/him or anything within 10' thereof, which was specified in the spell. If any of the invisible things other than the center thing move more than 10' from the center, they become visible, but will return to invisibility if they move back within 10' of the center. A person can not attack another and remain invisible to him, and if the center person attacks another, the whole spell is gone. Lasts till dispelled or removed.
- Lightning Bolt** (24,6x $\frac{1}{2}$, 10+L,,9)CON : Generates a 60-foot long bolt whose farther end never reaches beyond 240 feet, and which does fire damage to all transfixed by it. It blasts out walls or whatever if it can't reach 60'.
- Monster Summoning I** (1,,1 18,,5) : Summons from the following table (all are 1HD):
- | <u>1D10</u> | <u>Monster</u> | <u>1D10</u> | <u>Monster</u> |
|-------------|-----------------|-------------|----------------|
| 1 | 1D6 Zombies | 6 | 1D3 Gnomes |
| 2 | 1D6 Gt. Ants | 7 | 1D6 Goblins |
| 3 | 1D6 Gt. Rats | 8 | 1D3 Kobolds |
| 4 | 1D6 Gt. Spiders | 9 | 1D6 Orcs |
| 5 | 1D6 Gt. Toads | 10 | 1D6 Skeletons |
- Protection II** (,1,12 8,2,4) : Protects MU and all persons within 10' of him from all attacks by enchanted monsters. Improves the STs and ACs of the same group by 1, which improvement is not cumulative with other magical protective devices.

Protection from Normal Missiles (3,,12 6,2,4) : Protects the recipient from normal missiles fired by 1st levelers.

ope Escape (1,,L+6 15,1,4) : When cast on a rope, the entire length up to 24' extends vertically such that when up to 4 persons climb to its top, they disappear into a 'space' provided with oxygen. They will reappear at the same spot whence they disappeared, and when the time is up they will reappear if they have not already.

Slow (24,5,3 18,,5)CON : Halves speed of up to 24 creatures in the affected area. This allows at most 1 attack per 2 mêlée rounds.

Suggestion (6,,- 10,,6)INT : If the recipient, which may be any intelligent creature, fails its save, it will carry out the suggestion if it is simple, short and not too contrary to its own wishes. Lasts until dispelled or removed by caster.

Water-Breathing (3,,12 8,1,2) : Confers upon the recipient the ability to breathe O₂ dissolved in water, for 8 hours.

Illusionists are a subclass of Magic-Users who deal with illusions of all kinds, and have some of the same abilities also. Their prime requisite is of course Intelligence, and it serves to delimit spell ability exactly as it does for Mages themselves. Wisdom also serves for Illusionists just as it does for Mages, in determining how well they will remember a spell not thoroughly studied.

However, Illusionists have one further requirement - they must have a Dexterity of 15 or more, as their spells involve a great deal of manual conjuration.

As for Mages proper, Men, Elves and Half-Elves are the only races which can become Illusionists.

Except for the spells used, and the rates of advancement, Illusionists function exactly as do Mages proper.

Level	Experience	Maximum Spell Level Available	
1 Apprentice	0	1	
2	3000	1	
3	6000	2	
4	12000	2	
5 Illusionist	25000	3	
6	50000	3	
7	75000	4	
8	110000	4	
9	175000	5	
10	350000	5	
11 Master Hand	525000	6	
12	700000	6	
13	875000	7	
14	1100000	7	
15	1300000	7	

$SP = L \times (STR + CON + INT) / 3$

For all the spell descriptions, the following applies:

Spell Name (d,a,t i,c,r)CHR : Spell description.

Where d = maximum distance castable in 10's of feet

a = max area affectable in 10's of feet (usually given as a radius)

t = maximum duration in minutes

i = initial or casting cost in SPs

c = continuation cost, if any, for every minute after the first up to the max

r = recharge cost, if any, 'burnt' the ~~mr~~ after the last conjuring round

CHR is the characteristic upon which to make the ST, if any

LEVEL 1

- Change Self (,L+10+1D6 3,2,) : The Illusionist can make himself look like any other humanoid creature of about the same size. Affects only visual appearance.
- Color Spray (,6,3 6,1,2)CON : Affects $N=6 ((0\lceil(L-5)\rceil)+1D6)$ levels (or HD) of creatures, if they see the color spray, rendering them unconscious (=1 HP) for 3 minutes. A creature partially affected gets a ST with an adjustment of $+2x(M-1)$ where M is the number of levels unaffected in that creature. The number of levels affected is determined every m  le round. (Undead are not rendered unconscious, but only confused if they are affected and don't save)
- Darkness (12,3,L+12 2,1,2) : A 60-foot wide circle of darkness impenetrable by lights, normal vision or infravision.
- Detect Illusion (,6,3 1,1,) : Sees through any illusion. The caster sees both the illusion and the reality; and he cannot do anything else while doing so. The caster must be able to see the object in question.
- Detect Invisible (,L,6 1,1,) : Receives - as if by radar - those magical emanations that are given off by the invisibility spells and devices. The caster cannot do anything else while detecting. The emanations are blocked by heavy metals.
- Gaze Reflection (,8,1 3,,)DEX : Places a perfect reflective surface anywhere the caster wishes, and which is movable at his direction. The ST is rolled to avoid looking into it, should it be placed in front of one's face.
- Hypnotism (6,, 6,,2)INT : Hypnotises one intelligent being, that is, subjects him to the verbal commands of the caster. Eye contact is necessary to cast the spell, but not to give commands. Commands that are exceptionally contradictory to the being's own wishes allow a resave, and should the being sleep, control is then lost.
- Light (9,3,L+12 2,1,2) : A light equivalent to a bright lantern which illuminates a 60-foot wide circle, and can be seen much farther.
- Mirror Images (,4,6 2,,1) : A specialized sort of Phantasmal Forces which creates 4 images of the caster which do as he does, and are indistinguishable from him. Any attack upon an image dispells it. They may be placed anywhere within range.
- Phantasmal Forces I (,24,* 3,1,1)WIS : Creates any image the caster wishes so long as he concentrates on and can see them. The images are dispelled by living flesh voluntarily touching them with that intent. The caster can not do anything else while concentrating. If viewers fail the save, they will believe the images real.
- Read Magic (,,2 1,1,) : Allows understanding and use of spells on scrolls, and understanding of spells in books, which are of a higher level than the caster could ordinarily understand, or were rolled as being incomprehensible, or are new spells he's never encountered before.
- Ventriloquism (,9,5 2,,) : Allows the caster to cause his voice to issue from some other place or thing than his mouth.
- Wall of Fog (16,-,* 3,1,) : Generates a 15,000 cubic foot fogbank, opaque to both normal and infravision, so long as the caster concentrates on it.

LEVEL 2

- Blindness (12,,L+1D6 8,,2)CON : One creature is blinded by this if it fails the save; and is partially blinded (-2 HProb, +2 to be hit) if save is made. Blindness lasts till cured by Cure Serious Wounds or until the spell ends. GM makes duration roll.
- Blur Self (,,4+1D4 4,1,1) : Caster's appearance is blurry, which allows -2 to be hit.
- Deafness (12,,L+1D6 8,,2)CON : One creature is deafened by this if it fails the save; and is partially deafened if save is made. A deaf MU cannot cast spells very well.
- Detect Magic (,6,2 2,2,) : Receives - as if by radar - magical emanations from Magic Items, ensorcelled things and the like. Caster cannot do anything else while detecting. Emanations are blocked by heavy metals (e.g., Gold, lead).
- Dispell Illusion (12,1, 5,,4) : Dispells illusions not cast by Illusionists automatically, and dispells those of Illusionists with a L_D/L_C % chance, where L_D is dispeller's level, and L_C is the illusion-caster's level.
- Fog (4,1½,6 6,2,3) : Creates a 15,000 cubic foot fogbank, which moves at a speed of 1 f/s, and is only slightly affected by wind or trees. It is opaque to both normal vision and infravision.
- Hypnotic Pattern (,12,*+N 12,2,4)INT : Creates an eye-deceiving pattern of colors around the caster, which when viewed from within 120 feet by any intelligent creature who fails the save, will cause it to continue staring mindlessly at it, while remaining motionless. There is an adjustment of +(L-4) where L is the level of the viewer. The pattern will last as long as the caster concentrates on it and for N=2+1D8 mr thereafter.
- Invisibility I (2,,- 4,,5)INT : All those within 240 feet of the object of the spell, who are looking at it and who don't save, don't see it. A person cannot attack another and remain invisible to him. Lasts until dispelled or removed by caster.
- Magic Mouth (2,, 8,,) : Mouth on object speaks (or one appears and speaks) a message of up to 25 words under any conditions desired. MU must recite the exact message to be spoken. Lasts until conditions are met or it is dispelled.
- Misdetection (,,L 12,2,) : For each and every detect spell cast which could pick up the caster of this spell, there is a L_C/L_D chance that this spell will block it (Items are blocked as if they were 11th level), where L_C is the level of the caster of this spell and L_D is the level of the detector.
- Phantasmal Forces II (24,*+½ 12,2,2)WIS : Creates any image the caster desires so long as he concentrates on and can see them. The images are dispelled by living flesh voluntarily touching them with that intent. The caster cannot do anything else while concentrating, and the images will disappear 30 seconds after he stops concentrating. If the viewers fail the save, they will believe the images real.
- Rope Escape (1,L+6 15,1,4) : When cast on a rope, the entire length up to 24' extends vertically such that when up to four persons climb to its top, they disappear into a 'space' provided with oxygen. They will reappear at the same spot whence they disappeared, and when the time is up they will reappear if they have not already.

Monks are members of a martial arts order which was originally founded as a religious order similar to our earthly Confucianists. Their monastery is high on the slopes of the Great White Mountains, far to the North in the Barbarian lands.

Being a subclass of Thieves, their prime requisite is also Dexterity, but they must also be of Str 15 or more, Dex 15 or more, and Con 12 or more. Only Humans are able to join the order.

Monks fight as well as Thieves do, but they use no armor and no shields. If they are fighting with a weapon, they do $+L/2$ damage. If they are using their martial arts abilities (by far the preferred mode of fighting), any attack roll 5 or more above what they needed to hit, or a natural 20 in any event is an automatic critical hit, and the total number of hits on the defender may subdue him if he's still alive. Also consult the table below. For hits sustainable, roll 1D4 at first level and as every level is attained, taking the sum.

Monks are typically less interested in the accumulation of worldly goods than any other adventurers, save Paladins, and thus will tend to give $\frac{1}{2}$ their income to the poor or the Order itself.

If the Monk makes a Dexterity save, he may dodge missile fire.

At 3rd level Monks are surprised only $1/6$ of the time.

At 4th level Monks are able to speak to animals, as the Clerical spell.

At 5th level Monks are able to perfectly simulate death (heart stoppage and lowering of body temperature) for $Lx(1D6)$ minutes. They are only surprised $1/8$ of the time, and may fall up to 20' without hurting themselves if there is a vertical surface within 2 feet.

At 6th level and above, they have so disciplined their minds that ESP has only a $16-L\%$ chance of success, and they still get any applicable save.

At 7th level and above, they have so disciplined themselves, that they are only surprised $1/10$ of the time. They also cure themselves of 1 hits per day, which takes overnight to work.

At 8th level Suggestion and Hypnosis spells have no effect upon Monks due to their mental training. They may fall up to 40' if there is a vertical surface within 4'.

At 10th level Monks save versus telepathy of all kinds as if they had an Intelligence of 18.

At 11th level Monks may fall any distance without hurting themselves if there is a vertical surface within a distance of 6" less than their height.

At 13th level Monks may attune their 'bodily vibrations' to those of any other creature of equal or lesser level and by merely touching it cause it to die. This may be done at most once a week.

The structure of the Monks' Order is such that there is only one person in each level from the 7th to the 16th (and none beyond the 16th). As soon as any character gains the necessary experience to attain to any of these upper levels, he must go and have a duel with the person currently holding that position, which will always be occupied. Abilities are gained with experience, not promotion. The loser of the duel loses all experience but the minimum necessary for the level just below that in dispute. Duels take place at the Monastery, and the Monk may be considered Ceased to fight the duel. Even at the lower levels, the Monk needs to take a trip to the Monastery in order to advance a level.

Level	Experience	Mv	BH	A/R	Dam.	Fa	LT	MS	Hi	He
1 Novice	0	12	0	1/1	1D4	13	25	30	20	20
2 Initiate	2500	13	-1	1/1	1+1D4	12	30	35	25	20
3 Disciple	5000	14	-1	1/1	1D6	11	35	40	30	35
4 Immaculate	10000	15	-2	3/2	1D8	10	45	45	35	40
5 Master	25000	16	-3	3/2	1D10	9	50	55	45	45
6 Grand Master	50000	17	-4	2/1	1D12	8	55	65	55	50
7 GM of Flowers	100000	18	-5	2/1	2D8	7	65	70	60	55
8 GM of North Wind	200000	19	-6	2/1	3D6	6	75	75	65	60
9 GM of West Wind	300000	20	-7	5/2	2D10	5	85	85	75	65
10 GM of South Wind	450000	21	-8	5/2	2D12	4	95	95	85	70
11 GM of East Wind	600000	22	-8	3/1	3D8	3	100	100	95	75
12 GM of Winter	850000	22	-9	3/1	3D10	2	100	100	100	80
13 GM of Spring	1100000	23	-9	3/1	5D6	1	100	100	100	85
14 GM of Summer	1400000	23	-10	3/1	4D8	0	100	100	100	90
15 GM of Fall	1750000	23	-11	4/1	3D12	0	100	100	100	95
16 GM of Dragons	2500000	24	-12	4/1	4D10	0	100	100	100	100

In the table above, the abbreviations are as follows:

- BH - To be hit in mêlée or by missiles: this number is added to the attack roll
- A/R- Attacks per mr (in the cases of 3/2 and 5/2, Monk and opponent alternate)
- Dam- Damage done when using their 'karate', i.e., fighting without weapons
- Fa - Chance of falling when climbing
- LT - Chance of picking locks, and detecting and removing small traps
- MS - Chance of moving silently
- Hi - Chance of hiding in shadows
- He - Chance of being able to hear noises

The last five items are as for Thieves proper (see p.44).

Rangers, as they are popularly known, are officially called 'Knights Templar and Quaestor' and their purpose is twofold. First, to be knights of the church protecting its members and clergy; second to search for the Holy Grail (which was brought by men to Nimolee when they first came). The order is headed jointly by an Arch-Bishop and Ranger-Lord of highest ability. A person may be a member of both the Rangers and the Paladins if he should meet all qualifications, but this is both rare and difficult.

The order is open only to Human males of Str 13 or more, Int 12 or more, Wis 12 or more, and Con 15 or more. Except as hereinafter stated, Rangers function as do fighters.

For hits sustainable, roll 2D8 at first level, and 1D8 every level thereafter, until 9th level, after which add 2 points per level.

Because of their high and difficult calling, Rangers will acquire only so much in the way of worldly goods as they can carry with them. Subject to the approval of the heads of the order, at 8th level they may begin saving to build a castle.

Rangers tend to be loners, and there are never more than two to a party. When searching for the Grail, they will work with a small (6 or less) party, and when protecting Church members or clergy, they will work with a party of no more than 12.

Rangers are well-trained in the ways of the wild, and are only surprised on 1/6 outdoors. They are also excellent trackers, having a (90 - 10/day old)% chance of being able to follow tracks. In a dungeon, they have a 50% chance of being able to follow something if the traces are no more than 10 minutes old.

At 8th level, Rangers are first able to hire hirelings. They are also now able to use all Magic Items dealing with any form of ESP or telepathy, and also those dealing with any form of healing or curing (but may use only those abilities, should the item possess other abilities). It is also at 8th level that they are able to use a limited number of spells (see below and on the next page).

At 9th level, a Ranger will start acquiring 2D12 followers which are generated on the tables given. They will appear one at a time, be low-level, usually in need of some help or aid, and Good in alignment. As each of these followers is special, they will not be replaced in any fashion if killed.

Rangers are +1 damage when using magic weapons on "Giants' Class" creatures (orcs, hob-goblins, trolls, ogres and the like).

Rangers' spells are done a bit differently than those of the normal spell-using types, as they are in some sense granted by God. The Ranger has a certain number of spells available for use each day, and must indicate in advance what these are to be. He may choose two of the same spell (or even 3) if he has that many available at that level. The Ranger will know all spells available for choice, which are:

Cleric L1: Cure Light Wounds	MU L1: Sleep
Light	
Purify Water	MU L2: Continual Light
Protection I	ESP
Cleric L2: Bless	MU L3: Clairaudience
Silence	Clairvoyance
Speak to Animals	Protection II
Cleric L3: Continual Light	
Cure Disease	

None of the spells may be used offensively. (Example of choice - 11th level Ranger: Cure Light Wounds, Purify Water, Bless, Sleep, Sleep, ESP)

Level	Experience	Clerical Spells (Spell Level)	Magical Spells (Spell Level)
1 Strider	0	. 1 . 2 . 3 .	. 1 . 2 . 3 .
2	2000		
3	4000		
4	9000		
5 Warder	20000		
6	40000		
7	80000		
8 Ranger-Knight	150000	1	
9 Ranger-Lord	250000	1	1
10	500000	2 1	1
11	800000	2 1	2 1
12	1100000	3 2 1	2 1
13 Head of the Order	1400000	3 2 1	3 2 1

Followers

01-60 Human
 61-70 Elf
 71-75 Half-Elf
 76-90 Dwarf
 91-99 Hobbit
 00 go to Extraordinary

Extraordinary

01-20 Ranger
 21-40 Werebear
 41-55 Unicorn
 56-70 Pegasus
 71-80 Hill Giant
 81-90 Stone Giant
 91-99 Young Dragon
 00 Roll 01-99 twice

For all followers, roll characteristics with the standard racial or occupational restrictions as applicable to determine occupation of follower. Level is 1st to 3rd, and only GM knows levels or characteristics of followers.

All Thieves, whether adventuring or not, are members of the Thieves' Guild, which arranges for the untimely demise of independent operators). The Thieves' Guild is a very powerful, illegal organization based mainly in Nimolee proper, and which resembles our Earthly Mafia. Most non-adventuring Thieves are Human, while most adventuring Thieves are non-human. Any of the 5 races may practise the art of Thievery, but Hobbits, due to their innate nimble-fingeredness, excel in this profession. Dexterity is of course their prime requisite, and it also affects their Thieving abilities.

For hits sustainable, roll 1D4 at first level, and for every level thereafter, taking the sum, until 10th level, after which add 1 point per level. Thieves will only wear armor of leather as metal armor is too noisy and encumbering to properly Thieve in, and will not use shields for the same reason. They prefer daggers, short swords and swords, but use all weapons, as if they were FM (see chart at bottom of page 28).

The tools of a Thief's trade are Lockpicks and specially made clothes and boots that help one to hide in shadows and move silently. They are available from the local Thieves' Guild on a cash basis. Occasionally Thieves may be asked to go on a mission as part of advancing a level.

At 3rd level, the Guild will give the Thief the opportunity to learn any of the creature languages or other 'Commons' for which it has tutors (tutors for Red Dragon are extremely rare, for example). The Thief may learn up to 3 at a time, which will be fully learnt by the time he reaches the next level. The Guild only teaches reading of these languages. Of course, the Thief can learn no more languages than his Wisdom allows.

If a thief should fall in climbing, he may of course, if he is not too injured to do so, pick himself up and try again. The chance of falling is rolled for every 10' of climb, and is subject to situational adjustments of about $\pm 10\%$ at most.

If a thief fails to find a trap, or pick a lock, he may try again, with a chance of success diminished by a factor of about $\frac{1}{2}$ usually. If he fails to remove a trap, it has sprung on him. Situational adjustments of about $\pm 30\%$ at most apply.

If a thief fails to hide in shadows (note that he might not know this), he may try again in the same shadows with a chance of success diminished by a factor of about $\frac{1}{2}$, or in new shadows with an undiminished chance of success. Situational adjustments of about $\pm 30\%$ at most apply. Note that striking from the shadows allows a strike by surprise, i.e., +2 HProb.

If a thief fails to move silently (note that he might not know this), he may try again with the same chance of success. Situational adjustments of about $\pm 30\%$ at most apply. Note that moving silently doubles chances of surprising others.

If a thief fails to pick a pocket, he may try again, with a chance of success diminished by a factor of $\frac{1}{2}$ or more. Also the 'mark' has a $5 \times L\%$ chance of detecting the lift or the attempt, where L is the level of the 'mark'. Situational adjustments of about $\pm 20\%$ at most apply.

A thief may strike silently from behind with terrific effect. To do this, he must be moving silently. The thief strikes at $+4 + \lfloor L/4 \rfloor$ HProb, where L is the Thief's level, doing a critical hit. He may only use this strike once per opponent per battle, for after that the opponent is aware of the Thief's presence, and the Thief then gets only the normal +2 HP from behind.

The following abbreviations are used in the headings of the tables below:

Fall Open Locks Traps Pickpocket Move Silently Hide in Shadows Hear Noise
 Fa Lo Tr Pi MS Hi He

uses to certain races operating as Thieves:

Race	Lo	Tr	Pi	MS	Hi	He
Dwarf	5%	15%	0	5%	5%	0
Elf	0	0	5%	10%	15%	0
Hobbit	10%	5%	5%	10%	10%	10%

Dexterity	Exp.	Fa	LoTr	PiMSHi	FiMiss	Dodge ¹
3	-10%	+12%	-10%	-5%	-5%	+20%
4	-10%	+12%	-10%	-5%	-5%	+15%
5	-10%	+6%	-5%	0	-5%	+10%
6	-10%	+6%	-5%	0	-5%	+5%
7-8	-5%	0	0	0	-5%	0
9-12	0	0	0	0	0	0
13-14	+5%	-1%	+5%	0	+5%	0
15	+10%	-1%	+10%	0	+5%	-5%
16	+10%	-1%	+10%	+5%	+5%	-10%
17	+10%	-2%	+15%	+10%	+5%	-15%
18:01-50	+10%	-3%	+20%	+15%	+5%	-20%
:51-75	+10%	-4%	+25%	+15%	+10%	-20%
:76-90	+10%	-4%	+25%	+20%	+10%	-25%
:91-99	+10%	-4%	+25%	+25%	+15%	-25%
:00	+10%	-5%	+30%	+30%	+20%	-30%

¹ Added to the attacker die roll.

Level	Experience	Fa	Lo	Tr	PiMS	Hi	He
1 Apprentice	0	13	15	10	20	10	20
2	1200	12	20	15	25	15	30
3	2400	11	25	20	30	20	40
4	4800	10	35	30	35	25	50
5 Cut-Purse	9600	9	40	35	45	35	55
6	20000	8	45	40	55	45	60
7	40000	7	55	50	60	50	65
8	60000	6	65	60	65	55	70
9	90000	5	75	70	75	65	75
10 Master Thief	125000	4	85	80	85	75	80
11	200000	3	95	90	95	85	85
12	300000	2	100	95	100	90	90
13	400000	1	100	100	100	95	95
14 Guild Head	500000	0	100	100	100	100	100

(Chance of success at that activity)

There are a number of things to be considered in any combat system, and the one used here attempts to consider them without being cumbersome. The four things that are of primary importance in the mêlée system used in this game are attack skill, defence skill, mêlée vs missilery, and mêlée vs Magic. The first two are primarily a function of how much experience the person has had. The missilery systems and the systems of combining magic and mêlée were designed to fit into the mêlée system, rather than to stand on their own.

Defence skill in this game is simpler to explain than attack skill, although its ramifications as far as missilery and magic are more complex. 'Hits' or 'hit points' are used to determine the amount of defensive ability possessed, and are generated by the use of 'hit dice' (usually 4-, 6-, or 8-sided). One hit die is rolled per level of character, and is added to the amount of hits already possessed. The idea is that the amount of time a person spends fighting relates directly to the amount of skill he has. Hits are a representation of defence skill, but damage taken is marked off in the form of hits, because as you are hurt more, you are less able to fight. It is important to remember that hits are not the same thing as damage, but influence, and are influenced by damage. Now things other than hand-to-hand combat which do physical damage are also marked off in the form of hits - that is missiles, magic, or accidents. In particular, falling onto a hard surface, getting burnt with flaming oil, and a few Magic spells do what is called fire damage. Fire damage is calculated so that, as seems reasonable, a high-level person and a low-level person will be equally hurt by the same amount of flaming oil.

In mêlée, a successful attack depends on the type of weapon used, the type of armor worn, the skill of the attacker, and the skill of the defender. The level of the defender has already been considered in the form of hits, but the defender may have other skills, such as a high Dexterity. The method of determining if a 'hit' is scored is:

- 1) Determine AC, and adjusted AC as per table on next page.
- 2) Determine 'Needs to Hit' number as per 2nd table on next page.
- 3) Determine 'Adjusted Needs to Hit' number by subtracting adjusted AC from the base 'Needs to Hit' number.
- 4) The attacker rolls a 20-sided die: a 20 will always hit (and go to #7 and 8), a 1 will always miss (and go to #9).
- 5) Add attacker's Str bonus, add the weapon type vs armor type adjustment, add the defender's Dex bonus, and add any situational bonuses to the roll.
- 6) Compare the adjusted roll to the adjusted Needs to Hit number: if the adjusted roll is not less than the Needs to Hit number, then a 'hit' has been scored.
- 7) If a 'hit' has been scored, roll damage; and add attacker's Str Bonus, and any situational adjustment to damage done.
- 8) If the adjusted roll was 20 or more and hit, roll a 20-sided die: if it is 20 then the hit was a critical hit, doing double damage, having a $(20-CON)\%$ chance of killing the defender outright, and requiring a Cure Serious Wounds to cure. For each day that the critical hit remains uncured, the victim will lose L hits, where L is his level.
- 9) If the adjusted roll was 1 or less, roll a 20-sided die: if it is a 1, the attacker fumbled his weapon (applies only to those not using 'natural weapons' such as claws and teeth). Effects are at GM's whim, and may include dropping the weapon, or hitting a friend.

Initiative - rolled if one or both sides is killed or incapacitated in a mr. Each person who scored a 'hit' rolls 1D6, and the sequence of actions is taken to be from highest to lowest roll, with ties occurring simultaneously. A critical hit, or a strike with a longer weapon, allows automatic initiative over the defender.

Subdual - an attacker may choose to strike to subdue if he is using a (mailed) fist, mace, hammer, sword, quarterstaff, or flail, and announces this intention before the mr. Hits inflicted will bruise (rarely, break), & are divided into the total number of hits sustainable. The resulting fraction is taken as the % chance of subdual, and if made the defender is subdued - i.e., he surrenders.

Exhaustion - one may stay in battle at most (CON) mr., after which one must rest $(20-CON)$ mr. If this is not done, then for every extra round fought, one is +1 to be hit; and does half damage.

Negative Hits - 0 HP = incapacitated, -1 HP = unconscious, -2 HP = comatose (roll CON save every day uncured: fail = death), -3 or more HP = dead.

Armor Class 9 8 7 6 5 4 3 2 S=shield, L=leather, C=chainmail, P=plate
 Description - S L L+S C C+S P P+S Subtract magic armor and shield bonuses to
 get adjusted AC.

Attacker	Attacker's Level											
creature	1-2	3	4	5	6	7	8	9	10	11	12+	
Fighter	1-2	3-4	5	6	7	8	9	10	11	12	13+	
Cleric/Thief	1-2	3-4	5-6	7	8-9	10-11	12-13	14-15	16+			
Magic-User	1-3	4-6	7-9	10-11	12-13	14-15	16-17	18+				
Needs to Hit	19	18	17	16	15	14	13	12	11	10	9	
Level Bonus	0	1	2	3	4	5	6	7	8	9	10	

(for missile)

(Subtract adjusted AC of defender from 'Needs to Hit' number)

Weapon (by length group):	Damage Die		Die Roll Addition by Weapon and Armor Type								
	Man	Larger	P+S	P	C+S	C	L+S	L	S	-	
-Useable Anywhere											
Dagger	4	3	-3	-3	-1	-1	0	0	1	2	
Fist (no effect .vs. AC =3)	0-2	0,0,1	-	-	-4	-3	-3	0	-2	0	
Hammer	6	4	0	1	0	1	0	0	0	0	
Mace	6	4	0	1	0	0	0	0	0	0	
Mailed Fist	3	0-2	-5	-3	-3	-2	-1	1	-1	2	
Pike	8	12	-1	0	0	0	0	0	0	0	
Spear : Thrust	6	8	-2	-1	-1	-1	0	0	0	0	
Spear : Thrust .vs. Charge	8	2D6	-1	0	0	0	1	1	1	1	
Spear : Set .vs. Charge	10	2D8	0	1	1	1	2	2	2	2	
Sword	8	12	-2	-1	0	0	0	0	0	1	
Tomahawk (Hand Axe)	6	6	-3	-2	-1	-1	0	0	0	0	
-Require 4' Space											
Wattle Axe	8	8	-1	0	1	1	0	0	0	0	
Military Pick	6	4	2	3	2	3	0	0	0	0	
Quarterstaff	4	3	-6	-4	-3	-2	-3	0	-2	0	
Whip (no effect .vs. AC =3)	3	3	-	-	0	0	1	1	2	2	
-Requires 5' Space											
Morning Star	8	6	0	0	1	2	1	1	2	2	
-Require 6' Space											
Flail	8	8	2	2	1	2	1	1	1	1	
Halberd	10	2D6	0	1	1	2	1	0	0	0	
Pole Arms (various)	8	12	-1	0	0	1	1	2	2	2	
Two-Handed Sword	10	3D6	1	2	3	3	2	2	2	2	
-Unusable in Dungeons											
Lance	10	2D12	0	0	1	2	3	3	3	3	

Situational Adjustments

- Behind (see Surprise - Behind = Surprise)
- Berserk Barbarians (see p.29)
- Dwarves +1 HP +1 Dam w/ Hammers, Maces, Axes
 1/2 damage at 1st, 2nd L to large creatures
 take 1/2 damage from large creatures
- Elves +1 HP +1 Dam with Swords
- Hobbits -2 to be hit
- Rangers +L Dam using magic weapons .vs. Giants Class
- Surprise +2 HP
- Swansons (see p.6)
- Leaves, silently from behind +4+(L/4) (any hit is a critical hit)

The missilry system used here was developed to reflect the fact that, because one is acting at much greater distances, the chance of a clean miss is much greater. Therefore, there are two rolls, one for contact, and one for penetration. This is reflect the fact that even if an arrow or other projectile hits the target, it may bounce or glance off.

The method is as follows:

- 1) Roll a 20-sided die for the contact roll; a 20 is a hit (go to #4), a 1 is a miss.
- 2) Add the attacker's level bonus (see p.47, 2nd chart), the attacker's Dex bonus, any situational adjustments, and any magic weapon bonuses for the projector to the roll to get the adjusted contact roll.
- 3) If the adjusted roll is greater than or equal to the 'Needs to Hit' number, contact has been made - go on to step 4. If contact was not made, go to #9.
- 4) Roll a 20-sided die for the penetration roll.
- 5) Add the attacker's Str bonus, the attacker's level bonus, any situational adjustments, and any magic weapon bonuses for the projectile to the roll to get the adjusted penetration roll.
- 6) If the adjusted roll is greater than or equal to the 'Needs to Hit' number, penetration has been made - go on to step 7. If penetration was not made, you're done.
- 7) Roll damage done on the appropriate die, and add the attacker's Str bonus for all projectiles save crossbows, and any situational adjustment.
- 8) If the adjusted penetration roll was 20 or more and hit, roll a 20-sided die: if it is a 19 or 20, then the hit was a critical hit, doing double damage, having a $2x(20-CON)\%$ chance of an instant kill, and requiring a Cure Serious Wounds to cure. For each day that the critical hit remains uncured, the victim will lose L hits, where L is his level.
- 9) If the adjusted contact roll was a 1 or less, roll a 20-sided die: if it is a 1, the weapon was fumbled. Effects are at GM's whim, and may include wildly throwing the weapon, or breaking an arrow or bowstring.

Rate of fire is dependant on weapon type and level of firer (shots/mr):

Level	non-Weapons	Mélée Weapons	Bows	Lt. Crossbow	Hv. Crossbow
1-2	1/2	1/2	1/2	1/2	1/5
3-5	1/2	1	1	1/2	1/5
6+	1	1	1	1/2	1/5

Missile weapons are shot the first thing in a mélée round, and so get automatic initiative.

Tables below give 'Needed' numbers.

n-Weapons:	CONTACT											
	Range in feet:											
	15	30	45	60	75	90	105	120	135	150	165	180
Cape or Net	14	21	26	-	-	-	-	-	-	-	-	-
Lantern	3	10	14	17	21	26	-	-	-	-	-	-
Oil Flask	3	10	14	17	20	25	-	-	-	-	-	-
Pebble	2	6	8	11	14	16	17	19	20	21	22	23
Spike	3	10	14	17	20	21	22	23	26	-	-	-
Torch	7	14	18	21	23	26	-	-	-	-	-	-

-Mélée Weapons:	15	30	45	60	75	90	105	120	135	150	165	180
Axe	3	4	8	11	13	15	17	19	21	23	25	-
Dagger	6	11	16	19	21	23	24	-	-	-	-	-
Hammer	2	3	7	10	11	14	15	17	18	20	21	22
Javelin/Pike 1D6	2	6	8	11	14	16	17	19	20	21	22	23
Mace	2	3	7	10	11	14	15	17	18	20	21	22
Spear 1D6	2	7	12	15	17	20	21	22	23	25	-	-
Stillette	2	6	8	11	14	16	17	19	20	21	22	23
Throwing Dagger	3	7	11	14	16	18	20	21	22	23	24	25
Tomahawk	2	7	12	15	17	20	21	22	23	25	-	-

(Penetration roll is done on mélée table, and damage is as for mélée vs man-sized, unless otherwise stated)

-Projectile Weapons:	15	30	60	100	150	200	250	300	375	450	600	750
Short Bow	2	2	3	7	11	13	16	19	21	23	-	-
Horse Bow	2	2	2	6	10	12	14	17	19	21	24	-
Long Bow	2	2	3	5	8	10	13	16	20	21	22	23
Compound Bow	2	2	2	4	7	9	11	14	16	18	21	23
Light Crossbow	2	2	3	7	11	13	16	19	21	23	-	-
Heavy Crossbow	2	2	3	5	8	10	13	16	20	21	23	-
Light Stone Sling	2	2	2	4	7	9	11	14	16	18	21	23
Heavy Stone Sling	2	2	3	7	11	13	16	19	21	23	-	-

PENETRATION

-Projectile Weapons	Armor Class Adjustment:									Range	Adjustment
	Dam	2+	3	4	5	6	7	8	9		
Short Bow	1D6	16	14	11	10	8	6	5	4	0-149	0
Horse Bow	1D6	16	14	11	10	8	6	5	3	150-374	+1
Long Bow	1D6	16	12	11	8	6	5	4	3	375-max	+2
Compound Bow	1D6	15	12	10	8	6	5	4	3		
Light Crossbow	1D6	16	14	11	9	7	6	5	3		
Heavy Crossbow	1D8	12	11	11	10	9	7	6	4		
Light Stone Sling	1D4	19	18	16	14	13	11	10	7		
Heavy Stone Sling	1D6	16	14	13	10	9	7	6	3		

Adjustment is added to the 'Needs to Penetrate' number.

SITUATIONAL ADJUSTMENTS

- Barbarians +1 Con +1 Pen throwing mélée weapons
- +2 Con +2 Pen throwing Battle Axes
- Elves +1 Con +1 Pen +1 Dam with the Long Bow
- Hobbits +2 Con +2 Pen for all missilry except Slings
- +3 Con +3 Pen +1 Dam with the Sling
- 2 to be hit
- Swansons (see p.6)
- Target moving +1 on 'Needs to Contact' per 4 movement factors

In Nimolee, Magic is a force similar to the electric or magnetic forces which interacts most strongly with the electric force. It is this interaction which allows the mental control of magic, and a high intelligence is needful for a Magician because the method of control is very complex. There is a certain amount of 'Electro-Magical' potential energy stored in one's brain which is used to control much larger amounts which are used to produce the effects of the spell. As this mental energy is used up, 'Spell Points' are expended. This mental energy is recovered by sleeping. A 'spell' is a complex chant in a special language which is spoken aloud, and which is used by the spell-caster to direct his 'Electro-Magical' energy into the proper configuration. The more complex spells have generally more powerful effects, and in fact spells are grouped in levels of difficulty.

Clerics gain the knowledge of their spells from God, but they still use their own SPs to cast the spell. There are 7 levels of difficulty of Clerical spells, with 6 spells in each level. Druids function in very nearly the same way, except that they gain their spells from 'Mother Nature'. They also have 7 levels of difficulty of spells, with varying numbers in each level.

Magic-Users proper, and Illusionists, don't get the knowledge of their spells from some more powerful source. They must actually study each spell, and may not even be able to learn it. Each spell must be checked using a percentage chance derived from the Mage's Intelligence, to see if he can comprehend it. If the Mage should roll that less than the minimum or more than the maximum allowed per level are known by him, then he chooses spells to add or discard to put himself within the limits allowed by his Intelligence. The Mage must also buy or otherwise obtain copies of the spells he can comprehend, so as to study them and keep them fresh in his mind. If he does not do so, he will tend to forget the spells - if not studied the previous night, there is a certain chance, found by using the same table as for learning spells, that he will forget it. If he does, there is a 50% chance he will realize that he has done so, and a 50% chance that he will not realize it (with unpredictable results). Once forgotten, a spell will not be re-remembered until it is restudied. Only the top two levels of spells known are subject to being forgotten.

Nothing is foolproof, not even Magic, so most offensive spells allow a 'Saving Throw'. A saving Throw is a roll made with a 20-sided die to determine if the spell fully affects you or not. For spells which affect the mind, the ST number is Intelligence, for spells which affect the body, the ST number is Constitution. In this last case, if the save is made and the spell does damage, only $(8+4D20)\%$ is taken. For other than the case just mentioned, for both mental and bodily spells, if the save is made there are no effects. For spells of illusion, there are two saves to be rolled, and the number for both is Wisdom. If the first save is made, there is some doubt in the person's mind about the illusion - he does not think it an illusion, just that it's abnormal. If the first save is made, or if the person declares for any reason that he thinks something is an illusion, then the second save is rolled. If the second save is made, the person knows that what he is seeing is an illusion, and if it is failed, there is no change. If both saves are not made, the illusion operates normally.

For all saves, if a number less than or equal to the saving throw number is rolled, the save is made; otherwise not.

Magic-Users proper, and Illusionists, may conduct Magical research into new spells. The spell is first described to the GM, who decides what level it will be. If the Mage is of sufficient level to be able to learn that level of spells, he may conduct the research. Research takes time and money: 1 week (6 days, rest on the Sabbath) per level of the spell, and about 1000GP per day for a lab, materials, and subjects if needed (cost subject to variations at GM's whim). There is a chance of success each day, equal to $(\text{days spent})/(\text{days necessary})$, which is rolled at the end of each day: on the 5th day of a 2nd level spell, there is a $5/12$ chance of success. There is also a chance of a lab accident each day: $(30 + L_S - L_M + \text{Int})\%$, where L_S is the spell level, and L_M is the Mage's level. Severity and exact effects are up to the GM, but depend on the type and level of spell. Researched spells are in addition to the standard ones, and so the max/min numbers per level do not apply. The Mage must still roll to see if he can learn the spell he is researching, just as for the standard spells. Once researched, it must be entered into the Mage's books and studied.