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The Siege Perilous



Rulebook

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*An interpretation of the Ultima: Age of Darkness Games (1-3)
using Swords & Wizardry Whitebox and Swords & Wizardry Companion*

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These rules and settings use content from the first three Ultima CRPG games: Ultima I – The First Age of Darkness, Ultima II – Revenge of the Enchantress and Ultima III – Exodus. These three games were released from 1980 through 1983 and formed the basis for the wildly popular Ultima series and the Ultima On-line MMORPG.

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Character Creation

Ability Scores

The basic attributes are numbers which represent the strength, intelligence, wisdom, constitution, dexterity, and charisma of the character.

The standard way to create ability scores is to roll 3d6 in the order listed above. Once those rolls have been made, it is often obvious which type of character best fits the stats, but a player always has the option to play any character class desired.

Strength (STR)

A high strength can give your character bonuses when attacking with a sword or other hand-held weapon (called a “melee weapon”), and lets him carry more weight. Strength is the prime attribute for Fighters.

Intelligence (INT)

Intelligence represents IQ, reasoning, and the ability to solve puzzles or understand difficult concepts. Intelligence is the prime attribute for Magic-user characters.

You can use your Intelligence Bonus to learn additional languages. You gain one extra language for every point above 10.

Wisdom (WIS)

Wisdom determines a character’s insight, perception, and good judgment. Wisdom is the prime attribute for Cleric characters, and any character with a wisdom score of 13 or higher gains a 5% bonus to all experience point awards.

Constitution (CON)

Constitution is the health and endurance of the character. A high constitution gives your character extra hit points.

You can use your Constitution Bonus to gain additional hit points on each hit die.

Dexterity (DEX)

Dexterity is a combination of coordination and quickness. A high dexterity score gives your character bonuses when attacking with a bow or other ranged weapon. Dexterity is the prime attribute of Thief characters.

You can use your Dexterity Bonus to modify your “to-hit” number with ranged (also called “missile”) weapons, as well as improve your armor class.

Charisma (CHA)

A highly charismatic character has a better chance to talk his way out of trouble, and can lead more special followers than characters with a low charisma. Any character with a charisma score of 13 or higher receives a bonus of 5% to all experience point awards.

You can use your Charisma to modify the number of loyal NPC hirelings you can acquire. These hirelings include specialists and non-human creatures, but do not usually include basic men-at-arms. You can use your Charisma to modify the loyalty of those NPC hirelings.

Hirelings

Charisma	Hirelings
3–4	1-2
5–6	2
7–8	3
9–12	4
13–15	5
16–17	6
18	7

The Referee may want to make a “loyalty check” for an NPC put into a dangerous situation or one who is offered a bribe to change sides in a conflict.

Ability Bonus Chart

Each ability may affect what a character can do in a positive or negative way, depending on the score. The following chart and attribute breakdown explains those bonuses or penalties.

Ability Score	Bonus/Penalty
2**	-2
3-8	-1
9-12	0
13-18	+1
19-20*	+2

* A 19 or 20 can only occur via a racial increase to ability – see Races below.

** A 2 can only occur via a racial decrease – see Races below.

Str: Adds or subtracts value on Melee To-Hit Rolls or Damage rolls.

Dex: Adds or subtracts value on Missile To-Hit rolls, adds or subtracts from Armor Class value.

Con: Adds or subtracts Hit Point bonus to each hit die.

Int: May affect any check based on Intelligence.

Wis: May affect any check based on Wisdom.

Cha: Bonus/Penalty to morale checks

Character Races

While there are many different races and species of beasts and monsters in the lands and seas of Sosaria, players may choose of 4 main races: human, elf, dwarf or bobbit.

Should a Game Referee decide to introduce other races into his campaign, he will provide you with guidance on how that race works. Game Referees can use the 4 races described in this book as an example.

DESIGN NOTE: U1/2 had racial increases/decreases. U3 had no racial diffs, but limits to top scores. The above rules mix/match that a bit. I'm using Human, Elf, Dwarf and Bobbit as they were races in all 3 games - fuzzies did not appear till 3.

I also know that I just stepped all over the common OD&D tropes and themes with these race rules - but I did so with good reason - this is Ultima races. With the themes of the races, the plusses and minuses make sense. In OD&D, demihumans had hard limits on class levels. In Ultima they did not. So I attempted to reach some sort of mental equilibrium where class choices make "sense" but there's a reason why the humans are the most populous of races - the saving throw minuses and class limitations reflect that concept that there are cool things about demihumans, but definite limits as well!

Humans

Humans are the most numerous and diverse of all the races of Sosaria. They are blessed with a natural intellect higher than any other race, and they are strong and resilient.

Humans may be of any class without limits.

A character gains a +1 to Intelligence if choosing a human. No attribute may go over 18 unless through magical means. Therefore, if a human character rolled an 18 INT, they do not get the benefit of the +1 from race.

Elf

The elves of Sosaria are a little shorter than humans and with slight builds. They have a naturally superior agility above other races, possibly due to their homelands in the forests and woods. Elves are not quite as numerous as humans, but they do live comfortably among humans, indulging in their carefree (and sometimes larcenous) lifestyles.

Elves may be Thieves without any limits. They are limited to 6th level in all other classes.

A character gains a +1 to Dexterity as an elf. An elf may have a Dexterity score of 19, all other abilities are limited to 18, unless increased through magical means.

Elves are the only characters that may wear Elvish chain mail.

Keen Detection: Elves are good at spotting hidden and concealed doors (2in6 for secret, 4in6 for concealed).

Saving Throw: Elves get +1 on saving throws vs. magic. Due to their slight nature, Elves suffer a -1 penalty on saving throws vs. death or poisons.

Dwarf

In Sosaria, few are stouter than the Dwarfs. Hailing from the dark mountains and deep mines, dwarfs are half the height of a human, yet normally stronger and stouter. Dwarfs do not normally live with humans, but they are friendly to all races and more

than willing to stand side by side with friends against foe.

Dwarfs may be Fighters without any limits. They are limited to 6th level in all other classes.

Dwarf characters gain a +1 to Strength. A Dwarf may have a Strength score of 19, all other abilities are limited to 18, unless increased by magical means.

Dwarfs are the only characters that may use magical Dwarf War Hammers.

Hard to Hit: Being small, Dwarfs are hard to hit. Giant sized creatures have a -2 to hit vs. Dwarfs.

Saving Throw: Dwarfs don't use magic and as such are somewhat susceptible to it; Dwarves have a penalty of -1 on saving throws vs. magic. Since they are such hardy folk, Dwarves get +1 on saving throws against death and poisons.

Bobbit

The most serene and peaceful of folk in Sosaria are the bobbits. They favor meadows, forest clearings or small brooks by which they create their small communities. Bobbits are a very small folk, a bit shorter than Dwarfs. They are a studious and contemplative race, wise in many ways and almost otherworldly in their bearing.

Bobbits may be Clerics without any limits. They are limited to 6th level in all other classes.

In choosing a Bobbit, a character will add +2 to Wisdom, but reduce Strength by -1. A Bobbit may have a Wisdom of 20, all other abilities are limited to 18, unless increased by magical means. An unfortunate Bobbit may indeed have a Strength of 2.

Hard to Hit: Being small, Bobbits are hard to hit. Giant sized creatures have a -2 to hit vs. Bobbits.

Near Invisibility: When not directly engaged in combat, Halflings are hard to see and move with almost total silence.

Saving Throw: The nature of a Bobbit makes it particularly invulnerable to magic. Bobbits get a +2 on saving throws vs. magic. Due to their diminutive nature, Bobbits suffer a -2 penalty vs death and poisons.

Character Classes

Pick a class when starting at first level: Fighter, Magic User, Cleric, Thief. Upon reaching third level, a character may choose to move to an "advanced" class based on the original class they started out in, or remain in the original class chosen.

Game Referees may choose to either retire characters at 10th level, or to extend the advancement tables beyond level 10 to allow higher level play. The rules, as given below, do not go beyond 10th level play. Some races are limited in how high they may go, on a class by class basis.

Reading Character Class Tables

Level: Refers to the level of experience of the character.

XP: This is the number of Experience Points (XP) needed to advance to this level.

BHB: This is the "Base Hit Bonus" added to the attack roll. (See Combat)

Hit Dice: This is the number of d6 Hit Dice at that level. Characters re-roll their HD each time they advance a level to obtain a number of hit points. If you roll poorly, those hit points don't go down, however. (For example, Zaptos the Mage is a first level mage with 4 hp who just reached 2nd level. His new HD is 1+1. He rerolls his single d6 HD and gets a 2. Since that is less than his previous 4hp, he would keep his 4hp and just add the point to have a total of 5hp. If he had rolled a 6, he would now have 7 hp (HD 1+1 - 6hp rolled + 1))

ST: This is the Saving Throw number for the character trying to avoid something terrible.

DESIGN NOTE: The limits on levels for various races is meant to mimic how U3 would incorporate/reflect the use of attribute maximums of races to affect the class decisions a player might make (in other words, dwarves made better fighters because they could have 99 STR, Elves made better thieves because they could have 99 DEX and so on)

Cleric

Clerics are armored priests who serve as a champion of a chosen faith and moral alignment. Because much of a Cleric's abilities are oriented toward healing and protecting, Clerics tend to play a support role during combat, backing up the front line, but able to stand shoulder to shoulder with the party's Fighters if need be—at least for a while.

Racial Limitations: If the character race is Elf or Dwarf, they may not progress as a Cleric (or cleric based class) beyond level 6.

Clerical Class Abilities

Weapon/Armor Restrictions: Clerics may only use blunt weapons (club, flail, hammers, mace) and the only missile weapon they are allowed is oil. Clerics may wear only cloth, leather and chainmail types of armor.

Spell Casting: Clerics can cast spells from scrolls - both general spell scrolls and divine spell scrolls. At 3rd level, clerics start using spell points and have access to more powerful spells based on their class level. They can continue to cast spells from scrolls. (See Magic)

Saving Throw: Clerics get +2 on saving throws vs. paralysis and poisons.

Banishing Undead: Clerics may banish undead upon reaching third level by casting the *Pontori* spell. (See Magic)

Establish Shrine(10th): At tenth level, a Cleric character who chooses to build a shrine in accordance to their beliefs or divine teachings may attract a body of loyal followers who will swear fealty to his/her cause.

Create Divine Items: Clerics may create divine items such as potions, scrolls or other items. Costs are based on the item and spells involved, as well as time is needed to create such an item. (See Magic)

Research New Spells: Clerics may research new spells, but the type and level of spell will indicate how difficult it will be, as well as what is involved in the research. The Game Referee will determine the nature of research, the cost and likelihood of success. (See Magic.)

XP Bonus for Wisdom: Clerics and cleric based classes can add 5% to their XP awards if WIS is above 13. (Clerics can add for class and general WIS bonus for total of 10%).

Advanced Cleric Based Classes: Once a cleric has reached third level, they may choose to change to a different cleric-based class: Druid or Illusionist. See those class descriptions later.

DESIGN NOTE: The choices for weapons/armor based on Ultima 3: Cleric | Mace | Chain | Prayers | Wisdom

Cleric Advancement

Level	XP	HD	BHB	ST
1	0	1	+0	15
2	1,500	2	+0	14
3	3,000	3	+0	13
4	6,000	3+1	+1	12
5	12,000	4	+1	11
6	24,000	5	+2	10
7	48,000	6	+2	9
8	96,000	6+1	+3	8
9	192,000	7	+4	7
10	384,000	8	+5	6

Fighter

You are a warrior, trained in battle and in the use of armor and weapons. You will probably end up on the front lines of your adventuring party, going toe-to-toe with demons, goblins, and evil creatures, hacking your way through them and taking the brunt of their attacks.

The Fighter character is best equipped of all the character classes to dish out and absorb damage. You're going to serve as the party's sword and shield, protecting the weaker party members and taking down the enemies before you.

Racial Limitations: If the character race is Elf or Bobbit, they may not progress as a Fighter (or fighter based class) beyond level 6.

Fighter Class Abilities

Weapon/Armor Restrictions: Fighters are trained in warfare and as such have no armor or weapon restrictions.

Spell Casting: Magic was once thought the domain of a powerful few. With the coming of Mondain, the arts have become more available to those with the coin to purchase scrolls. Fighters may use scrolls of general spells. (See Magic.)

Combat Machine: Against foes of one hit dice (HD) or fewer, Fighters get one attack per level each turn.

Establish Stronghold (9th): At ninth level, a Fighter character who chooses to build a castle is considered to have a rank, which is bestowed upon him by the local monarch or Lord British. The Fighter may then choose to attract a body of loyal men-at-arms who will swear fealty to him.

XP Bonus for Strength: Fighters and fighter based classes can add 5% to their XP awards if STR is above 13.

Advanced Fighter Based Classes: Once a fighter has reached third level, they may choose to change to a different fighter-based class: Barbarian, Paladin or Ranger. See those class descriptions later.

Fighter Advancement

Level	XP	HD	BHB	ST
1	0	1+1	+0	14
2	2,000	2	+1	13
3	4,000	3	+2	12
4	8,000	4	+2	11
5	16,000	5	+3	10
6	32,000	6	+4	9
7	64,000	7	+4	8
8	128,000	8	+5	7
9	256,000	9	+6	6
10	512,000	10	+6	5

Magic-User

The Magic-user is a mysterious figure, a student of arcane powers and spell casting. Usually cloaked in robes woven with mystical symbols, Magic-users can be devastating opponents. However, they are usually physically weaker than other adventuring classes, and are untrained in the use of armor and weapons.

As Magic-users progress in level, they generally become the most powerful of the character classes, but at lower levels they are quite vulnerable and must be protected by the other party members.

Racial Limitations: Only a Human may progress beyond Level 6 as a Magic-User (or in a Magic-user based class).

Magic-User Class Abilities

Weapon/Armor Restrictions: Magic-users tend to spend their waking hours in study of arcane tomes and scrolls, and as such tend to not have much training in weapons. Magic-users may only use daggers or staves and are only allowed the use of cloth armor.

Spell Casting: Magic-users can cast spells from scrolls - both general spell scrolls and arcane spell scrolls. At 3rd level, Magic-users start using spell points and have access to more powerful spells based on their class level. They can continue to cast spells from scrolls. (See Magic)

Saving Throw: Magic-users get +2 on saving throws vs. magic.

Create Magic Items: Magic-users may create magic items such as potions, scrolls or other magical items. Costs are based on the item and spells involved, as well as time is needed to create such an item. (See Magic)

Research New Spells: Magic-users may research new spells, but the type and level of spell will indicate how difficult it will be, as well as what is involved in the research. The Game Referee will determine the nature of research, the cost and likelihood of success. (See Magic.)

XP Bonus for Intelligence: Magic-users and magic-user based classes may add 5% to their XP awards if their INT is over 13.

Advanced Magic-User Based Classes: Once a magic-user has reached third level, they may choose to change to a different magic-user-based class: Druid, Lark (Bard), Alchemist. See those class descriptions later.

DESIGN NOTES: Magic User's ability to use armor based on Ultima 3: Wizard | Dagger | Cloth | Sorcery | Intelligence - in Ultima 1, a Mage could start with Leather even! Cloth will only give +1 to AC, so while it's something, it's not much. Perhaps there is magical cloth armor?

Magic-user Advancement

Level	XP	HD	BHB	ST
1	0	1	+0	15
2	2,500	1+1	+0	14
3	5,000	2	+0	13
4	10,000	2+1	+0	12
5	20,000	3	+1	11
6	40,000	3+1	+1	10
7	80,000	4	+2	9
8	160,000	4+1	+2	8
9	320,000	5	+3	7
10	640,000	5+1	+3	6

Thief

The Thief is an adventuring class adept at subterfuge and pilfering. With skills born from a lifetime of stealing, Thieves can make an uncomfortable addition to an adventuring group. However, the Thief's ability to find and bypass traps, as well as open locked doors and chests often will balance out any reluctance that the party has.

The Thief's low HD makes overt martial participation less favorable for this class which prefers to rely on subterfuge and judicious use of backstabbing to prevail in combat. Morally, Thieves are, at best, Neutral.

Racial Limitations: If the character race is Bobbit or Dwarf, they may not progress as a Thief beyond level 6.

Thief Class Abilities

Weapon/Armor Restrictions: Thieves may use any one handed weapons, including magic swords and daggers, and may wear leather armor.

Spell Casting: Thieves may use scrolls of general spells. (See Magic.) Upon reaching 10th level Thieves are able to use arcane scrolls. Spells above 4th level carry a 2 in 20 chance (1-2 on d20) of being miscast resulting in the scroll's reverse effect affecting the Thief as opposed to the intended target.

Thief Abilities: While all classes have some chance to steal, sneak or listen (see **Doing Things as an Adventurer**) Thieves are the best at it. The abilities here represent EXTRAORDINARY results at stealth, perception and mechanical manipulation.

Some other classes (Barbarian, Ranger, Illusionist, Alchemist) share in a slight ability towards these skills.

Stealth: When actively sneaking or hiding, the Thief gets +1 to surprise (e.g. instead of a standard 2:6 chance of surprise, the Thief gets a 3:6 chance of surprise). At level 9, this increases to +2 to surprise. (Note that a group uses the surprise chance of the least stealthy group member.)

Perceptive: The Thief is only surprised on a 1:6, rather than the standard 2:6. He can detect secret doors on a roll of 1-3. When listening, he hears noises on a roll of 1-2. At level 6, his ability to hear noises improves to 3-6.

Mechanical Manipulation: With proper tools, the Thief has a chance of opening mechanical locks without damaging them, or of removing or disabling small mechanical traps, like spring-loaded poison needles and the like. (Note that traps can also be disabled or bypassed with other precautions, described in-play.) His chances to do so are as follows:

- Level 1-4 = 2:6 (roll 1-2 on 1d6)
- Level 5-8 = 3:6 (roll 1-3 on 1d6)
- Level 9+ = 4:6 (roll 1-4 on 1d6)

Backstab: When making a melee attack on an enemy who is unaware of the thief, a successful attack deals maximum damage. At level 5, this improves to maximum damage + 1d6. At level 9, this improves to maximum damage + 2d6.

Climb Sheer Surfaces: As hardy adventurers, anyone may attempt to climb vertical surfaces but only the Thief may ascend impossibly difficult surfaces or attempt unthinkable climbs. The Thief starts out with a chance of 1-17 on d20 to climb sheer surfaces. This chance increases by +1 for every 5 levels.

Pickpocket/Stealing: Anyone can try to stick their hand in another's pocket and get away with something, but the Thief has learned to do all sorts of sleight of hand tricks. If a Thief attempts a bit of thievery or sleight of hand, his chances are as follows:

- Level 1-3 = 2:6 (roll 1-2 on 1d6, detected on 5-6)
- Level 4-6 = 3:6 (roll 1-3 on 1d6, detected on 6)
- Level 7-9 = 4:6 (roll 1-4 on 1d6, never detected if failure)
- Level 10 = 5:6 (roll 1-5 on 1d6, never detected if failure)

A Game Referee might increase the odds of success if the thief has put themselves in a particularly advantageous position (i.e., snuck behind victim, extremely dexterous, victim distracted, etc.)

Saving Throw: Thieves gain a +2 bonus on saving throws vs. death and poison.

XP Bonus for Dexterity: Thieves may add 5% to their XP awards if their DEX is over 13.

Thief Advancement

Level	XP	HD	BHB	ST
1	0	1	+0	15
2	1,200	1+1	+0	14
3	2,400	2	+0	13
4	4,800	2+1	+1	12
5	9,600	3	+1	11
6	20,000	3+1	+2	10
7	40,000	4	+2	9
8	60,000	4+1	+3	8
9	90,000	5	+4	7
10	125,000	5+1	+5	6

Design Note: Ah, the thief. I really liked Skathros's WB Extra classes charts at first, but then I reread Philotomy's Thief suggestions and now I'm going to run with a combination of the two. For thief's abilities, Philotomy's rules are simpler to remember, and in line with the OD&D approach that I like.

Advanced Classes

These advanced classes provide options for users who wish to play their character in different ways. Upon reaching third level, a character may change their class to the following, based on their original class. The advanced classes are:

Cleric: Druid, Illusionist
Fighter: Barbarian, Paladin, Ranger
Wizard: Alchemist, Druid, Lark (Bard)

Moving to an advanced class is an option and not required. Characters may choose to remain as they are and continue to progress in that original class. If a character changes to one of the advanced classes, they retain their XP and HP. Their special abilities, skills and spells may change, depending on the class they change to.

Alchemist

Some practitioners of the arcane choose to do their studies from a more scientific perspective than via pursuit of arcane power. They study through the use of instruments and devices, creating mechanical and alchemical devices and concoctions. The alchemist shares in the same characteristics of the mage but has some additional abilities:

Alchemist Class Abilities

Weapon/Armor Restrictions: Due to their mechanical interests and studies, alchemists can wear Exotic armors, but at decreased effectiveness (reduce the AC by 2).

Spell Casting: Alchemists are allowed only half the spell points their INT/level grants them, rounded up. (See Magic)

Create Magic Items: Alchemists can create potions much more quickly, the amount of time is divided in half. For magical items of a mechanical nature, the time is halved as well.

Thief Abilities: An alchemist has some abilities of the thief: Perceptive, Mechanical, Pickpocket. However, the Alchemist's use of thief abilities are performed at half their class level, rounded down (If Alchemist Levels 3, then thief skills are level 1, if Alchemist is at Level 7, then Thief skills are at level 3 and so on)

Barbarian

Hailing from tribes located in the mountains or deep within the forests, the barbarians are stout fighters, crafty tricksters and good companions to have on adventures. The barbarian is a Fighter based class, and therefore has all of the base characteristics, abilities and limitations of the fighter, as well as sharing some characteristics with the thief class.

Barbarian Class Abilities

Weapon/Armor Restrictions: Barbarians have no weapons restrictions. Barbarians may wear any armor. If they wear heavier armor than Cloth or Leather, then they cannot use their thief skills.

Thief Abilities: A barbarian has some abilities of the thief: Stealth, Perceptive, Backstab, Climb, Pickpocket. However, the Barbarian's use of thief abilities are performed at half their class level, rounded down (If Barbarian Level 3, then thief skills are level 1, if Barbarian level 7, then Thief skills are level 3 and so on)

Combat Rage: Once per day, the Barbarian may go into a combat rage which will end only when all of his enemies are vanquished. This rage gives him a +1 to damage.

Stout Heart: Barbarians get a +1 to each HD roll once they become barbarians.

Druid

Druids are neutral Clerics who have retreated from the "civilized" pursuit of faith or the divine to pursue the worship of nature. Due to their connection with nature, Druids have some affinity with the arcane as well as the divine. Druids share most of the clerical abilities and limitations, with the following exceptions and changes.

Druid Class Abilities

Weapon/Armor Restrictions: Druids may use only daggers, sickles/crescent shaped swords (1d6), spears, staffs and slings, and may make use of only cloth or leather armor and wooden shields.

Spell Casting: Druids may cast arcane spells as well as divine spells.

The druid may use either their intelligence or wisdom to determine their spell points, whichever value gives them better value. However, because of their dual nature, a druid's spell points allowance is half (rounded up) of what they would normally be

allowed. (Example: Treefriend is a newly minted druid with an INT of 13 and a WIS of 15. Her wisdom of 15 at level 3 would normally give her a spell point value of 8, which is better than using her INT of 13, but the total value is halved to 4.)

A Druid regains their spell points twice as fast, only requiring 4 hours sleep as opposed to 8, as long as they are outdoors.

Saving Throw: In addition to the Clerical bonus vs. paralysis and poison, druids get a +2 on saving throws vs. fire.

Shape Change (6th): At this level, Druids may take the shape of a mammal, reptile, or bird. The Druid may shape change up to 3 times per day, but is limited to one type (bird, reptile or mammal) per day. Changing from one form to another heals the Druid of 1d6 points of damage previously sustained. The druid retains the same armor class, hit points, attack and damage values as they have when in human form. Damage sustained in animal form will be kept when they switch back to human form (aside from the 1d6 healing mentioned previously.)

Illusionist

Illusionists are a sub-class of clerics who are, perhaps, suffering from a crisis of faith or have a belief in their own power over a divine source. They concentrate on the power of the mind and illusion to influence people into following them and their set of beliefs. Through their own mental exercises, illusionists have come to be able to use some arcane spells in addition to most divine spells.

Illusionists are Neutral in their beliefs as they are more self-serving. The shadier of illusionists are no better than charlatans or hucksters. In a pinch, illusionists have some thief skills to allow them to take advantage of a situation – or escape one. Illusionists share most of the clerical abilities and limitations along with the following:

Illusionist Class Abilities

Weapon/Armor Restrictions: Illusionists may use only cloth armor, and no shields. They may use the same weapons as a cleric.

Spell Casting: Illusionists may cast some arcane spells in addition to all divine spells. Arcane spells are cast at double the spell point cost as divine spells.

An illusionist's spell points allowance is half (rounded up) of what they would normally be allowed by their Wisdom attribute and level. (Example: Treefriend is a newly minted illusionist with a WIS of 14. At level 3, that would normally give her a spell point value of 7, but the total value is halved to 4 (3.5 rounded up))

Game Referees have the final say on which arcane spells are available to an illusionist, but this list is offered as an example:

Level 1: *Juxman* (Charm Person)

Level 2: *Kalqas* (Phantasmal Force), *Relquas* (Invisibility I)

Level 3: *Vas Relquas* (Invisibility II), *Wis Anlor* (Darkvision)

Level 4: *Humquas* (Hallucinatory Terrain), *Mentar* (Mental attack), *Rel Xenylem* (Polymorph), *Vas Manquas* (Massmorph)

Level 5: *Dag Mentar* (mental attack - group), *Kallemus* (Telekinesis)

It should also be noted that Illusionists will need to cast *Vel Magus* in order to copy an arcane spell into a spell book – and that spell books for the various levels of arcane spells will be separate from their prayer books! A very learned illusionist may have up to ten books of spells.

Saving Throw: Illusionists gain a +2 bonus to save versus illusions or spells that affect the mind.

Thief Abilities: An illusionist has some abilities of the thief: Perceptive, Pickpocket. However, the Illusionist's use of thief abilities are performed at half their class level, rounded down (If Illusionist's Level is 3, then thief skills are level 1, if Illusionist is at Level 7, then Thief skills are at level 3 and so on)

Lark

Part skald and part minstrel, the Lark is both a master musician as well as a keeper of legends and lore. Larks are knowledgeable in many areas and the ancient legends and obscure lore studied by the Larks gives this class insight into many things. Although often thought of as nothing more than jesters or clowns, by way of their great musical prowess, Larks may influence an audience through music or song. While Larks are a sub-class of the magic-user, they also have a bit of fighting prowess and some sleight of hand skills. Their particulars are listed below.

Lark Class Abilities

Weapon/Armor Restrictions: Larks may use only cloth armor, and no shields. They may use any one handed weapon or missile weapon.

Spell Casting: Larks cast arcane spells and are allowed only half the spell points their INT/level grants them, rounded up. (See Magic).

Thief Abilities: A lark has some abilities of the thief: Perceptive, Pickpocket. However, the Lark's use of thief abilities are performed at half their class level, rounded down (If Lark is Level 3, then thief skills are level 1, if Lark is level 7, then Thief skills are level 3 and so on)

Languages: A Bard may speak a number of additional languages equal to his INT score.

Charm: The table lists the chance (on a d20) of the bard charming an audience (within 60 ft.) through music or song. The bard must have some type of musical instrument to perform with. The charm affects all humanoids (including Bestials) and possibly other creatures within 60 ft., excluding the Bard's party. A Bard may use his charm ability once per day per level. The charms effect is similar to *Juxman* or *Juxen* but is more short-lived, the effects lasting 1d6 turns. Victims are not allowed a saving throw.

Humanoids of 4 HD or more add a +1 penalty to the Bard's roll for every HD above 3. Likewise, characters of 5th level or greater also add a +1 penalty to the Bard's roll result for every level above 4. Non-humanoid creatures are more resilient to the Bard's charm and add a penalty of +1 to a Bard's charm roll for every HD they possess. At the Referee's discretion, extremely powerful creatures, such as *Baalrogs*, may have a fixed penalty to the Bard's roll (up to +20) which exceeds what the creature's HD would normally confer.

When using his charm, the Bard makes 1 roll and compares his result against each audience member affected, modifying his success range for each individual.

Example: A 5th level Bard attempts to charm a group composed of a 6th level Fighting-Man (+2 penalty to the Bard's chances to charm), 2 1HD men-at-arms, and a 5 HD Demon Mane (+5 to the Bard's roll result). A 5th level Bard's normal chance to charm is 1-10 on a d20, and he rolls a 9. Individually applying each audience member's modifier to his roll results in only the 2 men-at-arms being charmed (the Fighting-Man's +2 modifier adjusts the Bard's roll result to 11, which is over the success range. The Mane's +5 penalty to the Bard's charm modifies the result to 14, thus meaning the charm was likewise ineffective versus the demon).

Level	Char m
3	1-6
4	1-8
5	1-10
6	1-12
7	1-14
8	1-16
9	1-18
10	1-20

Paladin

Paragons of virtue, these knightly warriors are the protectors of the peaceful and law-abiding citizens of Sosaria. They are a bane to all things evil and unholy. Paladins are bound to a moral requirement and act in virtuous ways to protect the weak, uphold the law of the Lawful Kings and Queens and fight against the Chaos of Mondain. Only Fighters who have acted in lawful manner at 1st and 2nd levels may become Paladins. Should a Paladin perform any Chaotic act, his status of Paladin will be immediately revoked and may only be regained through great acts of piety and service to Law and society. The sworn enemies of Paladins are Mondain's Dark Knights, who've become the Chaotic opposites of Paladins.

Paladins are a sub-class of Fighters and have all the fighter abilities plus the following:

Paladin Class Abilities

Weapon/Armor Restrictions: Paladins have no armor or weapon restrictions.

Spell Casting: Paladins may cast divine spells. They are allowed only half the spell points their WIS/level grants them, rounded up. (See Magic)

Limited Wealth: Paladins are limited to 4 magic items (not including armor and shield and up to 4 weapons). They may keep enough wealth to maintain themselves (and, at higher levels, their men and a modest castle or keep). Any excess wealth is donated to charitable or divine institutions.

Paladin's Mount: At any time the paladin chooses, he may gain a wondrous steed. The paladin may not gain another such steed until 10 years have passed since the previous steed was gained. A paladin's horse has the following stats: Armor Class: 5 [14], Hit Dice: 4, Attack: Hooves (1d6), Move: 18, Save: 15, Special: Trained for combat, highly intelligent.

Saving Throw: Paladins gain a +2 bonus to save versus disease or attacks by creatures of Chaos that require saves.

Ranger

These hunters and woodsmen are a sub-class of Fighters and have sworn to be the scouts and hidden protectors of the Lawful of Sosaria. A Ranger is expected to act in a Lawful manner at all times. Only Fighters who have acted in lawful manner at 1st and 2nd levels may become rangers. Should the Ranger's actions shift his alignment from Lawful to Chaotic, he will lose all Ranger benefits and abilities and will become an ordinary Fighter.

Ranger Class Abilities

Weapon/Armor Restrictions: Rangers have no weapon or armor restrictions.

Spell Casting: Rangers may cast both arcane spells and divine spells. The spell point cost for all spells is double the normal cost.

The ranger may use either their intelligence or wisdom to determine their spell points, whichever value gives them a lower value. Their spell points allowance is half (rounded up) of what they would normally be allowed. (Example: Pathfollower is a ranger with an INT of 11 and a WIS of 9. His wisdom of 9 at level 3 gives him a spell point value of 4, which is lower than using his INT of 11. The total value is halved to 2.)

Thief Abilities: A ranger has some abilities of the thief: Stealth, Perceptive, Climb. However, the ranger's use of thief abilities are performed at half their class level, rounded down (If Ranger is level 3, then thief skills are level 1, if Ranger is level 7, then Thief skills are level 3 and so on)

Great Fortitude: When Fighters become Rangers, at third level, they can roll an extra HD worth of hit points. (If Game Referees use the method of rerolling all HD at level advancement, then rangers always get one extra HD to roll)

Limited Wealth: Rangers may only own what they can carry with them, donating any excess to a worthy cause.

Solitary and Self Sufficient: No more than two Rangers may operate together. Rangers will hire neither servants nor men-at-arms.

Experience Bonus

A character may get a bonus percentage to "experience points," that will usually increase how much experience is gained in an adventure. All characters get to add their percentage Wisdom Bonus (5% if WIS above 13) and their percentage Charisma Bonus (5% if CHA above 13) as XP Bonus. All characters get to add their Prime Attribute Bonus based on their class, if they qualify.

Those numbers are added together to get the total experience bonus for the character. The maximum attainable XP Bonus would be 15%.

Alignment

The people of Sosaria live their lives in what could be considered "Lawful" or "Neutral" fashion for the most part. Many obey the laws of their rulers and live in relative harmony with each other. That's not to say there aren't those who are looking out for themselves or those that might be a little more selfish in their lives than others, but they are not that far distant from the vast majority of the land.

Then there are those who follow dark, evil paths, those who live for true Chaos and war, those who would gain power through the suffering or exploitation of others. These would be considered "Chaotic", whether they are part of society or live outside of it.

The Game Referee has the final say as to how "Lawful", "Chaotic", "Good" and "Evil" may work in his campaign. You might find yourself fighting with Lord British against the evil minions of Mondain, Minax and Exodus, a true "good" versus "evil" game or you might live in a more grey world where enemies might not be who you think. The Game Referee will explain all of that to you as you create your character.

Equipment

Starting Gold

Each character starts with 100 *gold crowns* at the beginning of the game. One *gold crown* (gc) is worth 10 *silver pieces* (sp) or 100 *copper pence* (cp).

Prices for equipment are listed on the tables below, and all are given in gold crowns unless otherwise noted.

Equipment Weight

A “normal” level of miscellaneous equipment is assumed to weigh 70 pounds. Your Game Referee can determine if you are carrying more than a normal amount of equipment. The weight of armor, weapons and treasure is added to this, with each ten coins and/or gems weighing a pound.

Items

Gear	Cost (gc)	Gear	Cost (gc)
Backpack (30 pound capacity)	5	Quiver (20 arrows)	5
Bottle (wine), glass	1	Rations, trail (1 person/1 week) ⁽²⁾	1
Case (map or scroll)	3	Rations, dried (1 person/1 week for dungeon expeditions) ⁽²⁾	3
Case (30 bolts)	5	Rope, hemp (50 ft)	1
Crowbar	5	Sack (15 pound capacity)	1
Flint & Steel	5	Sack (30 pound capacity)	2
Grappling Hook	5	Shovel	5
Hammer & bundle of wooden stakes	3	Spellbook/Prayerbook (blank)	100 ⁽¹⁾
Helmet	10	Spike, iron	1
Holy Symbol, wooden	2	Tent	20
Holy Symbol, silver	25	Thieves Tools	25
Holy Water, small vial	25	Torch (bundle of 6)	1
Lantern	10	Waterskin	1
Mirror (small steel)	5	Wolfsbane, Belladonna or Garlic	10
Musical Instrument	25		
Oil (lamp), 1 pint	2		
Pole, 10 ft	1		
Pouch (20 stones/100 coins)	1		

(1) The cost of a spellbook or prayerbook is dependent on the level of spells to be put into it - with the cost at 100gp per level of spells - so a spellbook for 3rd level spells is 300gp.

(2) If you're traveling overland, carrying travel rations is fine. They last for a week or two, depending on conditions. If you're in a dungeon, you should have dried rations - the dungeon's environment causes travel rations to spoil after a full day of being in the dungeon.

Design Notes: Trying to make sense of the pricing structure and comparing prices in U1, 2 and 3 is a descent into madness. I'm going to keep the tables from SW/Wb and go from there.

Transportation

Type	Cost (gc)	Type	Cost (gc)
Mule	20	Wagon, small	160
Horse, draft	30	Horse armor (barding)	320
Horse, light riding	40	Raft	40
Warhorse, medium	100	Boat	100
Warhorse, heavy	200	Small Sailing Ship	5,000
Saddle bags	10	Large Sailing Ship	12,000
Saddle	25	Warship	20,000
Cart or small wagon	80		

Melee Weapons

Weapon	Damage	Weight	Cost (gc)
Axe, Battle ¹	1d6+1	15	7
Club	1d6	10	—
Dagger	1d6-1	2	3
Flail	1d6	15	8
Axe, Hand	1d6	10	3
Halberd / Pole Arm ¹	1d6+1	15	7
Mace or Warhammer	1d6	10	5
Morning Star	1d6	15	6
Spear ²	1d6	10	2
Staff ¹	1d6	10	1
Sword	1d6	10	10
Sword, Short	1d6-1	5	8
Sword, Two-handed ¹	1d6+1	15	15

¹ Two-handed weapon

² Reaches 1 rank forward if used two-handed

Missile Weapons

Weapon	Damage	Weight	Cost (gc)	Rate of Fire	Range
Bow, long ¹	1d6	5	40	2	70 ft
Bow, short ¹	1d6-1	5	25	2	50 ft
Crossbow, heavy ¹	1d6+1	5	25	1/2	80 ft
Crossbow, light ¹	1d6-1	5	15	1	60 ft
Dagger	1d6-1	3	2	1	10 ft
Hand Axe	1d6-1	3	10	1	10 ft
Sling	1d6	1	2	1	30 ft
Spear	1d6	10	2	1	20 ft
Arrows (20)	—	1	5		
Arrow, silver (1)	—	—	5		
Crossbow bolt (30)	—	5	5		
Stones (20)	—	—	1		

Note: -2 to hit for each range increment past initial range (ie., 140' for long bow is -2, 210' is -4, etc.)

¹ Two-handed weapon

Armor

Armor	AC [AAC]	Weight 1	Cost (gc)
Chain	-4 [+4]	50	30
Cloth	-1 [+1]	10	8
Leather	-2 [+2]	25	15
Plate	-6 [+6]	75	50
Shield	-1 [+1]	10	10

¹ Magical armor weighs either nothing or half normal at Referee's discretion.

Calculating Armor Class

Your Referee will decide whether your game is using the “descending” armor class system where a lower AC is harder to-hit, or the “ascending” armor class system (AAC), where a higher AC is harder to-hit. Numbers for the AAC system are set off in brackets, as you will see in the tables and descriptions, to distinguish the two systems when the numbers appear side by side.

In the descending AC system (AC), an unarmored human has an AC of 9. Any armor worn subtracts from this total—making him more difficult to hit.

For example, a human (base AC 9) wearing Leather Armor (-2) has an effective AC of 7 (9-2).

Using the ascending AC system (AAC), an unarmored human has an AAC of 10. Armor worn, instead of subtracting from this total, is added—making him more difficult to hit. Thus, a human (base AAC 10) wearing Leather Armor (+2) has an effective AAC of 12 (10+2).

Also note that Dexterity will affect your Armor Class, depending on your DEX score. If you have a modifier of +1 and you are using descending AC, then you subtract the bonus from your AC. If you are using AAC, you would add the bonus.

For example, a human (base AC 9) with a Dexterity of 14 (+1) wearing Leather Armor (-2) has an effective descending AC of 6 (9-2-1). For ascending AC, the value is 13 (10+2+1).

The Game

Once you've got a character, the Referee will describe where the character is, and what he sees. The game might start in a small Sosarian village, in the grand Castle of Lord British, a tavern in the town of Grey, or at the gates of the Tunnels of Mt. Drash. That's up to the Referee. From that point on, you describe what your character does. Going down stairs, attacking a monster, talking to the people you meet (either the characters being run by the other players, or non-player characters controlled by the Referee): all of these sorts of things are your decisions. The Referee then tells you what happens as a result: the stairs lead down to a huge tomb, the dragon attacks your character, etc. The rules below are guidelines for how to handle certain events; mainly combat, but also experience, movement, healing, dying, and other important parts of the game.

Basically, you and the Referee work together, with the Referee handling the details of a dangerous fantasy world, and you handling what your character does in it. The epic story of your character's rise to greatness (or death in the effort) is yours to create in the Referee's world.

Doing Things as an Adventurer

Life in Sosaria, especially for the adventurer, is filled the opportunity of doing virtually anything. They may try to tiptoe around a pair of sleeping orcs, or reach into the pocket of a passing merchant to grab a few coins. They may try to puzzle out a locked door, or climb a cliff. They may try to read an ancient manuscript or negotiate a deal with a local monarch.

Anyone can attempt these things and succeed. The base chance of doing anything in the world of Sosaria is up to the Game Referee. In some cases, the Referee may rule an automatic success (especially if the player has thought out the approach well and has a good justification for success), or the Referee may assign odds in it, if it seems that there's a random likelihood of success or failure.

A good rule of thumb is that anything has a 1in6 chance of success, with perhaps a +1 for favorable circumstances towards the player. It's up to the Game Referee to decide what the odds are and how to interpret success and failure.

Some of these sorts of actions are parallel to the things that a Thief might do, but a Thief is able to do them in an extraordinary fashion. An ordinary person might be able to reach behind a counter and steal a loaf of bread. A Thief can walk into an armor shop and walk back out with a shield and perhaps the accompanying sword! That's why a Thief has the special skills and rolls for it.

Gaining Experience

Characters are awarded experience points (XP) for killing monsters and accumulating treasure. It is customary to total the amount of XP in monsters and treasure and divide them in a manner agreeable to the Game Referee and players.

Each HD that a monster has is worth 100XP, at a proportion relative to the level of character(s). For example, an Orc is a 1HD monster. If a first level character kills the orc, he is awarded the full 100XP. If a third level character kills the orc, he is awarded 33XP, and so on.

With regards to treasure, the value of items in gold crowns counts towards XP, with one gold piece equal to one XP.

It may seem odd to award experience for treasure, but keep in mind that every gold piece gained by the character is an index of the player's skill. Awarding experience only for killing monsters fails to reward a party of adventurers that successfully lures a dragon away from its hoard so that its treasure can be stolen without a fight, and it fails to reward characters that operate by intelligence, stealth, trickery and misdirection.

Each character class has a prime attribute listed in the character class description, and the character creation section details how to use your attributes to determine the character's total XP bonus.

Time

Sometimes the Referee will rule that "an hour passes," or even, "a month passes," in the life of our intrepid adventurers, but two important time measurements need an explanation. These are the "turn," and the "combat round." A turn represents ten minutes, and a combat round is 1 minute. Most of the time, these time units are used as adventurers are in dungeons. While exploring the wilderness, the Game Referee may measure time in quarter days, half days or full days. Rounds are used in combat no matter the location.

The Game Referee will track the time as it passes. If you are taking too long in a perilous area, you might attract the attention of unwanted wandering monsters, as well as consume food and other resources (like torches) in the process.

Movement Rate

Base movement rate for all races is calculated, on the table below, in terms of feet per combat round. To determine feet per turn, multiply the number by 10. The number can also be used to represent miles per day for walking movement outdoors, under normal conditions.

Weight Carried	Elf/Human	Dwarf/Bobbit
0–75 lbs	12	9
76–100 lbs	9	6
101–150 lbs	6	3
151–300 lbs	3	1

Movement Type	Adjustment
Careful	Half of Average Rate
Normal	Average Rate
Running	Double Average Rate

As a rule of thumb, if characters are searching for secret doors and traps or making careful measurements for mapping, they are moving at a careful rate.

If characters are running outdoors, Game Referees may wish to do checks (example: roll 4d6 and get under STR or CON) to see if the characters can continue a forced march pace at regular intervals.

Light

Torches, lanterns and spells can be used to light the way in the deep and dark dungeons that lie about the lands of Sosaria. A torch can see only for 30 feet around the bearer, and it lasts but for 6 turns. A lantern can see 30 feet around, but the flask of oil which fuels it lasts for 4 hours. It is said that some spells can last for much longer, and make much more of the underworld visible than normal light.

Hiring Assistants

Sosaria is a dangerous place and adventurers are well advised to seek companions and help in braving the wilderness or dark depths. Many characters, particularly when first starting an adventuring career, are in the need of hirelings to assist in carrying loot and fighting monsters.

The table below assumes that a typical adventure lasts roughly one week. Prices are in gold crowns. Hirelings prefer to be hired for 4 weeks at a time, and prices may go up if the term is a shorter period of time. These rates are for humans only. Demi-humans cost more to hire.

Hireling	Cost (gc)
Non-combatant (servant, torch bearer)	5
General mercenary/man-at-arms	2
Horseman, Sailor	3
Blacksmith	5
Armorer	25
Ship Captain	75
Animal Trainer, Spy	125
Engineer	200
Assassin, Sage	500

Combat

The lands of Sosaria echo with the drumbeats and war horns of forces at war. Adventurers will often face enemies that will accept no parlay, or that need to be dealt with by force of arms. When the party of adventurers engages in combat, the order of events is as follows:

Determine surprise (prior to first round)

1. Both sides roll 1d6 for initiative; high roll wins.
2. Winning side fires missiles, starts spells (and finishes spells of level 1-2)
3. Losing side fires missiles, starts spells (and finishes spells of level 1-2)
4. Both sides move
5. Spells of level 3-4 (and scrolls for levels 1-2) that were started in 2-3 take effect; archers who didn't move and haven't been engaged in melee may fire again.
6. Melee in initiative order
7. Spells of level 5 (and scrolls for levels 3-5) that were started in 2-3 take effect

Surprise

If conditions warrant, when the party encounters an opposing group, one side may surprise the other. Each side rolls a d6. If a side rolls a 1 or 2, they are said to have surprise. Those with surprise to have a "free round" which they may perform one action, such as move, or attack, or cast a spell, or fire a single missile. Those who do not have surprise may not act. If both sides have the same result, then combat is conducted as normal.

Some classes have specific rolls to achieve surprise, or they may be only be surprised by a specific roll. For example, a Thief is surprised by a 1 in 6 only. If a group of monsters roll a 2, they have not surprised the party, as the thief heard them and was able to warn the rest of the party. Characters with higher chances of surprise (Thief's 3in6 for example) are only for when they are alone - the party's roll is based on the chance of the least stealthy member.

Initiative

At the beginning of a combat round, each side rolls Initiative on a d6—high roll wins. The winning side acts before the losing side, in missile fire and in melee.

Initiative rolls may result in a tie. When this happens, both sides are considered to be acting simultaneously. The Referee may handle this situation in any way he chooses—with one caveat. The damage inflicted by combatants during simultaneous initiative is inflicted even if one of the combatants dies during the round. It is possible for two combatants to kill each other during a simultaneous initiative round.

Spells

Spell casting begins in the missile/spell phase(phase 2 or 3) as indicated by initiative, and ends depending on the level of the spell. Higher level spells take longer to cast. It is possible to cast a spell while within melee range of an opponent (10 ft), but if the spell caster suffers damage while casting a spell, the spell is lost. If a person is casting a spell from a scroll, their casting will end in phase 5 or phase 7. The same rules about loss of spell due to damage apply. The scroll will be used up.

Missile Attack

Missile attacks are attacks with ranged weapons such as a crossbow, sling, or thrown axe. A character's dexterity bonus for missile attacks is added to the to-hit roll when the character is using missile weapons. When using missiles to attack into a melee, it is possible that a miss may end up hitting a friend! The Referee will determine the like

Movement

Per the movement rates given above, a character may make a full move and engage in combat. A person firing missiles may not move and fire more than once in the round. A spell caster may not move in the round they have cast a spell.

Melee Attack

A melee attack is an attack with hand-held weapons such as a sword, spear, or dagger. A character's strength bonuses to-hit and on damage are added to melee attacks. Two combatants within ten feet of each other are considered to be "engaged in combat."

The Attack Roll

To attack with a weapon, the player rolls a d20 and adds any bonuses to the result. These "to-hit" bonuses include the character's Base Hit Bonus (BHB), the strength bonus for attacks with hand held weapons, any bonuses for magic weapons, and any other

bonus identified as a "to-hit" bonus. The final value is the "attack roll".

The attack roll is then compared to the target's armor class to see if the attack hits, according to whichever system the Referee has chosen to use.

In the "Ascending" AAC system, if the attack roll is equal to or higher than the defender's armor class, the attack hit.

The attack for Descending AC is resolved by comparing the "to-hit" number to the number required on the Descending AC "to-hit" table. If the attack roll is equal to or higher than the number on the table, the attack hits.

Attack roll required to hit opponents using descending armor class (AC)¹

AC	+9	+8	+7	+6	+5	+4	+3	+2	+1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Required Roll	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28

¹ The attack roll includes the BHB and other bonuses

Negotiation and Diplomacy

Some combats can be averted with a few well-chosen words (including lies). If the party is outmatched, or the monsters don't seem likely to be carrying much in the way of loot, the party might elect to brazen their way through in an attempt to avoid combat (or at least delay it until favorable conditions arise).

Invisible Opponent

An invisible opponent can only be attacked if the general location is known, and the attack is at -4 to-hit. Note that more powerful monsters (those with sensitive smell or hearing, or more than six hit dice) will frequently be able to detect invisible opponents; the Referee should determine the chance of this according to the creature concerned and the situation.

Morale

Certain monsters, such as mindless or undead creatures, are fearless and always fight to the death. The majority, however, will not continue to fight a hopeless battle, seeking to retreat, surrender or flee. The Referee will decide when monsters abandon the battle and retreat, based on the situation and the monster's intelligence.

Damage and Death

When a character (or creature) is hit, the amount of damage is deducted from his hit points. When hit points reach 0, the character dies.

Healing

In addition to the various magical means of restoring hit points, a character will recover 1 hit point per day of uninterrupted rest. Four weeks of rest will return a character to full hit points regardless of how many hit points the character lost.

Magic

For ages uncounted, the art of arcane magic has been forgotten, save for a few sages and curious practitioners. Then Mondain rediscovered the lost knowledge and used it to towards his Dark and Evil ends. Now, the study and practice of the arcane and divine has enjoyed a renaissance, allowing many to wield powers unknown since the Ancients.

For the divine, most study has been towards the betterment of the peaceful races of Sosaria and the enlightenment of the individual. With war rolling across the lands, many have abandoned those principles and turned to darker sources of faith and divinity to gain their powers from.

Scrolls - Casting for 1st and 2nd level

The use of magic requires great study and practice, especially for those who would wield the greater arcane or divine powers. To that end, beginning magic-users and clerics (1st and 2nd level) must utilize scrolls while they learn to respect and access the powers that they seek. These scrolls may be purchased from sages, priests and mages. Once they have practiced the arts enough, by reaching third level, they will find themselves able to master the powers within their minds, daring to shape and twist the mysterious to their purposes.

To use scrolls, the caster must be able to read the scroll in the language it was written, and they must not engage in melee combat during the time that they are reading the scroll, or be injured while reading the scroll. Once the scroll has been read, its powers are spent and the spell is cast

Scrolls - General Spells

Various spells and effects are available to any and all (including fighter-based classes and thieves) who can afford to purchase these scrolls. These scrolls may be written in Common, or in the tongue of a particular race. These spells are:

- Lorem (Arcane - Level 1)
- Luminae (Divine - Level 1)
- Incon (Arcane - Level 2)
- Appar Unem (Divine - Level 2)

The cost is up to the Game Referee, a suggested guide is a cost of 50 gold crowns for the first level spells and 125 gold crowns for the second level spells.

Scrolls - Arcane Spells

The scrolls with these spells require one who is studying the Arcane ways to use them (Magic-User based classes). The inscriptions within are understandable only for those so trained.

Scrolls - Divine Spells

The power of faith in a cause has been imbued into Divine scrolls, and only those with a similar faith or belief may use them.

Spells

Upon reaching the third level in their class, those who may cast spells now have the ability to control and shape the Power that they adhere to. Magic-Users and those who dabble in the Arcane can now use their knowledge in new ways. Clerics and those who rely on faith for their Divine powers can now summon that knowledge from within.

The ability to cast these spells are represented by "spell points" which serve as a measure of the amount of power a caster has. That number is based both on the prime attribute of the caster (Intelligence for Magic-Users/Arcane, Wisdom for Clerics/Divine) and the level of the caster.

Spell Points by Ability Score and Level								
Ability Score	3rd	4th	5th	6th	7th	8th	9th	10th
7 or less	2	4	6	7	9	10	12	14
8	3	5	7	8	10	12	14	16
9	4	6	8	9	11	12	14	16
10	5	7	9	10	12	14	16	18
11	5	7	9	11	13	15	17	19
12	6	8	10	12	15	17	19	21
13	7	9	11	14	16	18	21	23
14	7	10	12	15	17	20	22	25
15	8	10	13	16	18	21	24	27
16	8	11	14	17	20	23	25	28
17	9	12	15	18	21	24	27	30
18	9	12	16	19	22	25	29	32
19	10	13	17	20	23	27	30	34
20	10	14	18	21	25	28	32	36

Example - Wazoo, the Magic-User, has an Intelligence of 13 and has just reached third level. He has 7 spell points available to cast spells.

A spell caster may not cast a spell unless he has enough spell points for the spell. A spell caster may NEVER go below 0 spell points. Once a spell caster has spent all his spell points, he may not cast anymore spells until the spell points are recovered. Spell points are recovered back to maximum through an uninterrupted rest of 8 hours.

Spellcasters may cast any spell that they have learned. The cost to cast the spell, in spell points, is dependent on the level of the spell.

Spell Level	1	2	3	4	5
Cost in Spell Points	1	2	3	4	5

To learn a spell, they must have copied it to their spell books or prayer books. A spellcaster has a spell book/prayer book for each level of spells - a spellcaster may have a total of five books as he gets more experienced! This requirement also pertains to all other classes that have spellcasting abilities, such as Paladins and Rangers.

The source of the copy might be another spellcaster's book or a scroll of that spell. Note that the act of copying the spell will consume the scroll. The cost of preparing the materials and copying a spell into their book is up to the Game Referee, but it is recommended that a price of at least 100gp per level of spell be levied. It takes 1 week per level of spell of research, study and memorization to copy a spell into a spellcaster's book.

Example - Wazoo, much to his delight, has just found a scroll with the spell of *Noxum*, a 5th level Arcane spell. He must now spend 500gp to copy it into his new 5th level spellbook (which cost him 500gp.)

Spellcasters may also continue to cast spells from scrolls, without spending spell points to cast that spell.

Creating Magic Items

Scrolls

Spell scrolls of other spells cost 100gp and take 1 week per spell level to create, and require that the scroll writer has the spell copied in their spell book or prayer book.

The exception to this guideline are the Common spells. They are 50gp to create and require only 1 day each to make.

 Lorem (Arcane - Level 1)

 Luminae (Divine - Level 1)

 Incon (Arcane - Level 2)

 Appar Unem (Divine - Level 2)

Referees are free to enhance these guidelines – perhaps the more advanced scrolls require specific ingredients which the scroll maker must somehow obtain. Also remember that scrolls are delicate things, subject to burning up when their carrier is set alight, or being ruined in wet conditions.

Potions [[to do]]

Magic Items [[to do]]

New Spells [[to do]]

Arcane Spells

Level 1	Level 2	Level 3
1. Ancon (Hold Portal) 2. Juxman (Charm Person) 3. Lorem (Light) 4. Mittar (Magic Missile) 5. Nasxul (Protection) 6. Repond (Turn Bestials) 7. Vellin (Read Languages) 8. Wisort (Detect Magic) 9. Zu (Sleep)	1. Dag Lorem (Light II) 2. Dor Acron (Ladder Down) 3. Hurus (Levitate) 4. Incon (Knock) 5. Kalqas (Phantasmal Force) 6. Kalwis (Detect Thoughts) 7. Magus Ancon (Wizard Lock) 8. Porjux (Web) 9. Relquas (Invisibility I) 10. Sur Acron (Ladder Up) 11. Wisinam (Detect Alignment) 12. Wisqua (Detect Invisible) 13. Wisylem (Locate Object)	1. Altair (Alter Time) 2. Anort (Dispel Magic) 3. Aqmuni (Water Breathing) 4. Fal Divi (Cast Divine Spell) 5. Fulgar (Fireball) 6. Exanman (Hold Person) 7. Lorgar (Lightning Bolt) 8. Nasarcon (Protection from Normal Missiles) 9. Vas Hurus (Fly) 10. Vas Nasxul (Protection) 11. Vas Relquas (Invisibility II) 12. Wis Anlor (Darkvision)
Level 4	Level 5	
1. Anort Jux (Remove Curse) 2. Culusort (Wizard Eye) 3. Dag Acron (Teleport) 4. Decorp (Death - 1 being) 5. Humquas (Hallucinatory Terrain) 6. Insirap (Wall of Defense I) 7. Juxen (Charm Monster) 8. Mentar (Mental attack) 9. Necorp (Weakens foes) 10. Rel Xenylem (Polymorph) 11. Tag Acron (Teleport) 12. Vas Manquas (Massmorph)	1. Dag Mentar (mental attack - group) 2. Exanxen (Hold Monster) 3. Inlacun (Passwall) 4. In Xenort (Create Bestial) 5. Kallemus (Telekinesis) 6. Noxum (Cloudkill) 7. Paluma Ort (Magic Jar) 8. Rel Terryem (Transform Rock and Mud) 9. Val Insirap (Wall of Defense II) P (Mass Death)	

Level 1

Ancon (Hold Portal)

Range: 10'

Duration: 2d6 turns

This spell magically holds a door or gate in position for the spell's duration (or until dispelled). Creatures with magic resistance can shatter the spell without much effort.

Juxman (Charm Person)

Range: 120 ft

Duration: Until dispelled

This spell affects living bipeds of human size or smaller, such as goblins or dryads. If the spell succeeds (saving throw allowed), the unfortunate creature falls under the caster's influence.

Lorem (Light)

Range: 60 ft

Duration: 2 hours

The target person or object (at a range of up to 120 ft) produces light about as bright as a torch, to a radius of 20 ft. This light cannot be extinguished save by magic.

Mittar (Magic Missile)

Range: 150ft

Duration: Immediate

A magical missile is produced from the caster's hand and flies where the caster directs. The caster must roll to hit the target with a +1 bonus to the roll. The missile inflicts 1d6+1 points of damage.

In either case, the magic user casts an additional two missiles for every 5 levels of experience. Thus, at fifth level, the caster is able to hurl 3 magic missiles, and 5 missiles at 10th level.

Nasxul (Protection)

Range: Caster only

Duration: 1 hour

Creates a magical field of protection around the caster to block out all opponents of opposite alignment, who suffer a -1 penalty to hit the caster, and the caster gains +1 on all saving throws against such attacks. Neutral characters can pick either good, lawful, evil or chaotic, depending on the alignment that the Referee has set up for his campaign.

Repond (Turn Bestials)

Range: Sight

Duration: 3d6 rounds

The bestials that plague our lands (goblins, hobgoblins, orcs, ogres and trolls) sprang from the magical mutations performed on creatures and men by demented wizards. This spell allows magic-users to cause such beasts to turn away, and even possibly to be dispelled.

Upon casting this spell, a 3d6 roll should be made and the table below consulted for the result.

Bestial HD	Examples	Magic-User Level								
		1	2	3	4	5	6	7	8	9-10
Less than 1	Goblin	7	T	T	D	D	D	D	D	D
1 and 1+1	Orc	10	7	T	T	D	D	D	D	D
2	Hobgoblin	13	10	7	T	T	D	D	D	D
2+1 to 3	???	15	13	10	7	T	T	D	D	D
3+1 to 4	???	17	15	13	10	7	T	T	D	D
4+1 to 5	???	-	17	15	13	10	7	T	T	D
5+1 to 6	???	-	-	17	15	13	10	7	T	T
6+1 to 7	Troll	-	-	-	17	15	13	10	7	T

The numbers on the table are the total that the dice must match or exceed to turn the creatures away. Roll 2d6 to determine how many creatures are affected.

- T - Creatures are automatically turned, up to 2d6 in number.
- D - Creatures are automatically dispelled, up to 2d6 in number.
- "-" - Spell has no effect on creature, due to level of caster.

A magic-user of evil or chaotic nature may instead control dispelled creatures for up to 24 hours.

Vellin (Read Languages)

Range: Reading distance

Duration: 1 hour

This spell allows the caster to read directions, instructions, and similar notations that are written in unfamiliar or even unknown languages. It is especially useful for treasure maps.

Wisort (Detect Magic)

Range: 60 ft

Duration: 20 minutes

The caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. As examples: magical items may be discovered in this fashion, as can the presence of a charm secretly laid upon a person.

Zu (Sleep)

Range: 240 ft

Duration: Referee's discretion

This spell puts enemies into an enchanted slumber. It affects creatures based on their hit dice: 1d6 1HD, 1/2 d6 2HD, or 1 3HD figures. Creatures above 3+1 HD are not affected. The duration of this spell is up to the Referee, as is whether or not a creature can be awoken by normal means. (A recommendation is to have the slumber last for an hour and it takes 1d6 rounds to try to awaken someone.)

Level 2

Dag Lorem (Light II)

Range: 120 ft

Duration: Permanent until dispelled

The targeted person or object produces light about as bright as a torch, to a radius of 120 ft.

Dor Acron (Ladder Down)

Range: 10'

Duration: Instantaneous

This spell allows a caster and those within a 10' ring around him, to teleport in an downwards motion to the next level of a dungeon or the previous level of a tower. The caster will appear in an approximate location directly below where he was at in the level the spell was cast. The Referee will decide where the caster appears at.

Hurus (Levitate)

Range: 20 ft/level

Duration: 1 turn/level

This spell allows the magic user to levitate himself, moving vertically up or down, but the spell itself provides no assistance with lateral movement. A wall, cliff side or ceiling could, of course, be used to pull along hand-over-hand.

Levitation allows up or downward movement at a rate of up to 6 ft per minute (60 ft per turn), and the caster cannot levitate more than 20 ft per level from the ground level where the spell was cast (such range being applied both to movement into the air, and to downward movement into a pit or chasm).

Incon (Knock)

Range: 60 ft

Duration: Immediate

This spell unlocks and unbars all doors, gates, and portals within its range, including those held or locked by normal magic.

Kalqas (Phantasmal Force)

Range: 240 ft

Duration: Until negated or dispelled

This spell creates a realistic illusion in the sight of all who view it. The illusion disappears when it is touched, but if the viewer believes the illusion is real, he can take damage from it.

Kalwis (Detect Thoughts)

Range: 60 ft

Duration: 2 hours

The caster can detect the thoughts of other beings. The spell cannot penetrate more than two feet of stone, and is blocked by even a thin sheet of lead.

Magus Ancon (Wizard Lock)

Range: Close

Duration: Permanent until dispelled

Similar to the *Ancon* spell, but it is permanent until dispelled. Creatures with magic resistance can shatter the spell without effort. Any Magic-user three levels or higher than the caster can open the portal, and a *Incon* spell will open it as well (although the spell is not permanently destroyed in these cases).

Porjux (Web)

Range: 30 ft

Duration: 8 hours

Fibrous, sticky webs fill an area up to 10x10x20 ft. It is extremely difficult to get through the mass of strands—it takes one turn if a torch and sword (or a flaming sword) are used, and creatures larger than a horse can break through in 2 turns. Humans take longer

to break through—perhaps 3–4 turns or longer at the Referee’s discretion.

Relquas (Invisibility I)

Range: 240 ft

Duration: Until dispelled or an attack is made

The object of this spell, whether a person or a thing, becomes invisible (to both normal vision and to darkvision). An invisible creature cannot be attacked unless its approximate location is known, and all attacks are made at -4 to-hit.

If the invisible creature makes an attack, the spell is broken. Otherwise, it lasts until dispelled or removed by the caster.

Sur Acron (Ladder Up)

Range: 10'

Duration: Instantaneous

This spell allows a caster and those within a 10' ring around him, to teleport in an upwards motion to the previous level of a dungeon or next level of a tower. The caster will appear in an approximate location directly above where he was at in the level the spell was cast. The Referee will decide where the caster appears at.

Wisinam (Detect Alignment)

Range: 60 ft

Duration: 20 min

Aside from range and duration, this spell works exactly the same as the Level 1 Divine spell *Deprendo*.

Wisqua (Detect Invisible)

Range: 10 ft per caster level

Duration: 1 hour

Caster can perceive invisible creatures and objects.

Wisylem (Locate Object)

Range: 60 ft+10 ft/level

Duration: 1 round/level

This spell gives the caster the correct direction (as the crow flies) toward an object the casters specifies with a description. The object cannot be something the caster has never seen, although the spell can detect an object in a general class of items known to the caster: stairs, gold, etc.

Level 3

Altair (Alter Time)

Range: 240 ft

Duration: 30 minutes

The caster must announce which of the two options are being cast: Haste or Slow.

As Haste, an area of radius of 60 ft around the point where the spell is targeted, as many as 24 creatures become able to move and attack at double normal speed.

As Slow, an area of radius of 60 ft around the point where the spell is targeted, as many as 24 creatures failing a saving throw can only move and attack at half speed

Anort (Dispel Magic)

Range: 120 ft

Duration: 10 minutes against an item

Anort can be used to completely dispel most spells and enchantments.

The chance of successfully dispelling is a percentage based on the ratio of the level of the caster trying to dispel over the level of the caster (or HD of the monster) who hurled the original magic.

Thus, a 6th level magic user attempting to dispel a charm cast by a 12th level Magic-user has a 50% chance of success ($6/12=1/2$). If the 12th level magic user were dispelling the 6th level Magic-user's charm, the dispelling caster's chance of success would be 200% ($12/6=2$).

Aqmuni (Water Breathing)

Range: 30 ft

Duration: 2 hours

This spell grants the ability to breathe underwater until the spell's duration expires.

Fal Divi (Cast Divine Spell)

Range: Caster

Duration: Instantaneous

Through the study of the Arcane, Magic-Users may gain the knowledge necessary to tap into the power available to the faithful of the Divine. Upon casting this spell, the magic-user may cast any cleric spell he wishes to cast. There is a 10 percent chance per level of caster of the spell succeeding. If the spell fails, the caster is in a coma for 1d6 turns. If the spell succeeds, then the spell is cast successfully.

The spell points used is both the cost of this spell and the cost of the Divine spell.

Fulgar (Fireball)

Range: 240 ft

Duration: Instantaneous

A missile shoots from the caster's finger, to explode, at the targeted location, in a furnace-like blast of fire. The burst radius is 20 ft, and damage is 1d6 per level of the caster. The blast shapes itself to the available volume. A successful saving throw means that the target only takes half damage.

Exanman (Hold Person)

Range: 120 ft

Duration: 1 hour+10 minutes/level

The caster targets 1d4 persons using the same parameters as the *Juxman* spell; a saving throw applies. The caster may also target a single person, in which case the saving throw is made at -2.

Lorgar (Lightning Bolt)

Range: 240 ft

Duration: Instantaneous

A bolt of lightning extends 60 ft from the targeted point, almost ten feet wide. Anyone in its path suffers 1d6 points of damage per level of the caster (half with a successful saving throw). The bolt always extends 60 ft, even if this means that it ricochets backward from something that blocks its path.

Nasarcon (Protection from Normal Missiles)

Range: 30 ft

Duration: 2 hours

The recipient becomes invulnerable small non-magical missiles. Only those missiles projected by normal men and/or weapons are affected.

Vas Hurus (Fly)

Range: Touch

Duration: 1d6 turns plus 1 turn/level

This spell grants the power of flight, with a movement rate of 120 ft per round. The Referee secretly rolls for duration; the player does not know exactly how long the power of flight will last.

Vas Nasxul (Protection)

Range: 10 ft radius around caster

Duration: 2 hours

The spell has the same effect as *Nasxul*, except that its effect covers an area rather than an individual. The same requirements of

indicating what alignment (usually opposite the caster) applies.

Vas Relquas (Invisibility II)

Range: 240 ft

Duration: Until dispelled or an attack is made

Like the *Relquas* spell, this makes the target creature or object invisible to normal sight and to darkvision. It also, however, throws a 10 ft radius sphere of invisibility around the recipient, which moves with him/it. The same effects and drawbacks as *Relquas* apply.

Wis Anlor (Darkvision)

Range: Touch

Duration: 1 day

The recipient of the spell can see in total darkness for the length of the spell's duration. The recipient should roll 1d6 to determine the range of his vision.

Level 4

Anort Jux (Remove Curse)

Range: Close/Touch

Duration: Immediate

This spell removes one curse from a person or object.

Culusort (Wizard Eye)

Range: 240 ft

Duration: 1 hour

The caster conjures up an invisible, magical "eye," that can move a maximum of 240 ft from its creator. It floats along as directed by the caster, at a rate of 120 ft per turn (12 ft per minute). The caster can see whatever the eye can see.

Dag Acron (Teleport)

Range: 10'

Duration: Instantaneous

This spell allows a caster and those within a 10' ring around him, to teleport safely in a random direction up to 1 mile per level of caster. The Referee will determine the direction. The caster will always appear on land. This spell cannot be cast within a building or dungeon.

Decorp (Death - 1 being)

Range: 120 ft

Duration: Instantaneous

With a gesture, the caster can bring death to a single opponent, with a saving throw allowed.

Humquas (Hallucinatory Terrain)

Range: 240 ft

Duration: Until touched (other than by an ally) or dispelled

This spell changes the appearance of the terrain into the semblance of what the caster desires. A hill can be made to disappear, or could be replaced with an illusory forest, for example.

Insirap (Wall of Defense I)

Range: 60 ft

Duration: Concentration

The caster must announce which of the two options are being cast:

1. The caster conjures a wall of fire that flares into being and burns for as long as the caster concentrates upon it. Creatures with 3 or fewer hit dice cannot pass through it, and no creature can see through it to the other side. Passing through the fire inflicts 1d6 hit points of damage (no saving throw) and undead creatures sustain twice the normal damage. The caster may choose to create a

straight wall 60 ft long and 20 ft high, or a circular wall with a 15 ft radius, also 20 ft high.

2. The other option is that the caster conjures up a wall of ice, six feet thick. The caster may choose to create a straight wall 60 ft long and 20 ft high, or a circular wall with a 15 ft radius, also 20 ft high. Creatures with 3 or fewer hit dice cannot affect the wall, but creatures of 4+ hit dice are able to smash through it, taking 1d6 points of damage in the process. Creatures with fire-based metabolisms take 2d6 instead of the normal 1d6. Fire spells and magical effects are negated in the vicinity of the wall.

Juxen (Charm Monster)

Range: 60 ft

Duration: Until dispelled

This spell operates in the same manner as *Juxman*, but can affect more powerful monsters. For monsters of fewer than 3 HD, up to 3d6 can be affected.

Mentar (Mental attack)

Range: 120 ft

Duration: Instantaneous

By summoning his mental powers, the magic-user can thrust a vision of horror and fear into an opponent's mind, damaging its psyche and even paralyzing it. This spell only works on creatures that have some capability of thought (this excludes animals, undead and other non-thinking creatures)

Damage is 2d6 + Intelligence Attribute Bonus of the magic-user. If the HD of the target is equal or higher than the magic-user, the target may make a saving throw to avoid being stunned. If the save fails, or the target's HD is less than the magic-user, it is stunned and unable to do anything in the next 1d4 rounds of combat.

Necorp (weakens foes)

Range: 120 ft

Duration: instantaneous

A black mist will rain down upon a 15' radius circular area, infecting up to 3d6 monsters of lesser HD than the caster with a disease to be determined by the Referee.

Rel Xenylem (Polymorph)

Range: See Below

Duration: See Below

The caster must announce which of the two options are being cast.

1. The caster assumes the form of any object or creature, gaining the new form's attributes (the use of wings, for example), but not its hit points or combat abilities. The Referee might allow the benefit of the new form's armor class, if it is due to heavily armored skin. A great deal of the spell's effect is left to the Referee to decide. This form of the spell lasts for roughly one hour plus one additional hour for each level of the caster.

2. Alternately, this spell allows the caster to turn another being into a different type of creature (such as a dragon, a garden slug, and of course, a frog or newt). The polymorphed creature gains all the abilities of the new form, but retains its own mind and hit points. Used in this way, the range on this spell is 60 ft. This form of the spell lasts until dispelled.

Tag Acron (Teleport)

Range: 10'

Duration: Instantaneous

This spell allows a caster and those within a 10' ring around him, to teleport safely in a random direction up to 120 feet per level of caster. The Referee will determine the direction. The caster will always appear on a solid surface. This spell can only be cast within a building or dungeon.

Vas Manquas (Massmorph)

Range: 240 ft

Duration: Until negated or dispelled

One hundred or fewer man-sized creatures are changed to appear like innocent trees. The illusion is so perfect that creatures moving through the "forest" will not detect the deception.

Level 5

Dag Mentar (mental attack - group)

Range: 90 ft cone, 10 ft at base

Duration: Instantaneous

This spell is similar to *Mentar*, but far more powerful as it allows the magic-user to cast this spell against multiple foes in a cone-shaped attack. This spell only works on creatures that have some capability of thought (this excludes animals, undead and other non-thinking creatures)

Damage is 3d6 + Intelligence Attribute Bonus of the magic-user. If the HD of the target is equal or higher than the magic-user, the target may make a saving throw to avoid being stunned. If the save fails, or the target's HD is less than the magic-user, it is stunned and unable to do anything in the next 1d4 rounds of combat.

Exanxen (Hold Monster)

Range: 120 ft

Duration: 1 hour+10 min/level

The caster targets 1d4 creatures (saving throw applies). The caster may instead target a single creature, in which case the saving throw is made with a penalty of -2.

Inlacun (Passwall)

Range: 30 ft

Duration: 30 minutes (3 turns)

This spell creates a hole through solid rock. The hole or tunnel is up to 10 feet deep, and is large enough for the passage of a man.

In Xenort (Create Bestial)

Range: 10'

Duration: See below

The power to turn peaceful beings into evil, chaotic bestial creatures was long the stuff of nightmarish legend, but the re-emergence of Mondain has proven that legend to be true. The knowledge to warp a living creature into goblins, orcs and other such creatures has resurfaced. Any who would dare to use this knowledge may do so, at the peril of their soul and life!

The magic-user casts this spell on several intelligent, living beings, changing them into creatures based on their original HD. The total number of creatures may not exceed the number of HD of the caster. The time it takes for casting and transformation is given in the table. For a mixed group of targets, use the longest casting time. Any creatures above 4 HD may make a saving throw to resist.

HD of target	Creature	Rebel	Casting Time
Less than 1	Goblin	1 in 6	1 turn
1 to 2	Orc	1 in 6	2 turns
2+1 to 4	Hobgoblin	2 in 6	3 turns
4+1 to 6	Ogre	3 in 6	4 turns
6+1 and above	Troll	4 in 6	5 turns

These creatures are not necessarily automatically controlled by the caster! Each target has a chance to rebel against its creator when it has first been made. If the roll favors the creature, it will act in its best interest. Otherwise, the creature will be under the creator's control and will exist until it has been killed (with its new stats.)

Casting this spell is a terrible, dark thing, and the Game Referee may make note of it for future reference. Casters of a good or lawful alignment might find themselves branded as an evil mage as a result!

Kallemus (Telekinesis)

Range: 120 ft

Duration: 6 turns (1 hour)

The caster can move objects using mental power alone. The amount of weight he can lift and move is 20 pounds per level

Noxum (Cloudkill)

Range: Moves 6 ft per minute

Duration: 1 hour

Foul and poisonous vapors boil from the thin air, forming a cloud 15 ft in radius. The cloud moves directly forward at a rate of 6 ft per minute unless its direction or speed is affected by winds. Unusually strong gusts can dissipate and destroy it. Poison-laden, the horrid mist is heavier than air, and thus sinks down any pits or stairs in its path.

This spell affects only creatures 5 HD or fewer, and they may make a save to avoid being poisoned.

Paluma Ort (Magic Jar)

Range: See Below

Duration: See Below

This spell relocates the caster's life essence, intelligence, and soul into an object (of virtually any kind). The jar must be within 30 ft of the caster's body for the transition to succeed.

Once within the magic jar, the caster can possess the bodies of other creatures and people, provided that they are within 120 ft of the jar and fail a saving throw. The caster can return his soul to the magic jar at any time, and if a body he controls is slain, his life essence returns immediately to the jar. If the caster's body is destroyed while his soul is in the magic jar, the soul no longer has a home other than within the magic jar (although the disembodied wizard can still possess other bodies as before). If the jar itself is destroyed while the Magic-user's soul is within, the soul is lost. The magic user can return from the jar to his own body whenever desired, thus ending the spell.

Rel Terrylem (Transform Rock and Mud)

Range: 120 ft

Duration: 3d6 days, or spell reversal

This spell transforms rock (and any other form of earth) into mud, or mud to rock. An area of roughly 300x300 ft becomes a deep mire, reducing movement to 10% of normal

Val Insirap (Wall of Defense II)

Range: 60 ft

Duration: 2 hours (iron) or Permanent (stone)

The caster must announce which of the two options are being cast:

1. The caster conjures an iron wall from thin air. The wall is 3 inches thick, with a surface area of 1,000 sq ft.
2. The other option is for the caster to conjure a wall of stone 2 inches thick, with a surface area of 1,000 sq ft.

In both options, the caster might choose to make the wall 50 ft long (in which case it would be 20 ft tall), or 100 ft long (10 ft tall).

P (Mass Death)

Range: 240 ft

Duration: Instantaneous

This exorcism has no name, for the words should never be written or spoken - save the occasion when life is to be banished unto the Realm of Night. This most powerful invocation carries the name of the Ancient Dark One, of which hardly any sage or practitioner of the Arcane or Divine will seek to know. Once this spell has been cast, 2d8 opponents within a 60' radius that are equal or below the HD of the caster are dead, no saving throw is allowed.

This spell will cost 20 spell points to cast and will leave the caster unable to perform any strenuous activity for 1d6 turns, including casting other spells.

Divine Spells

Level 1	Level 2	Level 3
1. Deprendo (Detect Alignment) 2. Dupagem (Detect Magic) 3. Luminae [Acerbus] (Light [Dark] I) 4. Pontori (Turn Undead) 5. Purgo [Putesco] (Purify [Putrefy] Food and Drink) 6. Sanctu [Injux] (Cure [Cause] Wounds I) 7. Servisu (Protection I)	1. Appar Unem (Find Traps) 2. Baesu [Deprecu] (Bless [Curse]) 3. Biesti (Speak with Animals) 4. Obitusu (Hold Person) 5. Rec Du (Ladder Down) 6. Rec Su (Ladder Up)	1. Al Deprecu (Remove Curse) 2. Cori altero (Locate Object) 3. Lib Rec (Teleport in Dungeons) 4. Sanctsum [Insum] (Cure [Cause] Disease) 5. Sequitu (Escape Dungeon/Tower) 6. Sominæ [Regerbus] (Light [Dark] II) 7. Vel Magus (Cast Arcane Spell) 8. Vieda (Crystal Ball)
Level 4	Level 5	
1. Alcort (Neutralize Poison) 2. Ad Sanctu [Ad Injux] (Cure [Cause] Wounds II) 3. Ad Servisu (Protection II) 4. Pelori (Speak with Plants) 5. Virgla Certa (Sticks to Snakes)	1. Incena (Create Food and Drink) 2. Revera (Commune) 3. Santu Mani [Excuun] (Raise [Cause] Dead) 4. Soluvum (Dispel) 5. Zxkuqyb (Animate Dead) 6. Pestulus (Insect Plague) 7. Quaestus (Quest)	

Level 1

Deprendo (Detect Alignment)

Range: 120 ft

Duration: 60 min

The caster detects any creatures of a specified alignment (usually the opposite of the casters), or those with enchantments, intentions, thoughts, or auras of the specified alignment within the spell's range. Poison is not inherently of any alignment, and cannot be detected by means of this spell.

Neutral characters can pick either good, lawful, evil or chaotic, depending on the alignment that the Referee has set up for his campaign.

Dupagem (Detect Magic)

This spell works exactly the same as the Arcane Level 1 spell *Wisort*.

Luminae [Acerbus] (Light [Dark] I)

Range: 60 ft

Duration: 2 hours

The target person or object (at a range of up to 120 ft) produces light about as bright as a torch, to a radius of 20 ft. The inverse of this spell causes darkness that cannot be penetrated or seen in/out of.

Pontori (Turn Undead)

Range: Sight

Duration: 3d6 rounds

The power of Evil and Chaos lives in the Undead that roam our lands. If the faith and devotion of the Cleric is strong and he is able to focus his thoughts accordingly, he may be able to cause the undead to flee before him. In some cases, he might even be able to destroy the undead utterly.

Upon casting this spell, a 3d6 roll should be made and the table below consulted for the result.

Undead HD	Examples	Cleric Level								
		1	2	3	4	5	6	7	8	9–10
Less than 1	???	7	T	T	D	D	D	D	D	D
1	Skeleton	10	7	T	T	D	D	D	D	D
1+1 to 2	Ghoul, Zombie	13	10	7	T	T	D	D	D	D
2+1 to 3	???	15	13	10	7	T	T	D	D	D
3+1 to 4	Wraith	17	15	13	10	7	T	T	D	D
4+1 to 5	???	–	17	15	13	10	7	T	T	D
5+1 to 6	???	–	–	17	15	13	10	7	T	T
6+1 to 7	???	–	–	–	17	15	13	10	7	T
7+1 to 8	???	–	–	–	–	17	15	13	10	7
8+1 to 11	???	–	–	–	–	–	17	15	13	10
11+1 to 18	Lich	–	–	–	–	–	–	17	15	13

The numbers on the table are the total that the dice must match or exceed to turn the undead away. Roll 2d6 to determine how many undead are affected.

T - Undead are automatically turned, up to 2d6 in number.

D - Undead are automatically dispelled, up to 2d6 in number.

"-" - Spell has no effect on undead, due to level of caster.

A cleric of evil or chaotic nature may instead control dispelled undead for up to 24 hours.

Purgo [Putesco] (Purify [Putrefy] Food and Drink)

Range: Close/Touch

Duration: Immediate

When cast, enough food and water for up to a dozen people is made pure, removing spoilage and poisons. If the reverse of this spell is cast, any food (up to enough for a dozen people) is spoiled and poisonous.

Sanctu [Injux] (Cure [Cause] Wounds I)

Range: Touch

Duration: Immediate

This spell cures 1d6+1 hit points of damage.

The reverse of this spell inflicts 1d6+1 hit points of damage. It is up to the Referee whether the attacking cleric would roll to hit.

Servisu (Protection I)

Range: Caster only

Duration: 2 hours

Aside from duration, this spell works exactly the same as the Arcane spell *Nasxul*.

Level 2

Appar Unem (Open)

Range: 60 ft

Duration: Immediate

This spell unlocks and opens all chests, boxes, cabinets, cupboards and other storage places and devices within its range, including those held or locked by normal magic. It will not open doors or portals to other places. Any traps are safely bypassed.

Baesu [Deprecu] (Bless [Curse])

Range: Visual range (out of combat)

Duration: 1 hour (6 turns)

This spell can grant either weal or woe, depending on what the caster chooses at the time of the spell.

Baesu grants its recipient a +1 to attack rolls (and improves morale, if the recipient is not a player character). The recipient cannot

already be in combat when the spell is cast.

Deprecu is similar to *Baesu* except imparts a -1. As with *Baesu*, the recipient cannot already be in combat when the spell is cast

Biesti (Speak with Animals)

Range: 30 ft

Duration: 6 turns

The caster can speak with animals within range. There is a chance that the animals will assist him, and they will not attack him or his party (unless he's got something particularly offensive to say).

Obitusu (Hold Person)

Range: 180 ft (C)

Duration: 90 minutes (C)

The caster targets 1d4 persons (the same parameters as the Arcane spell *Juxman*; saving throw applies). The caster may also target a single person, in which case the saving throw is made at -2.

Rec Du (Ladder Down)

This spell is similar to the Arcane level 2 spell *Dor Acron* in all respects.

Rec Su (Ladder Up)

This spell is similar to the Arcane level 2 spell *Sur Acron* in all respects.

Level 3

Al Deprecu (Remove Curse)

This spell is similar to the Arcane spell *Anort Jux* in all respects.

Cori altero (Locate Object)

Range: 90 ft (C)

Duration: 1 round/level

Aside from range, this spell works exactly like the Arcane spell *Wisylem*

Lib Rec (Teleport in Dungeons)

This spell is similar to the Arcane level 4 spell *Tag Acron* in all respects.

Sanctsum [Insum] (Cure [Cause] Disease)

Range: Touch

Duration: Immediate

This spell cures a person of any diseases, including magically inflicted ones. The reverse spell, *Insum*, infects a person with a disease to be determined by the Referee.

Sequitu (Escape Dungeon/Tower)

Range: 10'

Duration: Instantaneous

This spell allows a caster and those within a 10' ring around him, to teleport safely outside of a dungeon or tower. The Referee will determine the direction. The caster will always appear on a solid surface. This spell can only be cast within a tower or dungeon only!

Sominae [Regerbus] (Light [Dark] II)

Range: 120 ft

Duration: Permanent until dispelled

The targeted person or object produces light about as bright as a torch, to a radius of 120 ft.

Vel Magus (Cast Arcane Spell)

Through the strength and power of a supplicant's faith, they may find themselves able to bend the unholy power of the Arcane to their will. Upon casting this spell, the cleric may cast any 1st through 3rd level magic-user spell he wishes to cast. There is a 10 percent chance per level of caster of the spell succeeding. If the spell fails, the caster is in a coma for 1d6 turns. If the spell succeeds, then the spell is cast successfully.

The spell points used is both the cost of this spell and the cost of the Divine spell. Due to nature of Arcane magics, no Arcane spells above 3rd level may be cast with this spell.

Vieda (Crystal Ball)

Range: 60 ft

Duration: 2 hours

The caster must announce which of the two options are being cast, Seeing or Hearing. Cast as Hearing, the caster can hear through solid obstacles. Cast as Seeing, the caster can see through solid obstacles. A 2 ft thickness of solid stone blocks the spell, as does even the thinnest layer of lead.

Level 4

Alcort (Neutralize Poison)

Range: Touch

Duration: 10 minutes

This spell counteracts all poisons within a touched creature, but does not bring the dead back to life.

Ad Sanctu [Ad Injux] (Cure [Cause] Wounds II)

Range: Touch

Duration: Immediate

This spell cures 3d6+3 hit points of damage.

The reverse of this spell inflicts 3d6+3 hit points of damage. It is up to the Referee whether the attacking cleric would roll to hit.

Ad Servisu (Protection II)

Range: 10 ft radius around caster

Duration: 2 hours

The spell has the same effect as *Servisu*, except that its effect covers an area rather than an individual. The same requirements of indicating what alignment (usually opposite the caster) applies.

Pelori (Speak with Plants)

Range: 30 ft

Duration: 6 turns

The caster can speak to and understand the replies of plants. Plants will obey his commands as far as they are able (e.g. twisting or bending aside to ease his passage, etc.).

Virgla Certa (Sticks to Snakes)

Range: 120 ft

Duration: 1 hour

The caster may turn as many as 2d8 normal sticks into snakes, each one having a 50% chance of being venomous. The snakes follow his commands, but turn back into sticks at the end of the spell (or when killed).

Level 5

Incena (Create Food and Drink)

Range: Close

Duration: Immediate

This spell creates a one-day supply of simple food and drinking water for 24 men (and/or horses, which drink the same amount as a man for game purposes).

Revera (Commune)

Range: Caster

Duration: 3 questions

By adhering to one's faith and meditating on the insights that one may have gained can grant an answer to three questions the caster poses. The spell is limited to once per week.

Once per year, it may be that a supplicant could cast the spell and meditate on six questions instead of three. The Game Referee will decide if this is so.

Santu Mani [Excuun] (Raise [Cause] Dead)

Range: Line of sight

Duration: See Below

Santu Mani allows the Faithful to raise a corpse from the dead, provided it has not been dead too long. The normal time limit is 4 days, but for every caster Level higher than 8th, the time limit extends another 4 days. Characters with low constitution might not survive the ordeal (Referee's discretion); and even for those with a strong constitution, a period of two weeks is required before they can function normally. This spell only functions on races that can be used for player characters.

The reverse of this spell works like the Arcane spell *Decorp*.

Soluvum (Dispel)

Range: 30 ft

Duration: 10 minutes against an item

Soluvum can be used to completely dispel most spells and enchantments, usually of the alignment opposite of the caster. The Referee will have final say on how this spell works.

See *Anort* (Arcane - level 3) for examples.

Zxkuqyb (Animate Dead)

Range: Referee's discretion

Duration: Permanent

Just as the rise of Mondain has given students of the Arcane insights into terrible magics, so have the students of the Divine discovered terrible truths. One of those most terrible, and in common practice by those who love Evil or Chaos, is of giving unlife to the dead. This spell animates skeletons or zombies from dead bodies. 1d4 (plus 1 per level of caster above 6th) undead are animated. The corpses remain animated until slain.

It is rumored that far more powerful versions of this spell remain to be found, which may explain the existence of greater undead beings. It should be noted that the use of this spell by those aligned with Good or Law might be noted and acted upon by the Referee.

Pestulus (Insect Plague)

Range: 480 ft

Duration: 1 day

This spell only works outdoors. A storm of insects gathers, and goes wherever the caster directs. The cloud is approximately 400 sq ft (20 ft by 20 ft, with roughly corresponding height). Any creature of 2 HD or fewer that is exposed to the cloud of insects flees in terror (no saving throw). Stronger creatures may be affected in different ways, Referee's discretion.

Quaestus (Quest)

Range: 30 ft

Duration: Until completed

If the spell succeeds (target fails their saving throw), the caster may set a task for the spell's victim.

If the victim does not diligently work at performing the task, the result is a curse that will take effect within some period of time. The exact details will be determined by the Referee.

Naval Combat

Naval combat takes place when ships are facing pirates or the legendary sea creatures that sometimes threaten sea-going vessels. Naval combat can be ship vs. ship, ship vs. creature or ships using missile weapons to attack targets on land.

Pirates

Pirates have taken advantage of the war with Mondain, infesting the oceans and coasts of Sosaria. These marauders have even been sighted on rivers near defenseless villages. They seek helpless, unarmed merchants and mariners to plunder, oftentimes press-ganging the helpless crew into their service. Their predations and “no quarter” attitude has led to naval combat becoming an aspect of any adventurer’s life.

Sea Monsters

Many different types of creatures inhabit the oceans and waterways of Sosaria. While sightings are usually few and far between, there are occasions when a sea-going adventurer might face a fearsome beast of the deep.

The monsters that might attack ships are:

- Dragon Turtle
- Man-O-War
- Sea Serpent
- Squid, Giant

Ships

Ships can be grouped into 4 types:

Raft - small, up to 4 creatures on it – ½ HD of damage from other ships and sea monsters (AC 9[10]), cannot be used on open oceans, only calm waters or rivers only. Movement rate (poled): 50’/round, 500’/turn.

Boat - small, up to 8 creatures on it – 1 HD of damage from other ships, monsters (AC 9[10]) – cannot be used on open oceans, only calm waters or rivers only. Movement rate (rowed): 150’/round, 1500’/turn.

Small Sailing Ship – up to 20 creatures, plus cargo - 3 HD of damage from other ships, sea monsters (AC 8[12]), has no weapons.

Large Sailing Ship – up to 20 creatures, plus cargo- 6 HD of damage from other ships, sea monsters (AC 8[12])

Warship (Sailing Ship) – up to 20 creatures, plus up to 60 Men-at-Arms (warships) - 6 HD of damage from other ships, sea monsters (AC 6[14]), Warships have a catapult.

Movement

Rafts are poled and are used primarily on lakes or rivers. If just drifting with the current, referees can assign a random 2d6x10’ per round for a movement rate.

Boats are propelled by oars or drift along with the current of the ocean or river. Sailing ships do not normally move by rowing, but if it is attempted, assume a rate of 100’/round, 1000’/turn rate. If just drifting with the current, referees can assign a random 2d6x10’ per round for a movement rate. If rowing is against the current, the movement rate is cut in half. Rowing backwards also cuts the movement rate in half. (So rowing backwards against the current would result in quarter speed.)

For sailing ships, the movement rate given is if the ship is “beating” (zig-zagging with the wind). If the ship is perpendicular to the wind, it is considered “reaching”. If the ship is moving directly in the same direction of the wind, it is “running”. Ships may not move in calm winds or directly against the wind. In a gale, ships are at the mercy of the winds and current and can only move in the direction of the wind. Referees can assign a random 1d6x10’ per round for a movement rate.

Movement rates for sailing ships (ocean/lake):

	Light Winds	Strong Winds
Beating	150’/round, 1500’/turn	250’/round, 2500’/turn
Reaching	200’/round, 2000’/turn	300’/round, 3000’/turn
Running	250’/round, 2500’/turn	350’/round, 3500’/turn

A Game Referee may rule that a fully laden ship (with either cargo or soldiers) may move 50’ less per round than unladen.

Sailing in rivers is possible, but at half speeds given above, as tacking with the wind on a river is much harder than on the seas.

Wind and Weather

To determine the direction of wind, roll a d8: 1: North, 2: Northeast, 3: East, 4: Southeast, 5: South, 6: Southwest, 7: West, 8: Northwest.

To determine the strength of the wind, roll a d6: 1: Calm winds, 2-3: Light winds, 4-5: Strong winds, 6: Gale winds.

Rafts cannot be poled in Strong or Gale winds. Boats cannot be rowed in Gale winds.

Combat Sequence

Naval combat follows the same combat sequence as normal melee combat.

Combat Maneuvers

Boats and ships may move and turn in the same combat round provided that they move their full movement rate. They are limited to up to 45 degrees of turning. Rafts, since they are poled, may move in any direction up to their full movement rate.

Sea monsters are not limited in how they may move, aside from their movement rate. Sea monsters can swim submerged or on the surface.

Ship Combat

Ramming

If a ship is able to line itself up so that its prow can strike another ship in the side (at between 45 and 90 degrees to the center line, prow to stern, of the target ship), it can ram, assuming the ship is equipped with a ram. A ram causes 1d6 damage to the ship rammed and they are considered “locked in melee”, which allows either ship to be boarded.

If a ramming ship backs off, the rammed ship will sink in 3-18 (3d6) turns unless all movement is ceased and the hole is patched. Patching takes 3 turns and the ship may do nothing else at this time.

A ship may ram a sea monster if it is able to strike it's prow against the monster. If a ship rams a sea monster, it causes 1d6 damage to the monster.

Boarding

Once within 10 feet of each other, two ships can “lock in melee” and the crews attempt to board each other. Warships will automatically lock with other ships. Sailing ships and boats must roll a 1-2 on a d6 to successfully lock.

To resolve crew to crew combat, the Game Referee can “group” crews together and roll combat, resolve damage as if each “group” was an individual creature per melee combat. Hit points would be rolled as if each group was one person, fighting level is assumed to be same as a 1HD monster and armor class is assumed to be AC7[12]. In similar fashion, men-at-arms aboard warships could be grouped together (with any changes to statistics that the Game Referee warrants for armed soldiers). Once a crew is dead, the ship is considered capture. Crews that have suffered damage from missile fire, catapult attacks or are at half strength should have their hit points reduced appropriately.

Alternatively, the Game Referee can conduct individual combat for the characters.

Missile Fire

Missile fire can occur between ships for crew versus crew (see above for grouping), or on an individual basis. Such attacks do not affect the ship itself. The only missile fire that can affect a ship is a magical attack (such as a fireball), launching some sort of burning items or catapults.

If a ship is aflame, the crew must not do anything the next round in order to put out the attack.

Catapults are fired using Fighter Level 1 vs. the target ship's AC to resolve the attack. No attack bonuses are allowed. If a catapult scores a hit on a ship, it causes 1d6 damage to the ship. Any players aboard must make a Saving Throw or suffer 1d6 damage for collateral damage. 1d6 crew members are lost per successful catapult attack. The Game Referee may change the Fighter Level to a higher value if the crew is a skilled warship crew or pirate crew, for firing the catapult.

Missile attacks versus the sea monster are resolved as normal melee/missile attacks. Catapults may be fired against sea monsters. Attack resolution is made against the sea creature's Armor Class. The catapult causes 1d6 damage against the sea creature.

Captured Ships

One the crew of a ship is completely dead or surrenders, the ship is considered captured. If desired, half of the victorious crew can be dispatched as a prize crew to take the enemy vessel, which then joins the victor's fleet. For pirate ships, the pirates will usually fight to the death.

Destroyed Ships

If a ship suffers more damage than its hit points, it sinks within 1d6 turns. Game Referees are at liberty to decide if a crew can keep the ship from sinking by some method.

Sea Monsters

Submerged sea monsters cannot be attacked by ships or crew aboard ships. Surfaced sea monsters can attack or be attacked by other surfaced sea monsters or ships. If a sea monster attacks the ship, resolve the combat using the monster's HD versus the ship's Armor Class. The monster's damage will be applied to the ship. Sea monsters may choose to attack the crew of the ship instead, such attacks are resolved as normal melee attacks.

Space Travel and Combat

Uncommon modes of travel are rumored to exist. Some say that one can find their way to the stars! It is not known if the ancients did so, or how one may get to the stars or what lies beyond the limits of our sky, but the stout Sosarian adventurer should be prepared for anything.

The following rules cover space travel and space combat. It is assumed that the Game Referee will have prepared maps to represent the destinations that a space traveler may seek out. Typically, the Game Referee would use hex maps to represent the various destinations. These destinations can be planets within a local solar system or places far beyond. The limit for a traveler is imagination... and fuel!

Space Travel

An adventurer may fly one of these types of ships:

Type	Level ¹	Speed	Shield HD	Hull HD ²	Armor Class ²	Fuel Capacity	Armaments
Shuttle	1	7	None	2	12	50	Laser
Freighter	1	6	2	3	12	80	2 Lasers
Light Fighter	2	10	1-1	1	14	80	Laser 5 Missiles
Medium Fighter	3	8	1	2	16	60	Laser 10 Missiles

¹ This is the level on the Fighter To Hit chart to determine the dice roll required to hit. The Game Referee may change that depending on circumstances – the crew of the ship, the type of equipment, etc.

² Shields and AC: AC reflects the overall difficulty of hitting a moving spaceship, it's size and it's shield toughness. Shields have hp which are reduced and/or replenished during combat.

To travel in space on a spaceship, characters must be wearing vacuum suits or be protected with some sort of spell that allows them to breathe as well as resist the environment of space. If they do not, they die. They do not have to wear a spacesuit on a space station.

You will notice that no costs have been given for spaceships or space equipment. Since Sosaria itself has no knowledge or active use of space technology, it's impossible to put a price on the ships. Perhaps the players find an abandoned space station. Maybe the players have to perform some deed to be allowed to ship on a battered freighter. The Game Referee will figure out how that will work. It should be assumed that if some sort of commerce will happen, the cost of space technology will be many, many times the cost of the most expensive items on Sosaria.

Fuel

Spaceships are energized by a mysterious substance called Tri-Lithium. It is said that this strange substance can found deep in mysterious ancient dungeons or at the bottom of the ocean. It could be that there's just enough on that mysterious flying machine (shuttle) to take you to a space station to get more...

Ships all have a fuel capacity. Once they run out of fuel, ships will drift in space. This could spell doom for the crew aboard.

Launch and Landing

To get to space and to land on the surface of a planet, one must have either a shuttle or freighter, as such ships are able to withstand the forces of launch and landing. Launching or landing requires 10 units of fuel.

Hyperspace

Each destination is a hex somewhere on the hex map. To go to destinations requires hyperspace travel. That requires 10 fuel to hyperspace, plus 1 unit of fuel per hex distance from start to destination. All ships, except shuttles, have hyperspace capability.

In order to travel to other hexes (planets or destinations), players must know the proper Xeno/Yako/Zabo coordinates to send the ship to. Some coordinates may take them into stars. Ouch. Some may take them to unknown locations.

Every so often, the unpredictable ancient space technology fails. On each hyperspace jump, roll a d20. If you come up with a 1, the hyperspace jump was bad. Players are now at a random location. Kind Game Referees may allow that the destination is NOT the local star.

Space Stations

Some destinations may have space stations where someone can get other ships, engage in commerce, seek out information or explore hidden areas. To dock with a space station requires 10 units of fuel. All ships may dock at space stations. Ships may also dock with other ships; this also requires 10 units of fuel. Ships may choose to dock with defeated enemy ships or lost space hulks.

Design Note: Fortresses? Cities? Abandoned? Populated? Game Referees get to decide. Ultima 1 never really addressed this - just made it so that you could get other ships from space stations - and made it so that screwing up docking had Bad Results.

Space Combat

Note: The movement rules and combat sequence for space combat are taken from "Minimal Space Combat" by Timothy Swenson.

Space combat takes place on a hex map that the Game Referee will provide, along with counters for spacecraft or miniatures. Each counter should have an indication as to which side is the front of the ship. It is assumed that if a spaceship flees off of the map, it is considered out of the battle.

In space combat, the sequence is a bit different than naval combat or melee combat. Movement is simultaneous and initiative only determines who gets to fire first. Movement also has a small aspect of Newtonian physics, as we will see in a moment.

The sequence is:

1. Movement Orders are written
2. Movement
3. Roll for Initiative
4. Winner of initiative may perform a combat action
5. Loser of initiative may perform a combat action
6. Calculate fuel expenditures

Game Referee note: Unless you have each player in their own space fighter, it is assumed that the party is combined in either one ship or the number of ships they own. You might want to run space combat so that every person gets a turn controlling the ship and/or rolling the dice.

Movement

During combat, a ship's speed is tracked. Speed is how fast the ship is currently traveling. Speed may never exceed the ship's maximum movement rate. Ships start out the game at any desired speed.

Ships may accelerate or decelerate by 1 unit of speed each turn. Current Speed is written down in the Move Orders phase.

Ships may either move forward, turn left (one hex side) or turn right (one hex side). Each one of these movements costs 1 unit of speed. Ships may not turn twice in a row, but must move at least one hex forward between turns. A ship must expend all of its Current Speed in each turn, either by moving forward or turning.

Ship Movement Orders: All movement is plotted before any movement takes place. These Movement Orders are written down during the Move Orders phase. Movement Orders are written down like "2L1". This means to move two hexes forward, turn one hex side to the left, then move 1 hex forward.

Since all movement (direction and Speed) is plotted before any ships move, both players may move their ships at the same time.

Example: Gort controls a Light Fighter, which has a Maximum Speed of 10. He engages in combat with another Light Fighter. He decides that he will start combat at a speed of 8. He decides he will perform a type of zig-zag to throw the enemy off. He writes down his movement as follows: "Speed 8 – 2L2R2." This means he'll have 8 units of speed, of which he'll move forward two hexes, turn left one hex face, move forward 2 hexes, turn right one hex faces, then move forward two hexes. Once the enemy has written down his movement orders, both will show their movement orders and move at the same time.

In Gort's second round, he decides to speed up and possibly turn on the enemy's tail, since it seems the enemy may pass him by. He can only accelerate 1 unit of speed per round. He notes his movement as: "Speed 9 – 3R1R1R1". This will move him forward and in an arc to reverse his course. Hopefully the enemy has chosen movements that will put Gort on the offensive!

Initiative

Once movement has been completed, initiative is rolled, once for each side, then combat actions commence. Initiative uses a d6.

Combat Actions

One combat action can be performed per round. They are:

- Fire missiles
- Fire lasers

- Hyperspace out (withdraw from combat)
- Replenish shields
- Cast a spell
- Land on a planet (withdraw from combat)

Fire Missiles: All missiles have a range of 6/8/10, where up to six hexes is short range (no penalty), seven and eight hexes is medium range (-2 to hit), nine and ten hexes is long range (-4 to hit). Missiles do not require any fuel costs. A ship may fire only one missile per round.

Missile attacks resolved by determining range, any penalties and then rolling a d20 and consulting the appropriate Fighter Level vs. AC of the ship. If an attack succeeds, calculate damage against shields and hull.

Fire lasers: Lasers have a range of 2/3/4 (see missiles for range explanation.) A ship may fire as many lasers per round as it has. Ships consume 1 unit of fuel per laser fired in a round.

Laser attacks resolved by determining range, any penalties and then rolling a d20 and consulting the appropriate Fighter Level vs. AC of the ship. If an attack succeeds, calculate damage against shields and hull.

Laser attacks are subject to penalties not only for range, but for movement as well. Count the total number of hexes that both ships moved (turning/facing changes do not count as hexes moved) and calculate the penalty as follows:

1-2 hexes move	No penalty
3-5 hexes	-1
6-10 hexes	-2
11+ hexes	-3

Hyperspace out: A ship may withdraw from combat by hyperspacing out of the area. It is up to the Game Referee whether enemy ships within range could fire one last time. Hyperspace costs the normal 10 units of fuel to perform the jump, plus 1 unit of fuel per hex jumped.

Replenish shields: If so equipped with shields, a ship may replenish shields that have taken hits. Shields can be replenished up to 6hp a turn. A ship may not exceed the number of shield hit points it first started out with. Each hp replenished costs 1 unit of fuel.

Magic: Some spells will work, like informational spells or spells that alter time or other spells that affect the caster and any within the ship. The ranges required for space combat do not allow for the casting of spells against enemies. However, such a casting will require the ship not perform any other combat action.

Land on a planet: If a ship is able, it may choose to land on the planet if the combat takes place in a hex that contains a planet. It is up to the Game Referee as to whether enemy ships may get in a last shot. Landing costs the usual 10 units of fuel.

Facing/Firing Arc

If a ship's target is within the arc formed by the front 3 hexes of the ship's position, then it is within the arc and may be fired at. Since space combat is in 3 dimensions, no ship may block one ship's attack on another, unless the players/Game Referee make special actions to make that happen (perhaps spend a unit of movement to ensure that they are blocked by the floating hulk.)



Shield and Hull Damage

As damage is calculated from successful attacks, it is applied against shield hp first. Once a shield's hp has been depleted, any further damage is applied against the hull. Damage from the current attack that was not applied against the shields may be applied against the hull, as well.

Once a ship's hull is at zero or less, the ship is considered derelict and unable to function. It will continue to drift its current speed. Characters inside must make a saving throw or suffer 1d6 damage from the hull dropping to zero or below.

Derelict ships may be boarded and looted.

Fuel Expenditures

If the ship accelerated, decelerated or made a turn/facing change, then deduct 1 unit of fuel for the movement. If the ship performed a combat action that resulted in fuel use, deduct the cost of fuel. Ships may never go below 0 units of fuel. If they are about to perform an action that would drop them below zero, they may not perform that action. Once a ship reaches 0 units of fuel, they drift in space in the direction they are facing at their current speed. Their shields will be down and they will be unable to accelerate/decelerate. They may even get boarded by the enemy. In space, nobody can hear the characters screaming...