

Swords of Abandon

Role Playing Game

*Based on the rules from the 1975 Empire of the Petal Throne by M.A.R. Barker and the original fantasy role-playing game
compiled by Mike Davison*

BASIC ATTRIBUTES

These are the character's physical and mental capabilities. To generate these ability scores, roll 1d100 for each of the following attributes, and note the results (including any "pluses" or "minuses" on your character sheet).

The prime attribute for warriors is strength, for priests it is intelligence, and for magic-users it is psychic ability.

If a player should roll a totally un-playable character, the GM (at his option) may allow the player to reroll a new character. Players cannot re-roll individual attributes, or move points from one attribute to another.

STRENGTH

This represents a character's physical prowess, ability to wield a weapon, bear a burden, perform arduous tasks, etc. Dice rolls are as follows:

1 - 40	-1 on Hit Dice.
41 - 60	No bonuses or penalties.
61 - 80	+1 to Hit Dice.
81 - 95	+1 to BOTH Hit Dice and Damage dice.
96 - 00	+2 to BOTH Hit Dice and Damage dice.

INTELLIGENCE

This represents a character's ability to think, reason, and learn. The rolls are:

1 - 20	-1 on BOTH Hit and Damage dice.
21 - 40	-1 on Damage dice.
41 - 60	No bonuses or penalties.
61 - 80	+1 to Damage dice.
81 - 95	+1 to BOTH Hit Dice and Damage dice. 40% chance to find Secret Doors.
96 - 00	+2 to BOTH Hit Dice and Damage dice. 60% chance to find Secret Doors, 40% chance to Detect Traps.

CONSTITUTION

This is a character's ability to endure, recover from wounds, and to be restored to life by magic. The rolls are:

1 - 20	-2 on Hit Dice; 30% chance of revival, 40% chance healing magic will NOT work.
21 - 40	-1 on Hit Dice; 40% chance of revival, 20% chance healing magic will NOT work.
41 - 60	No bonuses or penalties.
61 - 80	+1 to Hit Dice; 60% or revival, magic healing will always work.
81 - 95	+1 to BOTH Hit Dice and Damage dice; 70% chance of revival, healing magic always works.
96 - 00	+2 to Hit Dice and +1 Damage dice; 90% chance of revival; add one "pip" to points rolled for a healing spell.

PSYCHIC ABILITY

This is a character's ability to employ magic, attain communication with the gods, etc. The rolls are:

1 - 20	Unable to use spells or magic.
21 - 40	May use spells only up through Group II.
41 - 60	No bonuses or penalties.
61 - 80	+5% chance of spells working.
81 - 95	+10% chance of spells working.
96 - 00	+15% chance of spells working.

DEXTERITY

This is a character's ability to parry attacks, dodge missiles, perform acts involving agility, etc. The rolls are:

1 - 20	-1 to BOTH Damage and Hit dice; 20% chance of spell or weapon striking some other victim than one aimed at.
21 - 40	-1 to Hit dice; 10% chance of spell or weapon striking wrong victim.
41 - 60	No bonuses or penalties.
61 - 80	+1 on Hit Dice; spells and weapons always hit if indicated by Combat tables.
81 - 95	+1 on BOTH Hit Dice and Damage dice.
96 - 00	+2 on Hit Dice; +1 on Damage dice.

CHARISMA

This is a character's leadership ability and presence. The rolls are:

1 - 10	-10 reaction	1 Retainer maximum
11 - 20	-5 reaction	2 Retainer maximum
21 - 50	-5 reaction	3 Retainer maximum
51 - 70	+/- 0 reaction	4 Retainer maximum
71 - 80	+5 reaction	5 Retainer maximum
81 - 90	+5 reaction	6 Retainer maximum
91 - 95	+5 reaction	7 Retainer maximum
96 - 00	+10 reaction	8 Retainer maximum

ATTRIBUTE INCREASES

As characters progress in levels of experience, they may roll percentile dice to see if they can improve one of their attribute scores. If a player rolls 81-99 on the percentile dice, he adds 5 points to one of his attribute scores. If a player rolls 100 on the dice, they can add 10 points to an attribute score. The determination of which attribute is increased is random. Roll 1d6 and the result is as follows: 1: Strength, 2: Intelligence, 3: Constitution, 4: Psychic Ability, 5: Dexterity, and 6: Comeliness. If a character already has 100 points in an attribute, the roll is simply ignored and another roll is not allowed at that level.

BACKGROUND SKILLS

All characters have a background, this includes a number of skills acquired during childhood and adolescence. Without listing a host of non-useful skills, the following three skill groups list crafts and skills that may be of use to players during the game. They include a few specialized skills which are not "professional" skills but which are useful for adventuring (e.g. swimming and diving). The first group is called "Common": the skill of the common folk and craftsmen. The "Expert" group includes crafts and skills of greater study. Finally the "Noble" skills include talents and skills that require considerable time and study, the acquisition of these skills is usually restricted to the children of nobility.

To determine a character's starting skills, 1d100 dice are rolled as follows:

1 - 35	Choose one skill from Group I.
36 - 60	Choose one from Group I and one from Group II.
61 - 80	Choose one skill from each of the three groups.
81 - 90	Choose 2 skills from Groups I and II, and one from Group III.
91 - 95	Choose 3 from Group I, and 2 from Groups II and III.
96 - 00	Choose 4 from Group I, and 3 from each of the other 2 Groups.

SKILL TABLE

Group I: Common	Group 2: Expert	Group III: Noble
<i>baker</i>	<i>animal-trainer</i>	<i>alchemist</i>
<i>barber</i>	<i>bird-trainer</i>	<i>artist-sculptor</i>
<i>bootmaker</i>	<i>fletcher</i>	<i>assassin-spy-tracker</i>
<i>bricklayer</i>	<i>hunter</i>	<i>astronomer-navigator</i>
<i>butcher</i>	<i>jeweller-goldsmith</i>	<i>author</i>
<i>carpenter</i>	<i>mountaineer</i>	<i>botanist</i>
<i>carpet-maker</i>	<i>sailor</i>	<i>courtesan</i>
<i>cook</i>	<i>scribe-accountant</i>	<i>engineer-architect</i>
<i>dyer</i>	<i>ship-builder</i>	<i>geologist</i>
<i>farmer</i>	<i>ship-captain</i>	<i>interpreter</i>
<i>fisherman</i>	<i>slaver</i>	<i>mathematician</i>
<i>glass-blower</i>	<i>smith-armoror</i>	<i>musician</i>
<i>grocer</i>	<i>swimmer-diver</i>	<i>orator</i>
<i>mason</i>	<i>wheelright</i>	<i>physician</i>
<i>merchant</i>		<i>poet</i>
<i>miner</i>		<i>scholar</i>
<i>paper-ink maker</i>		
<i>perfumer</i>		
<i>potter</i>		
<i>rope and net maker</i>		
<i>sail maker</i>		
<i>tailor</i>		
<i>tanner</i>		
<i>weaver</i>		
<i>wine-maker</i>		

Most of the skills are self-explanatory, though a few do require some explanation.

Animal and **bird trainers** can train any animal which is completely aggressive to man. This takes from 1 to 3 months, depending on the creature's intelligence and the type of tasks it is being trained to perform.

A **ship's captain** is more familiar with the techniques of sailing than is the ordinary sailor. He is also knowledgeable in handling cargoes, manifests, simple accounting, etc. The **ship builder** on the other hand, may have no commercial skill at all, but he can construct ships, taking from 1 month for a small boat to 6 months for a large vessel (if provided the men and tools to work with).

The **slaver** has the ability to recognize good laborers, detect weak versus strong men, pick out likely maidens for various tasks, etc.

The **wheelwright** is the only artisan familiar with the manufacture of heavy carts and wagons.

An **alchemist** can recognize chemical compounds (such as poisons, elixirs, etc.). He can also make chemical substances if deemed possible by the GM. His success is governed by his level of experience and by the Chance of Spells working table.

An **assassin-spy-tracker** can hide in the shadows and pass unseen. This, too, depends upon his level of experience, and the same table is used to determine his success as for the alchemist's experiments. Tracking also depends upon this table. His assassin skills will depend partially upon his dexterity and intelligence, partially upon his combat abilities, and partially upon his knowledge: e.g. does he have the alchemical skills necessary to construct a proper poison? The GM must use his discretion in allowing assassins to ply their trade. Remember that if an assassin is caught, it will be a long time before he is allowed to die...

The **astronomer-navigator** is required for any ship which journeys out of sight of land. Only he can operate the crude compass.

An **author** can write usable records, histories, or fiction with which to entertain his friends and colleagues.

The **botanist** can recognize edible or poisonous plant species and other characteristics of native flora. Similarly, the **geologist** can recognize minerals in their raw form. Success for both of these skills is determined again from the Chances of Spells Working Table.

The **engineer-architect** is required if one is to build fortifications, palaces, roads, and other constructions. This skill is important, thus, for players who build their own castles or mansion when they attain high enough level.

The **interpreter** can use any one modern or ancient language in addition to the Common Tongue. He is assumed to be totally fluent in it. Languages include all those used by men, but not those used by the non-human races.

The **orator** has the power to charm a multitude with his words. Use the Chances of Spells Working Table to determine his success. Should he succeed, the mob will do as he wishes, if this is within the realm of possibility. Should he fail, however, he may be stoned, taking 3 dice of damage!

A **physician** can cure up to 2 hit dice points per day by himself. If he is also a priest, he can add these 2 points to his throw when using a Cure Light Wounds or Cure Serious Wounds spell. He may use his skills upon himself, as well as upon others. Note that these two extra points are NOT added, however, if he effects a cure by means of an magic item or some other technological device.

A **poet** has the power to compose impromptu verse in glorious, flowing language, a skill most useful in courtly circles where this ability is greatly admired. The GM will add five percent to his chances of befriending, swaying, or convincing his hearers when this skill is used.

The **scholar** has a knowledge of history, philosophy, theology, literature, and certain other non-technical and non-scientific subjects. He has the ability to read one extra ancient language.

ACQUISITION OF BACKGROUND SKILLS

As characters gain new levels of experience, they may add more skills from the Background Skills Table. In order to obtain new skills, the player must roll 51 or better on 1d100. Skills are chosen as follows:

Upon reaching 2nd Level	+1 from Group I
Upon reaching 3rd Level	+1 from Group II
Upon reaching 4th Level	+1 from Group III
Upon reaching 5th Level	+1 from Group I and 1 from Group II
Upon reaching 6th Level	+1 from Group II
Upon reaching 7th Level	+1 from Group III
Upon reaching 8th Level	+1 from any Group
Upon reaching 9th Level	+1 from any Group

A Group I skill may also be learned "in game" by spending 1,000 gold pieces to a local Guild Master or Artisan. It takes 1 month of game time to learn a Group I skill. A Group II skill costs 5,000 gold pieces and takes 4 months of game time. A Group III skill costs 10,000 gold pieces and 6 months to acquire. Characters can also learn languages by following the same rule as for Group III skills.

PROFESSIONAL SKILLS

After finding a character's Background Skills, next a player must determine his starting professional skills for the role he has chosen: warrior, priest, or magic-user. These skills differ widely for the three different professions, and one may not cross over to choose a skill from some profession other than the one chosen. A roll of 1d100 is used to determine which and how many skills the character begins the game with.

Rolls are interpreted as follows:

1 - 20	Choose any 2 skills from the first 3 in one's chosen profession
21 - 50	Choose 3 from among the first 4.
51 - 80	Choose 4 from among the first 5.
81 - 95	Choose 5 from among the first 6.
96 - 100	Choose 5 from among the first 7.

WARRIORS	PRIESTS	MAGIC USERS
<i>spearman</i>	<i>knows 2 modern languages</i>	<i>control of self</i>
<i>mael/flail user</i>	<i>knows 2 ancient languages</i>	<i>illusionist</i>
<i>axeman</i>	<i>can produce light</i>	<i>clairaudience</i>
<i>swordsman</i>	<i>detect good/evil</i>	<i>telkinesis</i>
<i>slinger</i>	<i>cure light wounds</i>	<i>astrologer</i>
<i>bola-slinger</i>	<i>ESP</i>	<i>medium</i>
<i>crossbowman</i>	<i>telepathy</i>	<i>nature control</i>
<i>bowman</i>	<i>protection from good/evil</i>	<i>control person</i>
<i>broadsword & dagger man</i>	<i>control person</i>	<i>necromancer</i>
<i>sapper</i>	<i>remove curse</i>	<i>control underworld creatures</i>
<i>catapult-artilleryman</i>	<i>reviviy</i>	<i>the Hand of Death</i>
<i>strategist</i>		

Progression to a higher experience level permits the player to add **one** skill in his profession, with the least advanced skill being mandatorily chosen first. Thus, if a priest rolls 17 to begin with, he has a choice of two of the first three priestly skills; assuming he chooses the two modern and two ancient languages. Upon attaining second level, he must add the ability to produce light. In other words, he cannot go on to pick some higher ranked skill without having ALL of the ones above it first. This applies to all three professions.

WARRIOR SKILLS

The skills used by fighting men are mostly self-explanatory. Anyone attempting to use a weapon with which they are not trained are penalized with a -4 to their attack roll. A sapper is familiar with the techniques of mining, the construction and use of battering rams, earthworks, etc. A catapult-artilleryman can build and use onagers, ballistae, mangonels, and trebuchets. A strategist is in effect a general: he can plan and develop campaigns, organize expeditions, marshal troops, and direct battles.

PRIESTLY SKILLS

Know two modern languages: Your GM will provide a list of modern languages that are in use in his campaign.

Know two ancient languages: Your GM will also provide a list of ancient tongues long forgotten by man in use for his campaign. These languages are very important for reading scrolls, maps, etc.

Production of light: This spell produces a soft light (equivalent to a torch) that has a radiance of 30 feet. The spell can be produced once per day and lasts for 3 turns.

Detect good/evil: This spell warns the user of hostile alignment in objects, adjoining rooms, etc. It does not work upon people or monsters, and it does not indicate the exact nature of the danger. This spell lasts 2 turns and can be used but once per day.

Cure light wounds: This spell restores 1d6 hit points and is usable once per day.

ESP: This spell allows a user to detect the thoughts of living beings in adjoining rooms. It has a range of 20 feet, lasts 2 turns, and can be used three times a day.

Telepathy: This spells allows for mental communication with one target at a range up to 240 feet, this spell can be used three times a day and has a duration of 1 turn.

Protection from good/evil: This spell creates at 10 foot circle of protection around the caster. It cannot be penetrated by undead; it adds +1 to all saving throws, and it takes away 2 points from any damage dice done to the caster by an attacker. The spell lasts three turns and can be used but once per day.

Cure serious wounds: This spell restores 2d6 hit points and be used once per day.

Control person: This spell allows the caster to control 1d6 people or intelligent creatures for 3 turns. A saving throw against spells is allowed. This spell will not work on any person greater than 7th level. The spell can be used only once per day and has a range of 50 feet.

Remove curse: This spell will take away the curse put on objects, change alignment of swords and other magical weapons, restores magically changed beings and objects to their natural forms, and returns beings driven mad by magic or some monsters back to sanity. This spell can be used on one person or object and only once per day.

Revivify: This spell (depending upon the character's constitution) will restore one slain human or intelligent humanoid to life. The newly revived person cannot fight for one week. The spell must be cast within one week of death; otherwise they cannot be revived. This spell is usable once per week by Priests of 8th level or below, the spell can be cast once per day by those of 9th level and above.

MAGIC-USER SKILLS

Control of self: This spell allows the caster to control his own body: e.g. hold his breath indefinitely, stop his heartbeat, hold an object with an iron grip, have total recall, enter a trance, etc. The spell can only be broken by those of 9 or more hit dice (strength or magic). The spell is usable twice per day.

Illusion: A limited illusion can be created that has a 60% chance of being believed by non-intelligent creatures, and a 40% chance to be accepted by intelligent and semi-intelligent once. Automaton, androids, and undead never believe in illusions. Damage from an illusion is treated as real by those that believe in them. Note that the illusion is limited to the caster only. This spell is usable once per day and has a duration of three turns.

Clairaudience: This spell allows the caster to hear adjoining rooms. The spell has a range of 20 feet and lasts 2 turns. It can be cast 3 times a day.

Clairvoyance: This spell picks up a picture of an adjoining room or space. The range is 20 feet, and lasts for 2 turns. This spell is usable 3 times per day.

Telekinesis: This spell allows the caster to move objects through air or water (not stone). The weight of the object and distance it can be moved depends on the level of the caster. A first level caster can move 1 ounce about 10 feet; a 3rd level caster can move 3 ounces 30 feet; a 5th level caster can move 5 ounces 50 feet, etc. Objects being moved, can be hurled fast enough to stun an un-armored man, but not so fast as to penetrate his skull. One may stun an opponent if a hit is made (see the combat rules) but not kill him. Edged weapons and missiles cannot be transported this way. This spell is usable twice per day.

Astrology: This is not really magic, but a means of discovering the character and motives of a being through the position and influence of the sun and stars. Such a horoscope takes one full turn to construct, and the caster must have the proper instruments and reference books with him. This horoscope is infallible. It may also be used to predict short distances into the future: one turn 70% accuracy; two turns, 50%; three turns 30%, etc. This ability can be used repeatedly.

Medium: This spell allows the caster to speak with the dead, to spirits, and to distant living beings (over 5 miles away) to gain information and guidance. This spell can be used three times a day.

Nature control: The actions of 1d12 animals or plants can be controlled for 3 turns. This spell can be used once per day and has a range of 50 feet. Animals can make a saving throw versus this spell.

Necromancy: The actions of 1d12 undead beings can be controlled for 6 turns, although a saving throw is permitted for any undead with 3 or more hit dice. This spell is usable once per day and has a range of 30 feet. The caster can also opt to create a "zombie" from a dead being: this zombie obeys its maker's orders for 6 turns and then returns to its inanimate state.

Control monsters: This spell allows the caster to control 1d6 monsters for 6 turns. This spell does not affect humans, intelligent humanoids, or the undead. A saving throw is permitted for any creature with 4 or more hit dice. The spell is usable once per day and has a range of 30 feet.

The Hand of Death: This spell is the power of instant death. No saving throw is permitted. If a hit is made (see combat rules) the victim is reduced to a heap of grey dust, but the caster must touch the victim (risking the chance of being hit and killed in melee). It is possible to revivify a victim of this spell however -10% is subtracted from his constitutional chances. This spell is usable once per day.

SPELL REGENERATION & CHANCES OF SUCCESS

As seen above most spells are only usable once or twice per day. All spells are automatically regenerated each day in the morning (6am). Thus if one has used one's Control Person spell and spent the night outdoors, it would be usable again at dawn the following day.

For both Priests and Magic-Users there is also the chance that a spell will not work. This depends partially upon the level of the caster and partially upon his psychic abilities. The following table assumes an average psychic ability:

Caster's Level	d100 roll to succeed
Level 1	61+
Level 2	51+
Level 3	41+
Level 4	31+
Level 5	21+
Level 6	16+
Level 7	11+
Level 8	6+
Level 9+	1+

As stated above, being above “average” psychic ability adds to the chances of success in the table. Every time a spell is cast, the user must roll on the table above (adding in any additional modifiers based on abilities etc.).

If successful, a spell takes effect in the round in which it was cast.

BONUS SPELLS

When a priest or magic-user obtains a new level, the player rolls 1d100 to see if an extra spell has been learned by the character. A player rolls only once at each new level to determine if a new spell is learned. Once a new spell has been chosen it cannot be changed or substituted.

Like most spells, these bonus spells can only be used once per day, but are automatically renewed each day. A player can choose two or more of the same spell, if his dice score indicates an additional spell from the same group. This was not possible with Professional skills above.

The following table provides the dice roll need to obtain bonus spells each level:

Spells Learned	Level of Experience & d100 Roll Needed to Obtain Bonus Spell								
	2nd	3rd	4th	5th	6th	7th	8th	9th	10+
1 Spell from Group I	80+	70+	60+	50+	40+	30+	20+	10+	5+
1 Spell from Group II	90+	80+	70+	60+	50+	40+	30+	20+	10+
1 Spell from Group I & II	-	90+	80+	70+	60+	50+	40+	30+	20+
1 Spell from Group III	-		90	80+	70+	60+	50+	40+	30+
1 Spell from Group II & III	-			90+	80+	70+	60+	50	40+

BONUS SPELL DESCRIPTIONS

GROUP 1

CALM: This spell sends a wave of peace & tranquility against “walls” of Wind or Water, and also against storms or rioting mobs of 1st level beings (peasants).

CREATE FOOD & DRINK: This spell creates rations for 1d10 persons.

CREATURES: This spell creates 1d3 monsters that can be maintained for 3 turns. These are 1 hit dice creatures and may include beasts, warriors, insects, or the undead. Note that if this spell is cast by a user of level 5 or below, they must wait one week before casting any other spell; if cast by a user of 6th level or higher they must wait 2 full days before casting any other spell. A level 9 or higher can cast this spell once per day. Once created, these beings will fight for their creator or otherwise do his bidding. At the end of 3 turns they simply disappear.

CURE/BLESS: This spell raises the morale of 1d6 beings by +1 and adds +1 to their hit dice possibilities. The spell may be used to subtract (curse) from enemies as well.

DISBELIEVE AND DISPEL: This spell operates against illusions. If there is time before the illusory object reaches the user, this spell will dispel it at a range of 10 feet.

DISPEL EVIL/GOOD: This spell allows the user to dispel any evil or good spell he wishes, providing that the opposing spell is operating with a range of 20 feet. This spell lasts 3 turns; after that it is no longer effective.

DOOR CONTROL: This spell allows a door to be opened or closed and held in that position for 3 turns. This spell may only be broken by another door control spell. It only operates on “normal-sized” doors, roughly 3 feet wide and 6 to 8 feet tall.

FEAR: This spell causes a target to panic and flee in terror. The target is totally defenseless. A saving throw is permitted for the target of this spell. The range of the spell is 20 feet, and since the spell takes 2 rounds to reach its target, this leaves time for the target to cast Dispel Evil and hence nullify the spell (if he guesses that it is coming). This requires the player casting this spell to note it on the round it is cast and handing the note to the GM on the round it would resolve.

HEAL MINOR WOUNDS: This spell heals 1d6 hit points, no one can be healed above their maximum hit points.

LEVITATE: This spell allows the user to rise into the air and remain there for 2 turns. He moves upwards 6 inches per turn to a maximum of 24 inches, followed by a soft landing at the end of the 2nd turn. This spell can only be cast on himself. No vertical movement is allowed.

LIGHT: This spell creates a bright light (equivalent to daylight) which illuminates a 30 foot area and lasts 5 turns.

LOCATE GOLD & GEMS: The caster can “feel” the presence of gold and/or gems within a range of 10 feet. He senses these treasures even if buried or made invisible. This spell lasts 2 turns.

LOCATE OBJECTS: The caster can automatically “home in” on an object at a distance of 200 feet. This spell does not work outdoors. It lasts 5 turns or until the object is found. The latter must be something the caster has handled and is familiar with. The GM will guide the caster to the object sought, if possible within 5 turns.

MADNESS: This spell drives the target permanently insane. A saving throw is permitted, however. If the target does go mad, the GM determines the victim’s actions randomly. This spell operates at a range of 30 feet. It does not affect someone using the Control Self spell, and can be cured by a Remove Curse spell.

PLAGUE: This spell causes the target to fall victim to a terrible rotting plague. It has a range of 30 feet. Only a cure disease spell will rescue the victim, and if this is not cast at the beginning of the next round or turn, he dies at once. Since the body putrefies immediately, revivification is more difficult, and the target loses -5 points extra from his constitution in addition to the 5 regularly lost.

PROTECTION FROM EVIL/GOOD: This spell creates a magic circle with a 5 foot radius around the user and 1d6 companions. It lasts 2 turns, and blocks undead, spirits, apparitions, and Control Person spells. It does not protect against weapons or magic items.

SHADOWS: This spell sends a wave of flickering, confusing shadows towards the target. It lasts 3 turns and can only be dispelled by a light spell cast at the beginning of the following combat round. Each person in the affected area must make a saving throw, otherwise blindness results for one full turn and the victim is unable to attack or defend. The spell has a range of 30 feet and a 10 foot diameter around the target.

SEEING OTHER PLANES: This spell allows the caster to see other planes, invisible objects and beings, and dimensional doors, etc. If thrown within a range of 10 feet, the user may throw another spell in the following round; if thrown within a range of 11-20 feet, he cannot throw another spell on the following round or turn. It cannot be used beyond 20 feet, and once thrown it lasts 2 full turns.

GROUP 2

CHARM MONSTER: This spell will charm any animal, non-human creature to do the bidding of the caster. The spell has a range of 120 feet and lasts three turns. A saving throw is permitted to any monster with the same hit dice or greater than the caster. A monster with 1-2 hit dice less than the caster gets a saving throw only if it can roll 60 or better on 1d100. A monster with 3-4 hit dice less only gets a saving throw if it rolls 75 or better on 1d100. A monster with 5-6 hit dice less than the caster must roll 85 or better on 1d100 to get a saving throw. If a monster has 7 or less hit dice than the caster it cannot make a saving throw.

COLD: This spell sends a frigid blast of cold air towards its target. This spell will target 1d3 beings and has a range of 20 feet. A saving throw is permitted, if hit the targets take 5d6 damage.

MONSTERS: This spell creates 1d2 3 hit dice monsters that can be maintained for 3 turns. These may include beasts, warriors, insects, or undead. Note that no one between levels 1-3 may cast this spell. If cast by a person of 4th to 6th level, the caster must wait one week before casting any other spell. If cast by a user of 7th to 8th level, they must wait two full days before casting any other spell. A character of 9th level or higher can cast this spell once per day as well as using other spells.

CURE DISEASE: This spell cures any disease instantly. It has no effects on wounds or bruises. It can be cast only on one person, it has a 75% chance of working on a non-human or animal struck by a disease.

DISPEL MAGIC: This spell terminates many spells as well as the powers of amulets, medallions, and even the magical properties of weapons and armor. Its effects only last two turns, however, and then the enchantment will return. The range is 120 feet. It has no effect on “eyes” or ancient technological devices.

EXTRA-VISION: This spell allows the caster to project his vision through solid substances up to a distance of 120 feet for a period of 3 turns, allowing them to see things happening far away.

THE HANDS OF THE MIGHTY: This spell grapples and squeezes its target. A saving throw is permitted; if the saving throw fails, the target suffers 1d6 xd6 damage. The range of this spell is 120 feet.

HEAL SERIOUS WOUNDS: This spell will heal 2d6 damage on a single person.

INVISIBILITY: This spell allows the user to become invisible for 3 turns; he adds +3 to saving throws, and +2 is needed to hit the caster. An invisible person may be detected by those naturally able to perceive other planes and also by the Seeing other planes spell above. Invisibility may also be used upon one’s companions: 1d6 beings may be made invisible, including the caster.

NEUTRALIZE POISON: This spell is equivalent to a successful saving throw versus poison, bites, stings, etc. The target is restored to complete health immediately.

PARALYSIS: This spell paralyzes one target for one full turn. A saving throw is permitted. Further, the target must make a saving throw on the next turn, if not successful the paralysis becomes permanent and can only be removed by a magical item. This spell has a range of 30 feet.

PETREFACTION: This spell turns the target to stone and can only be removed by a remove curse or dispel magic spell. A saving throw is permitted, but if the roll is failed, the target loses 1 hit dice permanently. This spell has a range of 30 feet.

SLEEP: This spell affects 2d6 targets of levels 1st to 3rd. It affects 1d6 targets of levels 4th to 5th. It does not affect anyone of 6 levels (or hit dice) and above. The range of this spell is 100 feet. Targets of this spell remain asleep for 8 hours or until physically woken up. This spell does not work on automatons, undead, or androids.

SLOW/HASTE: This spell causes 1d12 targets within 30 feet of the user to slow their movement to ½ their normal movement rate, or they may be speeded up to twice their normal speed. This is at the discretion of the caster. This spell cannot be cast multiple times on the same target. This spell does allow 2 strikes during melee.

TRANSMUTATION: This spell will transform water into stone, stone into water or mud, mud into water or stone, etc. It affects up to 400 square feet (a 20 x 20' square). Anyone moving through mud so created lose 90% of their movement potential. This spell lasts 12 turns and can be cast at a maximum range of 120 feet. This spell only operates upon an open flat surface.

VAPOR OF DEATH: This spell sends a visible fog of poisonous vapor rolling towards a target. It moves at a speed of 10 feet per turn, and the caster must be certain that the wind (if any) is blowing AWAY from himself. With no wind to drive it, the vapor cloud has a maximum range of 100 feet before it dissipates. The cloud covers an area of 2,500 square feet (a 50' x 50' square), affecting all within it. A saving throw is permitted, and if this roll is failed and a neutralize poison is not applied immediately (at the beginning of the next combat round) the victims will drop dead. Even if a saving throw is made, the victims still take 1d6 damage from the poison.

Zoomorphy: This spell is usable only by a magic-user. It causes 1d6 targets to act as whatever creature the caster wishes. The victim then acts as the creature, although he does not change appearance and does not have the animals hit dice. A saving throw is permitted, and if this is not made, the effect is permanent – unless an “eye of transformation” is applied. The spell has a range of 30 feet.

GROUP 3

APPARITIONS: This spell allows the caster to create the illusion of any being the caster can imagine (such as demons, devils, undead, ghosts, etc.). 1d3 apparitions are created per usage, and these last for 6 turns. They can move up to 240 feet away from the caster. Targets will believe these illusions on a roll of 1-30 on 1d100, 31 to 60 indicates that they have doubts about the reality of the apparitions, and 61 or better means they do NOT believe the illusion. If believed, there is a 40% chance that any damage dealt by the apparitions is treated as real.

CHANGE SELF OR OTHERS: The caster can change himself and 1d6 others into any animal, insect, non-human, or human he wishes. One cannot change oneself into a specific person, however. This spell is permanent unless dispelled by a Remove Curse spell. It will not affect someone already affected by a Control Self spell. Targets of this spell retain their own hit dice and personalities, of course. A saving throw is permitted. If used as an “attack” the spell moves forward at a rate of 10' per combat round and has a maximum range of 30 feet. Note that a magic user or priest transformed by this spell can no longer cast spells of his own.

CONTROL TERRAIN: This spell creates a tunnel up to 10 feet (and roughly 6 to 7 foot wide) or can throw up a boulder/wall obstacle the same size. This tunnel or obstacle can be created at a maximum range of 20 feet and lasts 6 turns. Note that this spell operates only upon native earth or stone, if a tunnel is to be dug – it does not work on manmade fortifications.

CREATURE: This spell creates a very powerful 5 hit dice monster that stays for 3 turns. Note this spell cannot be cast by anyone of 6th level or less. If this spell is cast by a user of 7th to 8th level, they cannot cast another spell for one full week. If a 9th level user casts this spell, he must wait 2 full days before casting another spell. Spell users above 9th level may cast this spell once per day.

DEMON: One large and terrible demonic being may be called to serve the caster for 6 turns. This demon can fly and has 7 hit dice. This spell can only be cast by users of 9th level and above. If this spell is cast, the user cannot cast another spell for one full week.

DOOM-KILL: This spell sends an invisible explosive force at a target. The spell has a range of 240 feet, a 2d6 is rolled to see if the target is hit (a hit occurs on 7-9), any roll below 7 means the spell has fallen short, and any result higher than 9 means the target has been over-shot. The explosion requires a 30 feet area in which to burst. Anything inside this area is destroyed if the saving throw is not made. If a caster rolls 2 on the 2d6 to hit roll, the caster is the target! Characters & monsters of levels (hit dice) 1st – 4th need to roll a 17 or higher for a saving throw; levels 5th through 7th need to roll 15 or higher; and those of levels 8th and above need to roll 13 higher. All within range are hit and are required to make a saving throw. All failed saving throws mean instant death, and even if the save is successful 2d6 damage is taken by the target. Revivification is possible, however it requires 3 full weeks of recovery.

ENCHANTED ARMORS & WEAPONS: This spell enchants any armor, helm, shield, or weapon up to a +3 bonus. To determine the bonus a 1d6 is rolled: 1-3=+1, 4-5=+2, 6=+3. This enchantment is permanent and does not work on weapons already enchanted. This spell increases a weapons to hit bonus only and does not affect its damage potential.

ENERGY BOLT: This spell creates a bolt of energy that has a range of 120 feet and can hit up to 1d12 targets. A saving throw is possible, but even if successful targets take 1d6 damage from the bolt. This spell can be cast in a confined space with no danger to the caster.

FLY: This spell allows the caster (and up to 250 lbs of additional weight) to fly at a speed of 120 feet per turn for 3 turns. The flyer may rise to a height of 180 feet. The spell may also be used upon one companion, rather than the caster himself.

INFERNAL BARRIER: This spell creates a wall of glittering force in front of the caster. It can only be passed by a person physically if a roll of 18 or better is achieved on a 1d20 roll. This wall does not stop missiles, however it makes the caster harder to see and adds +2 to the hit roll required to hit the target. This spell is also affective against a "wall" of water or ice, and has a 75% chance of stopping a Cold spell. This spell only protects the caster and lasts for 3 turns.

INVULNERABILITY: This spell allows the caster or a target of his choosing to become impervious to all normal weapons (non-magical). This spell is not proof against spells, with the exception of Doom-kill, Soul Stealing, and Telekinesis. If the spell has been cast on some previous round, it protects the user from these three attack spells. This spell also stops normal missiles. The spell lasts 2 turns.

MIND-BAR: This spell allows a caster to make a target engage in or refrain from some action specified by the caster. The spell only affects one target and has a range of 120 feet, lasts 12 turns, and a saving throw is permitted. It has no effect on characters/monsters of 6 hit dice or levels. One can use this spell to cause someone to serve loyally, to kill himself, or to help the party in battle, etc.

QUEST: This spell will send 1d12 targets upon a quest of the caster's choice. A saving throw is permitted. If the saving throw is not successful the targets must complete the quest before returning to normal activities. The spell has a range of 30 feet. A target of this spell can be released from the quest by a Dispel Magic or Remove Curse spell.

RAISE THE DEAD: Dead beings can be reanimated (not revived or reincarnated). This spell affects 2d6 targets and lasts 12 turns. The maximum range is 10 feet. Such reanimated beings function as "zombies" and do their master's will literally and completely, to the extent of their powers. They can be "slain" again and have their usual number of hit dice. In battle they are not as effective as normal and suffer a -2 to attack and -3 to inflict damage.

REINCARNATION: A dead character can be reincarnated as some other life form (not revived or raised as above). This life form has the dead character's hit dice potential and not those of its natural form. This spell can only be used on one target and has a range of 10 feet. There is no saving throw. The spell is permanent, unless a Dispel Magic is cast, whereupon the being is returned to his normal "dead" form.

RESEARCH: This spell allows the player to undertake the research necessary to create a new spell. This option is purely left up to the GM running the game – all details will have to be developed between the player and the GM.

SENDING EVIL: This spell allows a caster to send plague, disease, and other afflictions upon 2d6 targets. The spell has a range of 240 feet and will kill all targets within 2 turns unless a Cure Disease is cast upon the targets, no saving throw is allowed.

SHIELD: This spell puts up an invisible force field around the caster and up to 1d6 companions. This spell protects against all missiles, energy bolts, Hand of the Mighty, and telekinesis. It also protects against melee attacks from creatures of 3 hit dice or less. It has a range of 20 feet and lasts 2 turns.

SILVER HALO OF SOUL STEALING: This glittering halo of energy flies towards its target and will remove the target's soul, leaving the target a mindless automaton. Once a target's soul has been taken only a Dispel Magic can restore it (with only a 60% chance of success). This spell has a maximum range of 30 feet and can only affect one target. A saving throw is permitted, and this spell can be deflected by an already established Dispel good/evil or Invulnerability spell. If that is the case, the spell will (a 25% chance) strike a randomly determined target close to the original.

TELEPORTATION: This spell allows a caster to transport himself and up to 1d12 beings (or equivalent weight) from his current location to another place with which he has first hand knowledge. The spell has a range of 360 feet, if this range is exceeded, there is a 25% chance of the party arriving safely. If it does not reach their proper destination, there is a 50% chance of death for the entire transported party (lost forever in some inter-dimensional void), there is a 30% chance they are lost somewhere else on the planet, and a 20% chance they are on another planet.

WALLS: These spells are barriers of magical force which move towards an opposing target at set speeds. There are 7 types of walls described below:

FIRE: A wall of fire moves at a rate of 20 to 30 feet per turn (caster's choice) and lasts 3 turns (a maximum range of 90 feet). This wall is 10 feet high and 10 feet wide, if it touches a target they are burned to death unless a saving throw is made. Even if the throw is made, a creature of levels 1-3 still suffer 1d6 damage, levels 4-6 suffer 2d6, and levels above 6 suffer 3d6 damage. When a wall of fire meets an opposing (Ice, Water, Wind, Swords, or Tangle vines) wall the two walls "combat" each other. Each has 2 hit dice; if the caster roll a 15+ on a d20 roll, his wall "hits" the other wall and it takes 1d6 damage. A wall ceases to exist when it reaches 0 hit points. A partially damaged wall continues on towards its target but any damage done is proportional to the amount of damage it can now deliver (if it had 10 hit points, and took 5 damage, it could now only do ½ damage to targets). For each 2 points of hit dice lost, the saving throw against the wall decreases by one (making it easier to save against). Note that a wall of "Stone" will block a wall of Fire and cause it to dissipate. Water is -1 to hit fire. Fire offers no resistance against most spells or to missiles, however Fire can be destroyed by Energy Bolt or Doom-kill spells.

ICE: A wall of Ice moves at a rate of 10 feet per turn and to a maximum range of 60 feet before melting away. It will combat walls of Ice, Fire, and Swords. It blocks (and is blocked by) Stone, Tangle vines, Water, and Wind). Missiles shatter against this wall, and it also blocks Vapor of Death, Telekinesis, Shadows, and Silver Halo. It can be destroyed by Energy Bolt, and Doom-kill, and is stopped by the Infernal Barrier. A saving throw is necessary for each target it contacts in order to avoid being crushed. If not successful then the target dies, if the save is successful then damage is dealt as under the "fire" wall description.

STONE: This spell sends a barrier of solid stone rumbling towards the target at a rate of 10 feet per turn to a maximum of 30 feet until it dissolve to dust. It blocks Fire, Ice, another wall of Stone, and Water. It combats a wall of Swords or Tangle vines, and it destroys a wall of Wind automatically. It blocks Telekinesis, the Vapor of Death, Shadows, the Silver Halo, missiles, and most other attack spells, although it can be destroyed by an Energy Bolt or a Doom-kill spell. A saving throw is needed in order to avoid being crushed to death, if the save is successful, the target has managed to climb over the wall with no damage.

SWORDS: This spell sends invisible hands wielding a wall of slashing swords which move at a rate of 20 or 30 feet per turn (chosen by the caster) to a maximum range of 60 feet. This spell combats another wall of Swords or of Tangle vines, but is blocked by Fire, Ice, and Stone. It offers no resistance to Wind but is automatically swept away by Water. This spell does not impede most spells at all, nor does it stop missiles. It can be destroyed by an Energy Bolt or a Doom-kill spell. If a wall of Swords reaches a target, a saving throw must be made, if failed death ensues, a successful save takes damage as described above under the "Fire" wall description.

TANGLE VINES: These grasping vines and plant-like tentacles are sent in a wave towards a target at a rate of 10 feet per turn to a maximum range of 30 feet. This wall combats Fire, Stone (which they can clamber over), Swords, other Tangle vines, Water, or Wind. This spell is blocked by Ice. This wall offers no resistance to most spells but can be destroyed by Energy Bolt, or Doom-kill spells. If a target is engulfed by Tangle vines, they have a 50% chance of cutting free on the first combat round; if this fails, they have a 40% chance on the 2nd round, and if this is not successful, the target dies. A companion not caught in the Tangle vines can attempt to cut the victim free; he has a 60% chance of doing this on the first round and a 50% chance on the 2nd round – there is also a 50% chance that the rescuer will become trapped in the wall on both of these rounds. A victim cut free on the first round suffers 1d6 damage, if freed on the 2nd round he suffers 3d6 damages.

WATER: A wall of Water travels at a rate of 20 feet per turn and has a maximum range of 60 feet. This spell combats Fire (at +1 to hit), Tangle vines, another wall of Water, or Wind. It is blocked by Ice or Stone, and automatically washes away Swords. It offers no resistance to most spells, but it can be destroyed by Energy Bolt, Doom-kill, Calm, or the Infernal Barrier spells. If a party is overtaken by a wall of water they must make a saving throw or be killed by drowning. If the saving throw is successful, the victim is carried back 10-60 feet but suffers no damage. They are unable to fight on the next combat round as they must adjust weapons and armor and regain their footing.

WIND: A raging hurricane of wind barrels towards the target at a rate of 20 to 40 feet per turn to a maximum range of 100 feet. Wind combats Fire, Tangle vines, Water, or another wall of Wind. It is blocked by Ice and is automatically destroyed by Stone. It offers no resistance to Swords. It also blocks Telekinesis, the Silver Halo, or missiles – causing these to go off course unless a saving throw of 16+ is made on 1d20. Wind sends Vapors of Death back towards its caster, who then require a saving throw! Wind is dispelled by Calm. If a wall of Win reaches a party, each must make a saving throw or be buffeted to death. If the saving throw is successful each victim takes 1d6 damage.

Note that a player choosing this bonus spell has the power to send any of these "walls". Only one wall can be sent per day however.

WEATHER CONTROL: This spell allows the caster to create rain, storms, snow, baking sunshine, etc. This spell has a range of 240 feet and lasts 6 turns. It can be dissipated by a Dispel Magic spell.

WISH: This spell allows (within narrow limits imposed by the GM) the caster to wish for various things (food, water, transportation, devices, etc.) This spell cannot be used to unbalance the game or change things on a cosmic scale, the smaller the wish the more likely the GM will approve it. This spell can only be cast once per week.

EXPERIENCE

Characters rise in levels by accumulating experience points. Each increase in level adds more skills, powers, and hit dice. Experience points are acquired by collecting gold or killing hostile beings. No points are granted for casting spells or other abilities.

Experience for gold is 1 experience point for each gold piece acquired. For creatures, each hit dice of the creature killed equates to 50 experience points, thus a 3 HD monster would equal 150 experience points gained. All hit dice ignore the pluses or minuses when calculating experience scores (e.g. a 4+3 creature would still count as 200 experience points earned).

Experience points gained by using ancient or futuristic devices only earn 1/2 of the normal experience points as the item did most of the work in killing the creature.

Experience points are only given to the character that actually delivered to killing blow on a creature (regardless of who did the most damage).

Players usually share most monetary treasure found in the game, if magic items are gained the players can roll 1d100 to establish a picking order if acceptable to all. Non-player henchman or hirelings may be paid in coin to avoid having them stake a claim to magic items.

No character can rise more than 1 experience level per adventure regardless of how much experience was gained on the adventure. If the character would have enough to raise 2 levels, their experience point total will stop 1 point shy of the 2nd level they would have gained. *For example if a 1st level warrior gained 4,100 experience on his first adventure, he would be capped at 3,999 exp – just shy of the 4,000 he needed for 3rd level of experience.*

EXPERIENCE POINT BONUSES

A warrior with a Strength of 81-95 adds 5% to his earned experience total. Any warrior with a Strength of 96-100 adds 10% to his total. A priest with an Intelligence of 81-95 adds 5% to his experience point total, while a priest with 96-100 adds 10% to his total. Similarly a magic-user with a Psychic Ability of 81-95 adds 5% to his experience total, and a magic-user with a Psychic Ability of 96-100 adds 10% to his total.

REDUCED EXPERIENCE POINTS

At higher levels of experience it is more difficult to gain experience as reflected in the table below:

Levels	Total of Experience Earned
1st to 3rd	100%
4th & 5th	50%
6th & 7th	25%
8th & 9th	10%
10th +	5%

LEVELS OF EXPERIENCE

Once a character has chosen a profession, there is no way to change his path. Each character begins at the lowest level of their profession and rises to the higher levels by acquiring experience points as explained above. Levels and the amount of experience points needed to rise in levels are detailed in the table below:

Level	Points Needed
1st	0
2nd	2,001
3rd	4,000
4th	8,000
5th	16,000
6th	32,000
7th	64,000
8th	120,000
9th	240,000
10th	250,000

It is possible to progress beyond 10th level in any of the three professions by a flat rate of 10,000 experience points per level.

HIT DICE, COMBAT & DAMAGE DICE

Hit dice is the amount of wound damage a character or creature can take before being killed. Combat is conducted by rolling a 1d20 to determine if the attacker has hit his target, and if so the attacker rolls “damage dice” to see how many points are taken away from a character (or creatures) hit dice total.

HIT DICE

The amount of damage one can take is determined by a combination of their chosen profession and the level that they have attained in that profession. Warriors naturally have more hit dice than priests or magic-users. As each character is created, a roll of 1d6 is used to determine their starting hit dice points. As each level of experience is obtained a new roll is performed to determine their new total. When a character is wounded, the player subtracts the number shown from the opponent's damage dice for his hit points until he is at 0 (unconscious) or has exceeded his total, in which case the character is dead. Hit dice points lost this way can be regained by rest (1 point per day of rest is regained this way) or through magical healing spells (or magic items). Hit dice for the various professions are determined as per the below table:

Level	Warrior	Priest	Magic-User
1	1+1	1	1
2	2	1+3	1+2
3	3	2+1	2
4	4+1	3+3	3
5	5+1	4+1	3+3
6	6+2	5	4
7	7+1	6	5
8	8+2	7	6+1
9	9+3	8+1	7+1
10	10+4	9+1	8+1

Additional levels can be found by adding the hit dice for the lower levels to those of level 10. *Thus, a 14th level warrior has $10+4 + 4+1 = 14+5$ hit dice.*

No character can ever have LESS hit points than he had at lower levels. *Thus, if a warrior had two 5's for 10 hit points at 2nd level, and at 3rd level only got 7 after rolling his hit dice, he adds 3 to get a total of 10 so he matches his previous total.* A character must always at least match his previous total (though he may not always be lucky enough to surpass it).

Sometimes players will want to play a non-human race as a character and as such they also must choose a profession to follow for these characters. For these times, use the following tables to determine the character's hit dice.

For non-human creatures that have 2 basic hit dice, use the following table:

Level	Warrior	Priest	Magic-User
1	2	2+1	2-1
2	3	2+3	2+2
3	4	3	3-1
4	5+1	4	3+3
5	6+1	5	4+1
6	7+1	6	5
7	8+3	7+1	6
8	9+3	8	7
9	10+3	9+1	8+1

For levels above 9th, use the same formula as shown above for humans.

For non-human creatures that have 3 basic hit dice, use the following table:

Level	Warrior	Priest	Magic-User
1	3	3-1	2+4
2	4	3+2	3+1
3	5+1	4	3+4
4	6+3	5	4+1
5	7+3	6+1	5+1
6	8+3	7	6
7	9+3	8+1	7+1
8	10+1	9	8
9	11+1	10	9

For levels above 9th, use the same formula as shown above for humans.

COMBAT

All characters and monsters are divided into Armor Classes (AC) based on the type of armor worn or the relative toughness of a monster's hide, speed and defensive skill, or over all power.

Combat proceeds in the following order: first it must be determined if either party is surprised (described later). Assuming there is no surprise, a "reaction die" is thrown by each side to determine who gets to strike first (high roll wins). Each player then states his actions along with any hirelings they may control. If an attack is made, the player rolls a d20 and adds any bonuses he may have and consults the attack tables below. If a target has magical armor, it subtracts from the attacker's roll on the "to-hit" table. If a hit is made, then damage dice are thrown to determine how many hit points have been taken away from the target. If the target is still alive (hit points above 0), then he will have a chance to strike back. This process continues until one side breaks off the combat and retreats or fights to the death.

TABLE I: MEN ATTACK TABLE

Armor Class	Armor Description	0 Level Humans	1-3 Level FM	4-6 Level FM	7-9 Level FM	10th Level +
		1-3 Level MU/P	4-6 Level MU/P	7-9 Level MU/P	10+ MU/P	Fighting Men
1	Plate Armor + Shield	20	19	16	13	10
2	Plate Armor	19	18	15	12	9
3	Chain Mail + Shield	18	17	14	11	8
4	Chain Mail	17	16	13	10	7
5	Ring Mail + Shield	16	15	12	9	6
6	Ring Mail	15	14	11	8	5
7	Leather Armor + Shield	14	13	10	7	4
8	Leather Armor OR Shield Only	13	12	9	6	3
9	No Armor	12	11	8	5	2

TABLE II: MONSTER ATTACK TABLE

Armor Class	HIT DICE							
	1 or less	1+1	2-3	4-5	6-7	8-9	10-11	12+
1	19	17	16	15	14	13	12	11
2	18	16	15	14	13	12	11	10
3	17	15	14	13	12	11	10	9
4	16	14	13	12	11	10	9	8
5	15	13	12	11	10	9	8	7
6	14	12	11	10	9	8	7	6
7	13	11	10	9	8	7	6	5
8	12	10	9	8	7	6	5	4
9	11	9	8	7	6	5	4	3